GetResInfo Given a handle, obtain resource ID, type, and name

#include <Resources.h> **Resource Manager**

```
void            GetResInfo(rHandle, rID, rType, rName );
Handle          rHandle ;       handle leading to resource data
short           *rID ;          receives 2-byte resource ID
ResType         *rType ;        receives 4-byte resource type
ConstStr255Param                rName ;  address of 256-byte buffer to receive
                                name
```

Given a resource handle, this call obtains the resource's ID, type, and name (if any).

rHandle is a resource handle. It is typically a handle obtained via **GetIndResource** or **Get1IndResource** (but you may use any resource handle).

rID is the address of a 2-byte short. Upon return, it will contain the ID of the resource.

rType is the address of a 4-byte ResType structure (any 32-bit long will do). Upon return, it will contain the four bytes identifying the type of the resource.

rName is the address of a 256-byte buffer (normally a ConstStr255Param data type). Upon return, it will contain a Pascal-style length-prefixed string identifying the resource's name. If the resource is unnamed, this will be set to the empty string (the first byte is 0).

Returns: none (if *rHandle* is not a resource handle, **ResError** will return the resNotFound error)

Notes: This is typically used only by resource-management utilities such as ResEdit (applications should already know the name, type, etc., of their own resources).

Since **GetIndResource** obtains a resource handle without your knowing the type or ID, you can use this function to obtain that information. See **CountResources** for an example of usage.