Count1Types   Get total number of resource types in current file

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

short   **Count1Types( );**   [128K ROMs]
                     returns   number of types of resources in current file

   Count1Types returns the number of resource types in the current resource
   file. It can be used as a first step in "1-deep" examination of resources.

      Returns: a positive integer; it is the total number of distinct resource types
                     in the current resource file.

   ──

   Notes: **Count1Types** works exactly like **CountTypes** except that it limits the
             type search to the current resource file.   This is normally followed by a
             series of calls to **Get1IndType**.

             Refer to **CountTypes** for related details.