

SizeResource Obtain the size, in bytes, of a resource

#include <Resources.h>

Resource Manager

long **SizeResource**(*rHandle*);
Handle *rHandle* ; a handle to a valid resource
 returns the size, in bytes, of the resource (-1=error)

This procedure returns the physical size of a specified resource. It is useful to check this to be sure there is enough memory to hold a resource.

rHandle is a resource handle. It is a handle obtained via **GetResource**, **GetIndResource**, et al.

Returns: a 32-bit long integer; the size of the resource, in bytes; the amount of memory needed if the resource is loaded. A return value of -1 indicates an error and **ResError** will return a code of resNotFound.

Notes: This function reads from disk in order to return the exact size of the resource. The 128K ROMs support the more efficient function, **MaxSizeRsrc**, which gets an approximate size of the resource without reading it from the disk.