🏠   WiX managed SDK   WixToolset.Dtf.Resources namespace   Resource Class

Resource Class

Represents a Win32 resource which can be loaded from and saved to a PE file.

Methods

Method	Description
Equals(obj)	Tests if type, name, and locale of this Resource object match another Resource object.
GetHashCode()	Gets a hash code for this Resource object.
Load(file)	Loads the resource data from a file. The file is searched for a resource with matching type, name, and locale.
Save(file)	Saves the resource to a file. Any existing resource data with matching type, name, and locale is overwritten.

Properties

Property	Description

Property	Description
Data	Gets or sets the raw data of the resource.
Locale	Gets or sets the locale of the resource.
Name	Gets or sets the name of the resource. For a numeric resource identifier, the decimal number is prefixed with a "#".
ResourceType	Gets or sets the type of the resource. This may be one of the ResourceType constants or a user-defined type name.

`WixToolset.Dtf.Resources.dll` version `4.0.2+644ed0118bae1aa885bb6cc906dc6c0b904de4d9`

Equals(obj) Method

Tests if type, name, and locale of this Resource object match another Resource object.

Declaration

```
public bool Equals(
    System.Object obj
)
```

Parameters

Parameter	Type	Description
obj	System.Object	Resource object to be compared

Return value

`bool` True if the objects represent the same resource; false otherwise.

GetHashCode() Method

Gets a hash code for this Resource object.

Declaration

```
public int GetHashCode()
```

Return value

`int` Hash code generated from the resource type, name, and locale.

Load(file) Method

Loads the resource data from a file. The file is searched for a resource with matching type, name, and locale.

Declaration

```
public void Load(
    string file
)
```

Parameters

Parameter	Type	Description
file	string	Win32 PE file containing the resource

Save(file) Method

Saves the resource to a file. Any existing resource data with matching type, name, and locale is overwritten.

Declaration

```
public void Save(
    string file
)
```

Parameters

Parameter	Type	Description
file	string	Win32 PE file to contain the resource

Data Property

Gets or sets the raw data of the resource.

Declaration

```
public System.Byte[] Data { get; set; }
```

Locale Property

Gets or sets the locale of the resource.

Declaration

```
public int Locale { get; set; }
```

Name Property

Gets or sets the name of the resource. For a numeric resource identifier, the decimal number is prefixed with a "#".

Declaration

```
public string Name { get; set; }
```

ResourceType Property

Gets or sets the type of the resource. This may be one of the ResourceType constants or a user-defined type name.

Declaration

```
public ResourceType ResourceType { get; set; }
```