Technical Note TB02
Calling SetResLoad

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Introduction

Calling `SetResLoad(FALSE)` can be useful if you need to get a handle to a resource, without causing the resource to be loaded from disk if it isn't already in memory. `SetResLoad` changes the value of the low-memory global `ResLoad` (at location `$A5E`).

It is very important that your program not leave `ResLoad` set to `FALSE` when it exits. Doing this will cause the system to reboot or crash when it does a `GetResource` call for the next code segment to be loaded (usually the Finder). The system will crash because `GetResource` will not actually load the code from disk when `ResLoad` is `FALSE`.

So, make sure that you call `SetResLoad(TRUE)` before exiting your program.

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The Resource Manager

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