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Technical Note TB32

ChangedResource: Too much of a good thing

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Introduction

The toolbox trap `ChangedResource` is used to inform the Resource Manager that the contents of a resource have changed and should be written to disk. The actual write occurs on the next call to `WriteResource` (for the specific resource) or `UpdateResFile` (for the resource file containing the specified resource). When called, `ChangedResource` reserves enough disk space to contain the changed resource. A little-known "feature" of `ChangedResource` is that it reserves disk space every time it is called. Thus if you call `ChangedResource` ten times on a large resource before the resource is actually written out, you may unexpectedly run out of disk space since ten times the amount of disk space actually needed will be reserved.

If your program frequently changes the contents of resources, especially large ones, then you should call `WriteResource` or `UpdateResFile` immediately after calling `ChangedResource`. Once the resource is actually written, the file's EOF will be set correctly, and the first subsequent call to `ChangedResource` will work correctly.

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References

The Resource Manager

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