

NOTE: This Technical Note has been [retired](#). Please see the [Technical Notes](#) page for current documentation.

Technical Note TB23

Resource Manager Tips

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This note discusses some problems with the Resource Manager and how to work around them.

[Jun 01 1986]

OpenResFile Bug

This section of the note formerly described a bug in `OpenResFile` on 64K ROM machines. Information specific to 64K ROM machines has been deleted from Macintosh Technical Notes for reasons of clarity.

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GetMenu and ResErrProc

If your application makes use of `ResErrProc` (a pointer to a procedure stored in low-memory global `$AF2`) to detect resource errors, you will get unexpected calls to your `ResErrProc` procedure when calling `GetMenu` on 128K ROMs. The Menu Manager call `GetMenu` makes a call to `GetResInfo`, requesting resource information about MDEF 0. Unfortunately, `ROMMapInsert` is set to `FALSE`, so this call fails, setting `ResErr` to `-192 (resNotFound)`. This in turn will cause a call to your `ResErrProc`, procedure even though the `GetMenu` call has worked correctly. This is only a problem if you are using `ResErrProc`.

The workaround is to:

1. save the address of your `ResErrProc` procedure
2. clear `ResErrProc`
3. do a `GetResource` call on the MENU resource you want to get
4. check to see if you get a nil handle back, if you do, you can handle the error in whatever way is appropriate for your application
5. call `GetMenu`, and
6. when you are done calling `GetMenu`, restore `ResErrProc`

SetResAttrs on read-only resource maps

`SetResAttrs` does not return an error if you are setting the resource attributes of a resource in a resource file that has a read-only resource map. The workaround is to check to see if the map is read-only and proceed from there:

```
CONST
    MapROBit = 8; {Toolbox bit ordering for bit 7 of low-order byte}

BEGIN
    ...
    attrs:= GetResFileAttrs(refNum);
```

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References

The Resource Manager

The Memory Manager

The Menu Manager

[M.OV.GestaltSysenvirons](#)

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Downloadables



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