

New Technical Notes

Macintosh



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Developer Support

Resource Manager Tips

Toolbox

Revised by:

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Written by: Jim Friedlander

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

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.

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);
    IF BitTst(@attrs,MapROBit) THEN ... {write-protected map}
```

Further Reference:

- The Resource Manager
- The Memory Manager
- The Menu Manager
- M.OV.GestaltSysenvirons