

**#111: MoveHHi and SetResPurge**

See also:           The Memory Manager  
                  The Resource Manager

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`SetResPurge (TRUE)` is called to make the Memory Manager call the Resource Manager before purging a block specified by a handle. If the handle is a handle to a resource, and its `resChanged` bit is set, the resource data will be written out (using `WriteResource`).

When `MoveHHi` is called, even though the handle's block is not actually being purged, the resource data specified by the handle will be written out. An application can prevent this by calling `SetResPurge (FALSE)` before calling `MoveHHi` (and then calling `SetResPurge (TRUE)` after the `MoveHHi` call).