

# Horrifically nasty gotcha: FindResource and FindResourceEx

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The `FindResourceEx` function is an extension of the `FindResource` function in that it allows you to specify a particular language fork in which to search for the resource. Calling the `FindResource` function is equivalent to calling `FindResourceEx` and passing zero as the `wLanguage` .

Except for the horrible nasty gotcha: The second and third parameters to `FindResourceEx` are in the opposite order compared to the second and third parameters to `FindResource` !

In other words, if you are adding custom language support to a program, you cannot just stick a `wLanguage` parameter on the end when you switch from `FindResource` to `FindResourceEx` . You also have to flip the second and third parameters.

Original code	<code>FindResource(hModule, MAKEINTRESOURCE(IDB_MYBITMAP), RT_BITMAP)</code>
You change it to	<code>FindResourceEx(hModule, MAKEINTRESOURCE(IDB_MYBITMAP), RT_BITMAP, 0)</code>
You should have changed it to	<code>FindResourceEx(hModule, RT_BITMAP, MAKEINTRESOURCE(IDB_MYBITMAP), 0)</code>

The nasty part of this is that since the second and third parameters are the same type, the compiler won't notice that you got them backward. The only way you find out is that your resource code suddenly stopped working.

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