

TagList

COLLABORATORS

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| | <i>TITLE :</i> TagList | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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| NUMBER | DATE | DESCRIPTION | NAME |
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Contents

| | | |
|----------|-------------------------|----------|
| 1 | TagList | 1 |
| 1.1 | TagList V1.00 | 1 |
| 1.2 | addtag | 1 |
| 1.3 | changetag | 1 |
| 1.4 | freetaglist | 2 |
| 1.5 | inittaglist | 2 |
| 1.6 | resettaglist | 2 |
| 1.7 | taglistid | 2 |

Chapter 1

TagList

1.1 TagList V1.00

PureBasic TagList library V1.00

Taglists are widely used in the PureBasic libraries and in the AmigaOS. It's simply a way to supply a list of parameters to a function. You can have any parameters you want in any order so it's very flexible. These functions simplify to the max the use of taglists, so I hope you will not have any problems with them.

Commands summary:

```
AddTag
ChangeTag
FreeTagList
InitTagList
ResetTagList
TagListID
```

1.2 addtag

SYNTAX

```
AddTag(#TAG_ITEM, #TAG_DATA)
```

STATEMENT

Add the given tags to the taglist.

1.3 changetag

SYNTAX

```
ChangeTag(Position, #TAG_ITEM, #TAG_DATA)
```

STATEMENT

Change the tag value at the given position in the current TagList

1.4 freetaglist

SYNTAX

```
FreeTagList()
```

STATEMENT

Frees the memory allocated by `InitTagList()`. After this you CAN'T use the `TagList` functions any more, you must recall `InitTagList()` if you need to build a taglist.

1.5 inittaglist

SYNTAX

```
TagList.l = InitTagList(#NumMaxTags)
```

COMMAND

Init all the `TagList` environments for later use. You must put this function at the top of your source code if you want to use the `TagList` commands. This command allocates a memory zone of $(\#NumMaxTags+2)*8$ bytes. It returns the memory start address or 0 if it can't allocate the memory (should never happen). You can free this memory when you don't need to use the `TagList` any more with the `FreeTagList()` command.

1.6 resettaglist

SYNTAX

```
ResetTagList(#TAG_ITEM, #TAG_DATA)
```

STATEMENT

Rebuild a new taglist from scratch and put the given tag inside.

1.7 taglistid

SYNTAX

```
TagList.l = TagListID()
```

FUNCTION

Returns the `TagList` pointer for passing to any command requiring the taglist (`Window()`, `Screen()`, `ASL()`, etc.)
