

**TagList**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> TagList		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 23, 2025	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# 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 functions. 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

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## 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.)

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