

**TagList**

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	<i>TITLE :</i> TagList		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## TagList

### 1.1 TagList V1.00

Pure Basic TagList library V1.00

Taglists are widely used in the Pure Basic library and by the way, 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 willn't 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

Free the memory allocated by NInitTagList(). 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()
```

### 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 NFreeTagList 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 = TagListID()
```

### FUNCTION

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