

Tag Objects

Contents

About Tag Objects	8-3
Tag Object Properties	8-4
Tag Types	8-5
Uses for Tag Objects	8-6
Using Tag Objects	8-7
Creating and Manipulating Tag Objects	8-7
Creating and Deleting a Tag Object	8-8
Copying, Comparing, and Cloning Tag Objects	8-9
Loading and Unloading Tag Objects	8-9
Manipulating Tag Object Properties	8-9
Getting and Setting a Tag Object's Tag Type and Contents	8-10
Manipulating a Tag Object's Owner Count	8-11
Directly Manipulating Tag Object Contents	8-11
Attaching Tags to a QuickDraw GX Object	8-12
Tag Objects Reference	8-12
Constants and Data Types	8-13
The Tag Object	8-13
Functions	8-13
Creating and Manipulating Tag Objects	8-13
GXNewTag	8-13
GXDisposeTag	8-14
GXCopyToTag	8-15
GXEqualTag	8-16
GXCloneTag	8-17
Manipulating Tag Object Properties	8-18
GXGetTag	8-18
GXSetTag	8-19
GXGetTagOwners	8-20
Directly Manipulating the Data in a Tag Object	8-21
GXLockTag	8-21

GXUnlockTag	8-22
GXGetTagStructure	8-23
Summary of Tag Objects	8-25
C Summary	8-25
Functions	8-25