

## Code Tags

Code tags are comments that are tagged with categories that allow for easy searching and identification throughout your codebase.

The basic template for a tagged comment:

```
// <Initials of commenter> @tag1 <more tags>: <message>
```

So, for example:

```
// MW @todo @perf: use x % 2 == 0 instead of if-chain for is_odd(x)
bool is_odd(int x)
{
    if (x == 0) return false;
    if (x == 1) return true;
    if (x == 2) return false;
    if (x == 3) return true;
    if (x == 4) return false;
    if (x == 5) return true;
    // MW @todo: finish this function...
}
```

Or:

```
// MW @hack: skip faces with sky textures, so we let sunlight in and render a
skybox.
if (BSP->TextureNames[Surface.TextureID].StartsWith("sky"))
    continue;
```

## Code Tag List

Tag	Usage
@todo	Indicate changes, additions, or fixes that should be considered at a later date
@perf	Indicate comments that relate to code performance, generally code improvements that should be made to increase performance. Usually paired with @todo.
@bug	Indicates that a piece of code has a known bug that should be fixed.
@nbug	Indicates that a piece of code that may seem to have a bug either does not, or has one that will not be fixed.
@port	Indicates code that has been written to support different platforms, or needs to be edited to support other platforms.
@copypaste	Indicates that a piece of code has been copy-pasted from elsewhere, and may need to be updated if that other code is changed.
@hack	Generally indicates a workaround for a known problem that is often (intended to be) temporary.
@credit	Used to give credit to other sources where due.
@see	Indicates that some other code or source may contain more information to the reader of the code.
@wtf	Indicates that a piece of code is not understood, or considered poorly written.