HSetRBit   Tag block for treatment as a resource

#include <u>Memory.h</u>   **<u>Memory Manager</u>**

 void   **HSetRBit(**_theHandle_ **)**;
<u>Handle</u>   _theHandle_ ;   handle whose tag you wish to update

   HSetRBit sets bit 7 of the tag byte of a master pointer. This is normally
   used internally by the Resource Manager, to mark the block for special
   treatment as a resource.

     theHandle is a handle leading to a relocatable memory block.

     Returns: none; the **<u>MemError</u>** function may return an <u>Error Code</u> of:
             noErr   (0)   No error
         nilHandleErr   (-109)   _theHandle_ has a NIL master pointer
           memWZErr   (-111)   Illegal operation on a free block

 Notes: Rather than manipulating the high byte (the tag byte) of a master pointer,
         it is wise to use Memory Manager functions such as **<u>HLock</u>** and **<u>HPurge</u>**.
         Failure to use these routines virtually guarantees incompatibilities with
         future System Software.

         If you need to manipulate the tag byte, you should use **<u>HGetState</u>** and
         <u>HSetState</u> to save and restore the original tag values.