

HClrRBit Clear relocatable block's resource tag

#include <Memory.h>

Memory Manager

```
void      HClrRBit(theHandle );  
Handle   theHandle ;      handle whose tag you wish to update
```

HClrRBit clears bit 7 of the tag byte of a master pointer. This is normally used internally by the Resource Manager, to indicate that the block should not receive special treatment as a resource.

theHandle is a handle leading to a relocatable memory block.

Returns: none; the **MemError** function may return one of:

noErr	(0)	No error
nilHandleErr	(-109)	<i>theHandle</i> 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 **HLock** and **HPurge**.

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