HGetState   Obtain the value of a relocatable block's tag byte

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

char   **HGetState(***theHandle* **);**
Handle   *theHandle* ;   handle of interest
                returns   the 8-bit tag-byte of *theHandle*

HGetState lets you examine or save the current value of a relocatable block's master pointer tag byte. It includes the lock, purge, and resource attributes of the block.

   theHandle is a handle leading to a relocatable memory block.

   Returns: a byte; the current tag settings for *theHandle* (as with all C char return values, this is actually a 16-bit value, with the low 8 bits significant).   See **HSetState** for the bit layouts. The **MemError** function may return an Error Code 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 **HLock** and **HPurge**.