;AutomaticallyResizingObjects.rtfd;;¬   Previous Section

Usingtags;¬Using tags

1   In Interface Builder, specify the tag integers for objects.

2   If the integers are not intrinsically meaningful, define constants for them in your source code.

3   Send the tag message to a tagged object to get the integer.

4   Evaluate the integer and act upon it.

Tags are integers that you use in your code to identify objects. They offer a convenient alternative to such methods of object identification as fetching an object's title. (What if the object's title changes while the application is running, or the application is localized?) Tags can also carry useful information associated with an object, and thus make it easier to integrate that information into a program. Tags are commonly assigned to the cells contained by matrices.

You can specify tags in the Tag fields of most Attributes displays.

_UsingTags.eps ¬

You can also set tags programmatically in most NSView objects by sending those objects the **setTag:** message.

The integers that you assign could have some intrinsic value; for instance, they could be numbers that are multiplication factors for a document-zoom feature, or numbers that correspond to the number of a keypad in a calculator application. If the tag numbers are not intrinsically meaningful (that is, they're arbitrary), it's prudent to define constants to express them.

```
typedef enum {
€€€€LEFT = 1,
€€€€RIGHT,
€€€€BOTTOM,
€€€€TOP,
€€€€HORIZONTAL_CENTERS,
€€€€VERTICAL_CENTERS,
€€€€BASELINES
} AlignmentType;
```

When you need to identify a tagged objects in your code, use the **tag** method.

```
- (void)align:sender
{
    [self alignBy:(AlignmentType)[[sender selectedCell] tag]];
}
```