

# SRP List Raw Methods

If you are looking to squeeze a little extra performance out of SRP Lists, you can use these raw methods instead of SRP\_List.

Method	Description
<a href="#">SRP_List_Add</a>	Adds an element to the end of an SRP List.
<a href="#">SRP_List_Create</a>	Creates an SRP List.
<a href="#">SRP_List_CreateFromFastArray</a>	Creates an SRP List initialized to a list within the given SRP Fast Array.
<a href="#">SRP_List_Count</a>	Gets the number of elements in the list.
<a href="#">SRP_List_GetAt</a>	Gets the element from an SRP List at the given index.
<a href="#">SRP_List_GetVariable</a>	Converts an SRP List back into a BASIC+ variable.
<a href="#">SRP_List_InsertAt</a>	Inserts an element into an SRP List at the given index position.
<a href="#">SRP_List_Match</a>	Finds the index of the first element from the starting index that matches the given string.
<a href="#">SRP_List_Reduce</a>	Creates a new list containing only those elements that match the given string.
<a href="#">SRP_List_Locate</a>	Locates a value in an SRP List.
<a href="#">SRP_List_Release</a>	Releases the handle to an SRP List.
<a href="#">SRP_List_RemoveAt</a>	Removes an element from an SRP List at the given index position.
<a href="#">SRP_List_SetAt</a>	Sets an element into an SRP List at the given index position.

Don't forget to release your SRP List handles. Always.

Note that one major difference between the BASIC+ Insert, Delete, and Replace routines and the SRP List equivalent routines is that the BASIC+ routines always creates a new list and returns it. SRP List does not do this since creating copies is the performance bottle neck SRP List is working to avoid.

Oh yeah, one more thing: **don't forget to release your SRP List handles.**