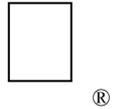


# New Technical Notes

Macintosh



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Developer Support

## Script Manager Variables

Text

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This Technical Note describes, in detail, the local and global script variables.

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### Introduction

The Script Manager maintains a number of global variables which can be read with the routine `_GetEnviron`s. These variables can be set by a corresponding routine, `_SetEnviron`s. In addition, each script interface system maintains variables of its own. These are referred to as local variables in *Inside Macintosh*, Volume V-293, *The Script Manager*, and are read by `_GetScript` and set by `_SetScript`.

Think of it like this: the Script Manager maintains an environment in which different script interfaces can run. The global variables are used to set up and maintain the environment (thus the names for the routines `_GetEnviron`s and `_SetEnviron`s), and the local variables control how the script itself works (so we have `_GetScript` and `_SetScript`).

### Global Variables

When you call `_GetEnviron`s or `_GetScript`, you describe the variable you are interested in with a verb. A verb is simply an integer constant which the Script Manager uses to figure out which variable you want to read or set. The *z* in *Inside Macintosh*, V-313, gives incorrect names and descriptions for some of the `_GetEnviron`s and `_SetEnviron`s verbs. Table 1 provides correct descriptions.

<b>Constant</b>	<b>Value</b>	<b>Meaning</b>
<code>smVersion</code>	0	Script Manager version number
<code>smMunged</code>	2	Global modification count
<code>smEnabled</code>	4	Script count; 0 if Script Manager not enabled
<code>smBidirect</code>	6	Bidirectional script flag
<code>smFontForce</code>	8	Force font flag
<code>smIntlForce</code>	10	Force international utilities flag
<code>smForced</code>	12	Current script forced to system script
<code>smDefault</code>	14	Current script defaulted to Roman script
<code>smPrint</code>	16	Print action vector
<code>smSysScript</code>	18	Preferred system script
<code>smLastScript</code>	20	Last keyboard script
<code>smKeyScript</code>	22	Keyboard script
<code>smSysRef</code>	24	System folder <code>volRefNum</code>
<code>smKeyCache</code>	26	[Obsolete, do not use]
<code>smKeySwap</code>	28	Keyboard swapping resource handle
<code>smGenFlags</code>	30	General flags
<code>smOverride</code>	32	Script override flags
<code>smCharPortion</code>	34	Ch vs Sp Extra proportion, 4.12 fixed

**Table 1—Verbs for `_GetEnviron`s and `_SetEnviron`s**

The descriptions in the table are still a bit sketchy. The next section describes each variable in more detail and describes the size of each global.

Byte or word globals are mapped to the low-order byte or word of the `LongInt` returned by `_GetEnviron`s, with the high-order parts set to zero. Similarly, for these globals `_SetEnviron`s ignores all but the appropriate part (low-order byte or word) of its params value.

<b>Verb Name</b>	<b>Bytes</b>	<b>Brief Description</b>
<code>smVersion</code>	2	Script Manager version number

At boot time, the version global is initialized to the value `SMgrVers`. The high byte is the major version number and is defined in the MPW interface files. The low byte is updated

when any changes are made to the Script Manager.

smMunged	2	Global modification count
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The munged global is initialized to zero at boot time and incremented when:

- `_KeyScript` changes the key script and updates `smKeyScript` and `smLastScript`
- `_SetEnvironments` is used to change a Script Manager global

<code>smEnabled</code>	1	Script count; 0 if Script Manager not enabled
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At boot time or switch-launch time, the enabled global is initialized to zero, then incremented for each script that is installed and enabled. Since the Roman script system should always be installed by the Script Manager, a value of zero indicates that the Script Manager is not enabled.

It should be noted that older versions of the Script Manager treated this as a Boolean. In other words, if there was more than one script installed, `_GetEnvironments(smEnabled)` would return 255 (when `_GetEnvironments` returns a Boolean value \$FF represents true).

For this reason, when testing to see if more than one script is installed, it is best to test as follows:

```
scriptsininstalled := GetEnvironments(smEnabled);
IF scriptsininstalled > 1 THEN
{more than one script available, use Chartype, etc.}

smBidirect          1          Bidirectional script flag
```

The bidirectional global indicates that at least one bidirectional script is installed. It should be set to true (\$FF) by the Arabic and Hebrew script systems. This is not presently done, but will be corrected in future versions of these systems.

<code>smFontForce</code>	1	Force font flag
<code>smIntlForce</code>	1	Force international utilities flag
<code>smForced</code>	1	Current script forced to system script
<code>smDefault</code>	1	Current script defaulted to Roman script

At boot time, `FontForce` and `IntlForce` are set from the 'itlc' resource, and `Forced` and `Default` are set to zero. These are all flags with the value zero for false and \$FF for true. `FontForce` and `IntlForce` control the operation of the `_FontScript`, `_Font2Script`, and `_IntlScript` routines. `Forced` and `Default` report the actions of these routines.

Setting `FontForce` to true forces Roman fonts to be interpreted as belonging to the system script. This is for compatibility with applications that hard-code font numbers.

`IntlForce` determines the behavior of the `_IUGetIntl` call. When `intlforce` is set to true, `_IUGetIntl` will return a handle to the international resources (of type 'itlx' where x is 0-2) for the system script. When `IntlForce` is false, the `_IUGetIntl` will use the font of the current port to determine the appropriate resources to fetch. Thus date formats, sorting, etc. can reflect the current script.

<code>smPrint</code>	4	Print action vector
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Print action routine vector; set up at boot time. See M.TE.PrintAction.

smSysScript	2	Preferred system script
smLastScript	2	Last keyboard script
smKeyScript	2	Keyboard script

At boot time and switch-launch time, SysScript and KeyScript are set from the SysScript field of the 'itlc' resource if that script is installed and enabled; otherwise, SysScript and KeyScript are set to Roman (without setting Default).

The KeyScript global is the current keyboard script, tested and updated by the \_KeyScript routine. When \_KeyScript changes KeyScript, it moves the old value to LastScript. \_KeyScript can also swap the current key script with the last one, which it retrieves from LastScript. The KeyScript value is also used to get the proper keyboard script icon and to retrieve the proper 'KCHR'.

SysScript specifies the system script, and is used, for example, by \_FontScript, \_Font2Script, and \_IntlScript.

KeyScript, LastScript, and SysScript always contain integers that correspond to a script number. Script numbers are documented in The Script Manager chapter of *Inside Macintosh*, Volume V-293.

smSysRef	2	System folder volRefNum
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Set from the global BootDrive at boot time and switch-launch time. SysRef was originally a way of testing for vanilla launch versus switch launch; now the Enabled global is used for that purpose.

smKeyCache	2	[Obsolete, do not use]
smKeySwap	4	Keyboard swapping resource handle

The 'KSWP' resource handle is put here at boot time and switch-launch time. A 'KSWP' resource contains a table of key sequences that will cause the currently installed 'KCHR' (keyboard mapping table) to change to the preferred system 'KCHR', switch to the Roman 'KCHR', or rotate among the available 'KCHR' resources. The table includes the virtual key code and the modifier keys. The following is the 'KSWP' resource for the Kanji script interface system.

```
resource 'KSWP' (0, sysheap) {
    /* array: 3 elements */
    /* [1] */
    Rotate, 49, controlOff, optionOff, shiftOff, commandOn,
    /* [2] */
    System, 70, controlOff, optionOff, shiftOff, commandOn,
    /* [3] */
    Roman, 66, controlOff, optionOff, shiftOff, commandOn
}
};
```

The resource says rotate 'KCHR' resources if a Space-Command key occurs, switch to the system 'KCHR' on keypad plus (+)-Command key, and switch to the Roman 'KCHR' on keypad asterisk (\*)-Command key.

smGenFlags                    4                    General flags

Only the two high-order bits are defined (in the file ScriptEqu.a), as follows:

smfShowIcon = 31                    (show icon even if only one script)  
 smfDualCaret = 30                    (use dual caret for mixed direction text)

The high-order byte of smgrGenFlags, containing these flags, should be setup from the flags byte in the 'itlc' resource. This is not presently done, but will be fixed in future versions of the Script Manager.

The following MPW Pascal procedure demonstrates how to get script 'SICN' resources to display even if there is only one script system installed.

```
PROCEDURE SetSICN;
VAR
    SICNstate: Longint;
    err: Oserr;

BEGIN
    SICNstate := GetEnvirons(smGenFlags);
    BSET(SICNstate, smfShowIcon);

    err := SetEnvirons(smGenFlags, SICNstate);
END;
```

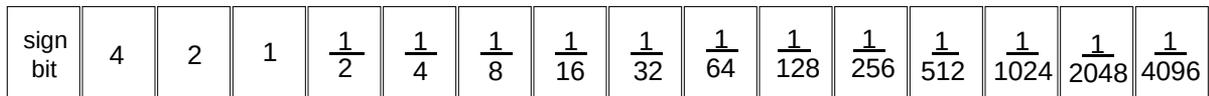
smOverride                    4                    Script override flags

At present, this is not set or used by the Script Manager. It is, however, reserved for future improvements.

smCharPortion                2                    Ch vs Sp Extra proportion, 4.12 fixed

This is 16-bit fixed-point value in 4.12 format (e.g., 10% = \$0199). It is initialized to 10 percent at boot time. It is intended to be used by script systems to allocate space among intercharacter spacing and interword spacing when justifying text.

A 16-bit fixed-point value in 4.12 format is similar to the fixed-point number type defined on page I-79 of *Inside Macintosh*. The obvious difference being that it is only 16 bits long. The integer part of the value is stored in the high four bits, and the fractional part is stored in the low 12 bits.



**16-bit Fixed-Point Number in 4.12 format**

## Local Variables

Every script interface system has local variables. Page V-132 of *Inside Macintosh* lists verbs which are constants that indicate which variable you want to read or set. The table of constants used to access the local variable, although more accurate than the global table, does contain a few inaccuracies. In addition four new constants have been added. Table 2 gives the correct constants.

<b>Constant</b>	<b>Value</b>	<b>Meaning</b>
smScriptVersion	0	Script Interface version number
smScriptMunged	2	Local modification count
smScriptEnabled	4	Script Enabled Flag
smScriptRight	6	Right to Left Flag
smScriptJust	8	Justification Flag
smScriptRedraw	10	Word Redraw Flag
smScriptSysFond	12	Preferred System Font
smScriptAppFond	14	Preferred Application Font
smScriptNumber	16	Script 'itl0' ID
smScriptDate	18	Script 'itl1' ID
smScriptSort	20	Script 'itl2' ID
smScriptFlags	22	Script Flags Word (new)
smScriptToken	24	'itl4' ID number (new)
smScriptRsvd	26	Reserved
smScriptLang	28	Script's language code (new)
smScriptNumDate	30	Number/date representation codes (new)
smScriptKeys	32	Script 'KCHR' ID
smScriptIcon	34	Script 'SICN' ID
smScriptPrint	36	Script printer action routine
smScriptTrap	38	Trap entry pointer
smScriptCreator	40	Script file creator
smScriptFile	42	Script file name
smScriptName	44	Script name

**Table 2—Local Variable Constants**

Here again the descriptions are a little terse. The following section describes each variable in more detail and describes the size of each variable.

<b>Verb Name</b>	<b>Bytes</b>	<b>Brief Description</b>
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`smScriptVersion` 4      Script Interface version number

When the script interface is loaded, this is set to the current version number.

`smScriptMunged` 2      Local modification count

This variable is incremented each time `_SetScript` is called.

`smScriptEnabled` 1 Script Enabled Flag

A Boolean which indicates whether the script has been enabled. Set to \$FF when enabled and zero when not enabled.

`smScriptRight` 1 Right to Left Flag

A Boolean indicating if text should be drawn right to left or left to right. It is set to \$FF for right to left text (Arabic and Hebrew scripts) and zero for left to right (Roman).

`smScriptJust` 1 Justification Flag

A byte flag which describes how text should be justified. The possible settings correspond to the justification flags used by TextEdit.

0 = left justification  
1 = center justified  
-1 = right justified

`smScriptRedraw` 1 Word Redraw Flag

A byte flag describing how much of a line should be redrawn when text is being entered.

0 Only draw a character  
1 Redraw the entire word  
-1 Redraw the entire line (Arabic)

`smScriptSysFond` 2 Preferred System Font

This is the font family ID for the preferred System Font. In a Roman system, `ScriptSysFond` is 0, the family ID for Chicago.

`smScriptAppFond` 2 Preferred Application Font

Font family ID for the preferred Application Font. In a Roman system, `ScriptAppFond` is 3, the family ID for Geneva.

`smScriptNumber` 4 Script 'itl0' ID

Resource ID of 'itl0' for this script. The 'itl0' resource describes how numbers and times should be displayed. The resource ID should match the country version code for a

given country.

smScriptDate            4            Script 'itl1' ID

Resource ID of the 'itl1' for this script. The 'itl1' describes how dates should be displayed.

smScriptSort                    4                    Script 'itl2' ID

Resource ID of the 'itl2' for this script. The 'itl2' contains routines for sorting. See M.TE.NewStringComp.

smScriptFlags                2                    Script flags

This verb provides access to the script flags word, which contains bit flags that describe features of the script. This word is initialized from the script's 'itlb' resource. Constants specifying the bit numbers are described in Table 3.

<b>Constant</b>	<b>Bit Number</b>	<b>Description</b>
smsfIntellCP	0	script has intelligent cut and paste
smsfSingByte	1	script has only single bytes
smsfNatCase	2	native characters have upper and lower case
smsfContext	3	contextual script (e.g., AIS-based)
smsfNoForceFont	4	will not force characters
smsfB0Digits	5	has alternative digits in B0-B9
smsfForms	13	uses contextual forms for letters
smsfLigatures	14	uses contextual ligatures
smsfReverse	15	reverses native text, right-left

**Table 3—Constant Bit Numbers**

smScriptToken                2                    Script 'itl2' ID

Resource ID of the 'itl4' for this script. The 'itl4' contains contains tables needed by the number formatting and conversion routines and the \_intlTokenize routine. See Script Manager 2.0, Interim Chapter.

smScriptRsvd                4                    Reserved

smScriptLang                2                    Script's language code

This verb accesses a word which contains the current language code for the script. The language codes are defined in the MPW interface files.

smScriptNumDate            2                    Number and date representation codes

This verb accesses a word containing the number and date representation codes for the script. The number representation code is in the high byte of the word, and the date code is in the low byte.

The possible values for number representations and date codes are declared as constants in the MPW interface files.

The number codes are:      and the date codes are:

```
intWestern = 0;            calGregorian = 0;
intArabic = 1;            calArabicCivil = 1;
intRoman = 2;             calArabicLunar = 2;
intJapanese = 3;         calJapanese = 3;
intEuropean = 4;         calJewish = 4;
                           calCoptic = 5;
```

smScriptKeys              4              Script 'KCHR' ID

Resource ID of preferred 'KCHR' resource. The 'KCHR' resource is used to map virtual key codes into the correct character code. See M.TB.KeyMapping.

smScriptIcon              4              Script 'SICN' ID

Resource ID of the small icon that is used to represent which country specific resources ('it10', 'it11', 'it12', 'KCHR') are currently installed in the system. Presently, the Roman system does not display the 'SICN'. Arabic, Kanji, Chinese, and Hebrew interface systems do display this icon in the upper-right corner of the menu bar.

smScriptPrint             4              Script printer action routine

Print action routine vector; setup when script is installed by Script Manager. See M.TE.PrintAction.

smScriptTrap              4              Trap entry pointer

Pointer to Script dispatch routine. Script Manager routines always belong to one of two groups. The first group of routines are common to every script interface system, and the second group must be supplied by the script interface system. This variable will point to a dispatch routine for the interface-supplied routines. When you call `_ScriptUtil`, it looks at the selector that is passed and either calls a common routine or calls the routine whose address is stored in `ScriptTrap`. The routine in `smScriptTrap` will then use the selector to vector to the correct routine. In general, routines that display or measure text in some way will be supplied by the interface.

A list at the end of this Note indicates which routines are implemented by the Script Manager and which routines are supplied by a script interface system.

smScriptCreator          4              Script file creator

The four character creator type for the script interface's file. For Roman it is "ZSYS," the same creator as any system file has.

smScriptFile              4              Script file name

A pointer to the a Pascal string which contains the name of the file containing the script interface system. For the Roman SIS, it is System.

smScriptName              44             Script name

A pointer to a Pascal string which contains the script interface's name. For Roman it is naturally, "Roman."

## Who Does What?

Table 4 breaks the documented routines into common Script Manager routines and interface specific routines.

<b>Common Routines</b>	<b>Interface Supplied</b>
<code>_FontScript</code>	<code>_CharByte</code>
<code>_IntlScript</code>	<code>_CharType</code>
<code>_KeyScript</code>	<code>_Pixel2Char</code>
<code>_GetEnvirons</code>	<code>_Char2Pixel</code>
<code>_SetEnvirons</code>	<code>_Transliterate</code>
<code>_Font2Script</code>	<code>_FindWord</code>
<code>_Format2Str</code>	<code>_HiliteText</code>
<code>_FormatStr2X</code>	<code>_DrawJust</code>
<code>_FormaX2Str</code>	<code>_MeasureJust</code>
<code>_GetFormatOrder</code>	<code>_ParseTable</code>
<code>_InitDateCache</code>	<code>_VisibleLength</code>
<code>_IntlTokenize</code>	<code>_FindScriptRun</code>
<code>_LongDate2Secs</code>	<code>_PortionText</code>
<code>_LongSecs2Date</code>	
<code>_Str2Format</code>	
<code>_String2Date</code>	
<code>_String2Time</code>	
<code>_StyledLineBreak</code>	
<code>_ToggleDate</code>	

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**Table 4—Script Manager Routines and Interface Specific Routines**

`_GetScript` and `_SetScript`, which return the values of local script variables, are implemented by the Script Manager for some verbs and the script interface system for others.

There is also a group of Script Manager routines which don't use the `_ScriptUtil` trap, but are documented in The Script Manager chapter of *Inside Macintosh*, Volume V-293 or The Script Manager 2.0 Interim Chapter. These routines are utilities that read and write to low-memory or PRAM. It is important to use these routines when they are available. That will allow Apple to modify where global variables, etc. are stored, and your application will remain compatible. The utilities are:

GetDefFontSize  
GetSysFont  
GetAppFont  
GetMBarHeight  
GetSysJust  
SetSysJust  
ReadLocation (documented in Interim Chapter)  
WriteLocation (documented in Interim Chapter)

**Further Reference:**

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- *Inside Macintosh*, Volume V-293, The Script Manager
- M.TB.KeyMapping
- M.TE.PrintAction