

Checking and Modifying Script Manager Global and Local Variables

The **GetScript**, **SetScript**, **GetEnviron**s, and **SetEnviron**s functions provide ways to inspect and change global and local variables. (Global variables are for the **Script Manager**, and local variables are for the script systems.)

With system software version 7.0, the **GetScript** and **SetScript** functions now accept implicit script codes listed in the section entitled, **Accepting Implicit Script Codes**.

System 7.0 also includes new verbs for all four functions. A **verb** is an integer constant that controls the function of a multipurpose routine; in this case, the **Script Manager** uses verbs to figure out which variable you want to read or set. The new verbs let you set and retrieve font and style information, determine if a double-byte script system is installed, determine the current region code, and obtain a pointer to the current 'KCHR' resource. The verbs are listed in the Tables in the two additional sections called, respectively, **Verbs for GetScript and SetScript** and **Verbs for GetEnviron and SetEnviron**.

<u>GetScript</u>	Retrieves the local variables and routine vectors maintained for the specified script
<u>SetScript</u>	Sets the local variables and routine vectors maintained for the specified script
<u>GetEnviron</u> s	Retrieves the global variables maintained for all scripts
<u>SetEnviron</u> s	Sets the global variables maintained for all scripts