Obtaining Script Information

The **FontScript**, **Font2Script**, and **IntlScript** functions give you ways to determine the script code based on the font of the current grafPort that is subject to two control flags, *FontForce* and *IntlForce*. These flags can be set and tested with **SetEnvirons** and **GetEnvirons**.

FontScript	Returns the script code for the font of the current grafPort, unless the *FontForce* flag is on. (For details on the *FontForce* flag, see *Macintosh Worldwide Development: Guide to System Software.***)**
Font2Script	Translates a font identification number into a script code.
IntlScript	Returns the code of the script whose resources will be used by the **International Utilities Package** routines **IUDateString** and **IUTimeString** and depends on the font of the current grafPort. If the *IntlForce* flag is TRUE, **IntlScript** returns the system script; otherwise, it returns the font script.

Note: With system software version 7.0, if the font of the current grafPort corresponds to a script that is not installed and enabled, these routines default to the system script. Before system software version 7.0, the routines defaulted to the Roman Script System.

Obtaining Character Information

The **CharByte**, **CharType**, and **ParseTable** functions allow you to get data pertaining to specific characters.

CharByte	Identifies a specified byte in a text buffer as a single-byte character or as the first or second byte of a double-byte character
CharType	Returns more information about the specified character
ParseTable	Returns a 256-byte table that indicates for each byte value, when it appears as the first byte of a character, whether there is an additional byte in the character (in the script of thePort->.txFont**)**