

Using the Script Manager

This section describes how to find out the current version number of the **Script Manager**, and initialize the **Script Manager**,

Determining the Features of the Script Manager

Use **Gestalt** to determine the current version of the **Script Manager** and the number of active script systems. You can also use **Script Manager GetEnvirons**. For details on **Gestalt**, see **Compatibility Guidelines**.

Use **Gestalt** with the `gestaltScriptMgrVersion` selector to obtain a result in the response parameter that identifies the version number of the **Script Manager**. This is the same value returned by **GetEnvirons(smVersion)**.

Use the **Gestalt** selector `gestaltScriptCount` to obtain a result in the response parameter that gives the number of active script systems. This is the same value returned by **GetEnvirons(smEnabled)**.

Initializing the Script Manager

The **Script Manager** is initialized at startup. After the **Script Manager** is initialized, each script system present is installed. When initializing itself, the script system first checks to make sure that there is enough memory to enable itself and then checks to see that all the appropriate resources are present in the System file (for example, its system font and script bundle). If these resources are not available, the script system remains disabled and the other script systems enabled. So even though script systems can install themselves, only those with the proper resources available in the System file are enabled (that is, available for use by the **Script Manager** and applications).