

The 'itl4' Resource

Each installed script has one or more 'itl4' resources. The resource ID for each 'itl4' resource is in the script's resource number range. The default 'itl4' resource for a script is specified by the script's 'itlb' resource. Each 'itl4' resource contains

- a header containing offsets to all of the code blocks and tables in the 'itl4' resource and (beginning with system software version 7.0) the size of each code block and table
- localizable tables and code for the **IntlTokenize** function
- localizable number parts tables used by the **Str2Format**, **Format2Str**, **FormatX2Str**, and **FormatStr2X** functions
- a table of all the white space characters in the script (new with system software version 7.0)

As with the 'itl2' resource, lengths need only be supplied for tables that may be returned by the **IUGetItlTable** procedure. A new 'itl4' record defined by the **NItl4Rec** data type reflects these changes.