Overview of the Intl Utils Package Routines

Some of the <u>International Utilities Package</u> routines are described briefly in this section. See <u>Accessing the International Resources</u> and <u>Localizing Dates</u>, <u>Times</u>, <u>and Metric Information</u> for additional routines. The new routines available with system software version 7.0 are identified by an asterisk (*).

Comparing Strings

The <u>International Utilities Package</u> includes a number of routines to compare strings and give their exact sorting relationship or determine whether or not they are equal. System software version 7.0 includes parallel forms for the sorting functions <u>IUCompString</u>, <u>IUMagString</u>, <u>IUMagIDString</u> to permit explicit specification of an 'itl2' resource handle. These parallel forms, whose names end with **PString**, are in the following list. If this handle is NIL, the routines behave just like the previous routines that do not permit explicit specification of the handle.

IUCompString Compares two high-level language strings for primary

and secondary ordering and determines whether one is

greater than, less than, or equal to another

<u>IUCompPString</u>* Compares two high-level language strings for primary

and secondary ordering and determines whether one is greater than, less than, or equal to another and permits explicit specification of the 'itl2' resource to be used for

string comparison.

IUMagString Compares two strings defined by a pointer and

character length for primary and secondary ordering and determines whether one is greater than, less than,

or equal to another

IUMagPString* Compares two strings defined by a pointer and

character length for primary and secondary ordering and determines whether one is greater than, less than, or equal to another and permits explicit specification of

the 'itl2' resource to be used for string comparison

<u>IUEqualString</u> Compares two high-level language strings for equality

in primary ordering only

<u>IUEqualPString</u>* Compares two high-level language strings for equality

in primary ordering only and permits explicit

specification of the 'itl2' resource to be used for string

comparison

<u>IUMagIDString</u> Compares two strings defined by a pointer and

character length for equality in primary ordering only

<u>IUMagIDPString</u>* Compares two strings defined by a pointer and

character length for equality in primary ordering only

and permits explicit specification of the 'itl2' resource

to be used for string comparison

Modifying the Standard String Comparison

To modify the standard string comparison, you need to construct your own 'itl2' resource. You may want to modify the standard string comparison if the one provided by the **International Utilities Package** does not meet your needs or if the string comparison for the language that concerns you is not available. If you supply an 'itl2' resource in an application, you will need to call the **IUClearCache** procedure or call one of the new *PString* comparison routines that allow you to pass in a handle to an 'itl2' resource. (See **Accessing the International Resources**)

For details on modifying the standard string comparison, consult Macintosh Developer Technical Support.

Facilitating Interscript Sorting Order

With system software version 7.0, the <u>IUScriptOrder</u>, <u>IULangOrder</u>, <u>IUStringOrder</u>, and <u>IUTextOrder</u> functions make it easier to sort text between different scripts. The functions use the special script and language codes described here and in the following routines:

<u>IUScriptOrder</u> *	Given a pair of script codes, indicates in what order the text in the two scripts should be sorted
<u>IULangOrder</u> *	Given a pair of language codes, indicates in what order the text in the two languages should be sorted
<u>IUStringOrder</u> *	Given a pair of strings with a script and language code for each, indicates the proper sorting order of the strings
<u>IUTextOrder</u> *	Given a pair of strings defined by a pointer and character length (with a script and language code for

The ordering of script and language codes is based on information in the 'itlm' resource. However, the system script is always sorted first, and scripts that are not enabled and installed are sorted last.

each), indicates the proper sorting order of the strings