Setting the Active Keyboard Script

The main purpose of the **KeyScript** procedure is to update the keyboard layout (by using the 'KCHR' and 'itlk' resources) and the keyboard script based on the verb with which it is called. If the Keyboard menu is displayed, **KeyScript** also updates the Keyboard menu.

Verbs can explicitly specify a script, implicitly specify a script (for example, the next script), or implicitly specify a keyboard (for example, the next keyboard in the active script). If the verb specifies a script, then the active default keyboard layout for that script becomes the active keyboard. You can call **KeyScript** with an argument that is either an explicit script code or a negative verb with a special meaning. The **KeyScript** verbs are listed in the Table below.

> **Note:** Beginning with system software version 7.0, **KeyScript** only loads 'KCHR' and 'itlk' resources if they are present in the System file.

The smKeyNextScript, smKeySysScript, and smKeySwapScript verbs existed in system software version 6.0, but were not documented. They all set the active keyboard script. New with system software version 7.0, the smKeyNextKybd verb switches to the next keyboard within the active keyboard script. (See the Table below.)

When the user is typing the name of an HFS object-for example, in the Finder or a standard file dialog box-the keyboard script must be restricted to scripts that display correctly in the Finder, dialog boxes, menus, and alerts. **KeyScript** is called with the smKeyDisableKybds verb to disable keyboard input temporarily in any script except Roman or the system script. Keyboards in other scripts will appear disabled in the Keyboard menu. When entry of the name has been completed, **KeyScript** is called with smKeyEnableKybds to reenable keyboard input in all enabled scripts.

Table Verbs for the KeyScript procedure

Verb	Meaning
(any script code)	Switch to specified script
smKeyNextScript	Switch to next available script
smKeySysScript	Switch to system script
smKeySwapScript	Switch to previously used script
smKeyNextKybd	Switch to next keyboard in active script
smKeySwapKybd*	Switch to previously used keyboard in active script
smKeyDisableKybds	Disable keyboards not in script system or Roman Script System
smKeyEnableKybds	Enable keyboards for all enabled scripts
smKeyToggleInline†	Toggle inline input for current script
smKeyToggleDirection†	Toggle default line direction
smKeyNextInputMethod†	Switch to next input method in current script
smKeySwapInputMethod†	Switch to previously used input method in

current script

smKeyDisableKybdSwitch   Disable switching from the current keyboard

*Not implemented in system software version 7.0

†Not implemented in U.S. system software, but may be implemented by appropriate script systems

When keyboard layouts and scripts are being moved into or out of the System file, it is imperative that no user action changes the active keyboard or active script system. To ensure the integrity of both the current (active) script system and the other enabled script systems, a new **KeyScript** verb has been provided to remove the possibility of a user corrupting the system. To prevent all keyboard switching and to disable all the Keyboard menu items, **KeyScript** is called with the verb smKeyDisableKybdSwitch. When the move has been completed, **KeyScript** is called with smKeyEnableKybds to reenable keyboard switching.