The 'itlm' Resource

New with system software version 7.0, the 'itlm' resource specifies the preferred sorting order for script codes, language codes, and region codes. It also indicates the default language for each script, the parent script for each language, and the parent language for each region.

The resource contains a header and three tables. The header includes the version number, format code, and offsets to the three tables.

- The first table, scriptData, contains a list of script codes in their preferred sorting order. Each script is paired with the default language code for that script. The max script code specifies the highest script code that will be handled by the internal **Script Manager** structures derived from this table. For example, a max script code of smUninterp(32) would cover the scripts with codes 0 through 32.

- The second table, langData, consists of a list of language codes in their preferred sorting order. Each language code is paired with the code for its parent script. The max language code specifies the highest language code that will be handled by the internal **Script Manager** structures derived from this table. For example, a max language code of langRussian(32) would cover the languages with codes 0 through 32.

- The third table, regionData, is a list of region codes in their preferred sorting order. Each region code is paired with the code for its parent language. The max region code specifies the highest region code that will be handled by the internal **Script Manager** structures derived from this table. For example, a max region code of verPakistan(34) would cover the regions with codes 0 through 34.

The code example below shows the Rez format for the 'itlm' resource.

Code example:Multiscript mapping and sorting

```
type 'itlm' {
    unsigned hex integer;                          //version number
    unsigned hex integer;                          //format code
    unsigned integer = 3;                  //number of offset/length pairs
    unsigned longint = scriptData >> 3;    //offset to scriptData table
    unsigned longint = (endScriptData - scriptData) >> 3;
                                           //length of it
    unsigned longint = langData >> 3;      //offset to langData table
    unsigned longint = (endLangData - langData) >> 3;
                                           //length of it
    unsigned longint = regionData >> 3;    //offset to regionData table
    unsigned longint = (endRegionData - regionData) >> 3;
                                           //length of it

    scriptData:
    integer Script;     //max script code for script->lang mapping
    integer Language;  //default lang code for scripts not in table
    integer = $$CountOf(scriptArray);//number of entries in table
```

```
    array scriptArray {//entries are ordered by script sort order
        integer Script;                 //script code
        integer Language;               //default lang code for script};
endScriptData:
langData:
    integer Language;  //max lang code for lang->script mapping
    integer Script;    //default script code for langs not in table
    integer = $$CountOf(langArray);//number of entries in table
    array langArray {//entries are ordered by lang sort order
        integer Language;               //language code
        integer Script;                 //parent script code for language
    };
endLangData:
regionData:
    integer Region;    //max region code for region->lang mapping
    integer Language;  //default lang code for regions not in table
    integer = $$CountOf(regionArray);//number of entries in table
    array regionArray {  //entries are ordered by region sort order
        integer Region;                 //region code
        integer Language;               //parent language code for region
    };
endRegionData:
};
```

The Table below lists a sample hierarchy of script, language, and region codes reflected in the 'itlm' resource. Region codes do not currently exist for all language codes. See **Script Manager Data** for details.

Script, language, and region codes

Script code	Language code	Region code
smRoman	langEnglish	verUS
		verBritain
		verAustralia
	langFrench	verFrance
		verFrCanada
		verFrSwiss
	langGerman	verGermany
		verGrSwiss
	langItalian	verItaly
	langDutch	verNetherlands
	langSwedish	verSweden
	langSpanish	verSpain
	langDanish	verDenmark
	langPortuguese	verPortugal
	langNorwegian	verNorway
	langFinnish	verFinland
	langIcelandic	verIceland
	langMaltese	verMalta
	langTurkish	verTurkey

		langLithuanian	verLithuania
		langEstonian	verEstonia
		langLettish	verLatvia
		langLappish	verLapland
		langFaeroese	verFaeroeIsl
		langCroatian	verYugoCroatian
smEastEurRoman	langPolish	verPoland	
		langHungarian	verHungary
smGreek		langGreek	verGreece
smCyrillic		langRussian	verRussia
smArabic		langArabic	verArabic
		langUrdu	verPakistan
		langFarsi	verIran
smHebrew		langHebrew	verIsrael
smDevanagari		langHindi	verIndiaHindi
smThai		langThai	verThailand
smJapanese		langJapanese	verJapan
smTradChinese		langTradChinese	verTaiwan
smSimpChinese		langSimpChinese	verChina
smKorean		langKorean	verKorea