

NItl4Rec structure

#include <Script.h>

typedef struct NItl4Rec {	Size	Offset	Description
<u>short</u> flags;	2	0	reserved
<u>long</u> resourceType;	4	2	contains 'itl4'
<u>short</u> resourceNum;	2	6	resource ID
<u>short</u> version;	2	8	version number
<u>short</u> format;	2	10	format code
<u>short</u> resHeader;	2	12	reserved
<u>long</u> resHeader2;	4	14	reserved
<u>short</u> numTables;	2	18	number of tables, one-based

The following are offsets from the beginning of the resource to tables & code chunks.

<u>long</u> mapOffset;	4	20	offset to table that maps byte to token
<u>long</u> strOffset;	4	24	offset to routine that copies canonical string
<u>long</u> fetchOffset;	4	28	offset to routine that gets next byte of character
<u>long</u> unTokenOffset;	4	32	offset to untoken table, maps token to canonical string
<u>long</u> defPartsOffset;	4	36	offset to default number parts table
<u>long</u> whtSpListOffset;	4	40	offset to white space code list
<u>long</u> resOffset7;	4	44	reserved
<u>long</u> resOffset8;	4	48	reserved
<u>short</u> resLength1;	2	52	reserved
<u>short</u> resLength2;	2	54	reserved
<u>short</u> resLength3;	2	56	reserved
<u>short</u> unTokenLength;	2	58	length of untoken table
<u>short</u> defPartsLength;	2	60	length of default number parts table
<u>short</u> whtSpListLength;	2	62	length of white space code list
<u>short</u> resLength7;	2	64	reserved
<u>short</u> resLength8;	2	66	reserved
} NItl4Rec;	68		

typedef NItl4Rec ***NItl4Ptr**;typedef NItl4Rec ****NItl4Handle**;

A new section of the 'itl4' resource contains a table of white space characters in the script. A formerly reserved field in the header specifies the offset to this whiteSpaceList table, and a new field specifies its length. The format of the table defined by whiteSpaceList is similar to the format of the untoken table:

dc.w	(length of <u>whiteSpaceList</u> in bytes)
dc.w	(number of entries)
dc.w	(offset from beginning of <u>whiteSpaceList</u> to first entry)
dc.w	(offset from beginning of <u>whiteSpaceList</u> to second entry)

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Each entry is a high-level language string specifying a single white space character (which may be 1 or 2 bytes). (If you do not have access to the Rez file SysTypes.r, which contains the Rez type definition for the 'itl4' resource, consult Macintosh Developer Technical Support.)