

CharType

Check character type of byte at given offset

#include <Script.h>

Script Manager

short **CharType**(*textBuf*, *textOffset*);
Ptr *textBuf* ; address of a text buffer
short *textOffset* ; location of byte relative to first byte in buffer
returns value specifying character type, size, case, class

CharType is an extension of CharByte, giving more information.

textBuf is the address of a text buffer where the character is stored.

textOffset is the location of the specified byte.

Returns: a short, whose bits indicate:

- 0-3 Character type
- 4-7 Reserved
- 8-11 Character class (subset of type)
- 12 Reserved
- 13 Direction
- 14 Character case
- 15 Character size

Notes: Each Script Interface System defines constants for the different types of characters. These are the predefined constants for the Roman script:

```
smCharPunct    =    0
smCharAscii    =    1
smCharEuro     =    7
```

(CharType character classes)

```
smPunctNormal  =    0x00000
smPunctNumber  =    0x00100
smPunctSymbol  =    0x00200
smPunctBlank   =    0x00300
```

(CharType directions)

```
smCharLeft =    0x00000
smCharRight =    0x02000
```

(CharType character case)

```
smCharLower   =    0x00000
smCharUpper   =    0x04000
```

(CharType character size (1 or 2 bytes))

```
smChar1byte   =    0x00000
smChar2byte   =    0x08000
```

If you indicate a character as being upper case, the value of the result could be `smCharAscii+smCharUpper`. Blank characters are indicated by a type `smcharPunct` and a class `smCharBlank`.