KeyTrans   Map virtual key codes to ASCII values

#include <OSUtils.h>   **Event Manager**

long   **KeyTrans(** *transData, keycode, state* **)** ;
const void   **transData* ;   pointer to a <u>'KCHR'</u> resource
short   *keycode* ;   the key's virtual key code
long   **state* ;   toolbox maintained value relating to <u>'KCHR'</u>
                   returns   ASCII value(s) for a key

   KeyTrans is a routine specific to the new 256K ROM and is used for
converting the key codes that appear in keyboard events (virtual key codes)
into ASCII values.

      transData is a pointer to a <u>'KCHR'</u> resource which is designed for mapping key
                   codes into their ASCII equivalents. See the description of the
                   Resource Manager for more information.

        keycode is a 16-bit integer in which the first 7 bits (0-6) contain the
                   keyboard event codes, bit 7 indicates whether the key was pressed
                   down (0) or released (1). Bits 8 through 15 are the high byte of a
                   modifier flag.

           state is a Toolbox parameter that indicates the <u>'KCHR'</u> resource. It should
                   be reset to 0 if your application changes transData to point to a
                   different <u>'KCHR'</u>.

   Returns: a 32-bit long containing four 8-bit bytes as follows(high byte
               first):
      Reserved 1   Reserved for future "16-bit ASCII" for the ASCII 1
                      character
         ASCII 1   the ASCII character code of the first letter the key
                      represents
      Reserved 2   Reserved for future "16-bit ASCII" for the ASCII 2
                      character
         ASCII 2   the ASCII character code for the second letter the key
                      generates, for example, a ~ over some characters in
                      Spanish.

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Notes: Assembly programmers should call KeyTrans with the _KeyTrans macro,
         with parameters passed on the stack.