

GetEnvironsRetrieve value of **Script Manager** global variables

#include <Script.h>

Script Manager

long **GetEnvirons**(*verb*);
short *verb* ; value for global variables and routine vectors
 returns 0=verb not recognized

GetEnvirons is the opposite of **GetScript**. Use it to change the local script variables and routine vectors.

verb indicates the particular global variable or routine vector.

smVersion	=	0	Environment version
smMunged	=	2	Globals changed count
smEnabled	=	4	Environment enabled flag
smBiDirect	=	6	Set if r-to-l and l-to-r scripts installed together
smFontForce	=	8	Force font flag
smIntlForce	=	10	Force international utilities flag
smForced	=	12	Current script forced to system script
smForced	=	14	Current script defaulted to Roman script
smPrint	=	16	Printer action routine
smSysScript	=	18	System script
smAppScript	=	20	Applications script
smKeyScript	=	22	Keyboard script
smSysRef	=	24	System folder reference number
smKeyCache	=	26	Keyboard table cache pointer
smKeySwap	=	28	Swapping table pointer

Returns: a long integer that will be 0 if the verb value is not recognized.