

GetScript

Retrieve local script variables and routine vectors

#include <Script.h>

Script Manager

```

long      GetScript(script, verb );
short     script ;      value of local script variable
short     verb ;        value indicating routine vector
returns   long, identifying value for script, 0=not recognized

```

GetScript retrieves the values of the local script variables and routine vectors.

script shows the local script variable.

verb shows values unique to a particular script.

smScriptVersion	=	0	Software version
smScriptMunged	=	2	Script entry changed count
smScriptEnabled	=	4	Script enabled flag
smScriptRight	=	6	Right-to-left flag
smScriptJust	=	8	Justification flag
smScriptRedraw	=	10	Word redraw flag
smScriptSysFond	=	12	Preferred system font
smScriptAppFond	=	14	Preferred application font
smScriptNumber	=	16	Script 'itl0' ID, from dictionary
smScriptDate	=	18	Script 'itl1' ID, from dictionary
smScriptSort	=	20	Script 'itl2' ID, from dictionary
smScriptFlags	=	22	Flags word
smScriptToken	=	24	Script 'itl4 ' ID
smScriptEncoding	=	26	ID of optional 'itl5', if present
smScriptLang	=	28	Current language for script
smScriptNumDate	=	30	Number (high) and date (low) format bytes from 'itlb' resource
smScriptKeys	=	32	Script default 'KCHR' ID from 'itlb' resource
smScriptIcon	=	34	Script default 'kcs#', 'kcs4', & 'kcs8' ID from 'itlb' resource
smScriptPrint	=	36	Script printer action routine
smScriptTrap	=	38	Trap entry point
smScriptCreator	=	40	Script file creator
smScriptFile	=	42	Script file name
smScriptName	=	44	Script name

Returns: a long that will be 0 for verb value not recognized if the specified script is not installed