

**ParseTable** Check for additional byte in character

#include <Script.h>

**Script Manager**

Boolean **ParseTable**(*table*);  
CharByteTable *table* ; address of a character table  
  
***returns*** character has additional byte?

**ParseTable** Returns a 256-byte table that indicates for each byte value, when it appears as the first byte of a character, whether there is an additional byte in the character (in the script of thePort->txFont)

*table* is the address of a text buffer where the character is stored.

**Returns:** a Boolean value indicating whether or not there is an additional byte in the character.