

**CharByte**

Check character type of byte at given offset

#include &lt;Script.h&gt;

**Script Manager**

<u>short</u>	<b>CharByte</b> ( <i>textBuf</i> , <i>textOffset</i> );	
<u>Ptr</u>	<i>textBuf</i> ;	address of a text buffer
<u>short</u>	<i>textOffset</i> ;	location of byte relative to first byte in buffer
	<b>returns</b>	value specifying character type

**CharByte** checks the character type of the specified byte at the given offset*textBuf* is the address of a text buffer where the character is stored.*textOffset* is the location of the specified byte.**Returns:** a short, indicating:

- 1 First byte of a multibyte character
- 0 Single byte character
- 1 Last byte of a multibyte character
- 2 Middle byte of a multibyte character