Glossary

back-end input method

Refers to the architecture of an input method. With a back-end input method, a single X server connection is used. A dispatching mechanism must decide on this channel to delegate the appropriate keystrokes to the input method.

callback function

When an event occurs in an event-driven environment, a procedure is called. This procedure is called a callback function, or simply a callback. XView provides callback functions for handling and updating the input method status region and preedit region.

category, OPEN LOOK locale

The OPEN LOOK locale categories define the language and cultural conventions of an on-screen program. The categories consist of Basic Setting, Display Language, Input Language, Time Format, and Numeric Format.

character

A member of a set of elements used for the organization, control, or representation of text.

character set

A collection of characters. Character sets may be composed of alphabets, ideograms, or other elements.

CLE

Chinese Language Environment is an extension to SunOS 5.x and provides support for simplified Chinese.

coded character set

A character set whose characters are mapped to a bit representation. Some encodings, such as Compound Text, have more than one bit representation for a given character, and thus are not considered coded character sets.

codepoint

The coded representation of a single character in a coded character set.

code set

A list of unambiguous rules that establishes a character set and a one-to-one relationship between each character of the set and its bit representation. ASCII is the most common codeset; others examples are ISO 8859-1, JIS X0201, JIS X0208.

EUC-JIS

Used by EUC to mix ASCII, JIS X0201 and JIS X0208 character sets, which is popular in the Japanese UNIX market and adopted by JLE. In EUC-JIS, ASCII is defined in codeset 0, JIS X0208 is defined in codeset 1; and JIS X0201 (right half of the table only) is defined in codeset 2.

explicit commit

Refers to the process of sending or committing preedit text to the client application when the user presses the commit key or performs a specific commit key sequence.

Extended UNIX Code (EUC)

EUC is an encoding method that supports one primary code set and three supplementary code sets. The primary code set is always used to represent ASCII. The other three code sets vary depending upon the locale. EUC can be in either multibyte (EUC file code) or wide character (EUC process code) format. SunOS 5.x has adopted ATT's Multi-National Language Supplement (MNLS) EUC, which is patterned after ISO 2022.

file code (EUC file code)

A synonym for multibyte character. See *multibyte character.*

font set

A set of fonts representing the character sets of a language. In English, there is only one character set. Other languages, however, have multiple character sets that require multiple fonts. These multiple fonts are called font set objects.

HLE

Hanyu Language Environment is an extension to SunOS 5.x and provides support for traditional Chinese.

front-end input method

Refers to the architecture of an input method. With a front-end input method, there are two separate connections to the X server. Keystrokes go directly from the X server to the input method on one connection and other events go to the client connection. The input method acts as a filter and sends composed strings to the client. Synchronization is necessary between the two connections.

ICCCM

Inter-Client Communication Conventions Manual (ICCCM) describes conventions for the communication between X clients. This includes such conventions as client-to-client, client-to-window manager, client-to-session manager, and color characterization communication. This document is produced by the MIT X Consortium.

ideogram

A character representing an idea or thing without using a particular word of phrase for it.

implicit commit

Refers to the process of committing preedit text and sending the committed string to the client application, when the user performs certain common mouse or keyboard actions. This differs from explicit commit, in which a specific commit key sequence must be performed in order to commit preedit text.

input context (IC)

An abstraction for representing the state of a particular input thread for use with an input method. There may be multiple ICs associated with an input method.

input method (IM)

The algorithm by which users enter the text of a language. Input methods differ for each language depending on that language's structure and conventions.

input method server

A process that provides input method service to X clients. X input methods can be implemented either as a stub communicating to an input server or as a local library.

input method status

Input method (IM) status may consist of text data or bitmap data. The input method status is displayed in the input method status region and is updated when input method conversion is enabled or disabled, or when input modes change.

input style

Refers to the location of the preedit region during text input. In the *on-the-spot* input style, the preedit region is where the text will be inserted after it is committed. In *over-the-spot*, the preedit region is above where text will be inserted. *Root window* refers to input methods that use a preedit window that is a child of the Root Window.

internationalization

The capability of an application to be adapted to the requirements of different native languages, local customs and character sets.

JFP

Japanese Feature Package is an extension of SunOS 5.x. JFP uses the EUC encoding scheme and locale mechanism.

JLE

Japanese Language Environment.

KLE

Korean Language Environment is an extension to SunOS 5.x and provides support for Korean.

locale

A set of conventions unique to a geographical area and/or language.

locale setting

The process by which the user sets geographical area and/or language for the window system.

localization

The process of establishing information within a computer system that is specific to the operation of particular native languages, local customs and character sets.

lookup choice region

A screen region that displays alternate choices corresponding to the preedit string entered. The user selects the most appropriate lookup choice representation.

localized text handling

The method by which the native language strings of a program can be displayed in a foreign language without changing the program's source code.

multibyte character

A character whose codepoint is stored in one or more bytes. It differs from wide character encoding in that the number of bytes representing a character may vary.

object layout

The mechanism by which the position and dimension of objects containing strings may be modified to accommodate localized strings.

preediting

The process of composing characters from keystrokes. Preedit capability is a common feature of many input methods: the user types multiple keystrokes in order to compose a single character.

process code (EUC process code)

A synonym for wide character. See *wide character.*

wide character

A data type with fixed number of bytes in which a character from any supported character set is stored. Interpretation of a wide character is usually locale-dependent. ANSI-C uses a data type called `wchar_t` as the name of the data type.