

Using WordRedraw for Line Calculations

WordRedraw is a low-memory global variable used in **TextEdit** for line calculations after the user types in a character. **TextEdit** sets the correct value for WordRedraw in **TEInit** based upon the installed script systems. If a double-byte script is installed, **TEInit** performs an OR operation on WordRedraw with a 1; if a right-to-left script is installed, **TEInit** performs an OR operation on WordRedraw with an \$FF. The size of this global is 1 byte.

TextEdit interprets the final value of WordRedraw as follows:

Value	Description
0	Redraws the character before the entered character.
1	Redraws the word before the entered character.
\$FF	Redraws the whole line.