wordBreak hook

The wordBreak hook (the wordBreak field in the edit record) exists to replace **TextEdit**'s word breaking routine. However, unless you include explicit tests for scripts, the algorithms you provide may be incorrect for non-Roman scripts. To provide better compatibility for your application, **TextEdit**.

- disregards the wordBreak hook on non-Roman script systems

- supplies a higher-level hook, **TEFindWord**, which allows you to customize **TextEdit**'s word breaking

The **TEFindWord** hook is at a higher level than the wordBreak hook and replaces **TextEdit**'s word breaking routine. This gives your application more control over the breaking process and allows you to write more efficient routines. However, unless your routine correctly determines breaks for all scripts, you must be sure to check for non-Roman scripts before replacing **TextEdit**'s routine, which calls the **Script Manager**'s **FindWord** procedure.

Here's how the default **TEFindWord** routine works:

- **TextEdit** initially determines whether a non-Roman script system is installed. If one is installed, **TextEdit** always uses the **Script Manager**'s **FindWord** procedure for line breaking and word selection.

- If **TextEdit** determines that only the Roman Script System is installed and **TEFindWord** is being called for line breaking, it calls the wordBreak hook.

- If **TEFindWord** is called for word selection for system software with only the Roman Script System installed, **TextEdit** checks to see if your application has placed the address of a different word breaking routine in the wordBreak field of the edit record. If so, **TextEdit** calls your word breaking routine. Otherwise, if the wordBreak field contains the address of **TextEdit**'s internal word breaking routine, **TextEdit** uses the **Script Manager**'s **FindWord** procedure to determine word breaks.

The hook **TEFindWord** is global and supersedes this default behavior. If you prefer to customize **TextEdit**, remember to check for non-Roman scripts if you desire to replace the word breaking code only on the Roman Script System with no other scripts installed. To check if non-Roman scripts are enabled, use the **GetEnvirons** function with the smEnabled verb. See the **Worldwide Software Overview** for details on **GetEnvirons**.

If you replace **TEFindWord**, be careful to set the correct values in the appropriate registers on exit.

When **TextEdit** calls the **Script Manager**'s **FindWord** procedure, it uses information in the edit record to provide the necessary parameters. **TextEdit** determines the current script boundaries for the **Script Manager**'s **FindWord** routine by using the font-run information in the style record (defined by the TEStyleRec data type). **TextEdit** also determines the length of the script run and the offset within the script run from which to begin searching for a word boundary. **TextEdit** uses the value

in the clikStuff field of the edit record to determine the *leadingEdge* flag for the **Script Manager**'s **FindWord** procedure. You must use similar information to replace **TEFindWord** correctly for non-Roman scripts. For more information, see the **Worldwide Software Overview** and *Macintosh Worldwide Development: Guide to System Software*.