TextEdit With Style

Starting with System Version 4.1, and now implemented in the 256K and 512K ROMs, **TextEdit** supports the use of character-formatting on a piece-by-piece basis (in older systems, all settings are global to the <u>edit record</u>). In the new version, you may:

- Set or query the font, size, and face (style) of "runs" of text.
- Set or query the RGB color for any piece of the text.
- Cut-and-Paste style information along with text.
- Replace styles and toggle them in a natural, wordprocessor-like, way.
- Use automatic line-height calculation or set some lines to a fixed height.

Note that the word "styles" is now used to refer to a clump of text attributes, including font, size, face, and color. The word "face" is the specific characteristic which describes stylistic variations such as bold, italic, and so forth. The <u>Style</u> data type has not changed names and still refers to font "face" characteristics.

The low-level implementation of these style features is complicated, but using them is easy. Everything is backward compatible, so you may use an "obsolete" version of a function and at worst, lose access to the new features.

Simply use <u>TEStylNew</u> to create the new-format <u>edit record</u>. Use <u>TECut</u>, <u>TECopy</u>, <u>TEStylPaste</u>, and <u>TEStylInsert</u> for cut-and-paste operations. Use <u>TEGetStyle</u> to query the attributes (including font, face, size, color, and height) of any place in the edit text and use <u>TESetStyle</u> to apply a style to the current selection range. See <u>Saving Styled Text</u> to see how you can read and write styled TextEdit records. Other functions are basically window dressing, since if you need that much complexity, you will probably not be satisfied with <u>TextEdit</u>.

Note that **TextEdit** still does not support the use of TABs. And the previous 32K maximum data limits apply (along with new maximums on lines and style runs), described in TextEdit Limits. We are advised not to try to write the next great word processor using **TextEdit** as the starting point.