

**DRAWHook**

**TextEdit** calls **DRAWHook** any time the various components of a line are drawn. The appropriate font, face, and size characteristics have already been set into the current port by the time this routine is called. If your application is using TrueType fonts, **TextEdit** has also set the *preserveGlyph* parameter of the **Font Manager**'s **SetPreserveGlyph** procedure to FALSE, so your hook may need to reset this parameter if your application depends on it. The default action of this hook is to call the **QuickDraw** procedure **DrawText** and return.

Note that DRAWHook is also an offset into TEDispatchRec. This constant has a value of 4.