TextEdit Limits

The most important **TextEdit** limit is that it is not a word processor. It is unacceptably slow with as few as 2000 to 4000 characters in a field. Long before you run into any other limits, editing a field becomes a tiresome task.

TextEdit is sluggish because of how it stores information. Each time you type a character at the beginning of a field, **TextEdit** must recompute offsets for each line that follows your change.

If you want to stretch **TextEdit** to its limits despite these warnings, keep these facts in mind:

- The value of teLength must be under 32K. This limit means you must have fewer than 32,767 characters in your **TextEdit** field.

- The size of destRect must be under 32K. To find the size in regular **TextEdit**, multiply nLines by lineHeight. To find the size in styled **TextEdit**, multiply nLines by the largest lhHeight value in the LHTable. For example, say you have 2400 lines of 12-point Chicago. nLines is 2400 and lineHeight is 16, so destRect is 2400*16 or 38,400 bytes. That's well over the 32K limit.

If you use one TextEdit record for many different fields, be aware of this:

- There can be many more entries in the lineStarts array than there are lines in the field. This is because **TextEdit** never decreases the size of the array. And when you add a line to the field, **TextEdit** expands the array without checking if it's already big enough.