TextEdit hooks

All the **TextEdit** hooks are register-based, and no standard glue exists. You should preserve all registers not used for return values. The description of each follows:

intEOLHook (0)

This function should test to see if a character is the EOL "End Of Line" character. The default action is to compare the character to 0x0D (carriage return) and return.

Entry:	D0	(byte)	character to compare
	A3	(long)	pointer to a TERec
	A4	(long)	Handle leading to a TERec
Exit:	z flag		clear is end of line character
			set otherwise

intDrawHook (1)

This function should draw some text. The current grafPort is already set with the correct font, size, face, etc. The default action is to call **DrawText** and return.

Entry:	D0	(word)	offset into text to start drawing
	D1	(word)	length, in bytes, of text to draw
	A0	(long)	pointer to text to draw
	A3	(long)	pointer to a TERec
	A4	(long)	Handle leading to a TERec
Exit:	(none)		

intWidthHook (2)

This function should measure some text. The current grafPort is already set with the correct font, size, face, etc. The default action is to call **Char2Pixel** and return.

Entry:	D0	(word)	length, in bytes, of text to measure
	D1	(word)	offset into text to start measuring
	A0	(long)	pointer to text to draw
	A3	(long)	pointer to a TERec
	A4	(long)	Handle leading to a TERec
Exit:	D1	(word)	with, in pixels, of measured text

intHitTestHook (2)

This function should determine which character is at a specific horizontal coordinate. The current grafPort is already set with the correct font, size, face, etc. The default action is to call **Pixel2Char** and return.

Entry:	D0	(word)	length, in bytes, of text to hit test
	D1	(word)	pixel offset from start of text in line
	A0	(long)	pointer to start of text

A3	(long)	pointer to a <u>TERec</u>
A4	(long)	Handle leading to a <u>TERec</u>
Exit: D0	(lo word)	pixel width to last offset
	(hi word)	Boolean: <u>TRUE</u> if a character offset corresponding to the pixel width was found.
D1	(lo word)	offset of found character
D2	(word)	Boolean: <u>TRUE</u> if the pixel offset falls within the left side of the character.

Other ways to customize and **<u>TextEdit</u>** include **<u>SetWordBreak</u>** and **<u>SetClikLoop</u>**. You may also want to refer to IM I-391 for information on DoText and DoRecal which can be intercepted or used for micromanagement of **<u>TextEdit</u>** features.