ScrpSTElement   structure

#include <TextEdit.h>

typedef struct ScrpSTElement {		Size	Offset	Description
long	scrpStartChar;	4	0	Offset in data to which this style applies
short	scrpHeight;	2	6	Line height for this style, in points
short	scrpAscent;	2	8	Ascent above the baseline for this font/face
short	scrpFont;	2	10	Font/family number. For more information, see **Standard Fonts**.
Style	scrpFace;	2	12	Font face for this style. For more information, see **Text Styles**.
short	scrpSize;	2	14	Font size, in points
RGBColor	scrpColor;	6	16	Color used in this style
} **ScrpSTElement**;		22		

typedef ScrpSTElement **ScrpSTTable**[1601]; /* max 22-byte elements in table */

Notes: This structure defines a single style, for a run of text as used by TextEdit
in the desk scrap. A list of these records, i.e., a ScrpSTTable, is at the tail
of the StScrpRec structure used in TexTedit cut-and-paste operations. This
structure in not used directly in any TextEdit function.

The scrpStartChar field specifies where in the text (usually a 'TEXT'
element in the desk scrap) to begin applying this combination of attributes.
This style applies to all text up to the offset indicated by the scrpStartChar
field in the following table element. There is no overlap or reuse of styles.
You may want to call **TENumStyles** to see how much space will be used in a
TECut or **TECopy** operation.