

TextStyle structure

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#include <TextEdit.h>
```

```
typedef struct TextStyle { Size Offset Description
    short      tsFont;      2    0    Font number. See Standard Fonts.
    Style      tsFace;      1    2    Stylistic variation. See Text Styles.
    char      filler;      1    3
    short      tsSize;      2    4    Font size, in points
    RGBColor   tsColor;     6    6    Color components
} TextStyle;                12

typedef TextStyle *TextStylePtr;
typedef TextStyle **TextStyleHandle;
```

Notes: This structure defines components of a TextEdit style which you can set, replace, or check via **TESetStyle**, **TEReplaceStyle**, **TEGetStyle**, and **TEContinuousStyle**.

The the address of this structure is always passed to the above functions; however, there is no standard name for such an address. TextStylePtr might be a good choice...

Note that all functions which use this structure actually read information from the style table, composed of STElement records. The relevant data is shuffled into and out of or compared against data in the style table. TextEdit does not maintain any TextStyle records, per se.

In each case where TextStyle is used, you are required to pass a mode value to specify how much of this record to use or ignore. For more information, see **Style Mode**.