

StyleRun structure

```
#include <TextEdit.h>
```

```
typedef struct StyleRun {
    short    startChar;      Size    Offset    Description
    short    styleIndex;    2        0        Offset within the data lead to by TERec.hText
                                2        2        Index into style table at
                                TEStyleRec.styleTab
} StyleRun;                4
```

Notes: At the end of the TEStyleRec structure is a variable-length data area composed of one or more of these StyleRun structures. Each element of that array describes a "run" of characters which all have the same attributes (font, face, size, etc.). The run ends at the offset identified by the startChar field in the next structure. This structure is not used directly in any system function.

The startChar field identifies an offset into the edit text. The edit text begins at the address lead to by the hText field of the TERec

The styleIndex field identifies which element of the style table applies to this run of text. The style table is made up of a series of 18-byte STElement structures. It begins at the address lead to by the styleTab field of the TEStyleRec (whose handle may be obtained by **GetStyleHandle**).