InfoScrap Get information about the desk scrap

#include <Scrap.h> **Scrap Manager**

PScrapStuff **InfoScrap( );**
returns address of a scrap information packet

Use **InfoScrap** to learn the size of the desk scrap, whether it is currently in memory or on disk, and other information.

Returns: a pointer to the global scrap information packet (a 16-byte ScrapStuff structure).

Notes: In the 128K ROMs, **InfoScrap** performs the additional function of calling **ZeroScrap** if the scrap is uninitialized.

C programmers may prefer to access the global variable ScrapInfo (a ScrapStuff structure starting at 0x0960), e.g.,

```
if ( ScrapStuff.scrapState > 0 ) {
    ... scrap is currently in memory ...
}
```

Note that this technique does not automatically call **ZeroScrap**-something you should do if ScrapStuff.scrapState is negative (uninitialized).

If your application displays the Clipboard or uses a private scrap, you may wish to check the value of the scrapCount field on each pass through the main event loop. If this value changes, it is a pretty good indication that some new data has been placed into the scrap (since applications and DAs usually call **ZeroScrap** before calling **PutScrap**).