PortionText   Determine how to distribute the slop value for a line

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

Fixed	**PortionText(***textPtr, textLen***);**	
Ptr	*textPtr* ;	a pointer to the text to be justified
long	*textLen* ;	specifies the length of the text
	returns	a fixed "magic number" that is based on the number
		of spaces, number of characters, font, size, style,
		styleRunPosition value, and the scaling parameters.

The **PortionText** procedure indicates the correct proportion of justification
to be allocated to given text when compared to other text; used to determine
how to distribute the slop of a line among the style runs on the line