

**TESetScrapLen**                      Set the length of text in the TextEdit scrap

#include <TextEdit.h>

**TextEdit**

void                      **TESetScrapLen**( *length* );  
long                      *length*;                      desired size of TextEdit scrap in bytes

**TESetScrapLen** sets the size, in bytes, of the **TextEdit** internal scrap.  
This function is not normally needed, since **TECut** and **TECopy** do this automatically. Also, in systems later than 4.1, **TextEdit** uses the desk scrap, rather than its internal scrap.

**Returns:** none

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**Notes:**        The global variable TEScrpLength (at 0x0AB0) contains the length of the **TextEdit** scrap, but we are advised not to alter it directly.