

**NullStRec** structure

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

	<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct <b>NullStRec</b> { long           teReserved;	4	0	Height of this line, in points (bit 15 masked)
<u>StScrpHandle</u> nullScrap;	4	4	Ascent of tallest character/face in this line
} <b>NullStRec</b> ;	8		

```
typedef NullStRec *NullStPtr;  
typedef NullStRec **NullStHandle;
```

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Notes: The **NullStRec** structure is maintained to describe the default format for text which is added when the selection range is an insertion point. It is not used directly in any TextEdit function.

The nullScrap field leads to an StScrpRec which eventually leads to a ScrpSTElement defining the "null style" style.