TEGetScrapLen   Obtain length of text in the TextEdit scrap

#include <TextEdit.h>   **TextEdit**

long   **TEGetScrapLen( );**
                returns   size of TextEdit scrap, in bytes

   TEGetScrapLen returns the size, in bytes of the **TextEdit** internal scrap.
   For System 4.1 and later, you may use **InfoScrap** and other
   Scrap Manager functions, since **TextEdit** now uses the desk scrap.

      Returns: a 32-bit long int; the size of the contents of the **TextEdit** scrap.

   Notes: The global variable TEScrpLength (at 0x0AB0) contains this
   same information.

   Notice that the return value is a 32-bit long int (one might be led to
   expect a 16-bit value).