ScrapStuff   structure

#include <Scrap.h>

typedef struct **ScrapStuff** {		Size	Offset	Description
long	scrapSize;	4	0	Total size of desk scrap, in bytes
Handle	scrapHandle;	4	4	Handle leading to scrap data
short	scrapCount;	2	8	Number of items in the desk scrap
short	scrapState;	2	10	>0 if in memory, 0 if on disk, <0 if uninitialized
StringPtr	scrapName;	4	12	Address of pstring of scrap filename
} **ScrapStuff**;		16		

typedef ScrapStuff *** PScrapStuff**;

Notes: The ScrapStuff structure is used indirectly in all Scrap Manager calls and some TextEdit calls (eg, **TEFromScrap**). A PScrapStuff pointer is used directly only in calls to **InfoScrap**.

The global variable ScrapInfo (at 0x0960) contains a ScrapStuff structure containing the current values.

The scrapName field normally points to the string "\pClipboard File".