

TStyleRec structure

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

```
typedef struct TStyleRec { Size Offset Description
    short      nRuns;           2    0    Number of elements in runs
    short      nStyles;         2    2    Number of elements in handle at styleTab
    STHandle   styleTab;        4    4    Handle to style table
    LHHandle   lhTab;           4    8    Handle to line-height table
    long       teRefCon;        4   12    Available for use by applications
    NullSTHandle nullStyle;     4   16    Handle to styles for null selection
    StyleRun   runs[8001];     n   20    List of offsets and style table indexes
} TStyleRec;                20+n    (n is nRuns * 4)
```

```
typedef TStyleRec *TStylePtr;
typedef TStyleRec **TStyleHandle;
```

Notes: In the new style-aware TERec, the fields at offsets 74-77 (the txFont and txFace and the 1-byte filler) contain a 4-byte TStyleHandle which leads to this data structure, also known as the "style record".

Although all TextEdit style-related functions depend on it, a TStyleHandle is used in only two functions directly (SetStyleHandle and GetStyleHandle). It is the starting point for a complex set of inter-dependent records.

The amount of data in the line-height table (at lhTab) depends on the value of TERec.nLines. There is one LHElement for each line in the edit record.

The nullStyle handle eventually leads to an STScrpRec. It defines the font, face, etc. for text which is inserted via TEKey when the selection range is an insertion point.

The runs field is variable length, but always contains at least one 4-byte StyleRun with an index to the first style in the style table lead to by styleTab (which gets initialized to the TextEdit defaults for font, face, etc.).