LHElement structure

#include <TextEdit.h>

typedef struct **LHElement** {

		Size	Offset	Description
short	lhHeight;	2	0	Height of this line, in points (bit 15 masked)
short	lhAscent;	2	2	Ascent of tallest character in this line

} **LHElement**; 4

typedef LHElement **LHTable**[8001]; max 4-byte elements in line height table
typedef LHElement ***LHPtr**;
typedef LHElement ****LHHandle**;

Notes: The **LHElement** structure describes the height of a single line of edit text. The data lead to by the lhTab field of the TEStyleRec structure is a list of these LHElements. The list parallels the data in the lineStarts array which is part of the TERec structure. It is not used directly in any TextEdit function, but it is used to derive values returned by **TEGetHeight**.

When a font size changes the height of some text on a particular line (e.g., via **TESetStyle**), then the new maximum is calculated for that line and stored in the line height table.

It is permitted to manipulate this table youself, overriding the normal height calculations. When the high bit of lhHeight is set, then TextEdit will use the low 15 bits as a "fixed height" and will not perform calculations to modify it. For instance:

```
LHHandle      hLH;
LHPtr         pLH;
TEStyleHandle hTEStyle;
TEHandle      hTE;

hTEStyle = GetStylHandle( hTE);
hLH = (*hTEStyle)->lhTab;
pLH = *hLH;
pLH[17].lhHeight = 22 | 0x8000;       // fix line height at 22 points
```

This technique is handy for lines which will not be changed. If the line grows in length or is otherwised forced to wrap, TextEdit will not honor your setting (it will calculate the height if the "wrapped" portion).

Note that the line-height table is used only when TERec.lineHeight and TERec.fontAscent are -1 (as set by **TEStylNew**).