
STElement structure

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

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u>	stCount;	2	0	Number of runs which use this style
<u>short</u>	stHeight;	2	2	Line height for this style, in points
<u>short</u>	stAscent;	2	4	Ascent above the baseline for this font/face
<u>short</u>	stFont;	2	6	Font/family number. For more information, see Standard Fonts .
<u>Style</u>	stFace;	2	8	Font face for this style. For more information, see Text Styles .
<u>short</u>	stSize;	2	10	Font size, in points
<u>RGBColor</u>	stColor;	6	12	Color used in this style
} STElement ;		18		

```
typedef STElement TEStyleTable[1777]; /* max 18-byte elements in style table */
typedef STElement *STPtr;
typedef STElement **STHandle;
```

Notes: This structure defines a single "style", as used in TextEdit. The STElement structure is not used directly in any TextEdit function, but all functions which modify styles affect the elements of the "style table".

The "style table" is a list of these 18-byte STElement structures. Such a table may be found at the address lead to by the styleTab field of the TEStyleRec structure whose address may be obtained via GetStylHandle.

There are TEStyleRec.nStyles elements in the style table.

The stCount fields identifies in how many runs this style is used. If, for example, you were to delete all text which was in a particular style, then the stCount would go to 0, and would be removed from the table in a memory crunch.

As with all TextEdit height values, stHeight refers to a line height, in points. Elements of the line height table (LHTable) contain the maximum value in the stHeight field of each style run in a line.

When the question of color is moot, the stColor field contains zero's in all three fields of the RGBColor structure.