

StScrpRec structure

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

```
typedef struct StScrpRec {  Size   Offset  Description
    short      scrpNStyles;  4        0        number of elements in scrpStyleTab
    ScrpSTTable scrpStyleTab; n*20    4        leads to a list of text offsets and style
                                                info
} StScrpRec ; 4+(n *20)      (n = scrpNStyles)
```

```
typedef StScrpRec *StScrpPtr;
typedef StScrpRec **StScrpHandle;
```

Notes: This variable-length StScrpRec is known as the "style scrap" record. It contains style-definition data which applies textual data. A structure of this format is stored into the desk scrap as 'styl' element, along with the 'TEXT' element, when you use **TECut** and **TECopy** on a style-aware edit record.

An StScrpHandle is used in calls to **GetStylScrap**, **SetStylScrap**, **TEStylInsert**, and indirectly in **TECut**, **TECopy**, and **TEStylPaste**.

Note that scrpStyleTab is not a Handle; it is a variable-length table of data (a ScrpSTTable). That makes this a "portable" piece of style information - it is all in one packet and not spread around in different tables.

When your application places text data into the desk scrap, it's wise to create one of these records and store it as well, just in case the app which reads the scrap knows what to do with it (see **PutScrap**).