TEScrapHandle   Obtain handle leading to TextEdit scrap

#include <TextEdit.h>   **TextEdit**

Handle   **TEScrapHandle( );**
                returns   handle leading to TextEdit Scrap

TEScrapHandle returns a handle leading to the **TextEdit** internal scrap. On systems later than 4.1, **TextEdit** uses the desk scrap.

Returns: a 32-bit Handle; the handle leading to the **TextEdit** scrap.

Notes: The global variable TEScrpHandle (at 0x0AB4) contains this same information.

Probably better than working with the TE scrap itself, you should stick to calling **TEFromScrap**, **TEToScrap**, **TECopy**, **TEPaste**, etc.