

Q: How do I get at the list of runs in a Text object, without subclassing the Text class?
Once I have them, how do I determine how many of them there are?

A:

```
#import <appkit/Text.h>

@interface Text(Private)
- (int)nRuns;
@end

@implementation Text(Private)
- (int)nRuns
{
```

```
        return theRuns->chunk.used/sizeof(NXRun);
    }
@end

main ()
{
    id text = [[Text alloc]
        initWithFrame:NULL text:"Hello there" \
        alignment:NX_LEFTALIGNED];
    printf("there are %d runs.\n", [text nRuns]);
}
```

QA430

Valid for 2.0, 3.0