

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