WASTE DOCUMENTATION

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This document describes **WASTE**, a **WorldScript™-Aware Styled Text Engine** for the Macintosh which can be used as the basis for simple to moderately complex applications dealing with styled text.

WASTE has been designed from the very beginning to be compatible with **TextEdit** and TextEdit-based applications, although not everything you can do with TextEdit can be done with WASTE and vice versa.

The main features of WASTE are:

- Memory-based editor, with no limit imposed on text size.
- Requires **System 7.0** or newer.
- **WorldScript™**-aware, with one major exception: bidirectional scripts (Arabic and Hebrew) are not currently supported.
- Allows full justification of text.
- Uses offscreen graphics worlds to achieve smooth text redrawing.
- Built-in support for inline input.

This document assumes that you are familiar with the TextEdit model and with text handling on the Macintosh in general, including the Script Manager and the Text Services Manager.

A Brief Overview of WASTE

This section gives you a general overview of WASTE and of what it can do for your application. Since WASTE is so similar to TextEdit, a special emphasis is given to those areas in which the two models diverge.

WASTE data structures

WASTE header files contain very few type declarations, since all internal data structures are private and cannot be accessed directly. There is no type declaration for the internal format of a **WE instance**, the WASTE conterpart to a TextEdit edit record. Instead you refer to a WE instance via an opaque handle. This allows future versions of WASTE to add new functionality and new data structures painlessly, without breaking existing applications.

You should make no assumptions as to how style and line-layout information is represented internally, but you can count on the text being stored as a single relocatable block, to which you can obtain a handle. This maximizes compatibility with existing TextEdit-based applications which rely heavily on this assumption.

Long Coordinates

To allow for text taller than 32,767 pixels (a serious limitation of the TextEdit model), WASTE uses long (32-bit) coordinates to identify positions within the destination rectangle. This should not constitute a problem for your application, but be careful if you use a vertical scroll bar!

WASTE comes with an extensive set of utility functions to deal with long coordinates.

How WASTE supports inline input

Support for inline input is built in WASTE so that your application can be friendly to users of double-byte script systems with a minimal contribution of code.

Starting from version 7.1 of the system software, applications interface to inline input methods through the **Text Services Manager** (TSM). TSM routines for use by applications can be roughly divided into two sets: those which refer to **TSM documents** and those who don't. WASTE is designed to handle internally all routines from the first set, as a TSM document record is automatically associated with each WE instance. Furthermore WASTE implements all required Apple event handlers and is responsible for properly highlighting ranges in the active input area. Your application retains responsibility for a set of just four calls, namely `InitTSMAwareApplication`, `CloseTSMAwareApplication`, `TSMEvent` and `SetTSMCursor`.

Your application may optionally install callback routines to monitor calls to the main TSM Apple event handler (`kUpdateActiveInputArea`).

Where WASTE differs from the TextEdit model

Some subtle and not-so-subtle differences between WASTE and TextEdit are listed below. Most of them are deliberate design choices.

• WASTE keeps track internally of whether the anchor point of the selection range is at the beginning or

at the end; when extending a selection (either by shift-clicking or by using shift + arrow keys), what moves is the free endpoint of the selection, but never the anchor point. Your application can control which boundary of the selection range is treated as the anchor point using `WESetSelection` as described in the reference section.

• To select a range of words, you can double click the first word, then shift-click the last word. The first word clicked becomes the anchor word of the selection range. In the same way, you can select a range of lines by triple clicking the first line and shift-clicking the last one, and the first line clicked becomes the anchor line of the selection range.

• Clicking at the end of a line positions the caret past the last non-blank character; any trailing blanks are ignored. The idea is that this behavior avoids the infamous end-of-line bug that affects TextEdit and even some well known word processors, whereby clicking at the end of a line and hitting the right arrow key moves the cursor before the second character of the following line.

• WASTE never draws anything outside the destination rectangle, while TextEdit may highlight portions of the view rectangle outside the destination rectangle.

• TextEdit's autoscrolling works on a minimum effort basis (scroll as much as necessary to bring the selection into view, but no more). On the other hand, WASTE tries to keep the selection centered in the middle of the view rectangle.

WASTE Reference

This sections describes all WASTE routines and their parameters in depth.

WEInstallTSMHandlers

Installs Apple event handlers for supporting inline input in the current application's Apple event dispatch table.

```
pascal OSErr WEInstallTSMHandlers(void);
```

DESCRIPTION

`WEInstallTSMHandlers` installs the Apple event handlers required for supporting inline input in the current application's Apple event dispatch table. You should call this function if your application is TSM aware.

After the Apple event handlers have been installed, input methods can communicate with a WE instance without the intervention of your application.

RESULT CODES

`noErr`	0	No error
`memFullErr`	-108	Out of memory

WENew

Creates a new WE instance and returns a handle to it.

```
pascal OSErr WENew(const LongRect *destRect, const LongRect *viewRect,
                        short flags, WEHandle *hWE);
```

Field descriptions

`destRect`	The initial destination rectangle.
`viewRect`	The initial view rectangle.
`flags`	Miscellaneous flags.
`hWE`	Pointer to a variable of type `WEHandle`.

DESCRIPTION

`WENew` creates a complete text editing environment associated with the current graphics port. You specify the initial destination and view rectangles in the local coordinates of the current graphics port, expressed in long coordinates. The value of `destRect.bottom` is immaterial, since it is dynamically updated whenever line breaks are recalculated so that `(destRect.bottom - destRect.top)` is always equal to the total pixel height of the text, including any blank lines at its end.

The initial style attributes (font, size, QuickDraw styles and color) are copied from the current graphics port. The initial alignment style is `weFlushDefault`. The initial activation state is inactive.

The `flags` parameter allows you to enable certain features on creation instead of calling `WEFeatureFlag`. One of the flags, `weDoUseTempMem`, instructs `WENew` to allocate the main data

structures preferably from temporary memory and is only meaningful when passed to `WENew` (it does nothing when passed to `WEFeatureFlag`).

If the Text Services Manager is available and the client application is TSM-aware (i.e., `InitTSMAwareApplication` has been called successfully), `WENew` automatically associates the new instance with a TSM document record.

RESULT CODES

`noErr`	`0`	No error
`memFullErr`	`-108`	Out of memory

WEDispose

Disposes of a WE instance and of all associated data structures.

```
pascal void WEDispose(WEHandle hWE);
```

Field descriptions

`hWE`	The WE instance.

DESCRIPTION

`WEDispose` releases all memory associated with a given WE instance, including the text handle. If you want to retain the text, you can either clone the text handle using `HandToHand` or call `WESetInfo` with `selector` set to `weText` and `*info` set to `0` **immediately** before calling `WEDispose`.

WEGetDestRect / WESetDestRect / WEGetViewRect / WESetViewRect

Get and set the values of the destination rectangle and the view rectangle.

```
pascal void WEGetDestRect(LongRect *destRect, WEHandle hWE);
pascal void WESetDestRect(const LongRect *destRect, WEHandle hWE);
pascal void WEGetViewRect(LongRect *viewRect, WEHandle hWE);
pascal void WESetViewRect(const LongRect *viewRect, WEHandle hWE);
```

Field descriptions

`destRect`	Pointer to the destination rectangle.
`viewRect`	Pointer to the view rectangle.
`hWE`	The WE instance.

DESCRIPTION

These functions allow you to get and set the destination rectangle and the view rectangle associated with the specified WE instance. The rectangles are in local coordinates. As in the TextEdit model, the destination rectangle is the area in which the text is drawn (the width of this rectangle specifies the line width used to wrap the text), while the view rectangle is the portion in which the text is actually displayed. All drawing is clipped to the intersection of these two rectangles.

When the text is scrolled, the destination rectangle is automatically offset by the scrolling amount; the view rectangle is never changed save by a call to `WESetViewRect`. The only reason for using long coordinates is to allow for text taller than 32,767 pixels when scrolling, but both the view rectangle and the

horizontal coordinates of the destination rectangle must always be limited to the QuickDraw range (-32767 to 32767).

A call to `WESetDestRect` which alters the line width does not automatically trigger the recalculation of line breaks: you must call `WECalText`.

WEGetAlignment / WESetAlignment

Get and set the alignment style associated with a given WE instance.

```
enum {
      weFlushLeft = -2,
      weFlushRight,
      weFlushDefault,
      weCenter,
      weJustify
}

pascal char WEGetAlignment(WEHandle hWE);
pascal void WESetAlignment(char alignment, WEHandle hWE);
```

Field descriptions

`alignment` The alignment style.
`hWE` The WE instance.

DESCRIPTION

Use `WEGetAlignment` and `WESetAlignment` to get and set the alignment style associated with the specified WE instance. The alignment style applies to the whole text and can be one of the five values listed above.

`WeFlushDefault` (the default value) aligns the text according to the current setting of the system global variable `SysDirection` (previously known as `TESysJust`): if you change the value of `SysDirection`, you should force a redraw of all WE instances set to this alignment style.

`WeJustify` aligns the text in the destination rectangle to both left and right margins. The specific way this effect is achieved is script-dependent.

WEGetText

Returns a handle to the text associated with a given WE instance.

```
pascal Handle WEGetText(WEHandle hWE);
```

Field descriptions

`hWE` The WE instance.

DESCRIPTION

`WEGetText` returns a handle to the text associated with the specified WE instance; this handle contains the raw character codes without any formatting information (this information is stored elsewhere).

This handle belongs to the WE instance; you should not destroy it or modify it in any way.

WEGetTextLength

Returns the length of the text, in bytes.

```
pascal long WEGetTextLength(WEHandle hWE);
```

Field descriptions

`hWE`	The WE instance.

DESCRIPTION

`WEGetTextLength` returns the length of the text, in bytes, initially zero.

WEGetChar

Returns the character code at a given byte offset.

```
pascal short WEGetChar(long offset, WEHandle hWE);
```

Field descriptions

`offset`	The byte offset to the desired character code.
`hWE`	The WE instance.

DESCRIPTION

`WEGetChar` returns the character code at a given offset inside the text handle associated with the specified WE instance. This routine always returns byte values, so when dealing with double-byte characters, it returns only one half of the character. Use `WECharByte` to determine the byte type of the character code at a given offset. If an invalid offset is specified, `WEGetChar` returns zero.

WECharByte

Returns the byte type (`smSingleByte`, `smFirstByte` or `smLastByte`) of the character code at the specified offset.

```
pascal short WECharByte(long offset, WEHandle hWE);
```

Field descriptions

`offset`	The byte offset to the desired character code.
`hWE`	The WE instance.

DESCRIPTION

`WECharByte` returns the byte type of the character code at a given offset inside the text handle associated with the specified WE instance. If an invalid offset is specified, `WECharByte` returns `smSingleByte`.

WECharType

Returns the character type of the character code at the specified offset.

```
pascal short WECharType(long offset, WEHandle hWE);
```

Field descriptions

`offset`	The byte offset to the desired character code.
`hWE`	The WE instance.

DESCRIPTION

`WECharType` returns the character type of character code at a given offset inside the text handle associated with the specified WE instance. If an invalid offset is specified, `WECharType` returns zero.

WEGetRunInfo

Returns style information associated with the text run containing the specified offset.

```
typedef struct WERunInfo {
      long        runStart;
      long        runEnd;
      short       runHeight;
      short       runAscent;
      TextStyle   runStyle;
} WERunInfo;

pascal void WEGetRunInfo(long offset, WERunInfo *runInfo, WEHandle hWE);
```

Field descriptions

`offset`	The byte offset to the desired character code.
`runInfo`	Pointer to a record where the requested information is returned.
`hWE`	The WE instance.

DESCRIPTION

`WEGetRunInfo` returns a `WERunInfo` record which describes the style attributes associated with the style run the specified offset belongs to. This record specifies the boundaries of the style run, font metrics information and style attributes proper. When called for the last style run in the text, `WEGetRunInfo` returns `textLength + 1` in runEnd, instead of `textLength`.

WEContinuousStyle

Determines which text attributes are continuous over the current selection range.

```
pascal Boolean WEContinuousStyle(short *mode, TextStyle *ts, WEHandle hWE);
```

Field descriptions

`mode`	Pointer to a selector. On input, the selector specifies the attributes to test. On output, the selector specifies the attributes continuous over the selection range.
`ts`	Pointer to a TextStyle record set to the continuous attributes.

`hWE` The WE instance.

DESCRIPTION

Call `WEContinuousStyle` to determine whether a given set of text attributes is continuous over the selection range. On input, you specify in `mode` which attributes are to be tested for continuousness. On output, `mode` specifies which ones were found to be continuous over the current selection range and the corresponding fields of `ts` are set to the continuous attributes. The function result is `TRUE` if all tested attributes are continuous, `FALSE` otherwise.

On output, the `weDoFace` bit is set in `mode` if at least one QuickDraw style is continuous over the selection range: in this case `ts.tsFace` specifies only the continuous styles. If `weDoFace` is set and `ts.tsFace` is zero (i.e., the empty set), then the whole selection range is plain text.

If the selection range is empty, the returned attributes are copied from an internal **null style record** which holds the styles to be applied to the next character typed.

If `WEContinuousStyle` detects that the keyboard script has changed since the null style record was last updated, it changes the font in the null style record to match the new keyboard script. The new font is searched among the fonts preceding the insertion point; if none is found, the default application font for the keyboard script is used.

EXAMPLES

```
short mode;
TextStyle ts;

mode = weDoAll;                          // check all attributes
WEContinuousStyle(&mode, &ts, hWE);      // ignore function result

if (mode & weDoFont)
      MyCheckFontMenu(ts.tsFont);

if (mode & weDoSize)
      MyCheckSizeMenu(ts.tsSize);

if (mode & weDoFace)
      MyCheckStyleMenu(ts.tsFace);

if (mode & weDoColor)
      MyCheckColorMenu(&ts.tsColor);
```

WECopyRange

Makes a copy of the text and/or the styles in the specified range.

```
pascal OSErr WECopyRange(long rangeStart, long rangeEnd, Handle hText,
                  StScrpHandle hStyles, WEHandle hWE);
```

Field descriptions

`rangeStart` Offset to the beginning of the range.
`rangeEnd` Offset to the end of the range.
`hText` Handle to a relocatable block where a copy of the text is returned.

`hStyles` Handle to a relocatable block where a copy of the styles is returned.
`hWE` The WE instance.

DESCRIPTION

`WECopyRange` makes a copy of the text and/or the style information in the specified range. You pass valid handles in `hText` and `hStyles` and these handles are resized appropriately; you can also pass `NULL` in either parameter if you don't want the corresponding information returned. The style information is returned in the standard TextEdit style scrap format (the same format used for the `styl` Clipboard data type). Be aware that while this format is very simple to use, it is also very inefficient space-wise and it can take up a lot of memory. Furthermore, if there are more than 32,767 style runs in the specified range, the `scrpNStyles` field of the style scrap will contain invalid information.

RESULT CODES

`noErr`	0	No error
`memFullErr`	-108	Out of memory

WECountLines

Returns the number of lines.

```
pascal long WECountLines(WEHandle hWE);
```

Field descriptions

`hWE` The WE instance.

DESCRIPTION

`WECountLines` returns the number of lines of text associated with the specified WE instance, initially one. If the last character in the text is a carriage return (ASCII 13), the last line is not taken into account by `WECountLines`.

WEGetHeight

Returns the cumulative pixel height of a given line range.

```
pascal long WEGetHeight(long startLine, long endLine, WEHandle hWE);
```

Field descriptions

`startLine` Index to the first line in the range.
`endLine` Index to the last line in the range.
`hWE` The WE instance.

DESCRIPTION

`WEGetHeight` returns the cumulative pixel height of the specified line range. The `startLine` and `endLine` parameters specify positions between lines (just as byte offsets specify positions between characters): 0 specifies the top of the destination rectangle, 1 specifies the position between the first and the second line, etc. Alternatively, you can think of `startLine` and `endLine` as line indices (the first line

being line zero), but in this case keep in mind that `WEGetHeight` returns the pixel height from `startLine` included to `endLine` **excluded**, while the TextEdit routine `TEGetHeight` includes both lines in the computation. `StartLine` and `endLine` are pinned to the range `0..nLines` and reordered if necessary. If the last character in the text is a carriage return (ASCII 13), the height of the last line is not taken into account by `WEGetHeight`. The data structures used by WASTE make `WEGetHeight` a cheap call (much faster then `TEGetHeight` when endLine - startLine is large).

WECalText

Recalculates line breaks and other data structures used internally to keep track of line layout for the whole text.

```
pascal OSErr WECalText(WEHandle hWE);
```

Field descriptions

`hWE`	The WE instance.

DESCRIPTION

`WECalText` recalculates line breaks and other data structures related to line layout for the whole text. You normally don't need to call this function during normal editing operations since WASTE performs all the necessary recalculations automatically. You do need to call `WECalText`, however, if you called `WEUseText` to completely replace the text or if you called some editing routines with automatic recalculation turned off (see `WEFeatureFlag` for details on how to disable automatic recalculation). `WECalText` is an expensive call which can easily take several seconds to complete, so use it sparingly.

RESULT CODES

`noErr`	0	No error
`memFullErr`	-108	Out of memory

WEUpdate

Call `WEUpdate` in response to an update event in the view rectangle.

```
pascal void WEUpdate(RgnHandle updateRgn, WEHandle hWE);
```

Field descriptions

`updateRgn`	Handle to the region to redraw, in local coordinates.
`hWE`	The WE instance.

DESCRIPTION

`WEUpdate` draws the portion of text specified by `updateRgn`. You tipically call this function after getting an update event in the view rectangle. Be sure to erase the update area to the background color before calling `WEUpdate`, otherwise the text may not be redrawn correctly.

If you pass `NULL` in `updateRgn`, the whole view rectangle is erased and redrawn.

SPECIAL CONSIDERATIONS

If you use `WEUpdate` within a standard printing loop for imaging the text to a printer, be sure to turn off offscreen drawing, otherwise the QuickDraw bottlenecks set up for printing will only intercept `_StdBits` calls instead of `_StdText` calls, with possible ill effects on print quality.

WEActivate

Call `WEActivate` when the window that owns the WE instance receives an activate event.

```
pascal void WEActivate(WEHandle hWE);
```

Field descriptions

`hWE` The WE instance.

DESCRIPTION

`WEActivate` marks the specified WE instance as active and redraws the current selection range accordingly. If a TSM document record is associated with the WE instance, `WEActivate` notifies the Text Services Manager of the change. You should call `WEActivate` before calling `WEClick` or `WEKey`; otherwise the selection range may not be drawn correctly.

WEDeactivate

Call `WEDeactivate` when the window that owns the WE instance receives a deactivate event.

```
pascal void WEDeactivate(WEHandle hWE);
```

Field descriptions

`hWE` The WE instance.

DESCRIPTION

`WEDeactivate` marks the specified WE instance as inactive and redraws the current selection range accordingly. If a TSM document record is associated with the WE instance, `WEDeactivate` notifies the Text Services Manager of the change.

WEScroll

Call `WEScroll` to scroll the text within the view rectangle by a given amount of pixels.

```
pascal void WEScroll(long hOffset, long vOffset, WEHandle hWE);
```

Field descriptions

`hOffset` Amount to scroll horizontally, in pixels.
`vOffset` Amount to scroll vertically, in pixels.
`hWE` The WE instance.

DESCRIPTION

WEScroll offsets the destination rectangle by the specified amount of pixels, horizontally and/or vertically, and it updates the text in the view rectangle to reflect the change. Positive values of hOffset move the text to the right. Positive values of vOffset move the text down.

WEScroll may be called internally by other WASTE routines if you enabled the auto scrolling feature: when this happens, the scroll callback routine (see the description of the WESetInfo routine), if present, is invoked. The scroll callback is *not* invoked, however, when you call WEScroll directly.

WESelView

Call WESelView to ensure that the current selection range is visible.

```
pascal void WESelView(WEHandle hWE);
```

Field descriptions

hWE The WE instance.

DESCRIPTION

WESelView checks to see if the current selection range (specifically, the free endpoint of the selection range) is within the view rectangle. If it isn't, WESelView scrolls the text to show the selection range, trying to center it in the middle of the view rectangle.

If automatic scrolling is disabled (see the description of the WEFeatureFlag routine), WESelView has no effect.

WEStopInlineSession

WEStopInlineSession stops the ongoing inline input session (if any) and causes all unconfirmed text in the active input area to be confirmed.

```
pascal void WEStopInlineSession(WEHandle hWE);
```

Field descriptions

hWE The WE instance.

DESCRIPTION

WEStopInlineSession terminates the ongoing input session (if any) by calling the TSM function FixTSMDocument, which in turn calls a component function in the current input method, which finally results in an Apple event being sent to the specified WE instance to close the active input area. If the Text Services Manager isn't available, nothing happens.

WEKey

Call WEKey when you receive a keyDown or autoKey event directed to the window that owns a given WE instance.

```
pascal void WEKey(short key, short modifiers, WEHandle hWE);
```

Field descriptions

`key`	The character code.
`modifiers`	The `modifiers` field of the event record.
`hWE`	The WE instance.

DESCRIPTION

`WEKey` inserts the specified character at the insertion point. If the current selection is not empty, it is replaced by the new character.

If `key` is the backspace character, `WEKey` deletes the character preceding the insertion point or, if the selection range is not empty, it deletes the current selection.

If `key` is an arrow key, `WEKey` moves the insertion point accordingly or, if the selection range is not empty, it collapses the current selection to one of its endpoints. The `modifiers` parameter is taken into account when handling arrow keys: currently the only supported modifier is the shift key, which can be used to extend or shrink the selection range.

If a double-byte script system is installed and `key` is the first half of a double-byte character, `key` is not immediately inserted into the text, but rather it is cached internally. When the second byte arrives, the whole character is inserted.

Backspace deletes characters, not bytes. Be aware of this if you want to implement an Undo feature. Also, the left and right arrow keys move backwards and forward by whole characters, not bytes.

WEClick

Call `WEClick` in response to a mouse-down event in the view rectangle.

```
pascal void WEClick(Point hitPt, short modifiers, long clickTime,
                        WEHandle hWE);
```

Field descriptions

`hitPt`	The hit point in local coordinates.
`modifiers`	The `modifiers` field of the event record.
`clickTime`	The `when` field of the event record.
`hWE`	The WE instance to activate.

DESCRIPTION

`WEClick` handles key-down events directed to the view rectangle of the WE instance, retaining control until the mouse button is released. The current selection range is continuously modified as the mouse moves and the highlighting is redrawn accordingly.

If the shift key wasn't held down, the hit point becomes the new anchor point of the selection range while the position where the mouse button is released becomes the new free endpoint. If the shift key was held down, the anchor point is not changed, but the free endpoint can be moved.

A double-click selects a word, and dragging the mouse or shift-clicking afterwards extends or shrinks the selection word by word. Triple-clicks do the same, but this time line by line.

You can install a callback routine which is called repeatedly while the mouse is being tracked by `WEClick`: call `WESetInfo` with `selector` set to `weClickLoop` and `*info` set to the address of your callback routine.

Your callback should be a function of type `WEClickLoopProcPtr`, declared as follows:

```
pascal Boolean MyClickLoop(WEHandle hWE);
```

The `hWE` parameter contains the WE instance where mouse tracking is taking place. Your callback routines should normally return `true`. Returning `false` causes mouse tracking to be immediately stopped and `WEClick` to return to its caller.

You should never call `WEClick` when the WE instance is inactive.

WEIdle

Call `WEIdle` when your application receives a null event to ensure a regular blinking of the caret.

```
pascal void WEIdle(long *maxSleep, WEHandle hWE);
```

Field descriptions

`maxSleep`	Pointer to a long variable set to the maximum time (in ticks) that should be allowed to elapse before the next call to `WEIdle`.
`hWE`	The WE instance.

DESCRIPTION

`WEIdle` inverts the caret if the WE instance is active, the selection range is empty and if at least `CaretTime` (a system global variable) ticks have elapsed since the last time the caret was inverted. `MaxSleep` is set to the amount of time remaining before the caret must be inverted again to ensure a regular blinking. Pass `NULL` in this parameter if you don't want this value returned.

WEAdjustCursor

Call `WEAdjustCursor` periodically to give WASTE a chance to set the cursor when the mouse is within the view rectangle.

```
pascal Boolean WEAdjustCursor(Point mouseLoc, RgnHandle mouseRgn,
                        WEHandle hWE);
```

Field descriptions

`mouseLoc`	The mouse location, in global coordinates.
`mouseRgn`	Handle to a region within which the cursor is to retain its shape.
`hWE`	The WE instance.

DESCRIPTION

`WEAdjustCursor` checks to see if the given mouse location is within the view rectangle of the specified WE instance. If yes, it sets the cursor to an I-beam and returns `TRUE`; otherwise `WEAdjustCursor` does not set the cursor and it returns `FALSE`. The `mouseRgn` parameter can be either `NULL` or a valid region handle. In the latter case, `rgnHandle` is intersected with a region within which the cursor is to retain its current shape.

WEGetSelection

Returns the endpoint offsets of the current selection.

```
pascal void WEGetSelection(long *selStart, long *selEnd, WEHandle hWE);
```

Field descriptions

`selStart`	Pointer to a long variable set to the start of the selection range.
`selEnd`	Pointer to a long variable set to the end of the selection range.
`hWE`	The WE instance.

DESCRIPTION

`WEGetSelection` returns the offsets to the start and the end of the current selection range. `SelStart` is always set to a value less than or equal to `selEnd`, regardless of which one is the anchor point.

WESetSelection

Use `WESetSelection` to set the selection range.

```
pascal void WESetSelection(long selStart, long selEnd, WEHandle hWE);
```

Field descriptions

`selStart`	The byte offset to the anchor point.
`selEnd`	The byte offset to the free endpoint.
`hWE`	The WE instance.

DESCRIPTION

`WESetSelection` sets the selection range and redraws the highlighting appropriately. `SelStart` and `selEnd` are pinned to the range `0..textLength` and reordered if necessary, but `selStart` always becomes the new anchor point. If auto scrolling is enabled, the text may be scrolled to make the free endpoint visible. `WESetSelection` works correctly even if the WE instance is inactive and outline highlighting is enabled, but when the WE instance is active, `WESetSelection` is optimized to highlight only the difference between the old and the new selection range.

EXAMPLES

```
      /* selects the whole text */
WESetSelection(0, 0x7FFFFFFF, hWE);

/* displays the caret at the beginning of the text */
WESetSelection(0, 0, hWE);

/* selects the range 5 to 10; 10 becomes the new anchor point */
WESetSelection(10, 5, hWE);
```

WEInsert

Inserts the specified text at the insertion point.

```
pascal OSErr WEInsert(Ptr textPtr, long textLength, StScrpHandle hStyles,
```

```
                    WEHandle hWE);
```

Field descriptions

`textPtr`	Pointer to a text buffer.
`textLength`	Size of the text buffer.
`hStyles`	Handle to a style scrap (optional).
`hWE`	The WE instance.

DESCRIPTION

`WEInsert` inserts the specified text at the insertion point (if the current selection range is not empty, it is replaced by the inserted text). You can optionally specify style information accompanying the text by passing a standard TextEdit style scrap in `hStyles`.

RESULT CODES

`noErr`	0	No error
`memFullErr`	-108	Out of memory

WEDelete

Deletes the selection range.

```
pascal OSErr WEDelete(WEHandle hWE);
```

Field descriptions

`hWE`	The WE instance.

DESCRIPTION

`WEDelete` removes the text in the current selection range.

RESULT CODES

`noErr`	0	No error

WESetStyle

Use WESetStyle to modify the style attributes associated with the current selection range.

```
pascal OSErr WESetStyle(short mode, TextStyle *ts, WEHandle hWE);
```

Field descriptions

`mode`	Set of bits determining which attributes are to be changed and how.
`ts`	Pointer to a TextStyle record.
`hWE`	The WE instance.

DESCRIPTION

`WESetStyle` applies the specified style attributes to the current selection range. The `mode` parameter is a

interpreted as a set of bits specifying which attributes are to be changed and how.

If `weDoAddSize` is specified, the `tsSize` field of the `ts` record is added to the font sizes in the selection range, rather than replacing them; the sum is pinned to the positive integer range.

The rules for applying QuickDraw styles (the `tsFace` field of the `ts` record) are rather complex: `tsFace` replaces the target styles outright if it is zero (i.e., the empty set) or if `weDoReplaceFace` is specified in `mode`. Otherwise `tsFace` is interpreted as a selector indicating which styles are to be altered — all other styles are left intact. What exactly happens to the styles indicated in `tsFace` depends on whether `weDoToggleFace` is specified in `mode` or not. If `weDoToggleFace` is specified, a style is turned off if it's continuous over the selection range, else it is turned on. If `weDoToggleFace` is not specified, the indicated styles are always turned on.

RESULT CODES

`noErr`	0	No error
`memFullErr`	-108	Out of memory

WEUseText

Replaces the text in the specified WE instance with a given text handle.

```
pascal OSErr WEUseText(Handle hText, WEHandle hWE);
```

Field descriptions

`hText`	Handle to the text.
`hWE`	The WE instance.

DESCRIPTION

`WEUseText` replaces the text handle in the specified WE instance with the given handle. The original handle is released. You tipically call `WEUseText` soon after creating a WE instance with `WENew`, possibly to restore text from a previously saved file. `WEUseText` does not automatically recalculate line breaks or redraw the text: you must call `WECalText` explicitly.

RESULT CODES

`noErr`	0	No error

WEUseStyleScrap

Applies the specified style information to the current selection range.

```
pascal OSErr WEUseStyleScrap(StScrpHandle hStyles, WEHandle hWE);
```

Field descriptions

`hStyles`	Handle to a style scrap.
`hWE`	The WE instance.

DESCRIPTION

`WEUseStyleScrap` applies the specified style scrap to the selection range.

RESULT CODES

`noErr`	0	No error
`memFullErr`	-108	Out of memory

WECopy

Copies the selection range to the Clipboard.

```
pascal OSErr WECopy(WEHandle hWE);
```

Field descriptions

`hWE` The WE instance.

DESCRIPTION

`WECopy` copies the text in the selection range and its associated style information to the desk scrap, as a standard `TEXT`/`styl` pair. For a variety of reasons, you should exercise care when calling this function for more than 32K of text.

RESULT CODES

`noErr`	0	No error
`memFullErr`	-108	Out of memory

WECut

Copies the selection range to the Clipboard and removes it from the text.

```
pascal OSErr WECut(WEHandle hWE);
```

Field descriptions

`hWE` The WE instance.

DESCRIPTION

`WECut` combines the functions of `WECopy` and `WEDelete`.

RESULT CODES

`noErr`	0	No error
`memFullErr`	-108	Out of memory

WEPaste

Pastes the contents of the Clipboard at the insertion point.

```
pascal OSErr WEPaste(WEHandle hWE);
```

Field descriptions

`hWE`	The WE instance.

DESCRIPTION

`WEPaste` looks in the desk scrap for a `TEXT` item: if one is found, it is inserted into the text at the insertion point (if the selection range is not empty, it is replaced by the pasted text). `WEPaste` takes into account the style information accompanying the text, if present.

RESULT CODES

`noErr`	0	No error
noTypeErr	-102	No text in the desk scrap
`memFullErr`	-108	Out of memory

WEFeatureFlag

Use `WEFeatureFlag` to enable, disable and test miscellaneous features of a WE instance.

```
pascal short WEFeatureFlag(short feature, short action, WEHandle hWE);
```

Field descriptions

`feature`	Identifies the feature being set or tested.
`action`	Identifies the action being performed.
`hWE`	The WE instance.

DESCRIPTION

Specify `weBitSet`, `weBitClear` or `weBitTest` to set, clear or just test the setting of the specified feature. In all three cases, the old setting is returned. Features currently supported are automatic scrolling, outline highlighting and offscreen drawing. `WEFeatureFlag` can also be used to temporarily disable automatic recalculation of line breaks during editing operations. All features are initially set according to the `flags` parameter passed to `WENew`.

AUTOMATIC SCROLLING

When automatic scrolling is enabled, the destination rectangle is automatically scrolled to keep a particular text position centered in the middle of the view rectangle. This position is normally the insertion point or, if the selection range is not empty, the free endpoint of the range, but an input method may instruct WASTE to scroll a different range into view using an appropriate Apple event. You can set up a callback routine if you want to be notified of implicit calls to `WEScroll` (see the description of the `WESetInfo` routine). If this feature is disabled, only an explicit call to `WEScroll` can scroll the text.

OUTLINE HIGHLIGHTING

When outline highlighting is enabled, the selection range is framed with the highlight color while the WE instance is inactive. When outline highlighting is disabled, no highlighting is applied to the text while the WE instance is inactive. Contrary to the behavior of TextEdit, the caret is never drawn while the WE instance is inactive.

OFFSCREEN DRAWING

When offscreen drawing is enabled, text is first drawn to an offscreen buffer and then copied to the screen when an editing operation requires one or more lines to be redrawn. Since the text is always drawn in `srcOr` mode (to allow for character glyphs superimposing one another), portions of the view rectangle would need to be erased before redrawing, possibly resulting in a flicker effect. Offscreen drawing avoids this need and ensures smooth visual results. Offscreen drawing is not used when `WEUpdate` is called with a non-`NULL updateRgn` parameter (since the area to redraw is assumed to have already been erased anyway) or when not enough memory is available for the offscreen buffer. The offscreen buffer is allocated dynamically (possibly from temporary memory) and is always made purgeable or altogether disposed of before control is returned to the application.

INHIBITING LINE BREAK RECALCULATION

When the `weFInhibitRecal` bit is set, line breaks are not recalculated and text is not redrawn during editing operations. In certain situations, for example when you have to apply a long sequence of editing operations to a WE instance, you can achieve a significant performance boost by inhibiting line break recalculation before starting the sequence and doing a complete recalculation (with `WECalText`) when you are finished.

WEGetInfo / WESetInfo

Retrieve and set miscellaneous information associated with a specified WE instance.

```
pascal OSErr WEGetInfo(OSType selector, void *info, WEHandle hWE);
pascal OSErr WESetInfo(OSType selector, const void *info, WEHandle hWE);
```

Field descriptions

`selector`	Four-letter tag identifying the information being requested.
`info`	Pointer to storage where the requested information is to be copied to or from.
`hWE`	The WE instance.

DESCRIPTION

`WEGetInfo` and `WESetInfo` provide an extensible mechanism to retrieve and set internal fields of a WE instance without knowledge of where these fields are actually stored. The currently defined fields are all 32-bit wide, but nothing prevents the addition of fields of different sizes in a future release.
Here is a list of the selectors currently defined.

`weClickLoop`	`'clik'`	Address of the click loop callback routine.
`weRefCon`	`'refc'`	Reference constant for use by the client application.
`wePort`	`'port'`	Pointer to the associated graphics port.
`weScrollProc`	`'scrl'`	Address of scroll callback routine.
`weText`	`'text'`	Handle to the text.
`weTSMDocument`	`'tsmd'`	Associated TSM document ID.
`weTSMPreUpdate`	`'pre '`	Address of the TSM pre-update callback routine.
`weTSMPostUpdate`	`'post'`	Address of the TSM post-update callback routine.

The fields specified by the callback selectors (`weClickLoop`, `weScrollProc`, `weTSMPreUpdate` and `weTSMPostUpdate`) can be set to `NULL` (as they are initially) to indicate that no callback should be

called.

The click loop callback is very similar to its TextEdit counterpart (see the description of the `WEClick` routine) and the TSM callbacks provide functionality analogous to that offered by the TextEdit TSM extension bundled with KanjiTalk 7.1. The scroll callback, on the other hand, is specific to WASTE. It is called whenever the destination rectangle is scrolled automatically as the result of some editing operation. This callback is not invoked when auto scrolling is disabled or when `WEScroll` is called directly by your application.

EXAMPLES

```
/* install a click loop callback routine */

WEClickLoopProcPtr clickLoop;
OSErr err;

clickLoop = &myClickLoop;
err = WESetInfo(weClickLoop, (void *) &clickLoop, hWE);
```

RESULT CODES

`noErr`	0	No error
`paramErr`	-50	Invalid selector

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The latest version of the WASTE package can be found on the Internet at the following site:

Host: ghost.dsi.unimi.it (149.132.1.2)
Path: pub2/papers/piovanel/

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