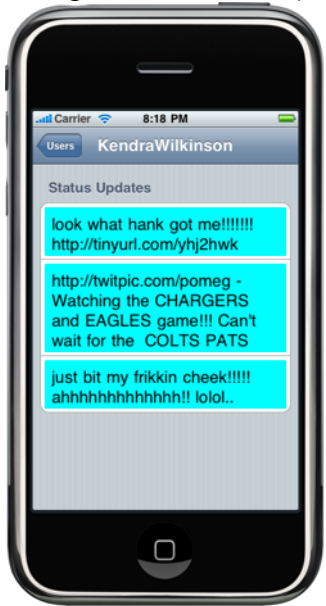


Using Font Size 20: (notice “game!!” is cut off on the middle status.)



```

(CGFloat)tableView:(UITableView *)tableView heightForRowAtIndexPath:(NSIndexPath *)indexPath
{
    CGSize size = [[[statuses objectAtIndex: indexPath.row] objectForKey: @"text"]
                    sizeWithFont: [UIFont systemFontOfSize: 14.0]
                    constrainedToSize: CGSizeMake((tableView.bounds.size.width-30.0), 2000)
                    lineBreakMode: UILineBreakModeWordWrap];

    return (size.height+20.0);
}

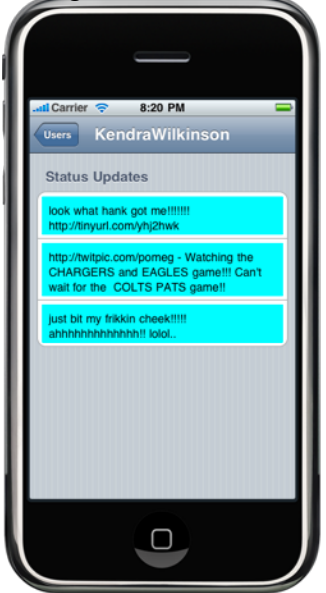
```

```

(UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
{

```

Using Font Size 14:



```

    UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:@"StatusCell"];
    if (cell == nil)
    {
        cell = [[[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault
reuseIdentifier:@"StatusCell"] autorelease];
    }

    CGSize size = [[[statuses objectAtIndex: indexPath.row] objectForKey: @"text"]
                    sizeWithFont: [UIFont systemFontOfSize: 14.0]
                    constrainedToSize: CGSizeMake((tableView.bounds.size.width-30.0), 2000)
                    lineBreakMode: UILineBreakModeWordWrap];

    UITextView *userStatus = [[UITextView alloc] initWithFrame: CGRectMake(5, 5,
(tableView.bounds.size.width-30.0), (size.height+10))];
    userStatus.text = [[[statuses objectAtIndex: indexPath.row] objectForKey: @"text"];
    userStatus.font = [UIFont systemFontOfSize: 14.0];
    userStatus.backgroundColor = [UIColor cyanColor];
    userStatus.userInteractionEnabled = NO;
    [cell.contentView addSubview: userStatus];
}

```