

LDraw

Draw the contents of a single cell

#include <Lists.h>

List Manager Package

```
void          LDraw( theCell, theList );
Cell        theCell ;           cell to redraw
ListHandle  theList ;           handle leading to a ListRec
```

LDraw draws the contents of a single cell. If the cell is currently outside the visible region, or if drawing is off, this call does nothing.

theCell is a Cell (a.k.a. Point); it identifies the cell to draw.

theList is a handle leading to a variable-length ListRec structure. It is a value previously obtained via **LNew**.

Returns: none

Notes: List Manager functions that change the contents of a cell automatically update the screen to reflect those changes. For instance, **LSetCell** (changing the contents of a cell) will display the changed data automatically. Similarly, **LSetSelect** automatically highlights or normalizes the cell.

Note: Contrary to information in IM IV, if drawing is off (see **LDoDraw**), even **LDraw** does not change the screen.

You could use **LDraw** to customize the way some cells are displayed. For instance, the following code draws a particular cell in boldface:

```
TextFace( bold );
LDraw( theCell, theList );
TextFace( 0 );
```

Note that the above style change will NOT be remembered the next time the cell is redrawn. For instance, if *theCell* gets scrolled out of the window and back in, it will be redrawn in the current text style of the list's window.

If you change the contents of a cell without informing the List Manager, you can use **LDraw** to force that change to be displayed. For instance, it is much more efficient to "zap" a character, say a check mark (✓) or a bullet (•), over a space character than it is to use **LSetCell** to change the entire contents of a cell:

```
short  offset, len;
char   *cp;

LFind( &offset, &len, theCell, theList );
cp = (char *)((long)**(theList)->cells) + offset;
*cp = checkMark;           /* zap the check mark in place */
LDraw( theCell, theList ); /* force cell to be redrawn */
```