LGetSelect Query if a cell is selected; get next selected cell

#include <Lists.h> **List Manager Package**

Boolean	**LGetSelect(***advanceIt*, *theCell*, *theList* **);**	
Boolean	*advanceIt* ;	0=examine one cell; 1=keep looking
Cell	***theCell* ;	Cell to start checking; receives cell
ListHandle	*theList* ;	handle leading to a ListRec
	returns	Is *theCell* selected? **OR** Was a selection found?

LGetSelect performs two different operations. It can query to see if a specific cell is currently selected **OR** it can check cells until it finds one that is selected.

advanceIt is a Boolean specifying which operation to perform. It is one of:

FALSE	See if *theCell* is currently selected and return TRUE if it is. If it is not selected, return FALSE.
TRUE	See if *theCell* is selected and return TRUE if it is; otherwise, advance to the next cell on the row and check it. Keep advancing across the row and on to subsequent rows until a selected cell is found or the end of the list is reached. If a selected cell is found, return TRUE and store its coordinates in *theCell*.

theCell is the address of a 32-bit Cell (a.k.a. Point). On entry it specifies the first (or only) cell to check. Upon return, it receives the coordinates of the selected cell (if the return value is TRUE).

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

Returns: a Boolean identifying whether *theCell* is selected (if *advance*=FALSE) **OR** whether the search for a selected cell succeeded. It is one of:

FALSE	*theCell* is NOT currently selected **OR** none of the cells to the right of (or in rows below) *theCell* is currently selected.
TRUE	*theCell* IS currently selected **OR** another selected cell was found by scanning the list (its coordinates have been stored in *theCell*).

Notes: **LGetSelect** is designed for locating selected (highlighted) cells in a list. You might use it after **LLastClick** to verify that a certain cell is currently selected, but it is most often used to search for selected cells.

If *advanceIt* is TRUE, the search starts at *theCell* and proceeds from left to right and if no selection is found in a row, the search continues on to subsequent rows, as described under **LNextCell(** TRUE,TRUE,...).

Note that in searching for all selections in a list, you will need to advance *theCell* after a selection is found. For example:

```
Cell    theCell;
```

```
SetPt( &theCell.h, 0,0 );                    /* start at top of list  */
while ( LGetSelect( TRUE, &theCell, theList ) ) {
    printf( "Cell (%d,%d) is currently selected\n", theCell.h, theCell.v );
    LNextCell( TRUE, TRUE, &theCell, theList );     /* advance to next */
}
```

If ListRec.selFlags bit 7 is set, the user can select only one cell at a time, so there is should be no need to loop back to check for another selection.

In searching for multiple cells, you might also want to deselect each cell as it is processed via **LSetSelect(** FALSE,...), then use **LAutoScroll** to bring the next selection into the viewing area.