

LDispose

Discard a list and release all its memory

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

```
void      LDispose(theList );  
ListHandle  theList ;      handle leading to a ListRec
```

LDispose frees up all memory associated with a list. Use it only after you no longer need the list.

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

Returns: none

Notes: **LDispose** frees up the list data (the handle in ListRec.cells), the memory associated with the scroll bar controls (if any) and the memory containing the ListRec itself (including the variable-length portion - the array of offsets to the data).

If you have allocated additional data and stored the handle in ListRec.userHandle or ListRec.refCon, it is your responsibility to dispose of this memory before calling **LDispose**.