LDelRow Delete rows(s) of cells from a list

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

```
void        LDelRow(count, rowNum, theList );
short       count ;      how many rows to delete; 0=all
short       rowNum ;     first row to delete
ListHandle  theList ;    handle leading to a ListRec
```

LDelRow deletes one or more rows of cells from a list. If drawing is on, the list display and the horizontal scroll bar (if any) are updated.

count is the desired number of rows to delete. If *count*=0, all cells are deleted and ListRec.dataBounds.bottom is set to dataBounds.top.

rowNum specifies where to start deleting rows. For instance, if *rowNum*=3 and *count*=1, columns 4...*n* are renumbered as columns 3...*n*-1. Thus, the cell that used to be called (0,4) is now called (0,3), and so forth.

If *rowNum* > ListRec.dataBounds.bottom, then nothing happens.

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

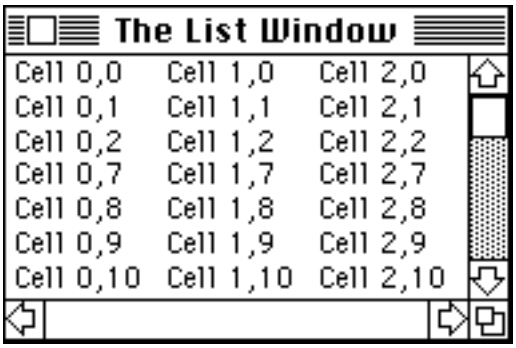
Returns: none

Notes: **LDelRow** decreases the size of the ListRec structure by (*count* * ListRec.dataBounds.right) * 2 bytes. ListRec.dataBounds.bottom is decreased by *count*.

For instance, after:

```
LDelRow( 4,3, theList );        /* delete 4 rows, starting at row 3 */
```

The list shown in the **LNew** example might look like:



It is a lot faster to delete multiple rows with one call than than to delete one at a time. Use **LDispose** (or set *count* to 0) to delete them all.