LClrCell   Delete the contents of a cell

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

 void   **LClrCell(** *theCell*, *theList* **)** ;
 Cell   *theCell* ;   the cell to erase
 ListHandle   *theList* ;   handle leading to a ListRec

   LClrCell removes all data from a cell, by setting its length to 0.

       theCell is a Cell (a.k.a. Point); it identifies the cell you wish to clear.

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

     Returns: none

 Notes: The cell's display area is cleared immediately, unless drawing is off (see
          LDoDraw).

          The cell's length is set to 0 and the actual storage area is not recovered
          until the 32K list-data maximum is reached (triggering garbage
          collection).