LDelColumn Delete column(s) of cells from a list

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

void	**LDelColumn(***count*, *clmNum*, *theList* **);**	
short	*count* ;	how many columns to delete; 0=all
short	*clmNum* ;	first column to delete
ListHandle	*theList* ;	handle leading to a ListRec

LDelColumn deletes one or more columns 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 columns to delete. If *count*=0, all cell are deleted and ListRec.dataBounds.right is set to dataBounds.left.

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

If *clmNum* > ListRec.dataBounds.right (i.e., beyond the list's width), then nothing happens.

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

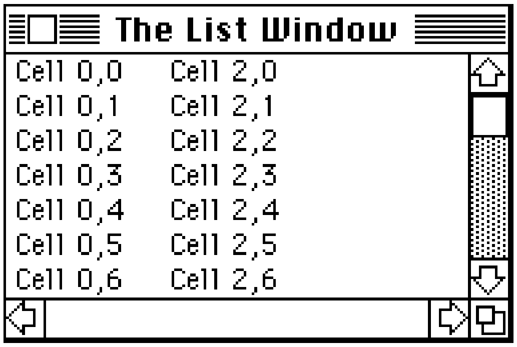
Returns: none

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

For instance, after:

LDelColumn(1,1, theList); /* delete column 1 */

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



Cell 0,0	Cell 2,0
Cell 0,1	Cell 2,1
Cell 0,2	Cell 2,2
Cell 0,3	Cell 2,3
Cell 0,4	Cell 2,4
Cell 0,5	Cell 2,5
Cell 0,6	Cell 2,6

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