

LSetCell

Store data into a cell

#include <Lists.h>

List Manager Package

```
void      LSetCell(dataPtr, dataLen, theCell, theList );  
Ptr      dataPtr ;           address of data to be placed in the cell  
short    dataLen ;           length of buffer  
Cell     theCell ;           the cell that will receive the new data  
ListHandle theList ;        handle leading to a ListRec
```

LSetCell stores data into a cell and, if drawing is on and the cell is currently visible, displays the new contents.

dataPtr is the address of the start of the data you wish to store into the cell. Unless you have written a custom 'LDEF', this is typically ASCII text.

dataLen is a positive integer; the size, in bytes, of the data to be stored.

theCell is a Cell (a.k.a. Point); it identifies the cell whose data you wish to initialize or replace.

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

Returns: none

Notes: **LSetCell** replaces the current contents of a cell with the data at *dataPtr*. To append data to an existing cell, use **LAddToCell**. Use **LClrCell** to clear the contents of the cell.

Lists may contain no more than 32K of data (the total of the lengths of all cells). Use **LFind** to learn the current size of a cell's data.

See **LNew** for an example usage of **LSetCell**.