LDoDraw   Turn list drawing on or off

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

 void   **LDoDraw(** *drawIt*, *theList* **)**;
 Boolean   *drawIt* ;   FALSE=suspend drawing; TRUE=resume
 ListHandle   *theList* ;   handle leading to a ListRec

   LDoDraw suspends or resumes screen updates normally performed by List
   Manager functions.

         drawIt is a Boolean that selects how drawing should be performed. It is one
               of:
               FALSE   Turn drawing OFF. List Manager calls will not cause the
                           screen to be updated until drawing is turned back on.
               TRUE   Turn drawing ON. Subsequent changes are displayed as they
                           occur.

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

      Returns: none

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 Notes: You may realize some performance or esthetic advantage by using
         LDoDraw(FALSE,...) to turn drawing off while you create or make major
         modifications to a list. Use **LDoDraw(**TRUE,...) when you want changes to
         be displayed.

         When you initially create the list (via **LNew**), you can make the choice to
         suspend drawing. In that case, you can use a series of **LSetCell** calls to fill
         the list with information without having any of it displayed. Then use
         LDoDraw(TRUE,...) to turn drawing on and call **LUpdate** to force the list
         to be displayed. Normally, you should leave drawing ON all the time,
         especially while processing List Manager events.

         When drawing is off, most List Manager calls have no effect on the screen
         (even **LDraw** and **LUpdate** are ignored). The only exceptions are with
         scroll bars: the **LSize** function will update them and the arrows and thumb
         still appear to be active (though mousing them has no effect on the display
         of the list).