LRect Obtain location of a cell's display rectangle

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

```
void        LRect(cellRect, theCell, theList );
Rect        *cellRect ;     receives cell's rectangle in local coordinates
Cell        theCell ;       cell to query
ListHandle  theList ;       handle leading to a ListRec
```

LRect obtains the local coordinates of the rectangle that encloses a specified cell.

cellRect is the address of an 8-byte Rect structure. Upon return, it contains the coordinates of the corners of the rectangle that encloses cell *theCell*. If *theCell* is invalid, this will contain the empty rectangle (0,0)(0,0).

theCell is a Cell (a.k.a. Point) identifying the cell of interest.

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

Returns: none

Notes: **LRect** can be used in a "click loop" routine to help match a mouse point with a cell (see **LClick** and **LNextCell**).

You can force a single cell to be redrawn by invalidating its rectangle and then calling **LUpdate**; e.g.:

```
Rect    cellRect;

LRect( &cellRect, theCell, theList );
InvalRect( &cellRect );
LUpdate( (*theList)->port->visRgn , theList );
```

cellRect is expressed in the coordinate system of the list's window; the window identified by ListRec.port. If *theCell* is invalid (outside of ListRec.dataBounds), *cellRect* gets set to the empty rectangle (0,0)(0,0).