LSize Change the size of a list's viewing area

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

```
void        LSize(listWidth, listHeight, theList );
short       listWidth ;     desired new width
short       listHeight ;    desired new height
ListHandle  theList ;       handle leading to a ListRec
```

LSize changes the size of the viewing rectangle of a list. It is normally called after using **SizeWindow** when the user grows or shrinks the list's window. **LSize** is needed on lists that have a grow box in the bottom right corner.

listWidth and . . .
listHeight specify the desired new size, in pixels, for the list display area. As with the *rView* parameter used in **LNew**, these values do NOT include room for the scroll bars (if any), so the enclosing window should be at least 15 pixels wider and/or higher.

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

Returns: none

Notes: If drawing is on, the list contents are redrawn clipped to the new size. The scroll bars are redrawn, reflecting any change to the thumb position.

As with **SizeWindow**, **LSize** leaves the top left corner of the viewing rectangle in place (relative to the list's window). It changes the ListRec. rView rectangle, invalidates the changed portion of that area, and forces an update event.

The following code might be used when **GetNextEvent** returns a mouseDown in the content region of a window:

```
long    result;

result = GrowWindow( listWindow,mousePt, &boundsRect );

SizeWindow( listWindow, LoWord(result), HiWord(result), TRUE );
LSize( LoWord(result)-15, HiWord(result)-15, theList );
DrawGrowIcon( listWindow );
```