LCellSize Set size for cell display rectangles

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

```
void        LCellSize(cellSize, theList );
Point       cellSize ;      specifies cell height and width
ListHandle  theList ;       handle leading to a ListRec
```

LCellSize changes the height and width of the rectangle that defines the size of all cells in a list. If drawing is on, the display is updated to reflect the new cell size.

cellSize is a 32-bit Point; it specifies the desired height and width to be used in laying out the cell matrix and drawing the cell data. Think of it as the bottomRight of a rectangle whose topLeft is at (0,0).

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

Returns: none

Notes: **LCellSize** simply changes the ListRec.cellSize field. You will normally specify the desired size when you create the list via **LNew**.

This function doesn't update other fields of the ListRec (e.g., the indent field), and does not make intelligent decisions about what part of the screen to clear. Therefore, it works best when no cells have been drawn (i.e., *drawIt* was FALSE in the call to **LNew**).

Note: **LCellSize** does NOT automatically calculate the size from the font (as does **LNew**). Do NOT use a *cellSize* of (0,0).

The following sequence changes the cell size and ensures proper updating of the screen:

```
cellSz.h=30; cellSz.v=20;              /* for example */
LCellSize( cellSz, theList );          /* change the size */

FillRect( &listWindow->portRect, white );  /* clear the window */
InvalRect( &listWindow->portRect );        /* indicate redraw all */
LUpdate( listWindow->visRgn, theList );  /*force update (in evt loop)*/
```