LGetCell Obtain a copy of a cell's data

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

```
void        LGetCell(dataPtr, dataLen, theCell, theList);
Ptr         dataPtr ;      address of buffer to receive the data
short       *dataLen ;     length of buffer; receives actual size
Cell        theCell ;      the cell to query
ListHandle  theList ;      handle leading to a ListRec
```

LGetCell copies the current contents of a specified cell into the caller's buffer.

dataPtr is the address of a buffer (the buffer should be at least *dataLen* bytes long). Upon return, the buffer contains the data from the cell (normally text).

dataLen is the address of a short integer. On entry, it must contain the size, in bytes, of the buffer at *dataPtr*. Upon return, it contains the actual length of the data transferred.

theCell identifies the cell whose data you wish to examine.

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

Returns: none

Notes: **LGetCell** copies cell contents into a local variable. You may be able to realize better performance with the **LFind** function. Use **LFind** to calculate the address of a cell's data and read (or compare, or display, etc.) the contents directly from the list storage area; thereby avoiding a data transfer.

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