

Custom TreeView control for use with Xojo™

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This control consists of a Namespace [Module : modTreeView] that contains Two(2) classes and one class Interface.

1. TreeView : the visual component
2. TreeNode : a class to contain the attributes of each node
3. TreeNodeInterface : an interface between the two classes

TreeView Methods

Add - Add a node to the tree

Syntax :

```
tree.ADD(parent, child, description)
tree.ADD(parent, child, description, image)
tree.ADD(parent, child, description, isCheckBox)
tree.ADD(parent, child, description, image, isCheckBox)
```

- Parent and Child are key values to link the nodes.
- The ROOT of the tree must have "" as its parent, and IS REQUIRED
- Child values must be UNIQUE
- Nodes can be added in any order, the control maintains an internal linked list.

Clear - remove ALL nodes from the tree

CollapseAll - collapse all Parent nodes and hide their children (only Root node remains visible)

CollapseNode - collapse a Single Node

Syntax :

```
tree.Collapse(parent)
```

If parent does not exist, or is not a branch node, nothing happens

CurrentNode - returns a TreeNode object representing the currently selected node or NIL if no node is selected.

[See TreeNode below]

ExpandAll - expands all Parent Nodes and reveals all children

ExpandNode - expands a Single Node

Syntax :

```
tree.Expand(parent)
```

If parent does not exist, or is not a branch node, nothing happens

Remove - deletes specified node and all connected children

Syntax :

```
tree.Remove(parent)
```

If parent does not exist, nothing happens

TreeView Properties

- AutoUpdate** - if set to FALSE, will suspend update of TreeDisplay
- BGColor_Normal, BGColor_Selected, FGColor_Normal, FGColor_Selected, LineColor**
- sets the various colors used to display the control
- CheckBoxStyle** - Sets the style that checkboxes are displayed
0=OSX 1=Windows 2=Yosemite
- ExpandStyle** - Sets the style that the Expand/Collapse icon uses
0=OSX 1=Windows 2=[+]/[-]
- FullSelect** - if set to False, only the node description is highlighted
- IconSize** - selects 16, 24 or 32 px icons, this affects both Expand icons, and custom icons
- Margin** - sets the number of pixels from the left edge to the tree
- NodeIndent** - sets the number of pixels from the branch to the node icon/description
- ShowChildCounts** - sets how (or if) child counts will be displayed on the tree
0=Never
1=Always but only 1 level
2=Always - ALL levels
3=Collapsed but only 1 level
4=Collapsed, for all levels
- ShowIcon** - if set to false, will hide custom icons
- ShowLines** - if set to false will not draw connecting lines between nodes
- ShowExpand** - if set to false, will hide expand/collapse icons
- TriState** -
- When false, clicking on a checkbox affects only that node.
When True, it will set all children to selected state, as well as Parent
Note : Parent might become Indeterminate if children are in mixed states.
This only applies to nodes that are of CheckBox type.

TreeView Events

- NodeCheckValueChanged** - returns node where user just clicked a CheckBox
- NodeClick** - returns the node the user just clicked on
- NodeCollapsed** - returns the node(s) that were just collapsed
- NodeDescriptionChanged** - returns the node where description text changes (case sensitive)
- NodeExpanded** - returns the node(s) that were just expanded
- NodeIconChanged** - returns the node where the custom icon was just changed
- NodeRemoved** - returns the node that was just removed
- NodeTypeChanged** - indicates that SOMETHING changed, use specific events above instead.

Each of these events returns a TreeNode type object, and this is the only place that this class type should be altered directly (also tree.CurrentNode)

TreeNode Methods

Checked	- sets/clears checkbox status
Child	- returns Child name [read only]
Parent	- returns Parent name [read only]
Description	- sets or changes the node description
Icon	- sets or changes the custom icon
isChecked	- if set to true, node will contain a checkbox

NEVER create an instance of this object manually, use only the instances returned by TreeView events or methods