

# **NListtree.mcc**

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COLLABORATORS

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# Chapter 1

## NListtree.mcc

### 1.1 NListtree.mcc v18.2

NListtree MUI Custom Class

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©2000 Carsten Scholling

Disclaimer	- Boring stuff...
Introduction	- What is it?
Licence	- Pay? Why and where?
Requirements	- What is needed?
Installation	- Easy doing...
Usage	- How to use this thing?
Known bugs	- Read THIS before sending bug-report!
Author	- Who did it?
History	- Small, but fine.
To do	- What is to be done in the future?
Updated	- Where to get the updates?
Credits	- Brablabla :-)
About MUI	- MUI copyright notice
About NList	- NList copyright notice
About MCC-Install	- MCC-Install copyright notice

### 1.2 Disclaimer

DISCLAIMER

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

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## 1.3 Introduction

### Introduction

This MUI custom class provides you with an easy way of displaying list entries in a sorted form, a so called tree-structure. A Tree-structure will be selected, when data should be optical seperated from each other.

Today i know of several list tree classes, but none of them fullfilled my neeedings:

First, there is the old Listtree.mcc from Klaus Melchior which is used in several applications. For this one, there is no development since many month (year?). This class works stable, as long as the programmer knows about the several bugs.

Then a class called NListtree. Only a few bytes are different from Listtree. Mainly the superclass strings are patched (List.mcc -> NList.mcc) to use NList instead of List.

NewListTree from Ole Friis which is unchanges in alpha state (version 0.2) since january 1999.

And, the last, TreeList from John Haubrich. He has dropped the project and his Amiga somewhere between the 10. or 11. of december 1999.

The sourcecodes of both last named classes are public. Today i do not know about someone who has worked on these codes.

NListtree is intresting for programmers and the end-user also and easy to use. So far as implemented by the programmer and needfull in the application environment, this class allows the fully free recreation of the list using drag&drop (short d&d) with support of multiselection.

First time in a list tree class it is possible to move complete structures. That means, that the complete tree of the moved entry, back to the root-list, is recreated at the destination if the programmer allows this. The same for copying entries, which is also implemented.

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## 1.4 Licence

### Licence

This class is freeware for end users, but polymorphware for developers. That means that anyone who makes a shareware, giftware or commercial application using NListtree must send me the same fee he expects for his program.

If you have written a shareware program using NListtree and you expect \$20 for your hard work, i expect \$20 from you for my work. Easy, isn't it?

To make the things easier: If i am interested in your application (please ask before), we can make a deal. You are sending me a registered and full working release of your application including updates. Then there is no other fee (and will not ever).

I'm interested in who is using my classes in his own (free) programs. So don't hesitate to contact me. (just an e-mail telling what you're doing with NListtree :)

## 1.5 What do you need to run this?

### Requirements

- \* MUI 3.8 (not tested with earlier versions)
- \* NList.mcc 0.89 (not tested with earlier versions)

## 1.6 Installation

### Installation

Just use the supplied installer script or copy the classes NListtree.mcc and NListtree.mcp to the MUI:libs/MUI directory and the supplied images to MUI:Images/aphaso on your harddisk.

## 1.7 How to use this thing?

### Usage

NListtree is almost the same and reacts the same as Listtree does. But the preferences program has some differences:

In Listtree configuring Windows 95 style causes Listtree to draw the open/closed sign directly. NListtree uses the user selectable images for these signs too. Style Win98+ has an additional image for the drawer to make it really look like Windows95/98 (not completely implemented).

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Some new imagery especially for the Windows styles is distributed with NListtree. They can be found in the directory Images/aphaso.

The user can control the list tree by the MUI keys, this means a node is opened with "Right" and closed with "Left". "Up" and "Down" are the same as in normal List class. Check your MUI NList prefs for the specified keys.

Simple clicking on a node sign or double clicking somewhere else in the tree column and/or other columns (this will be defined by the programmer and should be stated in the application docs) toggles its status from open to closed and vice versa.

Multiselection is implemented and reacts as configured in the NList preferences or like programmers choice. This should be written down in the application docs. Please note, that multiselection and drag & drop in a tree with more than one selected entry can be confusing sometimes:

- in multiselection mode, you have to move the mouse pointer out of the list while holding down the left mouse button, to start dragging entries around
- the default key (qualifier) for dragging in multiselect lists (NList.mcc) is CTRL. Pressing CTRL causes NListtree (NList) to immediately start drag & drop

So please check out the demo program NListtree-Demo on how to use this feature by dragging some entries around. But first read the next section.

Drag&Drop capabilities:

If possible or needfull for the situation NListtree is used by the programmer, you can drag & drop entries. This means you can drag one entry and drop it on the same listtree again. While dragging an indicator shows where to drop.

Drag a	Drop on	Result
leaf	leaf	Exchange leaves.
node	leaf	Nothing happens.
entry	closed node	Moves entry into the list.
entry	open node	Moves entry to defined position.

You can not drop an entry on itself, nor you can drop an opened node on any of its members.

## 1.8 Known bugs

Known bugs

- auto unselection does not work in all cases

## 1.9 Credits

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Please write me suggestions, bugs, wishes...

## 1.10 History

History:

V18.3 - Public release

- MUA\_NListtree\_Quiet does not work as expected (reported by Thomas Igracki, Thx!)
- User defined compare- and findname-hooks crash! Fixed! (reported by Thomas Igracki, Thx!)
- Now, NListtree is really quiet if MUIA\_NListtree\_Quiet is set!
- Reactivation of copied, moved and exchanged entries works better now.
- OpenAutoScroll now works as expected, added new config item Open scroll (Thx to Matthias Bethke).

V18.2 - Public release

- Added multiselection feature
- Fixed some small cosmetrical problems
- Implemented arrows as MUI images
- Implemented Copy method
- Implemented KeepStructure flag for recreation of the complete structure in Move and Copy

V18.1 - Internal release

- Completely rewritten graphics stuff. Now in all cases predefined and precreated images where used. This fixes many graphic bugs occurred in the old 18.0.
  - After deleting an entry, the old entry remains internally active. Using this entry crashed the machine. Fixed!
  - Moving marker with the cursor keys did not trigger MUIA\_NListtree\_Active. Fixed!
  - When deleting entries, MUIA\_NListtree\_Active was triggered two times.
-

Fixed

- Deleting an entry without entries in the list caused recursive function calling and stack overflow ;-) Fixed!
- Insertion had some bugs which caused the machine to hang or crash. Fixed!

V18.0 - Initial public beta release

## 1.11 Planings for next releases

ToDo:

- More styles
- Changing the kind of displaying active nodes.
- Selectable key for automatic child selection

ToDo programmers section:

- Implementation of MUIM\_NListtree\_InsertList, MUIM\_NListtree\_InsertArray and MUIA\_NListtree\_SourceArray

and whatever you need...

## 1.12 Where to get the updates?

The latest release of NListtree is always available at <http://www.aphaso.de> and a little bit later on aminet dev/mui.

## 1.13 Acknowledgements

Acknowledgements

- Gilles Masson for his great NList.mcc
  - Stefan Stuntz for fantastic MUI
  - Members of MUI@OneList.com for interresting informations
  - Alessandro Zummo for some interesting information about MUI (MUIUndoc) (which does not mean, that NListtree uses undocumented features).
  - Henning 'Lemming' Thielmann for intresting informations and suggestions for multiselection and moves/copies
  - and all others who have sent bug reports and suggestions
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## 1.14 MagicUserInterface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

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GERMANY

## 1.15 NList.mcc, NListview.mcc, NFloattext.mcc, NListviews.mcp

What Gilles Masson originally wrote to NList:

Copyright  
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NList.mcc (C) 1996-1998 Gilles Masson

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The author can not be made responsible for any damage which is caused by using these programs.

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This class is FreeWare for end users, but ShareWare for developers :  
Anyone which make a Shareware or commercial application using it

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must send me a registered/full working release of the application and updates, there is no other fee (and will not ever).

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Anyway, i'll be happy if you send me something... ;-)

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The AUTHOR of a program can include the NList.mcc, NListview.mcc, NFloattext.mcc, NListviews.mcp and Install files in its program archive as soon as the above is respected. You can install them from you're own script or use the provided one as you want.

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I'm interesting in who is using my classes in his own (free) programs, so don't hesitate to contact me. (just a mail telling what you're doing with NList would be nice :)

Send comments, suggestions or bug reports, or some money ;) to:

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What are NList.mcc/NListview.mcc/NFloattext.mcc/NListviews.mcp ?

\*\*\*\*\*

NList is a Custom Class for the Magic User Interface (c) by Stefan Stuntz. It's a subclass of area-class which make the same stuffs than the MUI List/Listview class, and more.

NList implement horizontal scrolling, built-in copy to clipboard, classic char precision selection of area, drag and drop and some others.

NListview give NList scrollbars, vertical as Listview, but horizontal too.

NFloattext is like Floattext and do automatic word wrap. The interest to do it with NList is the builtin copy to clipboard.

There is a mui pref class NListviews.mcp with it, which permit the user to choose all default backgrounds, pens and fonts.

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## 1.16 mcc-install

Original copyright notice for MCC-Install from Kai Hofmann:

Copyright

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