MUI/NListtree_mcc.h

COLLABORATORS

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ACTION	*NAME*	*DATE*	*SIGNATURE*
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```

1.2   MUI/NListtree_mcc.h

```
/*h
Class:      MCC_NListtree
```

```
Copyright:  (c)1999-2000 by Carsten Scholling
Author:     Carsten Scholling
Contact:    cs@@aphaso.de
Contents:   Registered class of the Magic User Interface.
h*/


/*** Include stuff ***/

#ifndef NLISTTREE_MCC_H
#define NLISTTREE_MCC_H

#ifndef LIBRARIES_MUI_H
#include "libraries/mui.h"
#endif


/*** MUI Defines ***/

#define MUIC_NListtree  "NListtree.mcc"
#define NListtreeObject MUI_NewObject(MUIC_NListtree




/*** Attributes ***/

#define MUIA_NListtree_Active                             0xfec81201 // *** [. ←
    SGN]
#define MUIA_NListtree_ActiveList                         0xfec81202 // *** [.. ←
    GN]
#define MUIA_NListtree_CloseHook                          0xfec81203 // *** [IS ←
    ..]
#define MUIA_NListtree_ConstructHook                      0xfec81204 // *** [IS ←
    ..]
#define MUIA_NListtree_DestructHook                       0xfec81205 // *** [IS ←
    ..]
#define MUIA_NListtree_DisplayHook                        0xfec81206 // *** [IS ←
    ..]
#define MUIA_NListtree_DoubleClick                        0xfec81207 // *** [ ←
    ISGN]
#define MUIA_NListtree_DragDropSort                       0xfec81208 // *** [IS ←
    ..]
#define MUIA_NListtree_DupNodeName                        0xfec81209 // *** [IS ←
    ..]
#define MUIA_NListtree_EmptyNodes                         0xfec8120a // *** [IS ←
    ..]
#define MUIA_NListtree_Format                             0xfec8120b // *** [IS ←
    ..]
#define MUIA_NListtree_OpenHook                           0xfec8120c // *** [IS ←
    ..]
#define MUIA_NListtree_Quiet                              0xfec8120d // *** [.S ←
    ..]
#define MUIA_NListtree_CompareHook                        0xfec8120e // *** [IS ←
    ..]
```

```
#define MUIA_NListtree_Title                               0xfec8120f  // *** [IS ←
    ..]
#define MUIA_NListtree_TreeColumn                          0xfec81210  // *** [ ←
    ISG.]
#define MUIA_NListtree_AutoVisible                         0xfec81211  // *** [ ←
    ISG.]
#define MUIA_NListtree_FindNameHook                        0xfec81212  // *** [IS ←
    ..]
#define MUIA_NListtree_MultiSelect                         0xfec81213  // *** [I ←
    ...]
#define MUIA_NListtree_MultiTestHook                       0xfec81214  // *** [IS ←
    ..]
#define MUIA_NListtree_CopyToClipHook                      0xfec81217  // *** [IS ←
    ..]
#define MUIA_NListtree_DropType                            0xfec81218  // *** [.. ←
    G.]
#define MUIA_NListtree_DropTarget                          0xfec81219  // *** [.. ←
    G.]
#define MUIA_NListtree_DropTargetPos                       0xfec8121a  // *** [.. ←
    G.]
#define MUIA_NListtree_FindUserDataHook                    0xfec8121b  // *** [IS ←
    ..]
#define MUIA_NListtree_ShowTree                            0xfec8121c  // *** [ ←
    ISG.]
#define MUIA_NListtree_SelectChange                        0xfec8121d  // *** [ ←
    ISGN]


/*** Special attribute values ***/

#define MUIV_NListtree_Active_Off                          0
#define MUIV_NListtree_Active_Parent                       -2
#define MUIV_NListtree_Active_First                        -3
#define MUIV_NListtree_Active_FirstVisible                 -4
#define MUIV_NListtree_Active_LastVisible                  -5

#define MUIV_NListtree_ActiveList_Off                      0

#define MUIV_NListtree_AutoVisible_Off                     0
#define MUIV_NListtree_AutoVisible_Normal                  1
#define MUIV_NListtree_AutoVisible_FirstOpen               2
#define MUIV_NListtree_AutoVisible_Expand                  3

#define MUIV_NListtree_CompareHook_Head                    0
#define MUIV_NListtree_CompareHook_Tail                    -1
#define MUIV_NListtree_CompareHook_LeavesTop               -2
#define MUIV_NListtree_CompareHook_LeavesMixed             -3
#define MUIV_NListtree_CompareHook_LeavesBottom            -4

#define MUIV_NListtree_ConstructHook_String                -1
#define MUIV_NListtree_ConstructHook_Flag_AutoCreate       (1<<15)

#define MUIV_NListtree_CopyToClipHook_Default              0

#define MUIV_NListtree_DestructHook_String                 -1

#define MUIV_NListtree_DisplayHook_Default                 -1
```

```
#define MUIV_NListtree_DoubleClick_Off                          -1
#define MUIV_NListtree_DoubleClick_All                          -2
#define MUIV_NListtree_DoubleClick_Tree                         -3
#define MUIV_NListtree_DoubleClick_NoTrigger                    -4


#define MUIV_NListtree_DropType_None                            0
#define MUIV_NListtree_DropType_Above                           1
#define MUIV_NListtree_DropType_Below                           2
#define MUIV_NListtree_DropType_Onto                            3
#define MUIV_NListtree_DropType_Sorted                          4


#define MUIV_NListtree_FindNameHook_CaseSensitive               0
#define MUIV_NListtree_FindNameHook_CaseInsensitive             -1
#define MUIV_NListtree_FindNameHook_Part                        -2
#define MUIV_NListtree_FindNameHook_PartCaseInsensitive         -3
#define MUIV_NListtree_FindNameHook_PointerCompare              -4


#define MUIV_NListtree_FindUserDataHook_CaseSensitive           0
#define MUIV_NListtree_FindUserDataHook_CaseInsensitive         -1
#define MUIV_NListtree_FindUserDataHook_Part                    -2
#define MUIV_NListtree_FindUserDataHook_PartCaseInsensitive -3
#define MUIV_NListtree_FindUserDataHook_PointerCompare          -4


#define MUIV_NListtree_MultiSelect_None                         0
#define MUIV_NListtree_MultiSelect_Default                      1
#define MUIV_NListtree_MultiSelect_Shifted                      2
#define MUIV_NListtree_MultiSelect_Always                       3



#define MUIV_NListtree_ShowTree_Toggle                          -1


/*** Structures & Flags ***/

struct MUI_NListtree_TreeNode {
    struct  MinNode tn_Node;     // ***  To make it a node.
    STRPTR  tn_Name;             // ***  Simple name field.
    UWORD   tn_Flags;            // ***  Used for the flags below.
    APTR    tn_User;             // ***  Free for user data.
};


#define TNF_OPEN                 (1<<0)
#define TNF_LIST                 (1<<1)
#define TNF_FROZEN               (1<<2)
#define TNF_NOSIGN               (1<<3)
#define TNF_SELECTED             (1<<4)



struct MUI_NListtree_TestPos_Result {
    struct  MUI_NListtree_TreeNode *tpr_TreeNode;
    UWORD   tpr_Type;
    LONG    tpr_ListEntry;
    UWORD   tpr_ListFlags;
    WORD    tpr_Column;
```

```
};


#define tpr_Flags tpr_Type        /* OBSOLETE */


/*** Methods ***/

#define MUIM_NListtree_Open                                    0xfec81101
#define MUIM_NListtree_Close                                   0xfec81102
#define MUIM_NListtree_Insert                                  0xfec81103
#define MUIM_NListtree_Remove                                  0xfec81104
#define MUIM_NListtree_Exchange                                0xfec81105
#define MUIM_NListtree_Move                                    0xfec81106
#define MUIM_NListtree_Rename                                  0xfec81107
#define MUIM_NListtree_FindName                                0xfec81108
#define MUIM_NListtree_GetEntry                                0xfec81109
#define MUIM_NListtree_GetNr                                   0xfec8110a
#define MUIM_NListtree_Sort                                    0xfec8110b
#define MUIM_NListtree_TestPos                                 0xfec8110c
#define MUIM_NListtree_Redraw                                  0xfec8110d
#define MUIM_NListtree_NextSelected                            0xfec81110
#define MUIM_NListtree_MultiTest                               0xfec81111
#define MUIM_NListtree_Select                                  0xfec81112
#define MUIM_NListtree_Copy                                    0xfec81113
#define MUIM_NListtree_InsertStruct                            0xfec81114  // ***  ↵
    Insert a struct (like a path) into the list.
#define MUIM_NListtree_Active                                  0xfec81115  // ***  ↵
    Method which gives the active node/number.
#define MUIM_NListtree_DoubleClick                             0xfec81116  // ***  ↵
    Occurs on every double click.
#define MUIM_NListtree_PrevSelected                            0xfec81118  // ***  ↵
    Like reverse NextSelected.
#define MUIM_NListtree_CopyToClip                              0xfec81119  // ***  ↵
    Copy an entry or part to the clipboard.
#define MUIM_NListtree_FindUserData                            0xfec8111a  // ***  ↵
    Find a node upon user data.
#define MUIM_NListtree_Clear                                   0xfec8111b  // ***  ↵
    Clear complete tree.


/*** Method structs ***/

struct MUIP_NListtree_Open {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *ListNode;
    struct MUI_NListtree_TreeNode *TreeNode;
    ULONG Flags;
};


struct MUIP_NListtree_Close {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *ListNode;
    struct MUI_NListtree_TreeNode *TreeNode;
    ULONG Flags;
};
```

```
struct MUIP_NListtree_Insert {
    ULONG   MethodID;
    STRPTR  Name;
    APTR    User;
    struct  MUI_NListtree_TreeNode *ListNode;
    struct  MUI_NListtree_TreeNode *PrevNode;
    ULONG   Flags;
};


struct MUIP_NListtree_Remove {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *ListNode;
    struct MUI_NListtree_TreeNode *TreeNode;
    ULONG Flags;
};


struct MUIP_NListtree_Clear {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *ListNode;
    ULONG Flags;
};


struct MUIP_NListtree_FindName {
    ULONG   MethodID;
    struct  MUI_NListtree_TreeNode *ListNode;
    STRPTR  Name;
    ULONG   Flags;
};


struct MUIP_NListtree_FindUserData {
    ULONG   MethodID;
    struct  MUI_NListtree_TreeNode *ListNode;
    APTR    User;
    ULONG   Flags;
};


struct MUIP_NListtree_GetEntry {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *Node;
    LONG  Position;
    ULONG Flags;
};


struct MUIP_NListtree_GetNr {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *TreeNode;
    ULONG Flags;
};
```

```
struct MUIP_NListtree_Move {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *OldListNode;
    struct MUI_NListtree_TreeNode *OldTreeNode;
    struct MUI_NListtree_TreeNode *NewListNode;
    struct MUI_NListtree_TreeNode *NewTreeNode;
    ULONG Flags;
};


struct MUIP_NListtree_Exchange {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *ListNode1;
    struct MUI_NListtree_TreeNode *TreeNode1;
    struct MUI_NListtree_TreeNode *ListNode2;
    struct MUI_NListtree_TreeNode *TreeNode2;
    ULONG Flags;
};


struct MUIP_NListtree_Rename {
    ULONG   MethodID;
    struct  MUI_NListtree_TreeNode *TreeNode;
    STRPTR  NewName;
    ULONG   Flags;
};


struct MUIP_NListtree_Sort {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *ListNode;
    ULONG Flags;
};


struct MUIP_NListtree_TestPos {
    ULONG MethodID;
    LONG  X;
    LONG  Y;
    APTR  Result;
};


struct MUIP_NListtree_Redraw {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *TreeNode;
    ULONG Flags;
};


struct MUIP_NListtree_Select {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *TreeNode;
    LONG    SelType,
            SelFlags,
            *State;
```

```
};


struct MUIP_NListtree_NextSelected {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode **TreeNode;
};


struct MUIP_NListtree_MultiTest {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *TreeNode;
    LONG    SelType,
            SelFlags,
            CurrType;
};


struct MUIP_NListtree_Copy {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *SourceListNode;
    struct MUI_NListtree_TreeNode *SourceTreeNode;
    struct MUI_NListtree_TreeNode *DestListNode;
    struct MUI_NListtree_TreeNode *DestTreeNode;
    ULONG Flags;
};


struct MUIP_NListtree_InsertStruct {
    ULONG   MethodID;
    STRPTR  Name;
    APTR    User;
    STRPTR  Delimiter;
    ULONG   Flags;
};


struct MUIP_NListtree_Active {
    ULONG MethodID;
    LONG Pos;
    struct MUI_NListtree_TreeNode *ActiveNode;
};


struct MUIP_NListtree_DoubleClick {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *TreeNode;
    LONG Entry;
    LONG Column;
};


struct MUIP_NListtree_PrevSelected {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode **TreeNode;
};
```

```
struct MUIP_NListtree_CopyToClip {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *TreeNode;
    LONG Pos;
    LONG Unit;
};




/*** Special method values ***/

#define MUIV_NListtree_Close_ListNode_Root              0
#define MUIV_NListtree_Close_ListNode_Parent            -1
#define MUIV_NListtree_Close_ListNode_Active            -2

#define MUIV_NListtree_Close_TreeNode_Head              0
#define MUIV_NListtree_Close_TreeNode_Tail              -1
#define MUIV_NListtree_Close_TreeNode_Active            -2
#define MUIV_NListtree_Close_TreeNode_All               -3




#define MUIV_NListtree_Exchange_ListNode1_Root          0
#define MUIV_NListtree_Exchange_ListNode1_Active        -2

#define MUIV_NListtree_Exchange_TreeNode1_Head          0
#define MUIV_NListtree_Exchange_TreeNode1_Tail          -1
#define MUIV_NListtree_Exchange_TreeNode1_Active        -2

#define MUIV_NListtree_Exchange_ListNode2_Root          0
#define MUIV_NListtree_Exchange_ListNode2_Active        -2

#define MUIV_NListtree_Exchange_TreeNode2_Head          0
#define MUIV_NListtree_Exchange_TreeNode2_Tail          -1
#define MUIV_NListtree_Exchange_TreeNode2_Active        -2
#define MUIV_NListtree_Exchange_TreeNode2_Up            -5
#define MUIV_NListtree_Exchange_TreeNode2_Down          -6




#define MUIV_NListtree_FindName_ListNode_Root           0
#define MUIV_NListtree_FindName_ListNode_Active         -2

#define MUIV_NListtree_FindName_Flag_SameLevel          (1<<15)
#define MUIV_NListtree_FindName_Flag_Visible            (1<<14)
#define MUIV_NListtree_FindName_Flag_Activate           (1<<13)
#define MUIV_NListtree_FindName_Flag_Selected           (1<<11)
#define MUIV_NListtree_FindName_Flag_StartNode          (1<<10)
#define MUIV_NListtree_FindName_Flag_Reverse            (1<<9)




#define MUIV_NListtree_FindUserData_ListNode_Root       0
#define MUIV_NListtree_FindUserData_ListNode_Active     -2

#define MUIV_NListtree_FindUserData_Flag_SameLevel      (1<<15)
#define MUIV_NListtree_FindUserData_Flag_Visible        (1<<14)
#define MUIV_NListtree_FindUserData_Flag_Activate       (1<<13)
```

```
#define MUIV_NListtree_FindUserData_Flag_Selected       (1<<11)
#define MUIV_NListtree_FindUserData_Flag_StartNode      (1<<10)
#define MUIV_NListtree_FindUserData_Flag_Reverse        (1<<9)


#define MUIV_NListtree_GetEntry_ListNode_Root           0
#define MUIV_NListtree_GetEntry_ListNode_Active         -2
#define MUIV_NListtree_GetEntry_TreeNode_Active         -3

#define MUIV_NListtree_GetEntry_Position_Head           0
#define MUIV_NListtree_GetEntry_Position_Tail           -1
#define MUIV_NListtree_GetEntry_Position_Active         -2
#define MUIV_NListtree_GetEntry_Position_Next           -3
#define MUIV_NListtree_GetEntry_Position_Previous       -4
#define MUIV_NListtree_GetEntry_Position_Parent         -5

#define MUIV_NListtree_GetEntry_Flag_SameLevel          (1<<15)
#define MUIV_NListtree_GetEntry_Flag_Visible            (1<<14)


#define MUIV_NListtree_GetNr_TreeNode_Active            -2

#define MUIV_NListtree_GetNr_Flag_CountAll              (1<<15)
#define MUIV_NListtree_GetNr_Flag_CountLevel            (1<<14)
#define MUIV_NListtree_GetNr_Flag_CountList             (1<<13)
#define MUIV_NListtree_GetNr_Flag_ListEmpty             (1<<12)


#define MUIV_NListtree_Insert_ListNode_Root             0
#define MUIV_NListtree_Insert_ListNode_Active           -2
#define MUIV_NListtree_Insert_ListNode_LastInserted     -3
#define MUIV_NListtree_Insert_ListNode_ActiveFallback   -4

#define MUIV_NListtree_Insert_PrevNode_Head             0
#define MUIV_NListtree_Insert_PrevNode_Tail             -1
#define MUIV_NListtree_Insert_PrevNode_Active           -2
#define MUIV_NListtree_Insert_PrevNode_Sorted           -4

#define MUIV_NListtree_Insert_Flag_Active               (1<<13)
#define MUIV_NListtree_Insert_Flag_NextNode             (1<<12)


#define MUIV_NListtree_Move_OldListNode_Root            0
#define MUIV_NListtree_Move_OldListNode_Active          -2

#define MUIV_NListtree_Move_OldTreeNode_Head            0
#define MUIV_NListtree_Move_OldTreeNode_Tail            -1
#define MUIV_NListtree_Move_OldTreeNode_Active          -2

#define MUIV_NListtree_Move_NewListNode_Root            0
#define MUIV_NListtree_Move_NewListNode_Active          -2

#define MUIV_NListtree_Move_NewTreeNode_Head            0
#define MUIV_NListtree_Move_NewTreeNode_Tail            -1
#define MUIV_NListtree_Move_NewTreeNode_Active          -2
#define MUIV_NListtree_Move_NewTreeNode_Sorted          -4
```

```
#define MUIV_NListtree_Move_Flag_KeepStructure              (1<<13)


#define MUIV_NListtree_Open_ListNode_Root                   0
#define MUIV_NListtree_Open_ListNode_Parent                 -1
#define MUIV_NListtree_Open_ListNode_Active                 -2
#define MUIV_NListtree_Open_TreeNode_Head                   0
#define MUIV_NListtree_Open_TreeNode_Tail                   -1
#define MUIV_NListtree_Open_TreeNode_Active                 -2
#define MUIV_NListtree_Open_TreeNode_All                    -3



#define MUIV_NListtree_Remove_ListNode_Root                 0
#define MUIV_NListtree_Remove_ListNode_Active               -2
#define MUIV_NListtree_Remove_TreeNode_Head                 0
#define MUIV_NListtree_Remove_TreeNode_Tail                 -1
#define MUIV_NListtree_Remove_TreeNode_Active               -2
#define MUIV_NListtree_Remove_TreeNode_All                  -3
#define MUIV_NListtree_Remove_TreeNode_Selected             -4

#define MUIV_NListtree_Remove_Flag_NoActive                 (1<<13)




#define MUIV_NListtree_Rename_TreeNode_Active               -2

#define MUIV_NListtree_Rename_Flag_User                     (1<<8)
#define MUIV_NListtree_Rename_Flag_NoRefresh                (1<<9)


#define MUIV_NListtree_Sort_ListNode_Root                   0
#define MUIV_NListtree_Sort_ListNode_Active                 -2
#define MUIV_NListtree_Sort_TreeNode_Active                 -3

#define MUIV_NListtree_Sort_Flag_RecursiveOpen              (1<<13)
#define MUIV_NListtree_Sort_Flag_RecursiveAll               (1<<12)


#define MUIV_NListtree_TestPos_Result_None                  0
#define MUIV_NListtree_TestPos_Result_Above                 1
#define MUIV_NListtree_TestPos_Result_Below                 2
#define MUIV_NListtree_TestPos_Result_Onto                  3
#define MUIV_NListtree_TestPos_Result_Sorted                4

#define MUIV_NListtree_Redraw_Active                        -1
#define MUIV_NListtree_Redraw_All                           -2

#define MUIV_NListtree_Redraw_Flag_Nr                       (1<<15)

#define MUIV_NListtree_Select_Active                        -1
#define MUIV_NListtree_Select_All                           -2
#define MUIV_NListtree_Select_Visible                       -3

#define MUIV_NListtree_Select_Off                           0
#define MUIV_NListtree_Select_On                            1
```

```
#define MUIV_NListtree_Select_Toggle                    2
#define MUIV_NListtree_Select_Ask                       3

#define MUIV_NListtree_Select_Flag_Force                (1<<15)


#define MUIV_NListtree_NextSelected_Start               -1
#define MUIV_NListtree_NextSelected_End                 -1


#define MUIV_NListtree_Copy_SourceListNode_Root         0
#define MUIV_NListtree_Copy_SourceListNode_Active       -2

#define MUIV_NListtree_Copy_SourceTreeNode_Head         0
#define MUIV_NListtree_Copy_SourceTreeNode_Tail         -1
#define MUIV_NListtree_Copy_SourceTreeNode_Active       -2

#define MUIV_NListtree_Copy_DestListNode_Root           0
#define MUIV_NListtree_Copy_DestListNode_Active         -2

#define MUIV_NListtree_Copy_DestTreeNode_Head           0
#define MUIV_NListtree_Copy_DestTreeNode_Tail           -1
#define MUIV_NListtree_Copy_DestTreeNode_Active         -2
#define MUIV_NListtree_Copy_DestTreeNode_Sorted         -4

#define MUIV_NListtree_Copy_Flag_KeepStructure          (1<<13)


#define MUIV_NListtree_PrevSelected_Start               -1
#define MUIV_NListtree_PrevSelected_End                 -1


#define MUIV_NListtree_CopyToClip_Active                -1


/*** Hook message structs ***/

struct MUIP_NListtree_CloseMessage
{
    ULONG HookID;
    struct MUI_NListtree_TreeNode *TreeNode;
};


struct MUIP_NListtree_CompareMessage
{
    ULONG HookID;
    struct MUI_NListtree_TreeNode *TreeNode1;
    struct MUI_NListtree_TreeNode *TreeNode2;
    LONG SortType;
};


struct MUIP_NListtree_ConstructMessage
{
    ULONG HookID;
    STRPTR Name;
```

```
    APTR UserData;
    APTR MemPool;
    ULONG Flags;
};


struct MUIP_NListtree_DestructMessage
{
    ULONG HookID;
    STRPTR Name;
    APTR UserData;
    APTR MemPool;
    ULONG Flags;
};


struct MUIP_NListtree_DisplayMessage
{
    ULONG   HookID;
    struct  MUI_NListtree_TreeNode *TreeNode;
    LONG    EntryPos;
    STRPTR  *Array;
    STRPTR  *Preparse;
};


struct MUIP_NListtree_CopyToClipMessage
{
    ULONG   HookID;
    struct  MUI_NListtree_TreeNode *TreeNode;
    LONG    Pos;
    LONG    Unit;
};


struct MUIP_NListtree_FindNameMessage
{
    ULONG   HookID;
    STRPTR  Name;
    STRPTR  NodeName;
    APTR    UserData;
    ULONG   Flags;
};


struct MUIP_NListtree_FindUserDataMessage
{
    ULONG   HookID;
    APTR    User;
    APTR    UserData;
    STRPTR  NodeName;
    ULONG   Flags;
};


struct MUIP_NListtree_OpenMessage
{
```

```
    ULONG HookID;
    struct MUI_NListtree_TreeNode *TreeNode;
};


struct MUIP_NListtree_MultiTestMessage
{
    ULONG HookID;
    struct MUI_NListtree_TreeNode *TreeNode;
    LONG    SelType,
            SelFlags,
            CurrType;
};

#endif /* NLISTTREE_MCC_H */
```