

MUI/NListtree_mcc.h

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Chapter 1

MUI/NListtree_mcc.h

1.1 MUI/NListtree_mcc.h

MUI/NListtree_mcc.h

Structures

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MUIP_NListtree_CompareMessage	MUIP_NListtree_ConstructMessage
MUIP_NListtree_Copy	MUIP_NListtree_DestructMessage
MUIP_NListtree_DisplayMessage	MUIP_NListtree_Exchange
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#defines

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MUIA_NListtree_ActiveList
MUIA_NListtree_AutoVisible
MUIA_NListtree_CloseHook
MUIA_NListtree_CompareHook
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MUIV_NListtree_Copy_Flag_KeepStructure
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MUIV_NListtree_Copy_SourceListNode_Root
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```
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MUIV_NListtree_GetEntry_Flag_SameLevel
MUIV_NListtree_GetEntry_Flag_Visible
MUIV_NListtree_GetEntry_ListNode_Active
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MUIV_NListtree_GetEntry_Position_Active
MUIV_NListtree_GetEntry_Position_Head
MUIV_NListtree_GetEntry_Position_Next
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MUIV_NListtree_GetEntry_Position_Previous
MUIV_NListtree_GetEntry_Position_Tail
MUIV_NListtree_GetEntry_TreeNode_Active
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MUIV_NListtree_GetNr_TreeNode_Active
MUIV_NListtree_Insert_Flag_Active
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MUIV_NListtree_Insert_ListNode_Active
MUIV_NListtree_Insert_ListNode_LastInserted
MUIV_NListtree_Insert_ListNode_Root
MUIV_NListtree_Insert_PrevNode_Active
MUIV_NListtree_Insert_PrevNode_Head
MUIV_NListtree_Insert_PrevNode_Sorted
MUIV_NListtree_Insert_PrevNode_Tail
MUIV_NListtree_Move_Flag_KeepStructure
MUIV_NListtree_Move_NewListNode_Active
MUIV_NListtree_Move_NewListNode_Root
```

MUIV_NListtree_Move_NewTreeNode_Active
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MUIV_NListtree_Move_NewTreeNode_Sorted
MUIV_NListtree_Move_NewTreeNode_Tail
MUIV_NListtree_Move_OldListNode_Active
MUIV_NListtree_Move_OldListNode_Root
MUIV_NListtree_Move_OldTreeNode_Active
MUIV_NListtree_Move_OldTreeNode_Head
MUIV_NListtree_Move_OldTreeNode_Tail
MUIV_NListtree_MultiSelect_Always
MUIV_NListtree_MultiSelect_Default
MUIV_NListtree_MultiSelect_Flag_AutoSelectChilds
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MUIV_NListtree_MultiSelect_Shifted
MUIV_NListtree_NextSelected_End
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MUIV_NListtree_Open_ListNode_Active
MUIV_NListtree_Open_ListNode_Parent
MUIV_NListtree_Open_ListNode_Root
MUIV_NListtree_Open_TreeNode_Active
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MUIV_NListtree_Open_TreeNode_Head
MUIV_NListtree_Open_TreeNode_Tail
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MUIV_NListtree_Redraw_All
MUIV_NListtree_Redraw_Flag_Nr
MUIV_NListtree_Remove_ListNode_Active
MUIV_NListtree_Remove_ListNode_Root
MUIV_NListtree_Remove_TreeNode_Active
MUIV_NListtree_Remove_TreeNode_All
MUIV_NListtree_Remove_TreeNode_Head
MUIV_NListtree_Remove_TreeNode_Tail
MUIV_NListtree_Rename_Flag_NoRefresh
MUIV_NListtree_Rename_Flag_User
MUIV_NListtree_Rename_TreeNode_Active
MUIV_NListtree_Select_Active
MUIV_NListtree_Select_All
MUIV_NListtree_Select_Ask
MUIV_NListtree_Select_Flag_Force
MUIV_NListtree_Select_Off
MUIV_NListtree_Select_On
MUIV_NListtree_Select_Toggle
MUIV_NListtree_Select_Visible
MUIV_NListtree_Sort_Flag_RecursiveAll
MUIV_NListtree_Sort_Flag_RecursiveOpen
MUIV_NListtree_Sort_ListNode_Active
MUIV_NListtree_Sort_ListNode_Root
MUIV_NListtree_Sort_TreeNode_Active
MUIV_NListtree_TestPos_Result_Above
MUIV_NListtree_TestPos_Result_Below
MUIV_NListtree_TestPos_Result_None
MUIV_NListtree_TestPos_Result_Onto
MUIV_NListtree_TestPos_Result_Sorted
NListtreeObject
TNF_FROZEN
TNF_LIST
TNF_NOSIGN

```
TNF_OPEN
TNF_SELECTED
tpr_Flags
```

1.2 MUI/NListtree_mcc.h

```
/*
**
**      MCC_NListtree (c)1999-2000 by Carsten Scholling
**
**      Class of the Magic User Interface.
**
**      NListtree_mcc_private.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 // *** [. ↵
SG]
#define MUIA_NListtree_ActiveList            0xfec81202 // *** [.. ↵
G]
#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 // *** [ ↵
ISG]
#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 ←
    .]

/*** 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_ConstructHook_String -1
#define MUIV_NListtree_ConstructHook_Flag_AutoCreate (1<<15)

#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_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_FindNameHook_CaseSensitive 0
#define MUIV_NListtree_FindNameHook_CaseInsensitive -1
#define MUIV_NListtree_FindNameHook_Part -2
#define MUIV_NListtree_FindNameHook_PartCaseInsensitive -3

```

```
#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_MultiSelect_None 0
#define MUIV_NListtree_MultiSelect_Default 1
#define MUIV_NListtree_MultiSelect_Shifted 2
#define MUIV_NListtree_MultiSelect_Always 3

#define MUIV_NListtree_MultiSelect_Flag_AutoSelectChilds (1<<15)

/** 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
```

```
/** 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_FindName {
    ULONG MethodID;
    struct MUI_NListtree_TreeNode *ListNode;
    STRPTR Name;
    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;
};

/**/ 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_FindPart (1<<12)

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

#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_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_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)

/** 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;
};
```

```
struct MUIP_NListtree_FindNameMessage
{
    ULONG    HookID;
    STRPTR   Name;
    STRPTR   NodeName;
    APTR     UserData;
    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 */
```