

ActiveX NameSpace Controls

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Introduction

Accessing the Namespace from Visual Basic is not an easy task. Since Windows 95 introduced the new Shell, a new challenge was presented to many VB programmers. How to give our VB applications the same capabilities, look and feel of the Windows Explorer. These Two controls will enable you to list and access all objects that are shown by Windows Explorer.

The ActiveX NameSpace Controls are two separate controls that are contained in a single OCX file:

- The **NameSpaceList** lists the contents of a given namespace Folder.
- The **NameSpaceTree** allows browsing of namespace Folders.

The NameSpaceList is an enhanced version of the standard FileListBox.

It lists all namespace Folders or Items in a given namespace Folder.

When a namespace Folder matches a file system directory it will list directories and files, but in the other cases it will list namespace objects like: Printers, Network Resources, Control Panels Items...

The NameSpaceList presents the namespace items with the same icons shown in the Windows Explorer. Items can be listed vertically or horizontally.

The NameSpaceList has most of the same properties and events of the standard FileListBox.

The NameSpaceTree is an enhanced version of the standard DirListBox.

It allows full browsing of the namespace Folders like the left pane of the Windows Explorer.

The main property is FolderIDL which sets and returns the selected Folder.

The main event is FolderChange that occurs when the selected Folder has changed.

This document contains information about properties, methods and events of the NameSpaceList and NameSpaceTree Controls.

Please refer to the installed Visual Basic Acutewre.vbp, NSList.vbp and NSTree.vbp projects for examples on how to use these Controls.

Registered customers will receive more information on how to manipulate Item Identifier Lists in Visual Basic.

Trademarks: Windows NT, Windows 95 and Visual Basic are trademarks of Microsoft Corporation. The NameSpaceList Control uses internally a ListView Control which is a product of Microsoft Corporation. The NameSpaceTree Control uses internally a TreeView Control which is a product of Microsoft Corporation.

Support

We offer one year of free E-Mail support to all registered customers.
Please send comments and suggestions to:

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NameSpaceList: Alphabetical list of Properties

For all properties not marked with an asterisk (*) please refer to the Visual Basic documentation.

| | |
|-----------------------------|--|
| Appearance | Returns/sets whether or not the Control is painted at run time with 3-D effects. |
| BackColor | Returns/sets the background color. |
| BorderStyle | Returns/sets the border style. |
| Container | Returns or sets the container of the Control. Not available at design time. |
| DragIcon | Returns/sets the icon to be displayed as the pointer in a drag-and-drop operation. |
| DragMode | Returns/sets a value that determines whether manual or automatic drag mode is used. |
| Enabled | Enables or disables user interaction. |
| FileName* | Returns the FileName of the selected File. Sets the Path, Pattern for a searched File. |
| FolderIDL* | Returns/sets the current Folder using the Desktop namespace Identifier List. |
| Font | Returns/sets the Font object. |
| ForeColor | Returns/sets the color used to display text. |
| Height | Returns the Control's height in container's units. |
| HelpContextID | Specifies the default Help file context ID. |
| HideSelection* | Determines whether the selected Item stays highlighted when the Control loses focus. |
| hWnd | Returns the Control's window handle. |
| IncludeFolders* | Determines whether Folders Items are included in the List. |
| IncludeHiddenSystem* | Determines whether Hidden and System Items are included in the List. |
| IncludeNonFolders* | Determines whether Non Folders Items are included in the List. |
| Index | Returns/sets the number identifying a control in a control array. |
| ItemAttributes* | Returns the Attributes of an Items given its index. |
| ItemIDL* | Returns the namespace Identifier List of an Item given its index. |
| Left | Returns/sets the left distance from the container's edge. |
| List* | Returns the Display Name of an Item, as shown in the list, given its index. |
| ListCount | Returns the number of items in the List. |
| ListIndex* | Returns/sets the index (1 based!) of the currently selected item in the Control. |
| MouseIcon | Returns/sets the custom mouse icon used when the MousePointer is set to 99. |
| MousePointer | Returns/sets the type of mouse pointer displayed when over the Control. |
| MultiSelect | Returns/sets a value indicating whether a user can make multiple selections. |
| Name | Returns the name used in code to identify the Control. |
| Object | Returns an object in a control. |
| Parent | Returns the object on which the Control is located. |
| Path* | Returns/sets the Path of the current Folder (Not all Folders are part of the File System). |
| Pattern | Returns/sets a value indicating the filenames to be included in the List. |
| RootDIR* | Returns/sets the Root Folder (Directory) using the File System Path. |
| RootIDL* | Returns/sets the Root Folder using the Desktop namespace Identifier List. |
| RootSFN* | Returns/sets the Root Folder using a namespace Special Folders Number. |
| Selected | Returns/sets the selection status of an item in the List. |
| TabIndex | Returns/sets the tab order of an object within its parent form. |
| TabStop | Indicates whether a user can use the TAB key to give the focus to the Control. |
| Tag | Stores any extra data needed for your program. |
| ToolTipText | Returns/sets the text displayed when the mouse is paused over the Control. |
| Top | Returns/sets the top distance from the container's edge. |
| View* | Returns/sets the current view of the Control. |
| Visible | Returns/sets a value that determines whether the Control is visible or hidden. |
| WhatsThisHelpID | Returns/sets an associated context number for the Control. |
| Width | Returns the Control's width in container's units. |

NameSpaceList: Alphabetical list of Methods

For all methods not marked with an asterisk (*) please refer to the Visual Basic documentation.

| | |
|-------------------------|--|
| AboutBox | Displays the Control's About Box. |
| Drag | Begins, ends or cancels a drag operation. |
| HitTest* | Returns the Index of the Item located at the coordinates of x and y. |
| Move | Moves and optionally changes the Control's width and height. |
| OpenChildFolder | If the current Item is a Folder this will become the new current Folder. |
| OpenParentFolder | Changes the current Folder to the Parent Folder. |
| Refresh | Forces a complete repaint of the Control. |
| SetFocus | Moves the focus to the Control. |
| ShowWhatsThis | Displays a selected topic in a Help file using the "What's This" popup menu. |
| ZOrder | Places the Control at the front or back of the z-order within its graphical level. |

NameSpaceList: Alphabetical list of Events

For all events not marked with an asterisk (*) please refer to the Visual Basic documentation.

| | |
|-----------------------|--|
| Click* | Occurs when selecting an item in the List. |
| DbClick | Occurs when the user presses and releases a mouse button twice. |
| DragDrop | Occurs when a drag-and-drop operation is completed. |
| DragOver | Occurs when a drag-and-drop operation is in progress. |
| Error* | Occurs when the user tries to open a folder that is not currently available. |
| FolderChange* | Occurs when the Folder is changed in code. (FolderIDL, Path, FileName properties). |
| GotFocus | Occurs when the Control receives the focus. |
| KeyDown | Occurs when the user presses a key while the Control has the focus. |
| KeyPress | Occurs when the user presses and releases an ANSI key. |
| KeyUp | Occurs when the user releases a key while the Control has the focus. |
| LostFocus | Occurs when the Control loses the focus. |
| MouseDown | Occurs when the user presses the mouse button on the Control. |
| MouseMove | Occurs when the user moves the mouse while the Control has the focus. |
| MouseUp | Occurs when the user releases the mouse button while the Control has the focus. |
| PatternChange* | Occurs when the file listing Pattern is changed in code. (Pattern, FileName properties). |

NameSpaceTree: Alphabetical list of Properties

For all properties not marked with an asterisk (*) please refer to the Visual Basic documentation.

| | |
|-----------------------------|--|
| Appearance | Returns/sets whether or not the control is painted at run time with 3-D effects. |
| BorderStyle | Returns/sets the border style. |
| Container | Returns or sets the container of the Control. Not available at design time. |
| DragIcon | Returns/sets the icon to be displayed as the pointer in a drag-and-drop operation. |
| DragMode | Returns/sets a value that determines whether manual or automatic drag mode is used. |
| Enabled | Enables or disables user interaction. |
| FolderArributes* | Returns the Attributes of the current folder. |
| FolderIDL* | Returns/sets the current Folder using the Desktop namespace Identifier List. |
| FolderName* | Returns the Name of the current Folder as shown in the Tree. |
| Font | Returns/sets the Font object. |
| Height | Returns the Control's height in container's units. |
| HelpContextID | Specifies the default Help file context ID. |
| HideSelection* | Determines whether the selected Folder stays highlighted when the Control loses focus. |
| hWnd | Returns the Control's window handle. |
| IncludeHiddenSystem* | Determines whether Hidden and System Folders are displayed. |
| Index | Returns/sets the number identifying a control in a control array. |
| Left | Returns/sets the left distance from the container's edge. |
| MouseIcon | Returns/sets the custom mouse icon used when the MousePointer is set to 99. |
| MousePointer | Returns/sets the type of mouse pointer displayed when over the Control. |
| Name | Returns the name used in code to identify the Control. |
| Object | Returns an object in a control. |
| Parent | Returns the object on which the Control is located. |
| Path* | Returns/sets the Path of the current Folder (Not all Folders are part of the File System). |
| RootDIR* | Returns/sets the Root Folder (Directory) using the File System Path. |
| RootIDL* | Returns/sets the Root Folder using the Desktop namespace Identifier List. |
| RootSFN* | Returns/sets the Root Folder using a namespace Special Folders Number. |
| TabIndex | Returns/sets the tab order of an object within its parent form. |
| TabStop | Indicates whether a user can use the TAB key to give the focus to the Control. |
| Tag | Stores any extra data needed for your program. |
| ToolTipText | Returns/sets the text displayed when the mouse is paused over the Control. |
| Top | Returns/sets the top distance from the container's edge. |
| Visible | Returns/sets a value that determines whether the Control is visible or hidden. |
| WhatsThisHelpID | Returns/sets an associated context number for the Control. |
| Width | Returns the Control's width in container's units. |

NameSpaceTree: Alphabetical list of Methods

For all methods not marked with an asterisk (*) please refer to the Visual Basic documentation.

| | |
|----------------------|--|
| AboutBox | Displays the Control's About Box. |
| Drag | Begins, ends or cancels a drag operation. |
| Move | Moves and optionally changes the Control's width and height. |
| Refresh | Forces a complete repaint of the Control. |
| SetFocus | Moves the focus to the Control. |
| ShowWhatsThis | Displays a selected topic in a Help file using the "What's This" popup menu. |
| ZOrder | Places the Control at the front or back of the z-order within its graphical level. |

NameSpaceTree: Alphabetical list of Events

For all events not marked with an asterisk (*) please refer to the Visual Basic documentation.

| | |
|----------------------|---|
| DragDrop | Occurs when a drag-and-drop operation is completed. |
| DragOver | Occurs when a drag-and-drop operation is in progress. |
| Error* | Occurs when the user tries to open a folder that is not currently available. |
| FolderChange* | Occurs when the user selects a new Folder. |
| GotFocus | Occurs when the Control receives the focus. |
| KeyDown | Occurs when the user presses a key while the Control has the focus. |
| KeyPress | Occurs when the user presses and releases an ANSI key. |
| KeyUp | Occurs when the user releases a key while the Control has the focus. |
| LostFocus | Occurs when the Control loses the focus. |
| MouseDown | Occurs when the user presses the mouse button on the Control. |
| MouseMove | Occurs when the user moves the mouse while the Control has the focus. |
| MouseUp | Occurs when the user releases the mouse button while the Control has the focus. |

Properties, Methods and Events Descriptions

To be completed ...