



### **Overview**

An overview to the features of the [OutlineTreeViewX](#).

Explains the basic concepts you will need to start using the control.

### **Credits**

### **Control Reference**

Reference to all programming language topics related to the control.

#### [Properties](#)

#### [Methods](#)

#### [Events](#)

#### [Constants](#)

### **Categories**

Reference to all programming language topics related to the control. in categorized order.

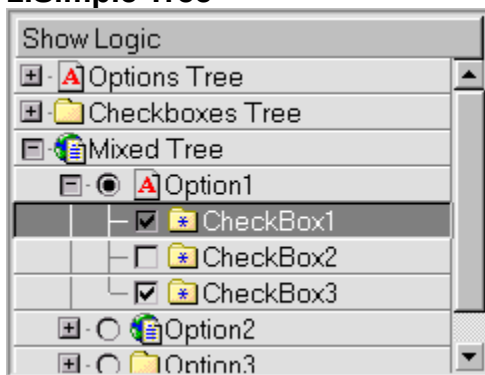
### **Questions and Answers**

### **Contacts**

## Examples

Office Users Login Name	Password
[-] Main Office	
[-] Jackson	Ewr44555
[-] Berman	
[-] Stanley	
[+] 1st Dept	
[+] 2nd Dept	

### 1.Simple Tree



### 2.Tree with mixed Logic

Lists	Values
[-] Simple Editor without PwdChar	
[-] Simple Editor With Pwdchar	
[-] PickList	
[-] <b>CheckBoxList</b>	Check1, Check2, Check3, Check4, Check5, Check6
[-] EllipsisButton	
[-] ReadOnlyNode	

### 3.Simple Tree with inplace editors

Items	Values
Torry Delhi Pages -	Torry Delhi Pages -
Super Delphi Links	Super Delphi Links
Uploaders and Authors Iformation	Uploaders and Authors Iformation
Delphi Super Page -	Delphi Super Page -
Delphi 2 Upload Files	Delphi 2 Upload Files
Delphi 3 Upload	Delphi 3 Upload Files
Delphi 4 Upload Files	Delphi 4 Upload Files
C++ Builder Uploac	C++ Builder Upload
Delphi Pages Bookmarks And	Delphi Pages Bookmarks And










#### 4.Tree nodes with different height and wordwrapping text

ExplorerBar Style
Torry Delhi Pages - Bookma...
Super Delphi Links
Uploaders and Authors If...
Delphi Super Page - Bookm...
Delphi Pages Bookmarks A...
New Components Last U...
New Components Prev U...
Shareware Components
FreeWare Components
Freeware Components wi...

#### 5.ExplorerBar style Tree

SectionsList Style	Values
Torry Delhi Pages - Bookmarks	
Super Delphi Links	<Super Delphi Lin...
Delphi Latest A...	qqwwwee
Uploaders and Aut...	<Uploaders and A...
Delphi Super Page - Bookmarks	
Delphi Pages Bookmarks And Components	

#### 6.SectionsList style Tree

SectionsList Style	Values
 Torry Delhi Pages - Bookmarks	<Torry Delhi Pages - Bookmarks>
 Super Delphi Links	<Super Delphi Links>
 Uploaders and Authors Informat...	<Uploaders and Authors Informat...
 Delphi Super Page - Bookmarks	<Delphi Super Page - Bookmarks>
 Delphi 2 Upload Files	<Delphi 2 Upload Files>
 Delphi 3 Upload Files	<Delphi 3 Upload Files>
 Delphi 4 Upload Files	<Delphi 4 Upload Files>
 C++ Builder Upload Files	<C++ Builder Upload Files>
 Delphi Pages Bookmarks And Com...	<Delphi Pages Bookmarks And C...

7.Tree with scrolling on expand/collapse and vertical/horizontal scroll Wallpaper background

## AboutBox

**Sub AboutBox()**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Procedure which showing About box

## AfterApply

**Sub AfterApply()**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

The procedure, which fires event OnAfterApply

## AfterCustomize

**Sub AfterCustomize()**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

The procedure, which fires event OnAfterCustomize

# Align

Property Align As Integer

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns/sets a value that determines where an object is displayed on a form.



# AlphaSort

Function AlphaSort() As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Sorts all items alphabetically by label in the control.

# AutoExpand

Property AutoExpand As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies whether the items in the tree view automatically expand and collapse depending on the selection.

# BackgroundColor

Property BackgroundColor As OLE\_COLOR

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines which background color to use when drawing an tree

# BeforeApply

**Sub BeforeApply()**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

The procedure, which fires event OnBeforeApply

## BeforeCustomize

**Sub BeforeCustomize()**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

The procedure, which fires event OnBeforeCustomize

## BiDiMode

Property BiDiMode As [TxBiDiMode](#)

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the bi-directional mode for the control.

# BorderStyle

Property Borderstyle As [TxBorderStyle](#)

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines whether the edit control has a single line border around the client area.

## ButtonCheckedIndex

Property ButtonCheckedIndex As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index of bitmap in internal Images for Stateindex=STATE\_CHECKED of the node.



## ButtonCollapsedIndex

Property ButtonCollapsedIndex As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index of bitmap in internal Images for collapsed node of the control.

## ButtonExpandedIndex

Property ButtonExpandedIndex As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index of bitmap in internal Images for expanded node of the control.

## ButtonGrayedIndex

Property ButtonGrayedIndex As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index of bitmap in internal Images for Stateindex=STATE\_GRAYED of the node.

## ButtonNonChildIndex

Property ButtonNonChildIndex As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index of bitmap in internal Images for node without children.

## ButtonOptionedIndex

Property ButtonOptionedIndex As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index of bitmap in internal Images for Stateindex=STATE\_OPTIONED of the node.

## ButtonUnCheckedIndex

Property ButtonUnCheckedIndex As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index of bitmap in internal Images for Stateindex=STATE\_UNCHECKED of the node.

## ButtonUnOptionedIndex

Property ButtonUnOptionedIndex As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index of bitmap in internal Images for Stateindex=STATE\_UNOPTIONED of the node.

# Categorized

[Properties](#)

[Methods](#)

[Events](#)

[Constants](#)

**Properties, Methods, Events in alphabetical order categories:**

[Coloring](#)

[Customize](#)

[Editing and displaying](#)

[Graphics](#)

[Headers](#)

[Load and Save](#)

[Multilines](#)

[OutlineTreeView](#)

[OutlineTreeView Nodes](#)

[Tooltips](#)

[Tree Options](#)

[Working Logic](#)



# Categorized Coloring

Properties

Methods

Events

Constants

BackgroundColor

HeaderColor

ParentColor

SelectedBackgroundColor

TooltipColor

# Categorized Customize

[Properties](#)

[Methods](#)

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## Properties

[Customizable](#)

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[TreeEditor Overview](#)

# Categorized Editing and displaying

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## Properties

[AutoExpand](#)  
[BackgroundColor](#)  
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[ButtonCheckedIndex](#)  
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[TreeShowlines](#)  
[TreeShowLogic](#)  
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[TreeWordWrap](#)  
[ValuesText](#)  
[Visible](#)  
[WidthOutline](#)

## Methods

[GetItemData](#)  
[GetItemImageIndex](#)  
[GetItemSelectedIndex](#)  
[GetItemStateIndex](#)  
[GetSelectedItem](#)  
[GetTopItem](#)  
[GetVisiblecount](#)  
[GetVisibleIndex](#)  
[IsEditing](#)  
[ItemEditText](#)  
[ItemMakeVisible](#)  
[Refresh](#)  
[RefreshTreeStates](#)  
[ZOrder](#)

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[OnEditButtonClick](#)  
[OnGetEditStyle](#)  
[OnGetIntegralHeightItem](#)  
[OnGetNodeData](#)  
[OnGetPicklist](#)  
[OnIsReadOnlyNode](#)  
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[OnValidateNodeData](#)

# Categorized Graphics

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## Properties

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[BorderStyle](#)

[ButtonCheckedIndex](#)

[ButtonCollapsedIndex](#)

[ButtonExpandedIndex](#)

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[ButtonNonChildIndex](#)

[ButtonOptionedIndex](#)

[ButtonUnCheckedIndex](#)

[ButtonUnOptionedIndex](#)

[Customizable](#)

[DrawTransparent](#)

[HeaderColor](#)

[HeadersHeight](#)

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## Categorized Load and Save

Properties

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LoadFromFile

LoadTemplateFromFile

SaveToFile

SaveTemplateToFile

# Categorized Multilines

[Properties](#)

[Methods](#)

[Events](#)

[Constants](#)

## Properties

[IntegralHeightItem](#)

[TreeUseIntegralHeight](#)

[TreeWordWrap](#)

## Events

[OnGetIntegralHeightItem](#)



# Categorized Nodes

[Properties](#)   [Methods](#)   [Events](#)   [Constants](#)

## Properties

[Count](#)  
[Index](#)  
[IntegralHeightItem](#)  
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## Methods

[DeleteItem](#)  
[Expanded](#)  
[FullCollapse](#)  
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[GetItemData](#)  
[GetItemImageIndex](#)  
[GetItemSelectedIndex](#)  
[GetItemStateIndex](#)  
[GetSelectedItem](#)  
[GetTopItem](#)  
[GetVisiblecount](#)  
[GetVisibleIndex](#)  
[InsertItem](#)  
[ItemAbsoluteIndex](#)  
[ItemCollapse](#)  
[ItemCount](#)  
[ItemDeleteChildren](#)  
[ItemDeleting](#)  
[ItemDropTarget](#)  
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[ItemFirstChild](#)  
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[ItemGetText](#)  
[ItemHasAsParent](#)  
[ItemIndexOf](#)  
[ItemLastChild](#)  
[ItemLevel](#)  
[ItemMakeVisible](#)  
[ItemMoveTo](#)  
[ItemNext](#)  
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[ItemSetHasChildren](#)  
[ItemSetSelectedIndex](#)  
[ItemSetText](#)  
[Move](#)  
[SetItemData](#)  
[SetItemImageIndex](#)

[SetItemSelectedIndex](#)  
[SetItemStateIndex](#)  
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## **Events**

[OnCollapsing](#)  
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[OnCompare](#)  
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[OnGetEditStyle](#)  
[OnGetIntegralHeightItem](#)  
[OnGetNodeData](#)  
[OnGetPicklist](#)  
[OnIsReadOnlyNode](#)  
[OnRefreshState](#)  
[OnSelectedChanging](#)  
[OnSelectedChanged](#)  
[OnStateChange](#)  
[OnStateChanging](#)  
[OnValidateNodeData](#)

# Categorized OutlineTreeView

[Properties](#)

[Methods](#)

[Events](#)

[Constants](#)

## Properties

[Align](#)

[AutoExpand](#)

[BackgroundColor](#)

[BiDiMode](#)

[BorderStyle](#)

[ButtonCheckedIndex](#)

[ButtonCollapsedIndex](#)

[ButtonExpandedIndex](#)

[ButtonGrayedIndex](#)

[ButtonNonChildIndex](#)

[ButtonOptionedIndex](#)

[ButtonUnCheckedIndex](#)

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[DragCursor](#)

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[HelpContextID](#)

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[Indent](#)

[Index](#)

[IntegralHeightItem](#)

[Left](#)

[Name](#)

[Object](#)

[Parent](#)

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[ParentFont](#)

[PropText](#)

[SelectedBackgroundColor](#)

[SortType](#)

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[TabIndex](#)

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[TooltipColor](#)

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[DragOver](#)  
[GotFocus](#)  
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[OnClick](#)  
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OnMouseLeave  
OnValidateNodeData

## Categorized Tooltips

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### **Properties**

[TooltipColor](#)

[ToolTipPause](#)

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## Categorized Tree Options

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[BorderStyle](#)

[ButtonCheckedIndex](#)

[ButtonCollapsedIndex](#)

[ButtonExpandedIndex](#)

[ButtonGrayedIndex](#)

[ButtonNonChildIndex](#)

[ButtonOptionedIndex](#)

[ButtonUnCheckedIndex](#)

[ButtonUnOptionedIndex](#)

[DrawTransparent](#)

[Flat](#)

[HotTrack](#)

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# Categorized Working Logic

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[Methods](#)

[Events](#)

[Constants](#)

## Properties

[ButtonCheckedIndex](#)

[ButtonGrayedIndex](#)

[ButtonOptionedIndex](#)

[ButtonUnCheckedIndex](#)

[ButtonUnOptionedIndex](#)

[DrawTransparent](#)

[TreeRefreshChilds](#)

[TreeRefreshParents](#)

[TreeShowLogic](#)

## Methods

[GetItemStateIndex](#)

[SetItemStateIndex](#)

## Events

[OnRefreshState](#)

[OnStateChange](#)

[OnStateChanging](#)



# ChangeDelay

Property ChangeDelay As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the delay between when a item is selected and when the OnChange event occurs.

## ClassNamels

Function ClassNamels(Name As String) As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines whether an object is of a specific type.

# ClearItems

Sub ClearItems()

Applies to : [OutlineTreeViewX](#)

**Description:**

Deletes all items from the tree.

# ClickKey

**Property ClickKey As Integer**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Specifies the Hotkey for editing current node cell

# OutlineTreeViewX Constants

[Categorized](#)

[Properties](#)

[Methods](#)

[Events](#)

[TxAlignment](#)

[TxAttachMode](#)

[TxBiDiMode](#)

[TxBorderStyle](#)

[TxDragMode](#)

[TxEditStyle](#)

[TxMouseButton](#)

[TxRefreshMode](#)

[TxSortType](#)

[TxState](#)

[TxTreeStyle](#)

# Container

**Property Container As Object**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns the container of an object.

## Count

Property Count As Long  
read-only

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates the number of direct descendants of a tree item.

## Ctl3D

Property Ctl3D As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines whether a control has a three-dimensional (3-D) or two-dimensional look.



# Cursor

**Property Cursor As Integer**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Specifies the image used to represent the mouse pointer when it passes into the region covered by the control.

## Customizable

Property Customizable As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines whether the control can be customizad

## Tree Editor

TreeEditor - powerful and idle time in use the editor of properties OutlineTreeViewX, for want of of which help is possible to change properties tree at design and runtime. The editor consists of three sections:

[General](#)

[Office97](#)

[Items Property](#)

# Customize

**Sub Customize()**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

The procedure, which showing Properties Editor

## CustomizeMenustring

Property CustomizeMenustring As String

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the caption Customize menu item

## DeletetItem

**Sub DeletetItem(Node As TreelItem)**

Applies to : [OutlineTreeViewX](#)

**Description:**

Deletes a tree item.

# Drag

**Sub Drag([Action])**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Begins, ends, or cancels a drag operation of any object except Line, Menu, Shape, and Timer.

## DragCursor

Property DragCursor As Integer

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates the image used to represent the mouse pointer when the control is being dragged.



## DragDrop

Event DragDrop(Source As Control, X As Single, Y As Single)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when a drag-and-drop operation is completed.

# DragIcon

Property DragIcon As StdPicture

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns/sets the icon to be displayed as the pointer in a drag-and-drop operation.

# DragMode

Property DragMode As Integer

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns/sets a value that determines whether manual or automatic drag mode is used.

## DragOver

Event DragOver(Source As Control, X As Single, Y As Single, State As Integer)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when a drag-and-drop operation is in progress.

## DrawTextBiDiModeFlags

Function DrawTextBiDiModeFlags(Flags As Long) As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns the mode flags for use with the DrawText function.

## DrawTextBiDiModeFlagsReadingOnly

Function DrawTextBiDiModeFlagsReadingOnly() As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns 0 or DT\_RTLREADING based on the value returned from the UseRightToLeftReading method.

# DrawTransparent

Property DrawTransparent As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines how displaying images of items partially transparent or not

## Enabled

Property Enabled As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns/sets a value that determines whether an object can respond to user-generated events.



## Expanded

Function Expanded(Node As TreeItem) As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies whether the tree Item is expanded.

## Flat

Property Flat As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines whether the control has a 3D border that provides a raised or lowered look.

## Font

Property Font As IFontDisp

Applies to : [OutlineTreeViewX](#)

**Description:**

Controls the attributes of text written on or in the control.

# FullCollapse

Sub FullCollapse()

Applies to : [OutlineTreeViewX](#)

**Description:**

Collapses all the items within a control.

# FullExpand

Sub FullExpand()

Applies to : [OutlineTreeViewX](#)

**Description:**

Expands all the items within a control.

## General

### Customizing

**OutlineTreeView8 Customizing...**

General | Office97 | Items Property

TreeOptions

- ☒ totShowLines
- ☐ totShowLogic
- ☒ totShowButtons
- ☐ totNopaintNoChilds
- ☐ totDrawGrid
- ☒ totResizeCols
- ☒ totEditing
- ☐ totAlwaysShowEditor
- ☐ totAlwaysShowEditor

StateBitmaps    Browse

CheckedButton	-1
UnCheckedButton	-1
GrayedButton	-1
OptionedButton	-1
UnoptionedButton	-1
CollapsedButton	1
ExpandedButton	0
NonChildButton	2

Header Color

Background Color

Selected Background

Font

**Header**

**Selected**

**Background**

SortType

- ☒ None
- ☐ Text
- ☐ Data
- ☐ Both

Style

- ☒ Normal
- ☐ ExplorerBar
- ☐ SectionsList

PropText

SectionsList Style

ValuesText

Values

ClickKey

F2

HeadersHeight

20

Indent

19

WidthOutline

292

IntegralHeightItem

1

OK

Cancel

Apply

In this section the set-up general for all tree and it of Items of properties is carried out

## GetItemData

Function GetItemData(Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Points to application-defined data associated with the tree item

## GetItemImageIndex

Function GetItemImageIndex(Node As TreeItem) As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies which image is displayed when a Item is in its normal state and is not currently selected.



## GetItemSelectedIndex

Function GetItemSelectedIndex(Node As TreeItem) As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index in the tree view's image list of the image displayed for the node when it is selected.

## GetItemStateIndex

Function GetItemStateIndex(Node As TreeItem) As txState

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates which image from the StateImages list to display for the item

## GetSelectedItem

Function GetSelectedItem() As TreeItem

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the selected Item in the tree.

## GetTopItem

Function GetTopItem() As TreeItem

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the topmost Item that appears in the tree view.

## GetVisibleIndex

Function GetVisibleIndex() As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates whether the tree node is currently visible in the tree view image.

## GetVisiblecount

Function GetVisiblecount() As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates whether the tree nodes is currently visible in the tree view image.

# GotFocus

Event GotFocus()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when an object receives the focus.

# HeaderColor property

[Properties](#)

[Methods](#)

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[Constants](#)

**Property BackgroundColor As OLE\_COLOR**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Determines which background color to use when drawing an tree



# HeadersHeight

Property HeadersHeight As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines height of control's header in pixels

# Height

Property Height As Single

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns/sets the height of an object.

## HelpContextID

Property HelpContextID As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the default Help file context ID for an object.

## HotTrack

Property HotTrack As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies whether tree items are highlighted when the mouse passes over them.

## Indent

Property Indent As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the amount of indentation in pixels when a list of child items is expanded.

## Index

**Property Index As Integer**  
read-only

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns/sets the number identifying a control in a control array.

## InsertItem

Function InsertItem(Node As Treeltem, Text As String) As Treeltem

Applies to : [OutlineTreeViewX](#)

**Description:**

Inserts a tree node into the tree view before the item specified by the Node parameter.

## IntegralHeightItem

Property IntegralHeightItem As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the Integral height of control items



## IsEditing

Function IsEditing() As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates whether a item is currently being edited by the user.

## Item

**Property** Item(Index As Long) As TreeItem  
read-only

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Provides access to a child item by its position in the list of child items.

## ItemAbsoluteIndex

Function ItemAbsoluteIndex(Node As TreeItem) As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates the index of the tree node relative to the first tree Item in a tree Item.

## ItemCollapse

Sub ItemCollapse(Node As TreeItem, Recursive As Boolean)

Applies to : [OutlineTreeViewX](#)

**Description:**

Collapses a specified item

## ItemCount

Function ItemCount(Node As TreeItem) As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates the number of direct descendants of a tree Item.

## ItemDeleteChildren

Sub ItemDeleteChildren(Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Deletes all children of the item.

## ItemDeleting

Function ItemDeleting(Node As TreeItem) As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates whether a item's destroying method has been called and it is in the process of being deleted.

## ItemDropTarget

Function ItemDropTarget(Node As TreelItem) As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates whether the tree Item is drawn as a drag and drop target.



## ItemEditText

Function ItemEditText(Node As TreeItem) As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Begins in-place editing of the specified item's contents, replacing the text of the node with a inplace edit control.

## ItemExpand

Sub ItemExpand(Node As TreeItem, Recursive As Boolean)

Applies to : [OutlineTreeViewX](#)

**Description:**

Expands the item to display all child items.

## ItemFirstChild

Function ItemFirstChild(Node As Treeltem) As Treeltem

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns the first child item of a tree item.

## ItemGetHasChildren

Function ItemGetHasChildren(Node As TreeItem) As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates whether a Item has any children.

## ItemGetSelectedIndex

Function ItemGetSelectedIndex(Node As TreeItem) As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index in the tree's image list of the image displayed for the Item when it is selected.

## ItemGetText

Function ItemGetText(Node As TreeItem) As String

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the label that identifies a tree Item.

## ItemHasAsParent

Function ItemHasAsParent(Node1 As TreeItem, Node2 As TreeItem) As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns True if Node is a parent Item of the calling Item.

## ItemIndexOf

Function ItemIndexOf(Node1 As TreeItem, Node2 As TreeItem) As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns the position of an immediate child Item of the calling Item.



## ItemLastChild

Function ItemLastChild(Node As TreelItem) As TreelItem

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns the last child item of a tree item.

## ItemLevel

Function ItemLevel(Node As TreeItem) As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Indicates the level of indentation of a Item within the control.

## ItemMakeVisible

Sub ItemMakeVisible(Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Expands the parent Items of a Node.

## ItemMoveTo

Sub ItemMoveTo(Node As TreeItem, NodeTo As TreeItem, Mode As txAttachMode)

Applies to : [OutlineTreeViewX](#)

**Description:**

Moves the Item to another location in the tree.

## ItemNext

**Function** ItemNext(Node As TreelItem) As TreelItem

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns the next item after the calling item in the tree view.

## ItemNextChild

Function ItemNextChild(Node1 As TreelItem, Node2 As TreelItem) As TreelItem

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns the next child Item after Node.

## ItemNextSibling

**Function** ItemNextSibling(Node As TreelItem) As TreelItem

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns the next item in the tree view at the same level as the calling item.

## ItemNextVisible

Function ItemNextVisible(Node As TreelItem) As TreelItem

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns the next visible Item before the calling Item.



## ItemOnIndex

Function ItemOnIndex(Node As TreelItem, Index As Long) As TreelItem

Applies to : [OutlineTreeViewX](#)

**Description:**

Provides access to a child item by its position in the list of child items.

## ItemPrev

Function ItemPrev(Node As TreelItem) As TreelItem

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns the previous item in the tree view before the calling item.

## ItemPrevChild

Function ItemPrevChild(Node1 As TreelItem, Node2 As TreelItem) As TreelItem

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns the previous child Item before Node.

## ItemPrevSibling

**Function** ItemPrevSibling(Node As TreelItem) As TreelItem

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns the previous Item before the calling item and at the same level.

## ItemPrevVisible

Function ItemPrevVisible(Node As TreelItem) As TreelItem

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns the previous visible Item before the calling Item.

## ItemSetHasChildren

Sub ItemSetHasChildren(Node As TreeItem, Value As Boolean)

Applies to : [OutlineTreeViewX](#)

**Description:**

Set whether a Item has any children.

## ItemSetSelectedIndex

Sub ItemSetSelectedIndex(Node As TreelItem, Value As Long)

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index in the tree's image list of the image displayed for the Item when it is selected.

## ItemSetText

Sub ItemSetText(Node As TreeItem, Text As String)

Applies to : [OutlineTreeViewX](#)

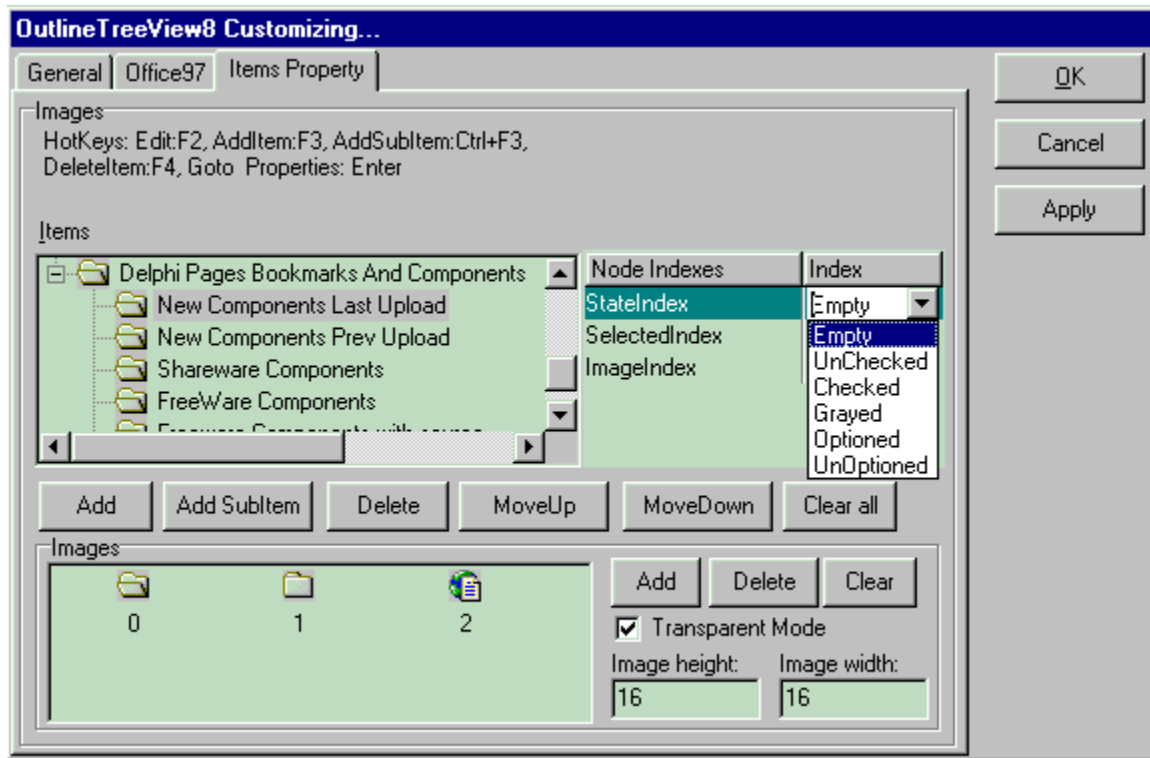
**Description:**

Specifies the label that identifies a tree Item.



# Items

## Customizing



In this section the operation above items of a tree is made, their set-up, is made set-up Imagelist

## Left

Property Left As Single

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns/sets the distance between the internal left edge of an object and the left edge of its container.

## LoadFromFile

**Sub LoadFromFile(FileName As String)**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Reads the file specified in FileName and loads the data into the control

## LoadTemplateFromFile

# LostFocus

Event LostFocus()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when an object loses the focus.

## Move

Sub Move(Left As Single, [Top], [Width], [Height])

Applies to : [OutlineTreeViewX](#)

**Description:**

Moves an object.

## Name

**Property Name As String**

read-only

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns the name used in code to identify an object.

# Object

**Property Object As Object**  
read-only

**Applies to :** [OutlineTreeViewX](#)

**Description:**  
Returns an object in a control.



# OnAfterApply

Event OnAfterApply()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when user click Apply button in properties editor, after applying process

## OnAfterCustomize

Event OnAfterCustomize()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when user call Customize function for editing control's properties after editing

# OnBeforeApply

Event OnBeforeApply()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when user click Apply button in properties editor, before applying process

# OnBeforeCustomize

Event OnBeforeCustomize()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when user call Customize function for editing control's properties

# OnClick

Event OnClick()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when the user clicks the control.

# OnDbIClick

Event OnDbIClick()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when the user double-clicks the primary mouse button when the mouse pointer is over the control.

## OnEditButtonClick

Event OnEditButtonClick(Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when user click's on button associated with inplace editor

## OnGetEditStyle

Event OnGetEditStyle(aEditStyle As [TxEditStyle](#), Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when item need to get editor style before editing



## OnGetIntegralHeightItem

Event OnGetIntegralHeightItem(aHeight As Long, Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when item need to get it integral height

## OnGetNodeData

Event OnGetNodeData(aData As String, PwdChar As Boolean, MaxLength As Long, Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when item need to get it cell contents

## OnGetPicklist

Event OnGetPicklist(aPickList As String, Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when item need to get it Picklist associated with inplace-editor

## OnIsReadOnlyNode

Event OnIsReadOnlyNode(aReadOnly As Boolean, Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when item need to get it ReadOnly state

# OnKeyPress

Event OnKeyPress(Key As Integer)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when a user presses a single character key.

# OnMouseEnter

Event OnMouseEnter()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when the user enter the mouse pointer while the mouse pointer is over a control.

## OnMouseLeave

Event OnMouseLeave()

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when the user leave the mouse pointer while the mouse pointer is over a control.

## OnRefreshState

Event OnRefreshState(Mode As TxRefreshMode, AllowRefresh As Boolean, Node As TreeItem)

Applies to : OutlineTreeViewX

**Description:**

Occurs when item need to refresh parent and child items



## OnStateChange

Event OnStateChange(Oldindex As Long, Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs after when the user change item state

## OnStateChanging

Event OnStateChanging(AllowChange As Boolean, Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs before when the user change item state

## OnValidateNodeData

Event OnValidateNodeData(aData As String, Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when item need to validate cell contents after editing

# OutlineTreeViewX Events

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[DragOver](#)  
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[OnCollapsed](#)  
[OnCompare](#)  
[OnDbClick](#)  
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[OnExpanded](#)  
[OnGetEditStyle](#)  
[OnGetIntegralHeightItem](#)  
[OnGetNodeData](#)  
[OnGetPicklist](#)  
[OnIsReadOnlyNode](#)  
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[OnRefreshState](#)  
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# OutlineTreeViewX Methods

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# OutlineTreeViewX Overview

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## Overview

SectionsList Style	Values
 Torry Delhi Pages - Bookmarks	<Torry Delhi Pages - Bookmarks>
 Super Delphi Links	<Super Delphi Links>
 Uploaders and Authors Informat...	<Uploaders and Authors Informat...
 Delphi Super Page - Bookmarks	<Delphi Super Page - Bookmarks>
 Delphi 2 Upload Files	<Delphi 2 Upload Files>
 Delphi 3 Upload Files	<Delphi 3 Upload Files>
 Delphi 4 Upload Files	<Delphi 4 Upload Files>
 C++ Builder Upload Files	<C++ Builder Upload Files>
 Delphi Pages Bookmarks And Com...	<Delphi Pages Bookmarks And C...

## OutlineTreeViewX

**Fast and Professionally Looking Control for displaying and editing hierarchical data.**

The **OutlineTreeViewX** control is an advanced interface for displaying and editing hierarchical data. It provides a set of the features found in the **Microsoft TreeView common control**, and expand it functionality with power and fast additional properties and functions, which give abilities that go far beyond those of the standard tree control.

The **OutlineTreeViewX** control consists of a collection of nodes which are placed in the left column of tree. Each node represents a data item in the tree - data displayed and edited in right column of tree. Nodes are organized into hierarchical relationships, and are connected by tree lines that represent the "branches" of the tree. Each node has properties and functions that determine its relationship to other nodes in the hierarchy.

### • OutlineTreeViewX Features and abilities

- **Displaying Data** OutlineTreeViewX stores all nodes in memory, but data for cells connected to each node retrieved to translate and display through `OnGetNodeData` event. (Fully virtual mode will be realized in next versions)
- **Data Editing** Contents of each Node can be edited. `ClickKey` property support to Allows the user to begin editing (Editor Mode). Tree retrieve through `OnIsReadOnlyNode` event information about editing node. `OnGetEditStyle` retrieve EditorStyle - simple, dropdown list, dropdown checklist or editor with ellipsis button - this Allows the user to edit diverse data. If EditorStyle is editor with Ellipsis button , when the user clicks on button tree fired `OnEditButtonClick` - for popup custom data editor.
- **Data Validation** All Data after editing retrieved by tree through `OnValidateNodeData`, on this event user can process data for validation, translation and storing.
- **Working logic:** your tree can have working logic - checkboxes and radiobuttons, for which you can adjust images. For want of change of a logical state of Node the states parent and child nodes can be changed. Process of switching you can operate through appropriate options, function and events

- **Professional Design:** OutlineTreeViewX have set of incredible properties which allows user to design tree which gain look and feel of most popular applications such as MS IE4, MSOutlook, MSOffice97.
- **Style property** allows user to gain [Normal](#), [ExplorerBar](#), [SectionsList](#) styles look and functionality.
- **Background Wallpaper Image** To supporting multiple colors in the background, the OutlineTreeViewX also features support for pictures in the background of the tree. You can specify a simple texture or a complex design to serve as the background area for the tree.
- **[Flat](#), [Hottrack](#), [Tooltips](#)** - Will give to your tree Office97, IE features **without requirement ComCtl4.7+**
- **[ToolTips](#)** Now let your users read the full text of each tree node! OutlineTreeViewX's ToolTips displays the full text of tree nodes whose text is wider than the control.
- **[BackgroundColor](#), [SelectedBackgroundColor](#), [HeaderColor](#)** - customize your colors.
- **Superset of options allows the user to display Buttons, Selected, State and Logic images**
- **Fully Customizable at run and design time** At Design and run time user has possibility for change of properties of a tree by calling [Customize method](#).
- **Load and saving your work: Templates** At Design and Run time you can save or load image of designed tree with all our design work into file by [LoadTemplateFromFile](#) and [SaveTemplate](#) methods.
- **Imaging of Tree Nodes:** OutlineTreeViewX have internal [Imagelist](#) for increase of speed of drawing and decrease of use of graphics resources. The OutlineTreeViewX [Properties Editor](#) provide a custom interface to the Images collection, making it easy to add the pictures you need for your application.
- **MultiLines and Height of Nodes:** Each Node can displaying data in multiline (wordwrap) mode. For this purpose it is enough to set On an option [TreeWordwrap](#). Each Node can have various height to see more information. The management of height of Node can be carried out through change of property [IntegralHeightItem](#) (for all nodes) or through event [OnGetIntegralHeightItem](#) (for each node)
- **Without ComCtl 4.7+ and MFC DLL's requirement** OutlineTreeViewX is a 32-bit control and You don't need any extra DLLs or OCXs, minimizing run-time distribution size.



# OutlineTreeViewX Properties

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[ButtonNonChildIndex](#)  
[ButtonOptionedIndex](#)  
[ButtonUnCheckedIndex](#)  
[ButtonUnOptionedIndex](#)  
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[ClickKey](#)  
[Container](#)  
[Count](#)  
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[DragIcon](#)  
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[Flat](#)  
[Font](#)  
[HeaderColor](#)  
[HeadersHeight](#)  
[Height](#)  
[HelpContextID](#)  
[HotTrack](#)  
[Indent](#)  
[Index](#)  
[IntegralHeightItem](#)  
[Item](#)  
[Left](#)  
[Name](#)  
[Object](#)  
[Parent](#)  
[ParentColor](#)  
[ParentFont](#)  
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[TreeDrawImages](#)  
[TreeDrawSplit](#)  
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[TreePopupOnClick](#)  
[TreeRefreshChilds](#)  
[TreeRefreshParents](#)  
[TreeResizeCols](#)  
[TreeShowButtons](#)  
[TreeShowHeaders](#)  
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[TreeShowLogic](#)  
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[TreeWordWrap](#)  
[ValuesText](#)  
[Visible](#)  
[WhatsThisHelpID](#)  
[Width](#)  
[WidthOutline](#)

## Parent

**Property Parent As Form**

read-only

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns the object on which this object is located.

# ParentColor

Property ParentColor As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines where a control looks for its color information.

# ParentFont

Property ParentFont As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines where a control looks for its font information.

## PropText

Property PropText As String

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines caption of header what contain tree items

# Refresh

Sub Refresh()

Applies to : [OutlineTreeViewX](#)

**Description:**

The function, which freshens entire control

## RefreshTreeStates

Sub RefreshTreeStates()

Applies to : [OutlineTreeViewX](#)

**Description:**

The function, which freshens a state of nodes in a tree, and repaints the control on the screen.



# SaveTemplateToFile

**Sub SaveTemplateToFile(FileName As String)**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Saves controls's image of properties and datas into a specified file

## SaveToFile

**Sub SaveToFile(FileName As String)**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Saves a the control to the file specified in FileName.

## SelectedBackgroundColor

Property SelectedBackgroundColor As OLE\_COLOR

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines which background color to use when drawing an selected item

# SetFocus

**Sub SetFocus()**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Moves the focus to the specified object.

## SetItemData

**Sub SetItemData(Node As TreeItem, Data)**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Set application-defined data associated with the tree item

## SetItemImageIndex

Sub SetItemImageIndex(Node As TreeItem, ImageIndex As Long)

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies which image is displayed when a Item is in its normal state and is not currently selected.

## SetItemSelectedIndex

Sub SetItemSelectedIndex(Node As TreeItem, SelectedIndex As Long)

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the index in the tree view's image list of the image displayed for the node when it is selected.

## SetItemStateIndex

Sub SetItemStateIndex(Node As TreeItem, StateIndex As txState)

Applies to : OutlineTreeViewX

**Description:**

Indicates which image from the StateImages list to display for the item



## SetSelectedItem

Sub SetSelectedItem(Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the selected Item in the tree.

## SetTopItem

Sub SetTopItem(Node As TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the topmost Item that appears in the tree view.

# ShowWhatsThis

**Sub ShowWhatsThis()**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Displays a selected topic in a Help file using the What's This popup provided by Windows 95 Help.

# SortType

Property SortType As [TxSortType](#)

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines if and how the items in a tree are automatically sorted.

# Style

Property Style As [TxTreeStyle](#)

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies the control's style.

Use Style to get or set the style of the OutlineTreeViewX control.

## TabIndex

Property TabIndex As Integer

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns/sets the tab order of an object within its parent form.

# TabStop

Property TabStop As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns/sets a value indicating whether a user can use the TAB key to give the focus to an object.

## Tag

Property Tag As String

Applies to : [OutlineTreeViewX](#)

**Description:**

Stores any extra data needed for your program.



## ToolTipPause

Property ToolTipPause As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies pause of showing tooltip window in milliseconds

## ToolTipText

Property ToolTipText As String

Applies to : [OutlineTreeViewX](#)

**Description:**

Returns/sets the text displayed when the mouse is paused over the control.

## ToolTips

**Property ToolTips As Boolean**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Specifies whether the items in the tree view have tooltips.

## TooltipColor

Property TooltipColor As OLE\_COLOR

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies color of tooltip window

# Top

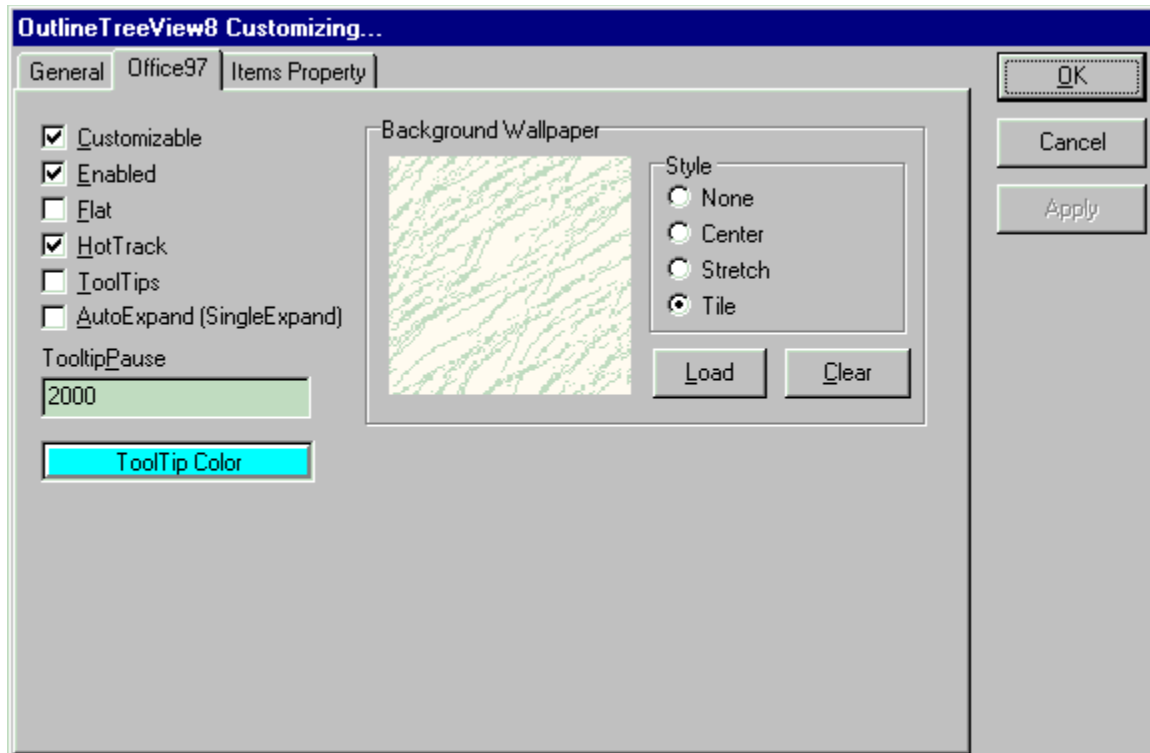
**Property Top As Single**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns/sets the distance between the internal top edge of an object and the top edge of its container.

## Office97 tab



In this section the set-up of unordinary graphics properties TreeView is made which give a tree a professional and modern look and feel.

# TreeAlwaysShowEditor

Property TreeAlwaysShowEditor As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

The control is always in edit mode.

## TreeDrawGrid

Property TreeDrawGrid As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies whether to display grid lines.



# TreeDrawImages

Property TreeDrawImages As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Display or not image of item representing it Imageindex property

# TreeDrawSplit

Property TreeDrawSplit As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines display or not split line

# TreeEditing

**Property TreeEditing As Boolean**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Columns can be resized.

# TreeNoPaintNoChilds

Property TreeNoPaintNoChilds As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies whether to display representing image to the left side of each item without child items.

# TreePopupOnClick

**Property TreePopupOnClick As Boolean**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

If control goes into EditMode and Editorstyle not Simple fires popup Inplace editor listbox

# TreeRefreshChilds

Property TreeRefreshChilds As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines how item refresh states of child items on change it state.

# TreeRefreshParents

Property TreeRefreshParents As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines how item refresh states of parent item on change it state.

# TreeResizeCols

Property TreeResizeCols As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines whether the control's columns can be resized.



# TreeShowButtons

Property TreeShowButtons As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies whether to display plus (+) and minus (-) image buttons to the left side of each parent item.

# TreeShowHeaders

Property TreeShowHeaders As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines Display or not Column header

# TreeShowLogic

Property TreeShowLogic As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies whether to display the logic images representing state of the item.

# TreeShowlines

Property TreeShowlines As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Specifies whether to display the lines that link child nodes to their corresponding parent nodes.

# TreeUseIntegralHeight

Property TreeUseIntegralHeight As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines using or ignore Integralheightitem property and OnGetIntegralHeight event

# TreeWordWrap

Property TreeWordWrap As Boolean

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines mode of drawing item text

## TxAlignment

**Const taLeftJustify = 0**

Specifies left alignment of text

**Const taRightJustify = 1**

Specifies right alignment of text

**Const taCenter = 2**

Specifies centering of text

## TxAttachMode

### **Const nAdd = 0**

Adds the Item to the end of the list.

### **Const nAddFirst = 1**

Adds the Item at the beginning of the list

### **Const nAddChild = 2**

Adds the Item as a child of the destination at the end of the child list.

### **Const nAddChildFirst = 3**

Adds the Item as a child at the beginning of the child list of the destination.

### **Const nInsert = 4**

Insert the node after the destination node.



## **TxBiDiMode**

**Const bdLeftToRight = 0**

**Const bdRightToLeft = 1**

**Const bdRightToLeftNoAlign = 2**

**Const bdRightToLeftReadingOnly = 3**

## **TxBorderStyle**

**Const bsNone = 0**  
**Const bsSingle = 1**

## **TxDragMode**

**Const dmManual = 0**

**Const dmAutomatic = 1**

## TxEditStyle

**Specifies inplace editor style:**

**Const etsSimple = 0**

Inplace Editor have simple edit field

**Const etsEllipsis = 1**

Inplace Editor have simple edit field with clickable button (ellipsis button) on right side

**Const etsPickList = 2**

Inplace Editor have Combobox style with popup list box

**Const etsCheckList = 3**

Inplace Editor have Combobox style with popup checklistbox (list box with with checkboxes for each item of list)

**Const etsAuto = 4**

if Inplace editor don't have filled internal stringlist - selected etsSimple style, else - etsPicklist

## TxMouseButton

**Const mbLeft = 0**

Identifies left mouse button

**Const mbRight = 1**

Identifies right mouse button

**Const mbMiddle = 2**

Identifies middle mouse button

## TxRefreshMode

**Const trmRefreshByChild = 0**

Specifies method of refreshing states of parent nodes by its childs

**Const trmRefreshByParent = 1**

Specifies method of refreshing states of child nodes by its parents

## TxSortType

**Const stNone = 0**

No sorting is done.

**Const stData = 1**

The items are sorted when the Data object or SortType is changed.

**Const stText = 2**

The items are sorted when the Caption or SortType is changed.

**Const stBoth = 3**

The items are sorted when the Caption or SortType is changed.

## TxState

**Const nsEmpty = 0**

Item not have logical state

**Const nsUnChecked = 1**

Item have UNCHECKED state

**Const nsChecked = 2**

Item have CHECKED state

**Const nsGrayed = 3**

Item have GRAYED state

**Const nsOptioned = 4**

Item have OPTIONED state

**Const nsUnOptioned = 5**

Item have UNOPTIONED state



## TxTreeStyle

### **Const ttsNormal = 0**

- Control have normal TreeView Look

### **Const ttsExplorerBar = 1**

- Control have Ms IE4 look and clicking on node with level = 0 expands it subnodes, Nodes with level=0 cannot editing, and selected. Subnodes highlighted brighten color (30% of Background Color)

### **Const ttsSectionsList = 2**

- Control have look of hierarchical list of sections - nodes with level = 0. Nodes with Level=0 can be selected, but cannot be edited. Subnodes highlighted brighten color (30% of Background Color)

## ValuesText

Property ValuesText As String

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines caption of header what contain cells

# Visible

**Property Visible As Boolean**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns/sets a value that determines whether an object is visible or hidden.

# WhatsThisHelpID

**Property WhatsThisHelpID As Long**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns/sets an associated context number for an object.

# Width

**Property Width As Single**

**Applies to :** [OutlineTreeViewX](#)

**Description:**

Returns/sets the width of an object.

## WidthOutline

Property WidthOutline As Long

Applies to : [OutlineTreeViewX](#)

**Description:**

Determines width in pixels column containing items

## ZOrder

Sub ZOrder([Position])

Applies to : [OutlineTreeViewX](#)

**Description:**

Places a specified object at the front or back of the z-order within its graphical level.

## OnDeletion

Event OnDeletion(Node: TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when a Item delete from Control.



## OnExpanding

Event OnExpanding(Node: TreeItem; AllowExpansion: WordBool)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs before when a user expand a Node.

# OnExpanded

Event OnExpanded(Node: TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs after when a user expand a Node.

## OnCollapsing

Event OnCollapsing(Node: TreeItem; var AllowCollapse: WordBool)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs before when a user collapse a Node.

## OnCollapsed

Event OnCollapsed(Node: TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs after when a user collapse a Node.

## OnSelectedChanging

Event OnSelectedChanging(OldNode, NewNode: TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs before when a user changed Selected node.

## OnSelectedChanged

Event OnSelectedChanged(OldNode, NewNode: TreeItem)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs after when a user changed Selected node.

## OnCompare

Event OnCompare(Node1, Node2: TreelItem; Compare: Integer)

Applies to : [OutlineTreeViewX](#)

**Description:**

Occurs when two Items must be compared during a sort of the items in the control.

