

Previous Versions

[GraffitiAccordion 1.0](#)

See Also

[GraffitiAccordionItem](#)

Enumerations

Name	Values
	This class exposes no enumerations.

Constants

Name	Type	Value

This class exposes no constants.

Events

Definition	Description
DrawItemBackground(g as Graphics, item as GraffitiAccordionItem, _ byRef headerBounds as REALbasic.Rect) as Boolean	Raised when drawing the item header's background.
DrawItemExpander(g as Graphics, _ item as GraffitiAccordionItem, _ byRef bounds as REALbasic.Rect) as Boolean	Raised when drawing the item header's expander icon.
DrawItemText(g as Graphics, _ item as GraffitiAccordionItem, _ byRef bounds as REALbasic.Rect) as Boolean	Raised when drawing the item header's text.
ItemClick(item as GraffitiAccordionItem, _ X as Integer, _ Y as Integer) as Boolean	Raised when the user clicks an item's header.
ItemCollapsed(Item as GraffitiAccordionItem)	Raised when an item has been collapsed.
ItemExpanded(Item as GraffitiAccordionItem)	Raised when an item has been expanded.
ItemMouseEnter(item as GraffitiAccordionItem)	Raised when the mouse enters the header of an AccordionItem.
ItemMouseExit(item as GraffitiAccordionItem)	Raised when the mouse exits the header of an AccordionItem.
ScrollUpdate()	Raised when an item is expanded, collapsed, added or removed. Use this event to update your scrollbar.

Methods

Definition	Description
AddItem(newItem as GraffitiAccordionItem)	Adds a new item to the accordion.
CollapseAll()	Collapses all accordion items.
ExpandAll()	Expands all accordion items.
InsertItem(index as Integer, newItem as GraffitiAccordionItem)	Inserts a new item at the given index.
Item(index as Integer) as GraffitiAccordionItem	Returns the item at the specified index.
ItemCount() as Integer	Returns the number of items currently added to the accordion.
RemoveAll()	Removes all items from the accordion.
RemoveItem(index as Integer)	Removes the item at the given index.

Properties

Name	Type	Default Value	Description
Animated	Boolean	True	If False, panel expanding and collapsing will be immediate rather than linearly animated.
AnimationTime	Integer	250	Time in milliseconds that panel changes will animate when Animated = True.
BackColor	Color	&c000000	The background color of the control.
Bold	Boolean	False	Determines whether the accordion items are shown with bold text.
BorderColor	Color	&c000000	Determines the border color of the class when UseCustomColors is True.
HeaderHeight	Integer	20	The height of the accordion items.
Italic	Boolean	False	Determines whether the accordion items are shown with italic text.
ItemBackColor	Color	&c000000	Determines the background color of header items when UseCustomColors is True.
ItemBackColorOver	Color	&c000000	Determines the background color of header items that the mouse is hovering over when UseCustomColors is True.
ItemBackColorSelected	Color	&c000000	Determines the background color of header items that are currently selected when UseCustomColors is True.
ScrollMax	Integer	0	The maximum scroll value.
ScrollPosition	Integer	0	The current scroll value.
TextColor	Color	&c000000	Determines the color of the text when UseCustomColors is True.
TextColorExpanded	Color	&c000000	Determines the color of the header text when the item is expanded.
TextColorOver	Color	&c000000	Determines the color of the text when the mouse is hovering over items and UseCustomColors is True.
TextFont	String	"system"	The font used to draw the text for the items.
TextSize	Integer	0	The size of the text used to draw the items.
TextUnderline	Boolean	False	Determines whether the accordion items are shown with underlined text.
UseCustomColors	Boolean	False	Draws items using the defined colors in the class's properties.

Examples

Updating ScrollBar

Use the ScrollUpdate event to update your scrollbar's value and maximum.

```
scroller.Maximum = me.ScrollMax  
scroller.Value = me.ScrollPosition
```

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