

See Also

[GraffitiDrillMenuItem](#)

Enumerations

| Name | Values |
|------|--------|
|------|--------|

This class exposes no enumerations.

Constants

| Name | Type | Value |
|------|------|-------|
|------|------|-------|

This class exposes no constants.

Events

| Definition | Description |
|---|---|
| ItemExpand(item as GraffitiDrillMenuItem) As Boolean | Triggered when an item is expanded (or, more appropriately, when the display shifts to display an item's children). |
| ContextClick() | Triggered when the user right-clicks. |
| DrawBackBackground(g as Graphics, Hover as Boolean) As Boolean | Raised when the background of the Back is being drawn. |
| DrawBackExpandWidget(g as Graphics, bounds as REALbasic.Rect, Hover as Boolean) As Boolean | Raised when the Back expand icon is being drawn. |
| DrawBackText(g as Graphics, byRef bounds as REALbasic.Rect, Hover as Boolean) As Boolean | Raised when the text of the Back item is being drawn. |
| DrawItemBackground(g as Graphics, item as GraffitiDrillMenuItem, Hover as Boolean) As Boolean | Raise when drawing the background of an item. |
| DrawItemExpandWidget(g as graphics, item as GraffitiDrillMenuItem, bounds as REALbasic.Rect, Hover as Boolean) As Boolean | Raised when drawing the expand icon of an item. |
| DrawItemIcon(g as graphics, item as GraffitiDrillMenuItem, bounds as REALbasic.Rect, Hover as Boolean) As Boolean | Raised when draw the icon of an item. |
| DrawItemNotification(g as Graphics, item as GraffitiDrillMenuItem, Hover as Boolean) As Boolean | Raise when drawing the Notification area of an item. |
| DrawItemText(g as Graphics, item as GraffitiDrillMenuItem, bounds as REALbasic.Rect, Hover as Boolean) As Boolean | Raised when drawing the text of an item. |
| ItemClick(item as GraffitiDrillMenuItem) | Raise when the user clicks an item. |
| ItemContextClick(item as GraffitiDrillMenuItem) | Raised when the user context clicks and item. |
| ItemDoubleClick(item as GraffitiDrillMenuItem) | Raised when the user double-clicks and item. |
| ScrollChange() | Raised when the display has been scrolled. |

| Definition | Description |
|---|---|
| ViewChange(item as GraffitiDrillMenuItem) | Raised when the display is changed to display a different set of items. |

Methods

| Definition | Description |
|---|---|
| AddItem(item as GraffitiDrillMenuItem) | Adds a new top-level item. |
| getItemIndex(item as GraffitiDrillMenuItem) | Returns the index of the specified item. |
| InsertItem(atIndex as Integer, item as GraffitiDrillMenuItem) | Inserts the provided item at the specified index. |
| Item(atIndex as Integer) as GraffitiDrillMenuItem | Returns the item at the specified index. |
| ItemCount() as Integer | Returns the number of top-level items currently added to the control. |
| RemoveAll() | Removes all top-level items. |
| RemoveItem(atIndex as Integer) | Removes the item at the specified index. |
| ScrollTo(item as GraffitiDrillMenuItem) | Scrolls to the specified item. |

Properties

| Name | Type | Default Value | Description |
|----------------------------|-----------------------|---|--|
| Animated | Boolean | True | When True the display will animate while switching. |
| BackItemText | String | "Back" | Text used in the Back item at the top of sub-item views. |
| BackItemTextBold | Boolean | False | Font weight of Back item text. |
| BackItemTextBoldHover | Boolean | False | |
| BackItemTextColor | Color | &c000000 | Color used to draw Back item text. |
| BackItemTextColorHover | Color | &c000000 | |
| BackItemTextFont | String | "System" | Font face of Back item text. |
| BackItemTextFontHover | String | | |
| BackItemTextItalic | Boolean | False | When True, Back item text is italicized. |
| BackItemTextItalicHover | Boolean | | |
| BackItemTextSize | Integer | 14 | Text size of Back item. |
| BackItemTextSizeHover | Integer | | |
| BackItemTextUnderline | Boolean | When True, an underline is applied to Back item text. | |
| BackItemTextUnderlineHover | Boolean | | |
| BGColor | Color | &c000000 | Background color of component display. |
| BorderColor | Color | &c000000 | Border color of component display. |
| BorderRadius | Integer | 12 | Corner radius of component display. |
| CurrentView | GraffitiDrillMenuItem | Nil | Current item being viewed. Nil for top-level. |
| CustomColors | Boolean | False | When True, custom color properties will be applied to drawing. |

| Name | Type | Default Value | Description |
|-----------------------------|-----------------------|---------------|---|
| ExpandOnDoubleClick | Boolean | False | When True, component will only change view when the user double-clicks an item with children. |
| ItemBGColor | Color | &c000000 | Background color of items. |
| ItemBGColorHover | Color | &c000000 | |
| ItemBGColorSelected | Color | &c000000 | |
| ItemBorderColor | Color | &c000000 | Border color of items. |
| ItemBorderColorHover | Color | &c000000 | |
| ItemBorderColorSelected | Color | &c000000 | |
| LockUpdate | Boolean | False | Set to True when populating large amounts of items to defer drawing until you then set LockUpdate to False. |
| NotificationBGColor | Color | &c000000 | Background color of notification areas. |
| NotificationBGColorHover | Color | &c000000 | |
| NotificationBGColorSelected | Color | &c000000 | |
| RowHeight | Integer | 45 | Height of each row. |
| ScrollOnDrag | Boolean | True | When True, the display can be scrolled by dragging with the cursor. |
| SelectedItem | GraffitiDrillMenuItem | Nil | The currently selected item. |
| TextBold | Boolean | False | Font weight of items. |
| TextBoldHover | Boolean | | |
| TextBoldSelected | Boolean | | |
| TextColor | Color | &c000000 | Color of item text. |
| TextColorHover | Color | &c000000 | |
| TextColorSelected | Color | &c000000 | |
| TextFont | String | "System" | Font face of items. |
| TextFontHover | String | | |
| TextFontSelected | String | | |
| TextItalic | Boolean | False | When True, item text will be italicized. |
| TextItalicHover | Boolean | | |
| TextItalicSelected | Boolean | | |
| TextSize | Integer | 14 | Font size applied to item text. |
| TextSizeHover | Integer | | |
| TextSizeSelected | Integer | | |
| TextUnderline | Boolean | False | When True, item text will be underlined. |
| TextUnderlineHover | Boolean | | |
| TextUnderlineSelected | Boolean | | |

Examples

This class currently has no examples.

Notes

This class currently has no notes.

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<https://graffitisuite.com/wiki/doku.php?id=desktop:drillmenu>

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