

## 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.

From:

<https://graffitisuite.com/wiki/> - **GraffitiSuite Documentation**

Permanent link:

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

Last update: **2019/10/23 05:53**

