

## See Also

[GraffitiWebTreeItem](#)

## Enumerations

Name	Values
	This class exposes no enumerations.

## Constants

Name	Value
	This class exposes no constants.

## Events

Definition	Description
ContextClick( theItem as GraffitiWebTreeItem, mouseX as Integer, mouseY as Integer )	Fires when the user right-clicks an item in the display. mouseX and mouseY are relative to the page, not the control.
ItemChecked( theItem as GraffitiWebTreeItem )	Fires when the user checks an item in the display.
ItemClicked( theItem as GraffitiWebTreeItem )	Fires when the user has clicked an item.
ItemCollapsed( theItem as GraffitiWebTreeItem )	Fires when the user has collapsed an expandable item.
ItemDoubleClicked( theItem as GraffitiWebTreeItem )	Fires when the user has double-clicked an item.
ItemEdited( theItem as GraffitiWebTreeItem )	Fires when the user has finished editing an item.
ItemExpanded( theItem as GraffitiWebTreeItem )	Fires when the user has expanded an item.
ItemIconClicked( theItem as GraffitiWebTreeItem )	Fires when the user has clicked the icon of an item.
ItemSelected( theItem as GraffitiWebTreeItem )	Fires when the user selects an item either with the mouse or keyboard.

## Methods

Definition	Description
AddItem( theItem as GraffitiWebTreeItem, theParent as GraffitiWebTreeItem = Nil, AddToParentItem as Boolean = True )	Adds an item to the tree. If theParent is Nil, then it is added as a top-level node. AddToParent = True will add it to the Children property of the parent item (mostly for internal use).
CheckItem( theItem as GraffitiWebTreeItem, theValue as Boolean = True )	Sets the item's checkbox value to theValue.
CollapseAll()	Collapse all currently expanded items.
CollapseItem( theItem as GraffitiWebTreeItem )	Collapses the supplied item.
DeselectAll()	Deselect all items.
DisableItem( theItem as GraffitiWebTreeItem )	Disables an item, making it uncheckable.

Definition	Description
EditItem( theItem as GraffitiWebTreeItem )	Makes an item editable.
EditItemEnd( theItem as GraffitiWebTreeItem )	Ends editing of an item.
EnableItem( theItem as GraffitiWebTreeItem )	Enables an item, making it checkable.
ExpandAll()	Expands all currently expandable items.
ExpandItem( theItem as GraffitiWebTreeItem )	Expands the supplied item.
FindItem( itemText as <a href="#">String</a> ) as GraffitiWebTreeItem	Finds the first item whose Caption matches itemText.
GetDepth( theItem as GraffitiWebTreeItem ) as <a href="#">Integer</a>	Returns the level depth of the current item. Top-level items will be 1, their children will be 2, etc.
GetIndexOf( theItem as GraffitiWebTreeItem ) as <a href="#">Integer</a>	Gets the index of the supplied item within its parent's Children array, or within the Items array if top-level.
GetIndexPath( theItem as GraffitiWebTreeItem, Separator as <a href="#">String</a> = "/" ) as <a href="#">String</a>	Returns an index path to the current item. As an example, calling GetIndexPath( myItem, "/" ) will return something like "3/7/1".
GetPath( theItem as GraffitiWebTreeItem, Separator as <a href="#">String</a> = "/" ) as <a href="#">String</a>	Returns the path to the current item using item captions. As an example, calling GetPath( myItem, "/" ) will return something like "Parent1/Parent2/Parent3/MyItem".
HasChildren( theItem as GraffitiWebTreeItem ) as <a href="#">Boolean</a>	Returns true if the supplied item has children.
InsertItem( theItem as GraffitiWebTreeItem, insertBefore as GraffitiWebTreeItem )	Inserts theItem before insertBefore.
IsChildOf( theItem as GraffitiWebTreeItem, theParent as GraffitiWebTreeItem ) as <a href="#">Boolean</a>	Returns true is theItem is a direct child of theParent.
IsFirstChild( theItem as GraffitiWebTreeItem ) as <a href="#">Boolean</a>	Returns True if theItem is the first child in its parent.
IsLastChild( theItem as GraffitiWebTreeItem ) as <a href="#">Boolean</a>	Returns True if theItem is the last child of its parent.
IsSiblingOf( theItem as GraffitiWebTreeItem, theSibling as GraffitiWebTreeItem )	Returns True if the two supplied items are siblings.
IsTopLevel( theItem as GraffitiWebTreeItem ) as <a href="#">Boolean</a>	Returns True if theItem is a top-level item.
RemoveAll()	Removes all items from the Tree.
RemoveItem( theItem as GraffitiWebTreeItem, includeChildren as <a href="#">Boolean</a> = True )	Removes theItem from the tree. If includeChildren is False, then children of theItem are added to theItem's parent.
ScrollTo( theItem as GraffitiWebTreeItem )	Scrolls to theItem. If it is hidden under collapsed parents, those parents are expanded automatically.
SelectItem( theItem as GraffitiWebTreeItem )	Selects the specified item.
UpdateCaption( theItem as GraffitiWebTreeItem, newCaption as <a href="#">String</a> )	Updates the specified item with newCaption.

Definition	Description
UpdateIcon( theItem as GraffitiWebTreeItem, newIcon as <a href="#">String</a> )	Updates the specified item with newIcon.
UpdateItemStyle( theItem as GraffitiWebTreeItem )	Updates the tree to show theItem.Style.

## Properties

Name	Type	Default Value	Description
AllowEdit	<a href="#">Boolean</a>	False	If True, users will be able to edit the contents of individual rows. NOTE: This property should only be set in the IDE's Inspector.
IconCheckbox	<a href="#">String</a>	""	A FontAwesome icon string to use for an empty checkbox.
IconCheckboxChecked	<a href="#">String</a>	"fa-checked-square-o"	A FontAwesome icon string to use for checked checkboxes.
IconCheckboxUnknown	<a href="#">String</a>	"fa-square-o"	A FontAwesome icon string to use for checkboxes with an unknown value (IE: if some children, but not all, are selected).
IconExpanderClosed	<a href="#">String</a>	"fa-caret-down"	A FontAwesome icon string to use as an expander for items with children.
IconExpanderOpen	<a href="#">String</a>	"fa-caret-right"	A FontAwesome icon string to use as collapse for items with children.
IconStyle	WebStyle	Nil	WebStyle to apply to icons in the tree.
Items()	GraffitiWebTreeItem	Nil	Items in the tree, editing this directly is not recommended.
ItemSelectedStyle	WebStyle	Nil	WebStyle to apply to selected items.
ItemStyle	WebStyle	Nil	WebStyle to apply to all items.
LockUpdate	<a href="#">Boolean</a>	False	When true, rows added using AddItem will not update style information until LockUpdate is set to False. This should speed up addition of large amounts of rows.
RightToLeft	<a href="#">Boolean</a>	False	When true, the Tree will display in RTL fashion.
SelectedItem	GraffitiWebTreeItem	Nil	The currently selected item.

## Examples

### Creating an Item with a FontAwesome Icon

GraffitiWebTree provides a constructor for creating items that have a FontAwesome icon to the left of the node's text.

```

dim firstItemFirstChild as new GraffitiWebTreeItem( "test child", "fas fa-
times" )
firstItemFirstChild.Checkbox = True
me.AddItem( firstItemFirstChild, firstItem )

```

## Iterate Items

As GraffitiWebTree items are maintained in a relational manner (using Parents and Children), iterating items can be a tough concept to grasp. The easiest path is to create a method to do your multi-level iteration and perform a specific function. For instance, the following code will loop through all items in the tree and give you an opportunity to do something with the individual item's CheckValue property:

```

Private Sub StoreCheckValues(ofTree as GraffitiWebTree, inNode as
GraffitiWebTreeItem = Nil)
    dim arrCheck() as GraffitiWebTreeItem
    if not IsNull( inNode ) Then
        arrCheck = inNode.Children
    else
        arrCheck = ofTree.Items
    end if

    dim intCycle as Integer
    dim intMax as Integer = arrCheck.Ubound

    '// Note that you will want to perform the same operation on the parent
    ' before the loop if you're providing inNode and want its value
    recorded.

    dim currentItem as GraffitiWebTreeItem
    for intCycle = 0 to intMax
        currentItem = arrCheck(intCycle)

        if currentItem.Checkbox then '// Has a checkbox
        '// Store the value of CheckValue
        end if

        '// The following line will iterate over the children of currentItem.
        ' If you only want to do top-level children then you can comment this
        ' or add a method parameter and check it here.
        if currentItem.Children.Ubound >= 0 then StoreCheckValues( ofTree,
currentItem )
        next
    End Sub

```

Then you would simply call the method and pass in your tree to iterate through all items:

```
StoreCheckValues(myTreeInstance)
```

Or, if you only want to iterate over a specific branch of the tree:

StoreCheckValues (myTreeInstance, myBranchTreeItem)

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