TreeView control V0.0.8

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SUMMARY
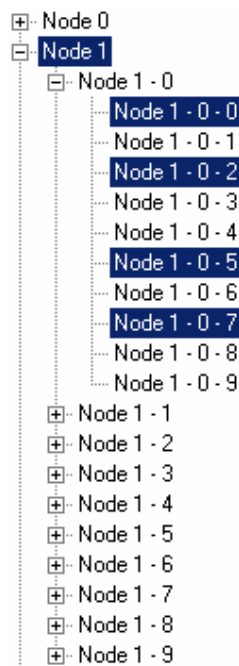
The **TreeView** control is a regular treeview with multi-selection capability. Selection key combinations (CTRL, SHIFT and CTR/SHIFT) are implemented. Navigation with keyboard is also possible (up/down/left/right arrow keys; as well as Home/End/PgDwn/PgUp keys).

DESCRIPTION

The Multi-Select TreeView behaves as the standard .NET treeview, and is used in the same way.

Use the *SelectedNodes* collection to manage the selected nodes collection, for example:

```
treeView.SelectedNodes.Clear();
treeView.SelectedNodes.Add(treeNode1);
treeView.SelectedNodes.Add(treeNode2);
```

Use S*electionMode* to set the way nodes can be selected:

- *SingleSelect*: only one node can be selected
- MultiSelect: multiple nodes can be selected without restriction
- *MultiSelectSameRootBranch*: multiple nodes that belong to the same root branch can be selected
- *MultiSelectSameLevel*: multiple nodes that belong to the same level can be selected

- *MultiSelectSameLevelAndRootBranch*: multiple nodes that belong to the same level and same root branch can be selected
- *MultiSelectSameParent*: only nodes that belong to the same direct parent can be selected.

Use *BackColor* to set the background color of the treeview, *ForeColor* to set the text color of the nodes and *SelectionBackColor* to set the background color of selected nodes.

Important:
- don't use the *SelectedNode* property; it is there for internal purposes only and will throw a NotSupportedException. Use *SelectedNodes* instead.
- Don't use *IsSelected* on a *TreeNode*, because it will always return false. Instead, use **treeView1.SelectedNodes.Contains(treeNode)**.

HISTORY

Date	Description	Author
18/07/2004	- Control creation	Ludwig Stuyck
24/07/2004	- Implemented rubberband selection; also combination keys work: ctrl, shift, ctrl+shift	Ludwig Stuyck
25/08/2004	- Rubberband selection temporary removed due to scrolling problems. - Renamed TreeViewSelectionMode property to SelectionMode. - Renamed SelectionModes enumeration to TreeViewSelectionMode. - Added MultiSelectSameParent selection mode. - Added keyboard functionality. - Enhanced selection drawing. - Added SelectionBackColor property.	Ludwig Stuyck
02/09/2004	- When shift/ctrl was pressed, treeview scrolled to last selected node. Fixed. - Moved TreeViewSelectionMode outside the TreeView class. - BeforeSelect was fired multiple times, AfterSelect was never fired. Fixed. - Collapsing/Expanding node changed selection. This does not happen anymore, except if a node that has selected descendants is collapsed; then all descendants are unselected and the collapsed node becomes selected. - If in the BeforeSelect event, e.Cancel is set to true, then node will not be selected - SHIFT selection sometimes didn't behave correctly. Fixed.	Ludwig Stuyck
04/09/2004	- SelectedNodes is no longer an array of tree nodes, but a SelectedNodesCollection - In the AfterSelect event, the SelectedNodes contained two tree nodes; the old one and the new one. Fixed.	Ludwig Stuyck
05/09/2004	- Added Home, End, PgUp and PgDwn keys functionality	Ludwig Stuyck
10/03/2005	- Clicking an area where no nodes are resulted in crash. Solved. - On a fast computer, node selection did not work properly. Fixed.	Ludwig Stuyck

18/08/2005	- Added events BeforeDeselect and AfterDeselect	Ludwig Stuyck
07/02/2006	- Rebuild for .NET 2.0	Ludwig Stuyck

PLANNED
- Rubberband selection