

<<interface>>

## IShortcutStructureView

+ setRootShortcutNode(pNode : IEditorShortcutNode) : void  
+ getRootShortcutNode() : IEditorShortcutNode  
+ setModelPath(pPath : AditoTreePath) : void  
+ getModelPath() : AditoTreePath  
+ addPathChangeListener(pChangeListener : IAditoPathChangeListener) : void  
+ removePathChangeListener(pChangeListener : IAditoPathChangeListener) : void  
+ addGroupChangeListener(pChangeListener : INodeChangeListener) : void  
+ removeGroupChangeListener(pChangeListener : INodeChangeListener) : void



**ShortcutStructureTable**



**ShortcutPathComponent**