**Tree、List**

typedef struct tagTVINSERTSTRUCT {

*HTREEITEM* hParent;

*HTREEITEM* hInsertAfter;

#if (\_WIN32\_IE >= 0x0400)

union

{

*TVITEMEX* itemex;

TVITEM item;

} DUMMYUNIONNAME;

#else

TVITEM item;

#endif

} TVINSERTSTRUCT, *FAR* \*LPTVINSERTSTRUCT;

typedef struct tagNMHDR {

*HWND* hwndFrom;

*UINT\_PTR* idFrom;

*UINT* code;

} NMHDR;

typedef struct tagTVITEM{

*UINT* mask;

*HTREEITEM* hItem;

*UINT* state;

*UINT* stateMask;

*LPTSTR* pszText;

int cchTextMax;

int iImage;

int iSelectedImage;

int cChildren;

*LPARAM* lParam;

} TVITEM, *FAR* \*LPTVITEM;

typedef struct tagNMTREEVIEW {

NMHDR hdr;

*UINT* action;

TVITEM itemOld;

TVITEM itemNew;

*POINT* ptDrag;

} NMTREEVIEW, *FAR* \*LPNMTREEVIEW;

<http://blog.csdn.net/s_h_12/article/details/8654324>