



TMS Advanced Poly List DEVELOPERS GUIDE

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Availability

TMS Advanced Poly List is available as VCL component set for Win32/Win64 application development

VCL versions:

TMS Advanced Poly List is available for Delphi 7, 2006, 2007, 2009, 2010, XE, XE2, XE3, XE4, XE5, XE6, XE7, XE8, XE9, 10, 10.1, 10.2, 10.3, 10.4 & C++Builder 2006, 2007, 2009, 2010, XE, XE2, XE3, XE4, XE5, XE6, XE7, XE8, XE9, 10, 10.1, 10.2, 10.3, 10.4.

Description

The TMS Advanced Poly List components offer an extremely versatile and flexible architecture to create virtually any possible lists of items in user interfaces. This is seen typically but not limited to the new Office 2010 application menu.

Contrary to most user interface list controls, where a list consists of items of the same type or a collection of items of the same type, the TMS Advanced Poly List components can hold polymorph items. All items just need to descend from the base class TCustomItem and any inherited items can be added.

TMS Advanced Poly List components come with a large set of prebuilt list items but custom item classes can be added by either descending of the TCustomItem base class or any of the classes already provided. There are item classes to show as list section item, text item with HTML formatting, text item with buttons, item with expand/collaps behaviour, item with image and many more. Items can be added in the polymorph lists either at design time, with a rich design time editor and at runtime via code.

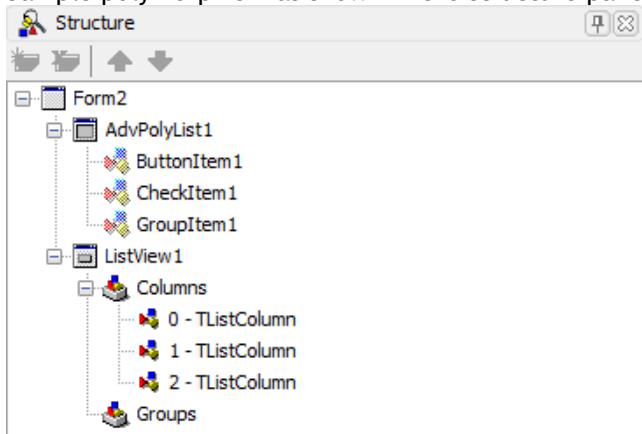
Architecture

All list controls in the VCL and by extension in Windows have the restriction that items in the list are all of the same type. Other than through custom drawing, all items in a list have the same appearance. Assigning a different behaviour for different items in a list is an even more complex task.

One of the design goals of the architecture of the TMS Poly List controls is to offer the capability to add different item types that can have a different appearance as well as a different behaviour. Polymorphism is the technique applied to reach this goal.

Other than with a standard listview for example, which has a column collection of the TListColumn class type, the poly list takes the standard TCollection a step further. The poly list controls maintain a polymorph collection of objects in memory and manually handles the persistence and structure of those objects in the DFM file.

Sample polymorphism as shown in the structure pane:



The base class TCustomItem implements the minimum required common mouse, keyboard, selection and painting handling. All new classes that descend from the TCustomItem class type also inherit the basic interaction and appearance. Each new descending item type as such can be added to the list and are automatically recognized by the component and added at runtime or designtime. The polymorph list is similar to a TCollection and is instantiated in different visual controls.

The classes that descend from TCustomItem can for example override the DrawText and/or DrawInRect methods to change the appearance of the item and override DoMouseUp to implement a new behaviour for the mouse:

```

TMyExtendedItem = class(TCustomItem)
protected
  function GetVersionNr: integer; override;
public
  procedure Assign(Source: TPersistent); override;
  function DrawText(g: TGPGraphics; ARect: TGRectF; ItemAppearance:
TItemAppearance; DoText: Boolean = true): TGRectF; override;
  procedure DrawInRect(g: TGPGraphics; ItemAppearance: TItemAppearance;
R: TGRectF); override;
  function CreateNewItem(AOwner: TComponent): TCustomItem; override;
  function GetClassType: TComponentClass; override;
  class function CustomClassName: String; override;
  
```

```
    procedure DoMouseUp(Sender: TObject; Button: TMouseButton; Shift:
TShiftState;
        pX, pY: Integer; Interaction: TItemInteraction; ItemAppearance:
TItemAppearance); override;
        class function Display: Boolean; override;
        procedure AssignEvents(Item: TCustomItem); override;
    end;
```

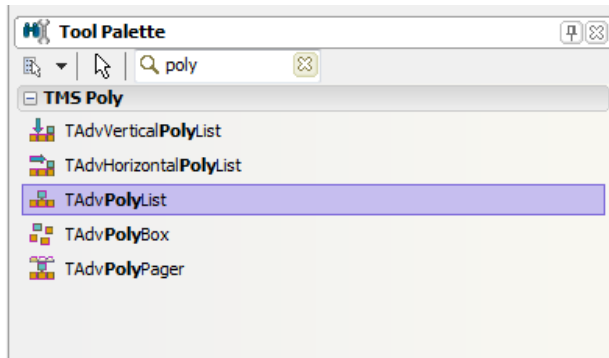
More details on creating descending classes of TCustomItem is provided further in the developers guide.

This new powerful architecture provides advantages for development. When item classes are separated in different units, only classes effectively used in the application will be linked. Item types can be separately developed and added and will not affect the operation of other item types used in the control. Custom item types can be created and registered and become automatically available both at runtime and at design time.

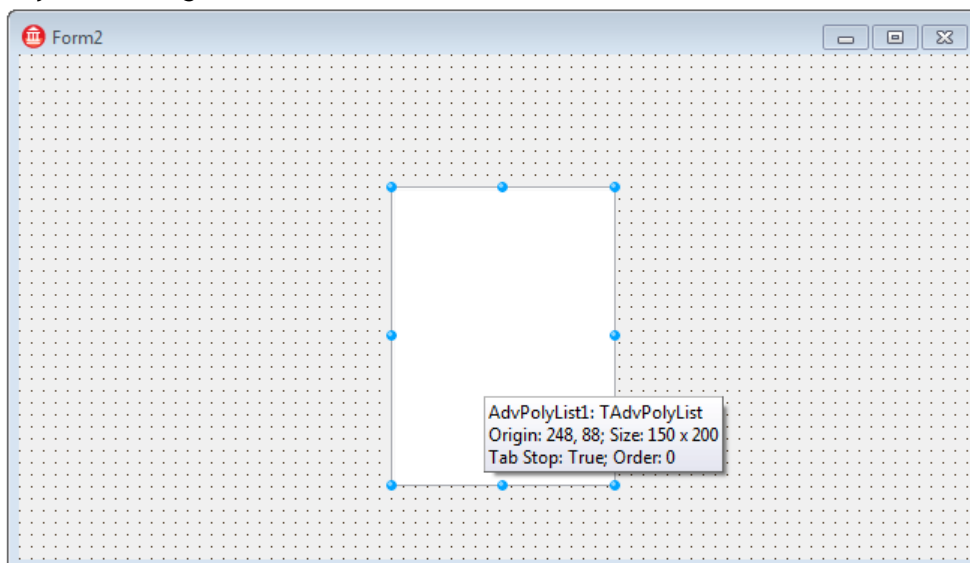
Designtime Organisation

Visual components

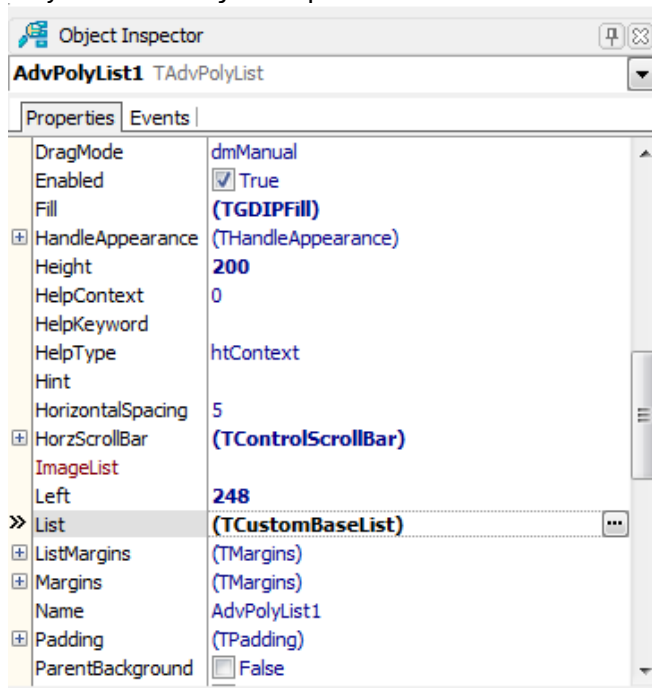
After installing the package, typing “poly” or searching for the “TMS Poly” section in the toolpalette gives you the list of available components. Each component has similar basic functionality, but has specific features, which are preset for you, to quickly start with the correct component.



Poly list at designtime



Poly list in the object inspector



Adding / removing items

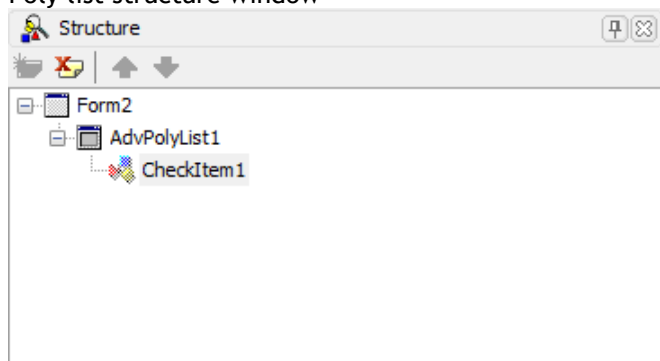
Adding an item at designtime can be done in 2 ways. Select and drag-drop an item from the “available items” list to the “preview” list, or select an item and click the “+” button to add the item to the list.

Removing an item at designtime can only be done by selecting the item you want to remove in the “preview” list and clicking the “-” button.



After adding a new item, the item is also added to the list on the form and is visible in the structure window and at the object inspector. When selecting a different item, the item selection will be reflected in the Delphi / C++Builder environment. All item properties can be changed in the object inspector.

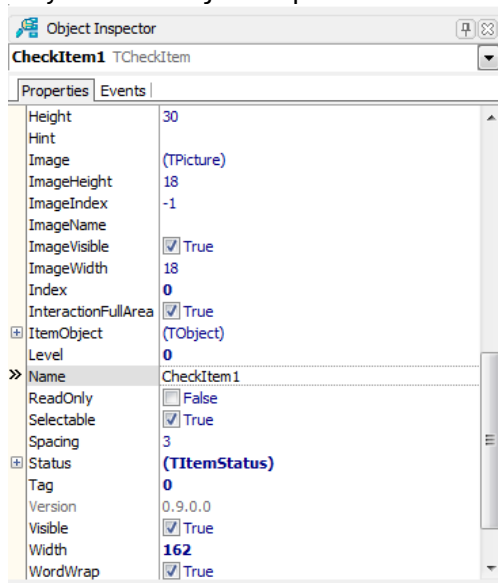
Poly list structure window



The structure window is an overview window of the components that are used in a new application. The poly list can have items which can host components. When the component is a poly list, the items of the new poly list can also hold items, in which components can be hosted, and there the story never ends.

The structure window maintains an easy to use hierarchy and helps you to find the correct component you wish to modify.

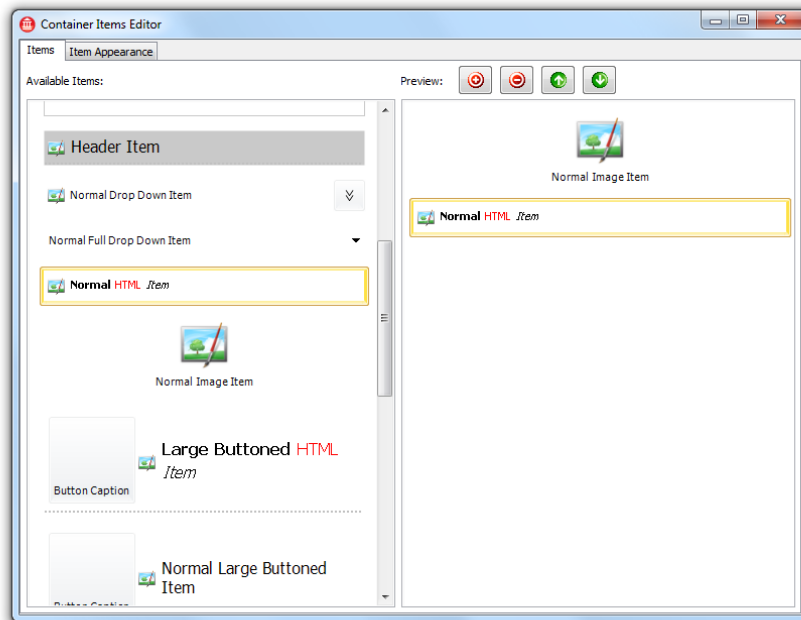
Poly list item object inspector



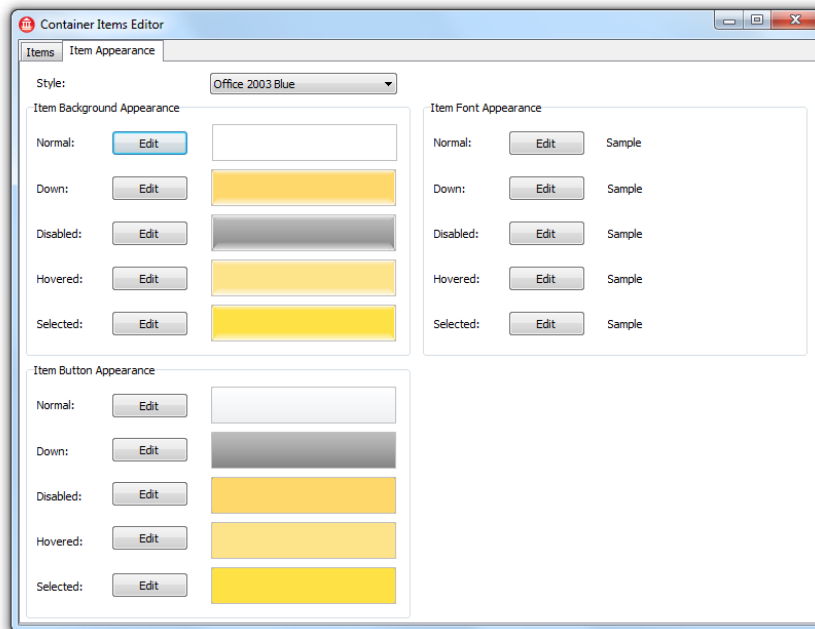
This is a sample screenshot of a TCheckItem, which is derived from TGraphicItem, and TGraphicItem is derived from the basic TCustomItem. As you add and select multiple items, the common properties are repeated for items of the same class or the same class they derive from. Selecting multiple items at designtime allows you to quickly change properties for each item that is selected.

In the editor, you will notice 2 tabs, one for the items and one for the item appearance. The item appearance is used for every item in the list. The appearance holds the layout for the font and the fill property of the items. Items can have a different font size and color by modifying the correct properties.

Poly list editor

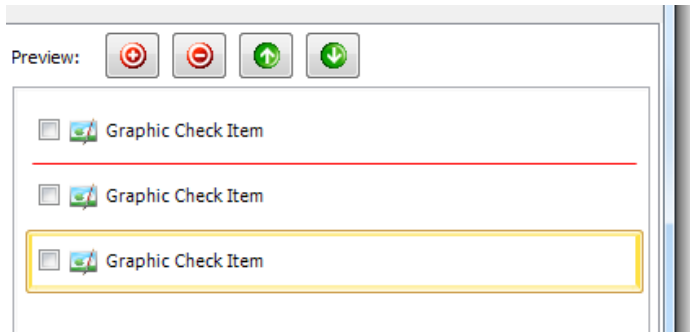


Poly list editor item appearance




Reordering items

When the order of the items is incorrect, reordering items can be done in 2 ways. Select an item and drag-drop the item to the new position inside the editor. A red line will automatically appear at the drop down position. Or click on the “up” or “down” button to move the item up or down in the list.



Changing the appearance

Everything that is related to the poly list can have a unique look and feel. These visual enhancements can be modified with the Fill editor which applies on the list, the items and many other elements. Some items have separate properties to change specific visual elements of that item such as a THeaderItem.

Starting the fill editor can be done by clicking the “Edit” button in the poly list editor or clicking the  button in the object inspector for the property which type is a TGDIPFill type.



Runtime Organisation

Adding / removing items

As we have explained before, the poly list has a polymorph collection of TCustomItem classes. Each descending class inherits all properties and can also be added to the collection. To access the properties specifically for a descending item, the item must be added to the list and typecasted to the correct class to gain access to the properties.

Adding an item:

```
with TTextItem(AdvPolyList1.AddItem(TTextItem)) do
begin
  Caption := 'This is a sample';
end;
```

Inserting an item at a specific position in the collection:

```
with TTextItem(AdvPolyList1.InsertItem(0, TTextItem)) do
begin
  Caption := 'This is a sample';
end;
```

Removing an item at a specific position:

```
AdvPolyList1.RemoveItem(0);
```

To compile the project, the unit must manually be added to the uses list. In this case the unit is GDIPTextItem which contains the TTextItem class.

The rule for adding the correct unit is:

```
(T) CustomItem  ➔ (GDIP) CustomItem
Class           ➔ Unit
```

When you are not sure what unit you must add to compile the project, you can always add the item of choice at designtime, so the unit is automatically added to the uses list.

Accessing items

Items can be accessed with the “Items” property of the poly list and must be typecasted to the correct class type:

```
TTextItem(AdvPolyList1.Items[0])
```

Reordering items

Reordering items is as simple as setting a new index property on the item:

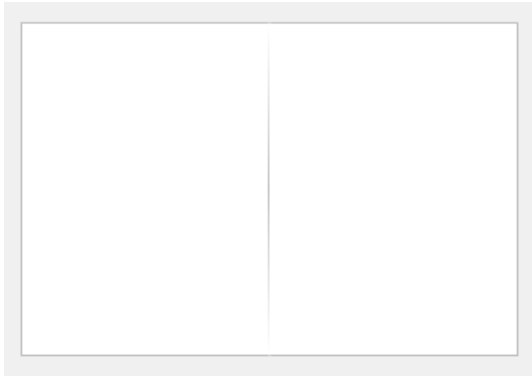
```
AdvPolyList1.Items[0].Index := 1;
```

The item will automatically be moved to the new position in the collection. Typecasting is not necessary for properties that are common and available on the base class.

Connecting lists

Sometimes, a special layout needs to be separated in a second list, but needs to maintain a “connection” with the second list. Multiple poly lists can be connected to each other to visualize this connection.

```
AdvPolyList1.ConnectContainer(AdvPolyList2, ccRight, cmGradientBorder);
```



The first parameter expects the poly list which the first needs to connect to. The second parameter is the connection type. In this case the second poly list is on the right side of the first poly list. The third parameter is the border connection type which can be set to none, normal border or gradient border.

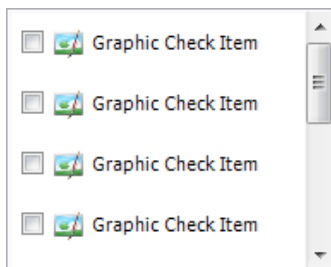
Multiple connections are possible. You can also experiment with different border combinations and connect positions.

List of available components and properties

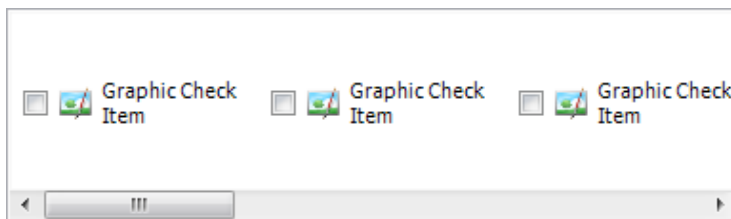
Various list containers

Managing the polymorph list of items in memory is one thing, for actually displaying the items, we provide several controls. The base class that manages the list is TCustomItemsContainer. This holds & manages the list of items. We have provided 5 controls descending from this:

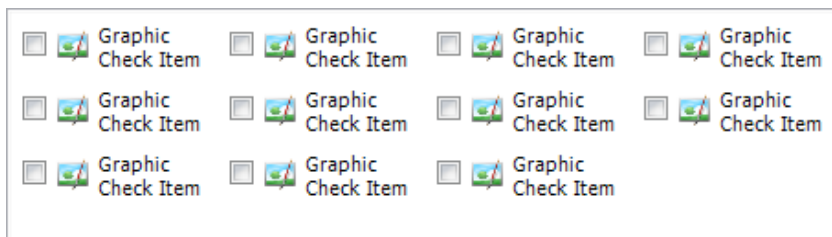
TAdvVerticalPolyList: A scrollable list of items vertically (ie. under each other) organized



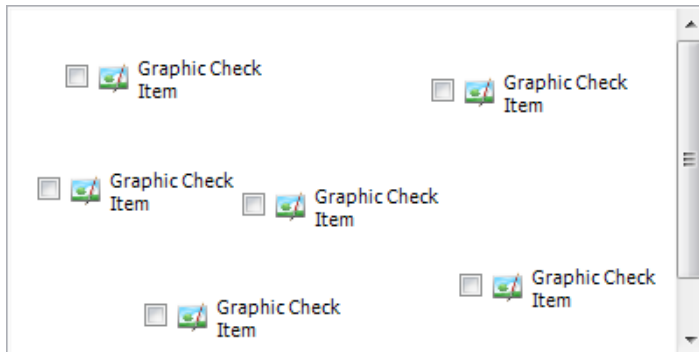
TAdvHorizontalPolyList: A scrollable list of items horizontally (ie. next to each other) organized



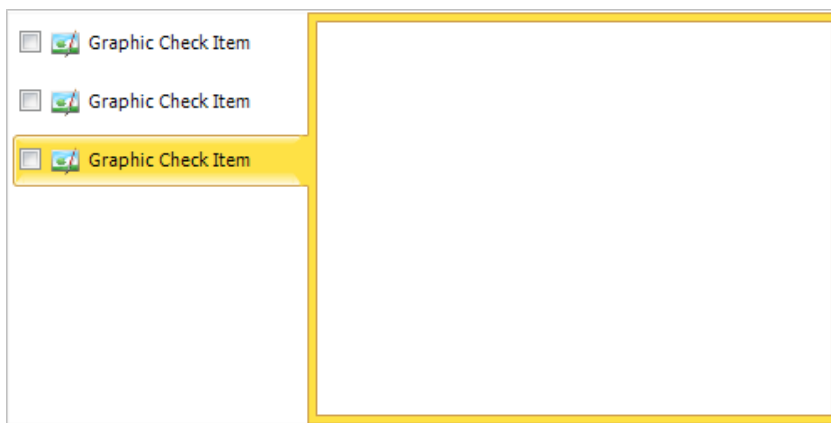
TAdvPolyList: A grid structure of items with configurable number of columns or rows



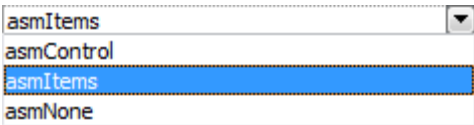
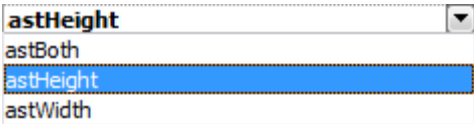
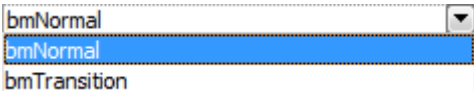
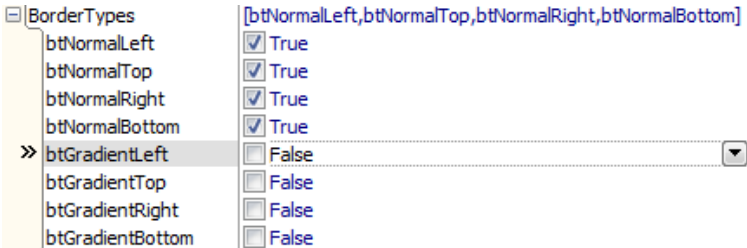
TAdvPolyBox: A control in which items can be absolutely positioned











TAdvPolyPager: A page control where a vertical list of items can be used to select a page



List Properties

Property	Description
<p>AutoSizeMode</p> 	<p>asmControl: the width and height of the control are automatically resized to the total width and/or height of the items.</p> <p>asmItems: the total width and height of the items are automatically resized to the width and/or height of the control.</p> <p>asmNone: the automatic calculation.</p> <p>In all modes, scrollbars will be visible if necessary.</p>
<p>AutoSizeType</p> 	<p>Depending on the AutoSizeMode the calculation will apply to:</p> <p>astHeight: the total height of the control or the items.</p> <p>astWidth: the total width of the control or the items.</p> <p>astBoth: the total width and height of the control or the items.</p>
<p>BorderMode</p> 	<p>The poly list supports a “connection” between containers. This connection can be visualized with a normal or gradient border.</p> <p>bmNormal: Normal border.</p> <p>bmTransition: Gradient border.</p>
<p>BorderTypes</p> 	<p>Different bordertypes that can be used to connect containers.</p> <p>The Normal borders are used with the bmNormal BorderMode.</p> <p>The Gradient borders are used with the bmTransition BorderMode.</p>

<p>Columns</p> <p>Columns 1</p> <p>Rows</p> <p>Rows 0</p>	<p>In the TAdvPolyList the columns and rows properties are visible and can be used to divide the items into columns or rows. For all other variants the columns and rows properties are fixed.</p> <p>For the TAdvVerticalPolyList the Columns property is 1 and the Rows property is 0.</p> <p>For the TAdvHorizontalPolyList the Rows property is 1 and the Columns property is 0.</p> <p>For the TAdvPolyBox the Columns and Rows properties are both 0.</p>
<p>Dragging</p> <p>DragLine <input checked="" type="checkbox"/> True</p> <p>DragLineColor  dRed</p>	<p>The dragline is visible when Reorder is true.</p> <p>The dragline is a visual representation when using drag drop to insert or move items.</p>
<p>Fill</p> <p>Fill  (TGDIPFill)</p>	<p>The Fill is the background layout of the poly list which is edited by clicking the  button.</p> <p>The Fill property has a separate editor which is explained in the “Fill Editor” chapter.</p>
<p>HandleAppearance</p> <p><input checked="" type="checkbox"/> HandleAppearance (THandleAppearance)</p> <p>ArrowColor  dBlack</p> <p>BorderColor  dSilver</p> <p>Color  dSilver</p> <p>Opacity 200</p> <p>Size 35</p> 	<p>The HandleAppearance is the appearance of the handles. The handles are replacements for the normal scrollbars that are visible when the item bounds are too large for the list.</p> <p>The handles can appear in horizontal and / or vertical direction.</p> <p>Clicking or holding down the mousebutton on the handles causes the list to scroll down or up.</p>

<p>HorizontalSpacing</p> <p> HorizontalSpacing 5</p> <p>VerticalSpacing</p> <p> VerticalSpacing 5</p>	<p>The horizontal and vertical spacing properties are used to provide spacing between the items.</p>
<p>List</p> <p> List (TCustomBaseList)</p>	<p>The List property gives access to the items in the Custom editor.</p> <p>When clicking the  button, the editor is shown.</p>
<p>ListMargins</p> <p> ListMargins (TMargins)</p> <p>Bottom 3</p> <p>Left 3</p> <p>Right 3</p> <p>Top 3</p>	<p>The spacing between the items and the edge of the list.</p>
<p>ReadOnly</p> <p> ReadOnly <input type="checkbox"/> False</p>	<p>Enable or disable interactions with the list. When readonly is true, mouse interaction and keyboard support is disabled.</p> <p>Scrolling is enabled when the list is readonly.</p>
<p>Reorder</p> <p> Reorder <input checked="" type="checkbox"/> True</p>	<p>Enable or disable reordering of items. Select an item and drag-drop the item on a new position in the list. The items are automatically moved inside the collection.</p>
<p>ScrollType</p> <p> stScrollers</p> <p> stHandles</p> <p> stScrollers</p>	<p>The type of scrollers in the list. By default the standard scrollbars of the operating system are used. These scrollers can be switched to alternative handles.</p>
<p>ShowFocus</p> <p> ShowFocus <input checked="" type="checkbox"/> True</p>	<p>Show or hide the focus border around the items when the poly list has focus.</p>

<p>ThumbTracking</p> <p> ThumbTracking <input checked="" type="checkbox"/> True</p>	<p>Enable or disable thumbtracking on the scrollbars. When thumbtracking is enabled, the list will automatically update when using the thumb for scrolling.</p> <p>When thumbtracking is disabled, the list will update after the thumb on the scrollbar is released.</p>
<p>Transparent</p> <p> Transparent <input type="checkbox"/> False</p>	<p>Enable or disable transparency on the poly list. For performance and stability reasons, the standard scrollbars are disabled when using transparency.</p> <p>The scrolling is still available through keyboard and mouse wheel and with the alternative handles.</p>

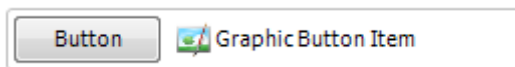
Various list items

Many behaviors are common, like mouse hovering, mouse selection, focusing, as well as many style elements like normal state appearance, selected state appearance, and hovered state appearance...

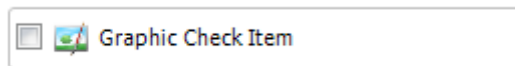
TControlItem: Item with basic functionality, appearance and properties.

The TControlItem class knows of the minimum required common mouse, keyboard, selection, painting handling. From TControlItem, we created already a wide range of ready to use classes:

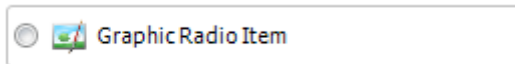
TButtonItem: Item with associated button, text



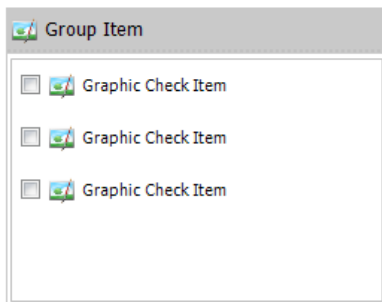
TCheckItem: Item with checkbox, text



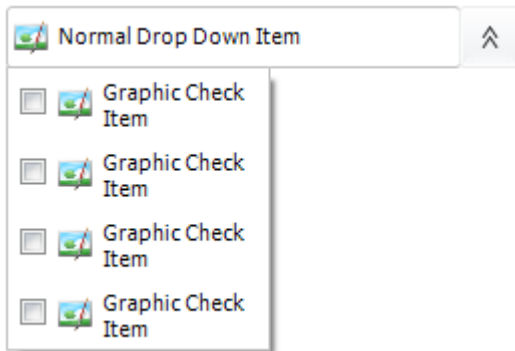
TRadioItem: Item with radiobutton, text



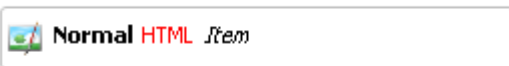
TGroupItem: Item with group caption and area that can be used to host another control



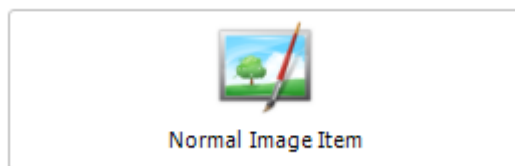
TDropDownItem: Item with text and dropdown button. A new polymorph list of items can be shown from the dropdown



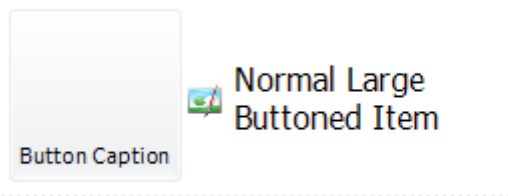
THTMLItem: Item with capability to show HTML formatted text



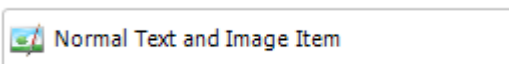
TImageItem: Item with image and text and various postioning methods for image versus text



TLargeButtonedItem: Item with large button with image



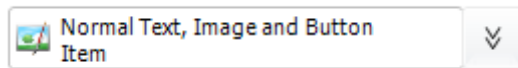
TImageTextItem: Item with text and image and different positioning for image versus text



TTextItem: Item with text and optional description line



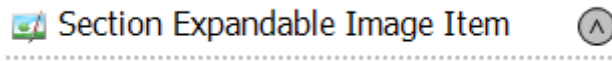
TImageTextButtonItem: Item with associated button, text and image



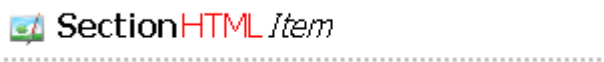
TWedgeItem: Variation of TTextItem with selection displayed with wedge on any of the 4 sides of the item



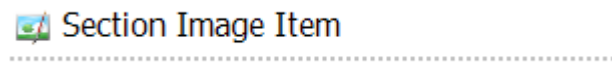
TExpandableImageSectionItem: Item with image and text and button that can collapse or expand different items under the item



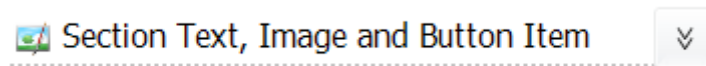
THTMLSectionItem: Section item with HTML formatted text



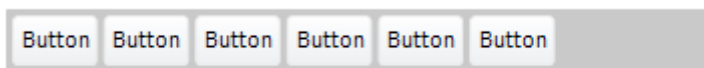
TImageSectionItem: Section item with image and text



TImageTextButtonSectionItem: Section item with image, text and additional button



TBarButtonItem: Item with collection of elements (buttons)



TFullDropDownItem: Item with text. A new polymorph list of items can be shown from the item



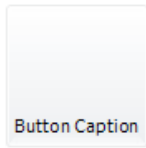
THeaderItem: Header item with image, text



TSplitterItem: Splitter item with line and different line gradient modes

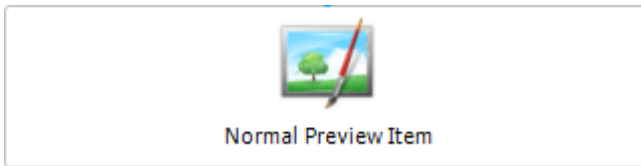


TLargeButtonedHTMLItem: Item with large button with image and HTML formatted text



 Large Buttoned *HTML Item*

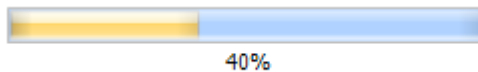
TPreviewItem: Item with the ability to show a preview of the file that is added (similar to the preview pane in Windows Vista and Windows 7). The previewitem contains functions to extract a thumbnail from the file which application has a preview handler. Some of the supported files are: 'wmv', 'mp3', 'ppt'.



Important notice: The TPreviewItem is only available in Delphi 2010

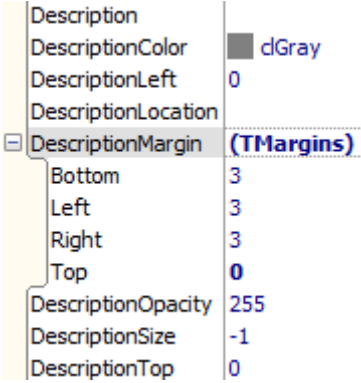



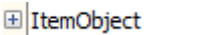
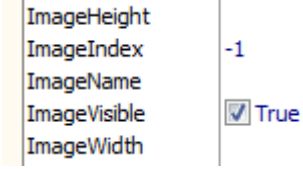
TSplitterItem: Item that is used for dividing different categories of items such as the radioitem and checkitem. The splitter item has a gradient line appearance.



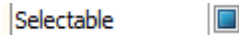
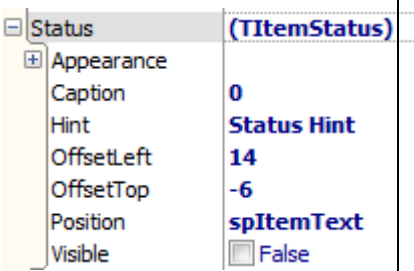

TprogressItem: Item with integrated smooth progressbar



Item Properties

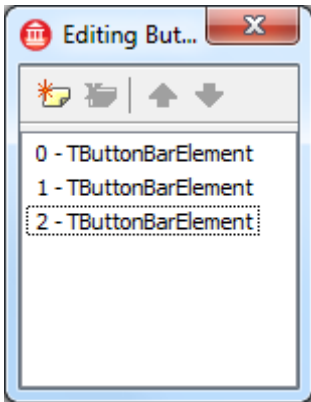
Property	Item class	Description
<div>Button properties</div> <div><div>ButtonCaption</div><div>ButtonCaptionColor</div><div>ButtonCaptionSize</div><div>ButtonHeight</div><div>ButtonWidth</div></div> <div><div>Button</div><div><div><div></div></div> cBlack</div><div>-1</div><div>25</div><div>75</div></div>	TButtonItem TLargeButtonItem	<div>The button properties to customize the button.</div> <div>By default the Normal font for the item is used, but the ButtonCaptionColor and ButtonCaptionSize can be used to change the default font of the button.</div>
<div>Caption properties</div> <div><div>Caption</div><div>CaptionColor</div><div>CaptionLeft</div><div>CaptionLocation</div><div><div>CaptionMargin</div><div>Bottom</div><div>Left</div><div>Right</div><div>Top</div></div><div>CaptionOpacity</div><div>CaptionSize</div><div>CaptionTop</div></div> <div><div>Graphic Button Item</div><div><div><div></div></div> clNone</div><div>0</div><div>tlCenterLeft</div><div><div>(TMargins)</div><div>3</div><div>3</div><div>3</div><div>3</div></div><div>255</div><div>-1</div><div>0</div></div>	All Items except SplitterItem and ButtonBarItem	<div>The caption properties for the caption of the item. The font appearance can be edited in the custom editor.</div> <div>For separate special items with a different font size or color the CaptionSize and CaptionColor properties can be used.</div> <div>The caption also supports HTML (see minihtml reference)</div>
<div>Control Bounds</div> <div><div>Height</div><div>Width</div><div>X</div><div>Y</div></div> <div><div></div><div>385</div><div>3</div><div></div></div>	All Items	<div>Each item can have it's own x, y, width and height.</div> <div>Depending on the list autosize mode, the width and / or height are automatically calculated.</div>
<div>Control Properties</div> <div><div>Control</div><div>ControlLocation</div><div><div>ControlMargin</div><div>Bottom</div><div>Left</div><div>Right</div><div>Top</div></div><div>ControlStretched</div></div> <div><div></div><div>tlCenterLeft</div><div><div>3</div><div>3</div><div>3</div></div><div><div><div></div></div></div></div>	All items	<div>Each item can host a control. The control property must be of TWinControl class type.</div> <div>The other properties are used to position the control.</div>

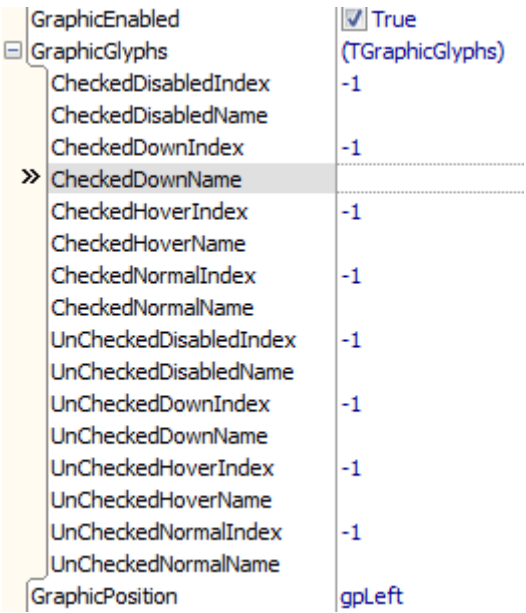



<p>Description</p> 	<p>All Items except SplitterItem and ButtonBarItem</p>	<p>The description properties for the description of the item. The font appearance can be edited in the custom editor.</p> <p>For separate special items with a different font size or color the DescriptionSize and DescriptionColor properties can be used.</p> <p>The description also supports HTML (see minihtml reference)</p>
<p>Enabled</p> 	<p>All Items</p>	<p>Each item can be enabled or disabled. A different style can be applied for disabled items.</p>
<p>Hint</p> 	<p>All Items</p>	<p>The hint property on the item.</p>
<p>Index</p> 	<p>All Items</p>	<p>All items get an index to specify a position in the collection. When changing the index property the item will be moved to the new position.</p>
<p>ItemObject</p> 	<p>All Items</p>	<p>All Items can have a reference to an object, this can be a button, a label, ...</p> <p>This can be helpful when accessing the items and extra functionality is necessary for the application.</p>
<p>Image</p> 	<p>All Items except SectionItem, SplitterItem, ButtonBarItem, TextItem, FullDropDownItem</p>	<p>Supports ImageList (ImageIndex) and GDI+ PictureContainer (ImageName) with integrated list of images.</p>

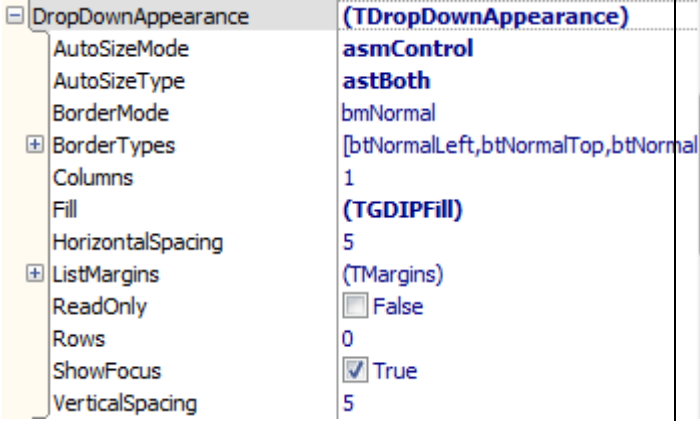
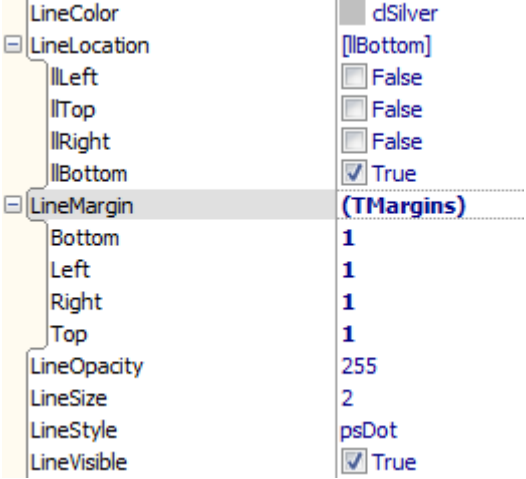
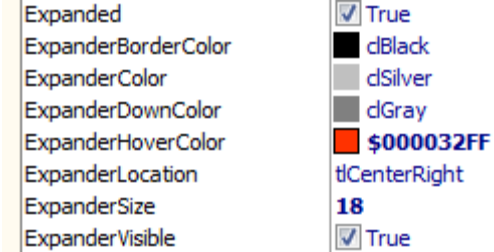
<p>Level</p> 	All Items	The level property gives an advantage for collapsing expanding items that are placed under an expandable section item. When clicking the expander, all items with the same level and a higher level than the expander will be collapsed or expanded.
<p>ReadOnly</p> 	All Items	ReadOnly can be enabled on list level, but also on item level. The item appearance remains the same but has no interaction.
<p>Selectable</p> 	All Items	<p>Each item has a selectable property, which determines if the item is selectable.</p> <p>When clicking on the item or using the keyboard, the item will not be selected and the selected appearance will not be applied.</p>
<p>Status</p> 	All Items	Each item can have a status indicator, which can have a text and can be positioned on the text or on the edge of the item.
<p>Tag</p> 	All Items	The Tag property is added for the same reason as the ItemObject property. To contain extra information when accessing items or accessing special functions that rely on extra information.



<p>Ellipsis & Wordwrap</p> <p> Ellipsis <input type="checkbox"/> False</p> <p> WordWrap <input checked="" type="checkbox"/> True</p>	<p>All Items except SplitterItem and ButtonBarItem</p>	<p>Enables or disable ellipsis or wordwrap on the item caption and description.</p> <p>Using ellipsis requires switching off wordwrap.</p>
--	--	--

Specific properties

<p>Layout</p> <p> BackGroundColor <input type="checkbox"/> \$00C9C9</p> <p> BorderColor <input type="checkbox"/> \$00C9C9</p>	<p>ButtonBarItem</p>	<p>The appearance of the background and border of the ButtonBarItem</p>
<p>Elements Collection</p> <p> Elements (TButtonBarElements)</p>  <p>Element</p> <p> Caption</p> <p> Enabled <input checked="" type="checkbox"/> True</p> <p> Image (None)</p> <p> ImageIndex -1</p> <p>>> ImageName</p>	<p>ButtonBarItem</p>	<p>The elements (buttons) of the ButtonBarItem. The elements are a collection of TButtonBarElement.</p> <p>Each element has a caption and can be connected to a GDI+ PictureContainer or an ImageList.</p>

<p>Graphic Properties</p> 	<p>RadiolItem, CheckItem, ButtonItem</p>	<p>The checkbox, radiobutton and normal button are graphics which can be positioned left or right.</p> <p>The GraphicGlyphs properties are used to set a picture for the different states of the graphic.</p> <p>When no images are set, the default drawing is used.</p>
<p>Checked</p> 	<p>RadiolItem, CheckItem</p>	<p>The Checked property is automatically modified when checking the checkbox in a CheckItem or the radiobutton in a RadiolItem.</p> <p>The RadiolItem will automatically call all RadiolItems within the same GroupIndex to switch off the Checked property to act as a normal RadioButton.</p>
<p>GroupIndex</p> 	<p>RadiolItem</p>	<p>Index of the group used to group radioitems, when a radioitem is checked all radioitems within that group are unchecked.</p>
<p>PreviewFile</p> 	<p>PreviewItem</p>	<p>The PreviewFile property is used to set a file that is supported to handle a preview thumbnail in the operating system.</p>

<p>DropDownAppearance</p> 	<p>DropDownItem, FullDropDownItem</p>	<p>Each dropdown item has an internal list.</p> <p>These are the properties to modify the list look and feel.</p>
<p>Line style</p> 	<p>All section items</p>	<p>All section items have a separate line that visually splits the section from the other normal items.</p>
<p>Expand / Collapse</p> 	<p>ExpandableImageSectionItem</p>	<p>The properties to modify the expander button on the item.</p>

<p>Group</p> <div> <div>GroupBorderColor</div> <div> \$00C9C9</div> </div> <div> <div>GroupColor</div> <div> \$00C9C9</div> </div> <div> <div>HeaderHeight</div> <div>30</div> </div>

Item Events

Some events are published on List level, to quickly access the correct item. The OnItemSelect OnItemDeSelect and OnItemCompare events are published. These and other events are described below.

Global Events <div> <div>OnChange</div> <div>OnItemClick</div> <div>OnItemDbClick</div> <div>OnItemDeSelect</div> <div>OnItemEndDraw</div> <div>OnItemHint</div> <div>OnItemSelect</div> <div>OnItemStartDraw</div> <div>OnItemStatusHint</div> <div>OnRefresh</div> </div>	All Items	<p>OnChange : Event called for each property that is modified and that needs a recalculation of the item (position, size, control position, ...)</p> <p>OnItemClick: Event called when clicking on an item.</p> <p>OnItemDbClick: Event called when double-clicking on an item.</p> <p>OnItemSelect / OnItemDeSelect: Event called when selecting / deselecting an item.</p> <p>OnItemStartDraw / OnItemEndDraw: Events specified for custom drawing.</p> <p>OnItemHint / OnItemStatusHint: Event called on different parts of the item.</p> <p>OnRefresh: Event called for each property that is modified and that needs a refresh of the item.</p>
Element <div> <div>OnElementClick</div> </div>	ButtonBarItem	<p>OnElementClick: Event called when clicking on an element in the ButtonBarItem.</p>
Graphic <div> <div>OnDrawGraphic</div> </div>	CheckItem, RadioItem and ButtonItem	<p>OnDrawGraphic: Event for customized drawing of the graphic (checkbox, radiobutton and normal button)</p>
Button <div> <div>OnItemButtonClick</div> </div>	All Items with a button	<p>OnItemButtonClick: Event called when clicking on the button.</p>

<p>Button</p> <p> OnItemButtonHint </p>	<p>All Items with a button</p>	<p>OnItemButtonHint: Event called when the button is hovered, and when the ButtonHint property is set.</p>
<p>Expand</p> <p> OnItemExpand </p>	<p>Expandable item</p>	<p>OnItemExpand: Event called when the item is expanding / collapsing.</p>
<p>DropDown</p> <p> OnContainerItemSelect </p>	<p>DropDownItem, FullDropDownItem</p>	<p>OnContainerItemSelect: Event called when an item is selected in the list. The events on the item self can also be accessed through selecting the item in the object inspector, structure window or the custom editor.</p>
<p>Caption & Description</p> <p> OnCaptionAnchorClick </p> <p> OnDescriptionAnchorClick </p>	<p>All HTML items</p>	<p>When an anchor is found the HTML caption (OnCaptionAnchorClick) or description (OnDescriptionAnchorClick), the event is triggered with the Anchor as a parameter when clicking on the anchor.</p>
<p>Checked</p> <p> OnItemCheckChanged </p>	<p>CheckItem, RadioItem</p>	<p>OnItemCheckChanged: Event called when clicking on the checkbox or radiobutton of the item.</p>

Interaction

The poly list supports interaction through keyboard, mouse, scrolling and also through code. Below is an overview of the functionality that is implemented in both the list and the items.

Keyboard

Home key: Selects the first item.

End key: Selects the last item.

Left / Up key: Selects the previous item.

Right / Down key: Selects the next item.

Mouse

When the item has extra elements such as a button or a checkbox, the interaction with those elements is handled separately. Selecting or deselecting an item can be done by simply clicking on the area of the item.

Using the scroll wheel of the mouse allows you to scroll up or down in the list if the list has scrollbars.

Scrollbars

When the list is too small to maintain all items, scrollbars appear that can be used to navigate through the list.

Code

Scrolling to an item can be done with the ScrollToItem procedure and the index of the item as parameter:

```
AdvPolyList1.ScrollToItem(1);
```

Selecting an item with the index as parameter:

```
AdvPolyList1.SelectItem(1);
```

Visualize the item with scrolling and selecting combination. The first parameter is the index, the second parameter is a Boolean which allows you to scroll to the item, and the third parameter is a Boolean to allow you to select the item. Multiple combinations are possible.

```
AdvPolyList1.VisualizeItem(10, true, true);
```

Drag & Drop

Drag & drop from one list to a second list can be done by implementing 2 events. Allowing an item to be dropped is setting the Accept parameter true. Dropping the item can be done by calling AddDropItem and as parameter the SelectedDragDropItem from the first list.

```
procedure TForm1.AdvPolyList2DragOver(Sender, Source: TObject; X, Y: Integer;  
    State: TDragState; var Accept: Boolean);  
begin
```

```
Accept := Source is TAdvPolyList;  
end;  
  
procedure TForm1.AdvPolyList2DragDrop(Sender, Source: TObject; X, Y:  
Integer);  
begin  
    AdvPolyList2.AddDropItem((Source as TAdvPolyList).SelectedDragDropItem);  
end;
```

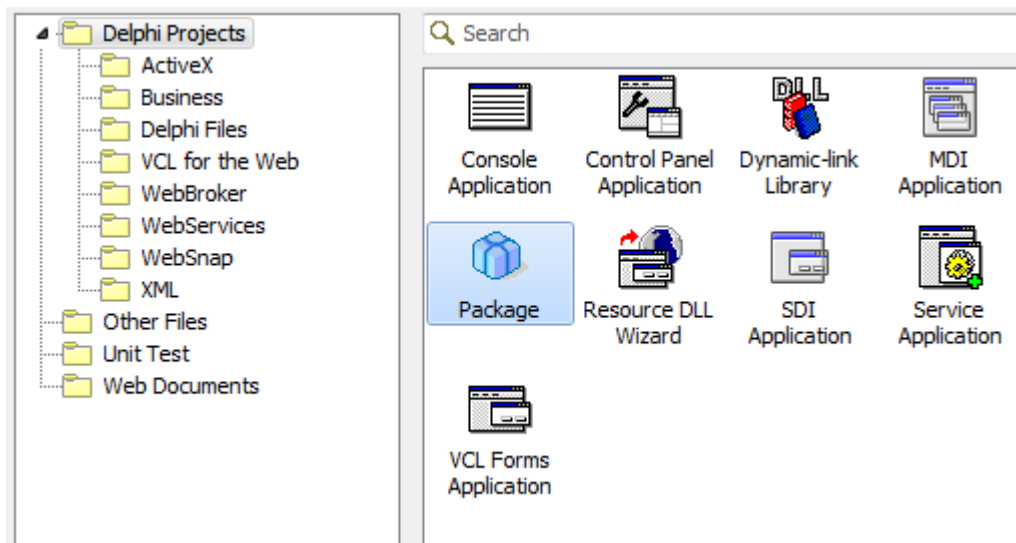
Also internal drag drop is supported. This can be switched off by setting the Reorder parameter to false. When Reorder is true, a default red line will appear that will follow the mouse and show the insert position of the item you want to move.

Working with the Poly List controls

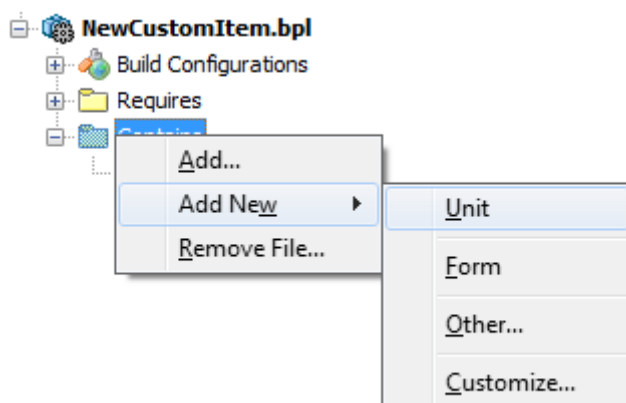
Creating a new item

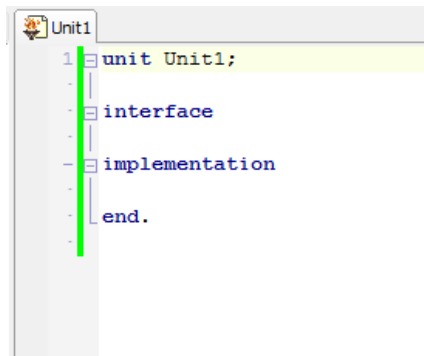
This sample covers everything to create, register and display a new item that is ready to use in the existing collection of items.

Create a new package (In this sample we have renamed Package1 to NewCustomItem)



Add a new unit pas file to the package





Rename the unit to GDIPTriangleItem and add the following:

```
unit GDIPTriangleItem;

interface

uses
    GDIPCustomItem;

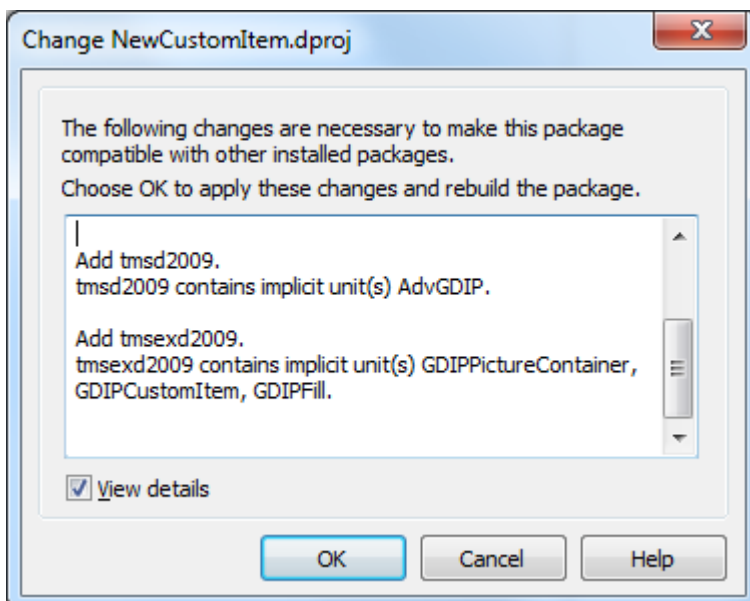
type
    TTriangleItem = class(TCustomItem)

    end;

implementation

end.
```

When compiling the package, depending on which main package you have installed, the compiler will detect the GDIPCustomItem unit and automatically ask to add the correct dependencies. With our test, the TMS Component Pack is installed. This main package could also be the standalone installation of the TMS Advanced Poly List.



Referring to the basic layout of creating and registering an item, there are some functions that need to be overridden to obtain a correct implementation.

First we need to add some class functions to determine a unique layout for the item:

```
unit GDIPTriangleItem;

interface

uses
  GDIPCustomItem, Classes, AdvGDIP;

type
  TTriangleItem = class(TCustomItem)

  public
    function CreateNewItem(AOwner: TComponent): TCustomItem; override;
    function GetClassType: TComponentClass; override;
    class function CustomClassName: String; override;
    class function Display: Boolean; override;
    procedure DrawInRect(g: TGPGraphics; ItemAppearance:
      TItemAppearance; R: TGPRectF); override;
  end;

implementation

end.
```

Implementing those functions, gives you the following code:

```
implementation

{ TTriangleItem }

function TTriangleItem.CreateNewItem(AOwner: TComponent): TCustomItem;
begin
  Result := TTriangleItem.Create(AOwner);
end;

class function TTriangleItem.CustomClassName: String;
begin
  Result := 'Triangle Item';
end;

class function TTriangleItem.Display: Boolean;
begin
  Result := True;
end;

procedure TTriangleItem.DrawInRect(g: TGPGraphics;
  ItemAppearance: TItemAppearance; R: TGPRectF);
begin
  inherited;
end;

function TTriangleItem.GetClassType: TComponentClass;
begin
  Result := TTriangleItem;
end;
```

The function `CreateNewItem` is used in the Editor, to create a new instance of the item with the correct owner.

The class function `CustomClassName` returns a friendlier name for the item that is visible in the editor. Also, when creating a new item, this class name must be unique.

The function `Display` returns a Boolean whether the item should be displayed in the editor. When the item is not display the item can only be added at runtime.

The `GetClassType` function returns the class type of that item. Based on the class type the correct item is created from the editor.

The `DrawInRect` procedure is the visual hart of the item. When overriding from the `CustomItem` and calling inherited, the item will draw all basic appearances.

When looking deeper in the `CustomItem` source code you will see events for mouse handling, keyboard support and other events for createing more complex items that need special handling. Getting a more explanatory view on complex items can be achieved by examining code from the built-in items that were delivered with the TMS Advanced Poly List package or were present in the TMS Component Pack package.

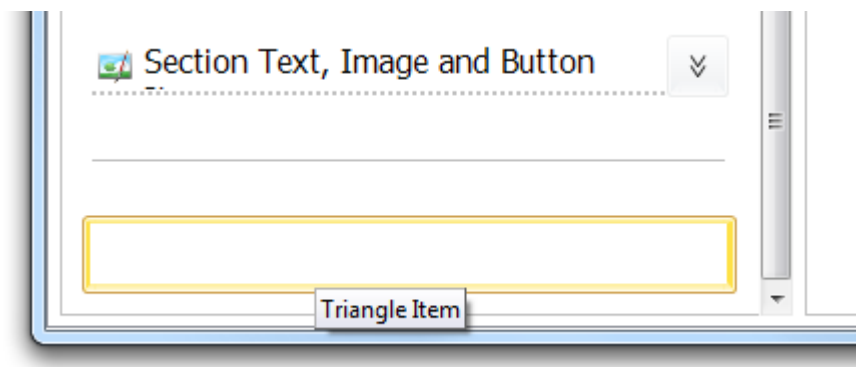
Building and installing this package will not change anything at designtime nor will the item be visible or useable. One remaining important procedure must be called for the item to fully blend in the existing collection of polymorph items.

```
procedure Register;

implementation

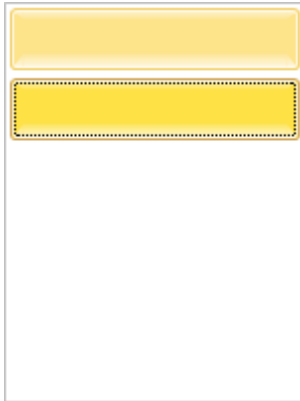
procedure Register;
begin
  RegisterPolyItem(TTriangleItem);
end;
```

After building and installing this package, create a new project and drop one of the poly list variants on the form. Double-click on the list to start the editor and search for the newly created item:

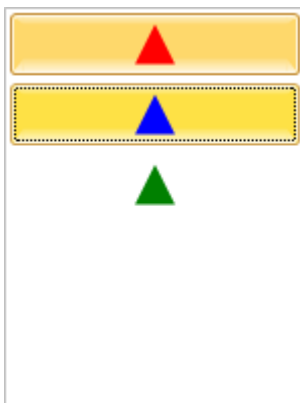


By default, in the editor, the item is a white rectangle, with an orange selection border. Adding the item by clicking the “+” button or drag dropping the item in the preview list will add the item at designtime in the poly list.

For this sample we have added three `TriangleItem`s. When starting the application and interacting with the items, the normal hover and selected states are applied.



Now, the last thing we need to do is override the `DrawInRect` procedure and draw a triangle, which will change color when interacting with the items:



```

procedure TTriangleItem.DrawInRect (g: TGPGraphics;
    ItemAppearance: TItemAppearance; R: TGPRectF);
var
    b: TGPSolidBrush;
    c: TColor;
    path: TGPGraphicsPath;
    pts: array[0..2] of TGPPointF;
begin
    inherited;

    c := clGreen;
    case State of
        isDown: c := clRed;
        isHovered: c := clBlack;
        isSelected: c := clBlue;
    end;

```

```

path := TGPGraphicsPath.Create;

pts[0].X := r.X + r.Width / 2 - 10;
pts[0].Y := R.Y + r.Height - 5;

pts[1].X := r.X + r.Width / 2 + 10;
pts[1].Y := R.Y + r.Height - 5;

pts[2].X := r.X + r.Width / 2;
pts[2].Y := R.Y + 5;

path.AddPolygon(PGPPointF(@pts), 3);

b := TGPSolidBrush.Create(MakeColor(255, c));
g.FillPath(b, path);

b.Free;
path.Free;
end;

```

Below is the complete source - code for a quick sample demo:

```

unit GDIPTriangleItem;

interface

uses
  GDIPCustomItem, Classes, Graphics, AdvGDIP;

type
  TTriangleItem = class(TCustomItem)

  public
    function CreateNewItem(AOwner: TComponent): TCustomItem; override;
    function GetClassType: TComponentClass; override;
    class function CustomClassName: String; override;
    class function Display: Boolean; override;
    procedure DrawInRect(g: TGPGraphics; ItemAppearance: TItemAppearance;
R: TGPRectF); override;
    end;

  procedure Register;

  implementation

  procedure Register;
  begin
    RegisterPolyItem(TTriangleItem);
  end;

  { TTriangleItem }

  function TTriangleItem.CreateNewItem(AOwner: TComponent): TCustomItem;
  begin
    Result := TTriangleItem.Create(AOwner);
  end;

```

```
class function TTriangleItem.CustomClassName: String;
begin
    Result := 'Triangle Item';
end;

class function TTriangleItem.Display: Boolean;
begin
    Result := True;
end;

procedure TTriangleItem.DrawInRect (g: TGPGraphics;
    ItemAppearance: TItemAppearance; R: TGPRectF);
var
    b: TGPSolidBrush;
    c: TColor;
    path: TGPGraphicsPath;
    pts: array[0..2] of TGPPointF;
begin
    inherited;

    c := clGreen;
    case State of
        isDown: c := clRed;
        isHovered: c := clBlack;
        isSelected: c := clBlue;
    end;

    path := TGPGraphicsPath.Create;

    pts[0].X := r.X + r.Width / 2 - 10;
    pts[0].Y := R.Y + r.Height - 5;

    pts[1].X := r.X + r.Width / 2 + 10;
    pts[1].Y := R.Y + r.Height - 5;

    pts[2].X := r.X + r.Width / 2;
    pts[2].Y := R.Y + 5;

    path.AddPolygon(PGPPointF(@pts), 3);

    b := TGPSolidBrush.Create(MakeColor(255, c));
    g.FillPath(b, path);

    b.Free;
    path.Free;
end;

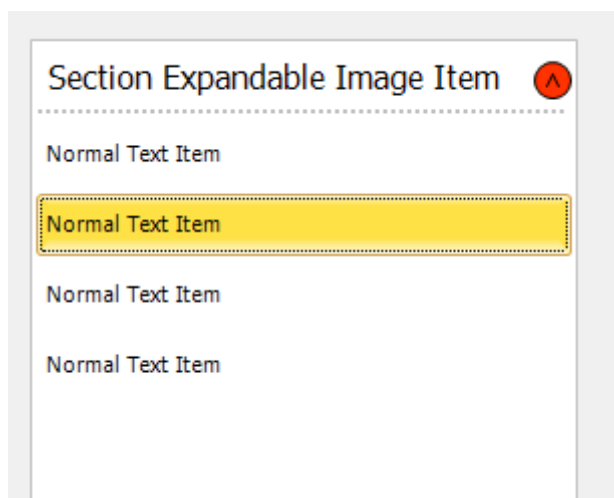
function TTriangleItem.GetClassType: TComponentClass;
begin
    Result := TTriangleItem;
end;

end.
```

Expanding / Collapsing

One of the built in features is expanding and collapsing. When adding an ExpandableImageSectionItem, all items below this item are automatically collapsed. That is, if the level property of the item is the same. All the items are collapsed until a new section item is found. A Section item is not collapsible.

```
AdvPolyList1.AddItem (TExpandableImageSectionItem);
AdvPolyList1.AddItem (TTextItem);
AdvPolyList1.AddItem (TTextItem);
AdvPolyList1.AddItem (TTextItem);
AdvPolyList1.AddItem (TTextItem);
```



When the automatic expand / collapse feature is not suitable for your application, you can implement the OnItemExpand event and manually handle the visible state of the items.

```
with TExpandableImageSectionItem (AdvPolyList1.
  AddItem (TExpandableImageSectionItem)) do
begin
  OnItemExpand := DoItemExpand;
end;

procedure TForm1.DoItemExpand(Sender: TObject; Item: TCustomItem);
begin
end;
```

Expanding and collapsing all items can also be done with one procedure in code:

```
Expanding : AdvPolyList1.List.ShowItemsByLevel (1, 1, hsAll);
Collapsing : AdvPolyList1.List.HideItemsByLevel (1, 1, hsAll);
```

The first parameter is the startindex. The second parameter is the level that needs to be collapsed and the last parameter is used to hide all items, or just the items within the given level.

List within List

The power of the poly list is the hierarchy, the polymorph structure, the ability to hold different items and controls. Therefore we have prepared a simple demo of using a poly list as an embedded container in another poly list.

First add 2 poly list containers to the form. Add some items to both of the lists.

```
AdvPolyList1.AddItem(TTextItem);
AdvPolyList1.AddItem(TTextItem);
AdvPolyList1.AddItem(TTextItem);
AdvPolyList1.AddItem(TTextItem);

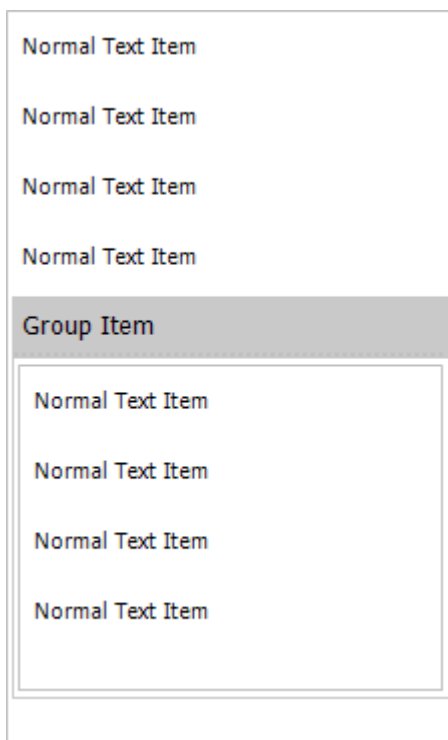
AdvPolyList2.AddItem(TTextItem);
AdvPolyList2.AddItem(TTextItem);
AdvPolyList2.AddItem(TTextItem);
AdvPolyList2.AddItem(TTextItem);
```

Add a GroupItem to host to second list.

```
AdvPolyList1.AddItem(TGroupItem);
```

To host the second list you can use any item, but the GroupItem has some preset properties to automatically align the control within its area. Adding the second poly list is as simple as accessing the control property and assigning the second list. Replace the above line with the following line:

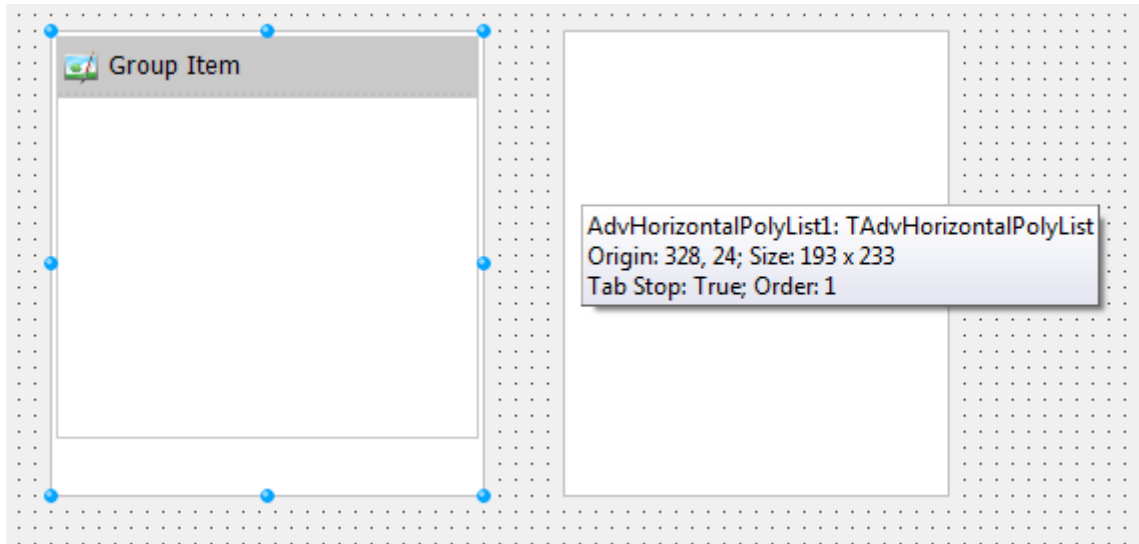
```
AdvPolyList1.AddItem(TGroupItem).Control := AdvPolyList2;
```



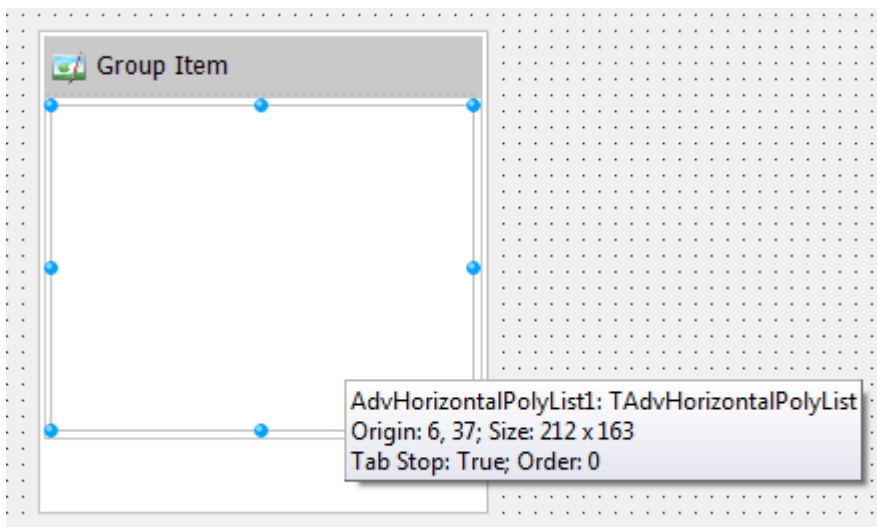
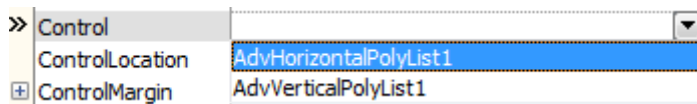
Horizontal List within Vertical List item

As a variant on the previous sample, this is a sample to create a vertical list, add an item and use a horizontal list inside that item.

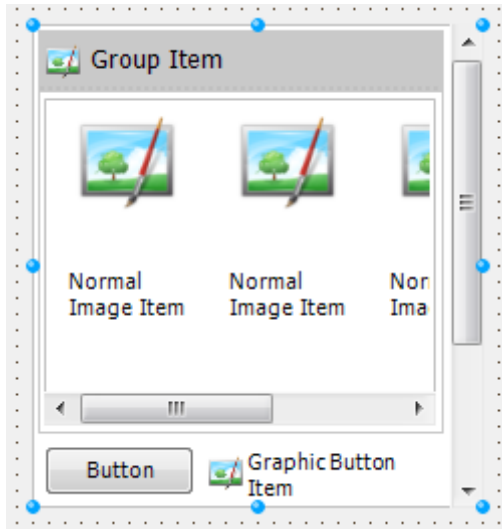
First add 2 lists, a vertical and a horizontal list. Then add an item in the vertical list, here we have chosen for the GroupItem which automatically aligns the control in the area.



Select the GroupItem in the object inspector and set the control property to point to the Horizontal list.



Adding a few items to the horizontal list and the vertical list, gives you a simple application which demonstrates the power of this component.

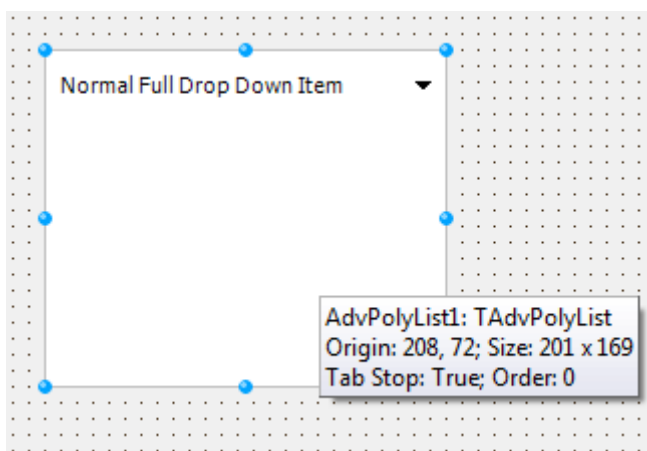


Using the DropDownItem

The dropdownitem is an item which has an internal list of items and displays those items in a separate dropdown list. This sample shows you how to add a dropdownitem at designtime and at runtime and fill the dropdown list with different item types.

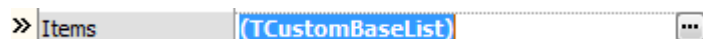
First add a list of choice on the form, here we have chosen a standard TAdvPolyList component. Start the editor and add a DropDownItem. You see that there are 2 types of dropdownitems available: the normal dropdown item with a separate dropdown button, and a full dropdown item which displays the selected item in the item area.

For this sample we have added the full dropdown item.



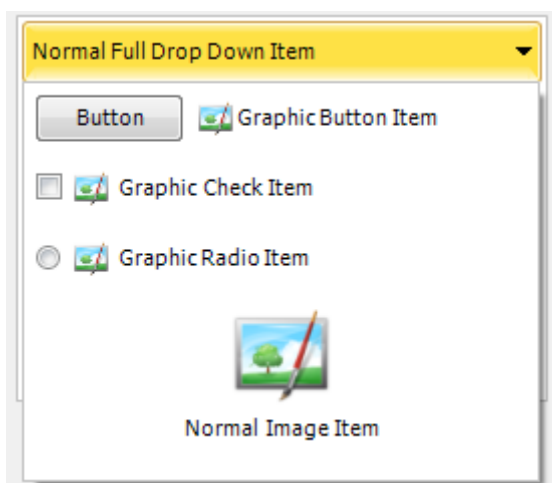
Selecting the item in the object inspector shows you many properties which change the appearance and the list of items inside the dropdown item.

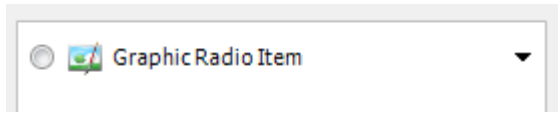
To add more items to the dropdown list click on the button next to the items property.



This will show a new editor which can be used to add items at designtime to the dropdown item.

Add some items of choice and start the application and click on the item to show the list. Selecting an item will close the dropdown list and display that item in the area of the dropdown item.





Adding this in code is similar when adding normal items to the list, with a slight difference in the structure of the code:

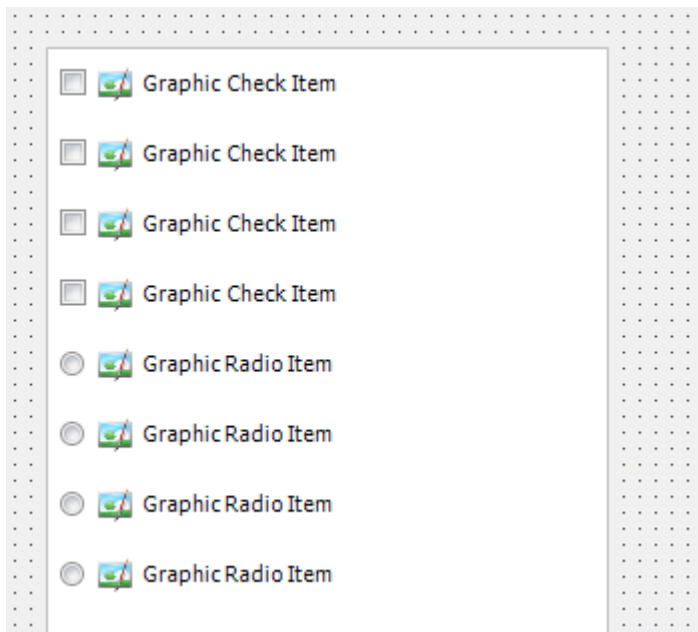
```
with TFullDropDownItem(AdvPolyList1.AddItem(TFullDropDownItem)) do
begin
  AddItem(TTextItem);
  AddItem(TCheckItem);
  AddItem(TRadioItem);
  AddItem(TImageItem);
end;
```

The AddItem calls are present in the dropdown item which does exactly the same as the AddItem function of the main poly list.

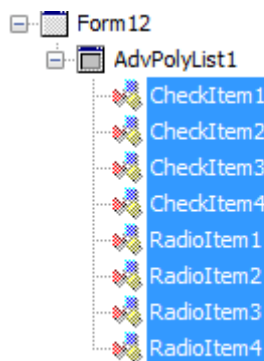
Custom drawing items

One of the advantages of the poly list items is the ability to do custom drawing. Each item has 2 basic draw events called in the beginning and the end of the drawing. Some items have an extra draw event for special elements inside that item. This sample shows you how to customize the drawing of the CheckItem and the RadioItem. Other than through events, these items also have properties to provide images for custom CheckBoxes or RadioButtons.

First add a list of choice and add several CheckItems and RadioItems. The customization can be done with the several GraphicGlyph indexes and names for respectively the ImageList and the PictureContainer, providing a customized glyph, or image for each state.



In this sample we will look more in depth in using the events for customized drawing. In the structure window, select all items and implement the OnDrawGraphic event.



OnDrawGraphic CheckItem1DrawGraphic

```
procedure TForm1.CheckItem1DrawGraphic(Sender: TObject; g: TGPGraphics;
  Rect: TGPRectF; Item: TCustomItem; Checked: Boolean; State:
  TGraphicState;
  Kind: TGraphicKind; Enabled: Boolean; var Default: Boolean);
begin

end;
```

There are several parameters that can be used to obtain information or to draw custom checkboxes. The Default parameter must be set to false to block the painting of the normal checkboxes and radiobuttons. Below is a piece of code which uses these properties and provides different drawing for different states of the CheckBox and RadioButton.

```
procedure TForm1.CheckItem1DrawGraphic(Sender: TObject; g: TGPGraphics;
  Rect: TGPRectF; Item: TCustomItem; Checked: Boolean; State:
  TGraphicState;
  Kind: TGraphicKind; Enabled: Boolean; var Default: Boolean);
var
  b: TGPBrush;
  p: TGPPen;
begin
  default := false;
  case Kind of
    gkRadioButton:
      begin
        if Checked then
          begin
            case State of
              gsHovered, gsDown, gsNormal:
                begin
                  b := TGPSolidBrush.Create(MakeColor(255, RGB(254, 144, 0)));
                  g.FillEllipse(b, MakeRect(Rect.X + 5, Rect.Y + 5, Rect.Width -
10, Rect.Height - 10));
                  b.Free;
                end;
              end;
            end;
          else
            begin
              case State of
                gsHovered, gsDown, gsNormal:
                  begin
                    p := TGPPen.Create(MakeColor(255, RGB(254, 144, 0)));
                    g.DrawEllipse(p, MakeRect(Rect.X + 5, Rect.Y + 5, Rect.Width -
10, Rect.Height - 10));
                    p.Free;
                  end;
                end;
              end;
            end;
          gkCheckBox:
            begin
              if Checked then
                begin
                  AdvVerticalPolyList8.List.Appearance.ButtonSelected.Fill(g, Rect);
                  p := TGPPen.Create(MakeColor(255, clBlack));
```

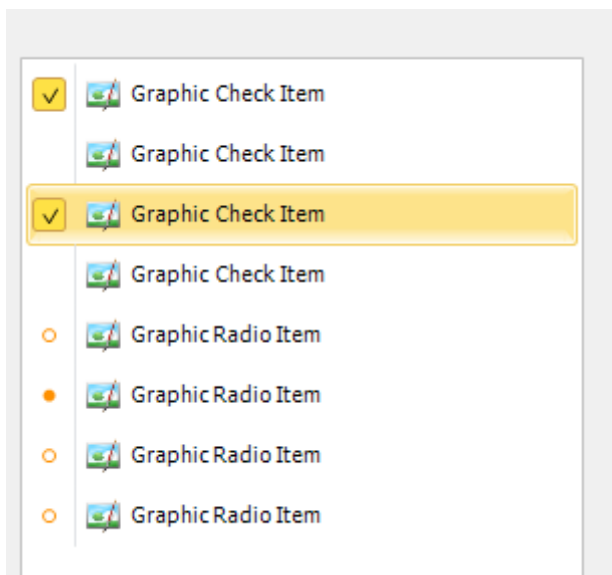
```

        g.DrawLine(p, Rect.X + Rect.Width / 6 * 2, Rect.Y + Rect.Height /
2, Rect.X + Rect.Width / 4 * 2, Rect.Y + Rect.Height / 4 * 3);
        g.DrawLine(p, Rect.X + Rect.Width / 4 * 2, Rect.Y + Rect.Height / 4
* 3, Rect.X + Rect.Width / 4 * 3, Rect.Y + Rect.Height / 3);
        p.Free;
    end;
end;
end;

if item.State = isNormal then
begin
    p := TGPPEN.Create(MakeColor(255, RGB(226, 228, 231)));
    g.DrawLine(p, Rect.X + Rect.Width + 5, Item.Y, Rect.X + Rect.Width + 5,
Item.Y + Item.Height);
    p.Free;
end;
end;

```

Applying this code and setting some properties in the AdvPolyList (to improve the drawing of the separators) gives you the following look and feel:



Properties set to obtain the above look and feel:

- VerticalSpacing → 0
- Each item spacing → 10

Auto Sizing

One of the features of the poly list is autosizing of items within the control. The autosizing can be controlled with 2 properties, `AutoSizeMode` and `AutoSizeType`. The `AutoSizeMode` property defines the kind of autosizing.

`asmItems`: The items are resized based on the size of the control.

`asmControl`: The control is resized based on the size of the items.

`asmNone`: Autosizing is disabled.

By default the `AutoSizeMode` is `asmItems`. Also, the `AutoSizeType` can be set, which determines if the `AutoSizing` must be applied in the height, width or both.

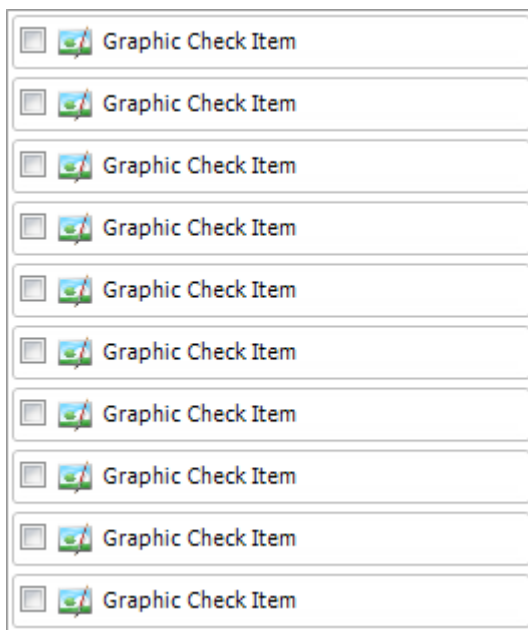
`astBoth`: Autosizing is applied in both width and height.

`astWidth`: Autosizing is applied in width only.

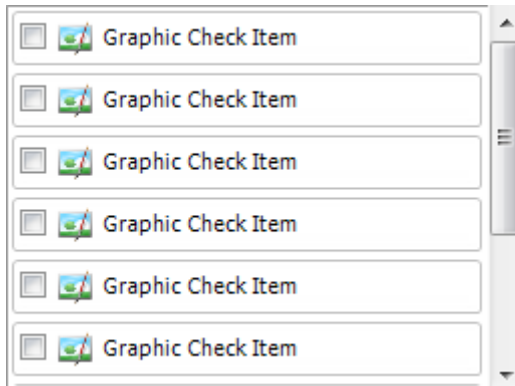
`astHeight`: Autosizing is applied in height only.

Below are screenshots of the different scenarios. (`asmControl` is basically the same as `asmItems`, but the size of the control is adapted to the size of the Items.

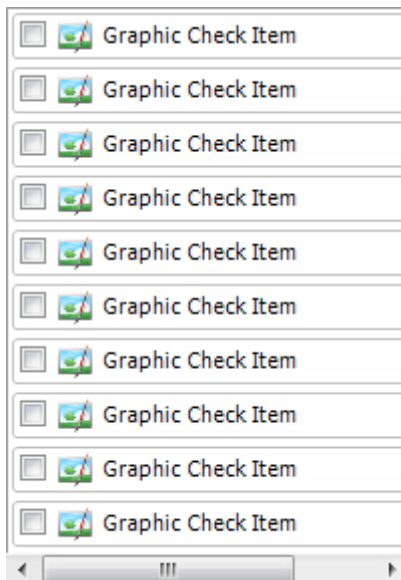
`asmItems` → `astBoth`



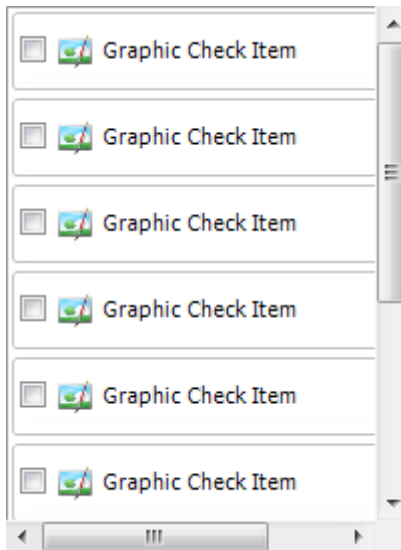
asmItems → astWidth



asmItems → astHeight

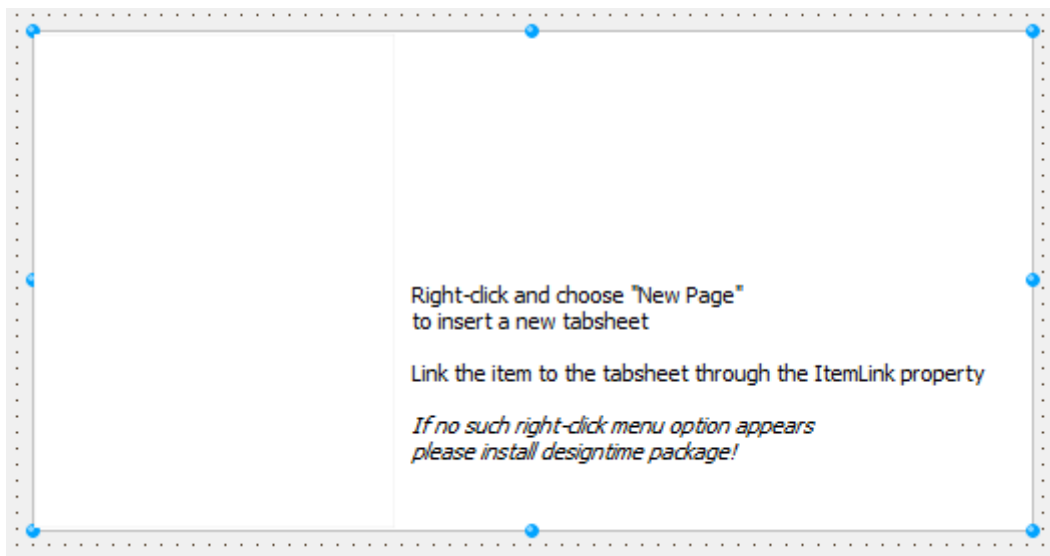


asmNone

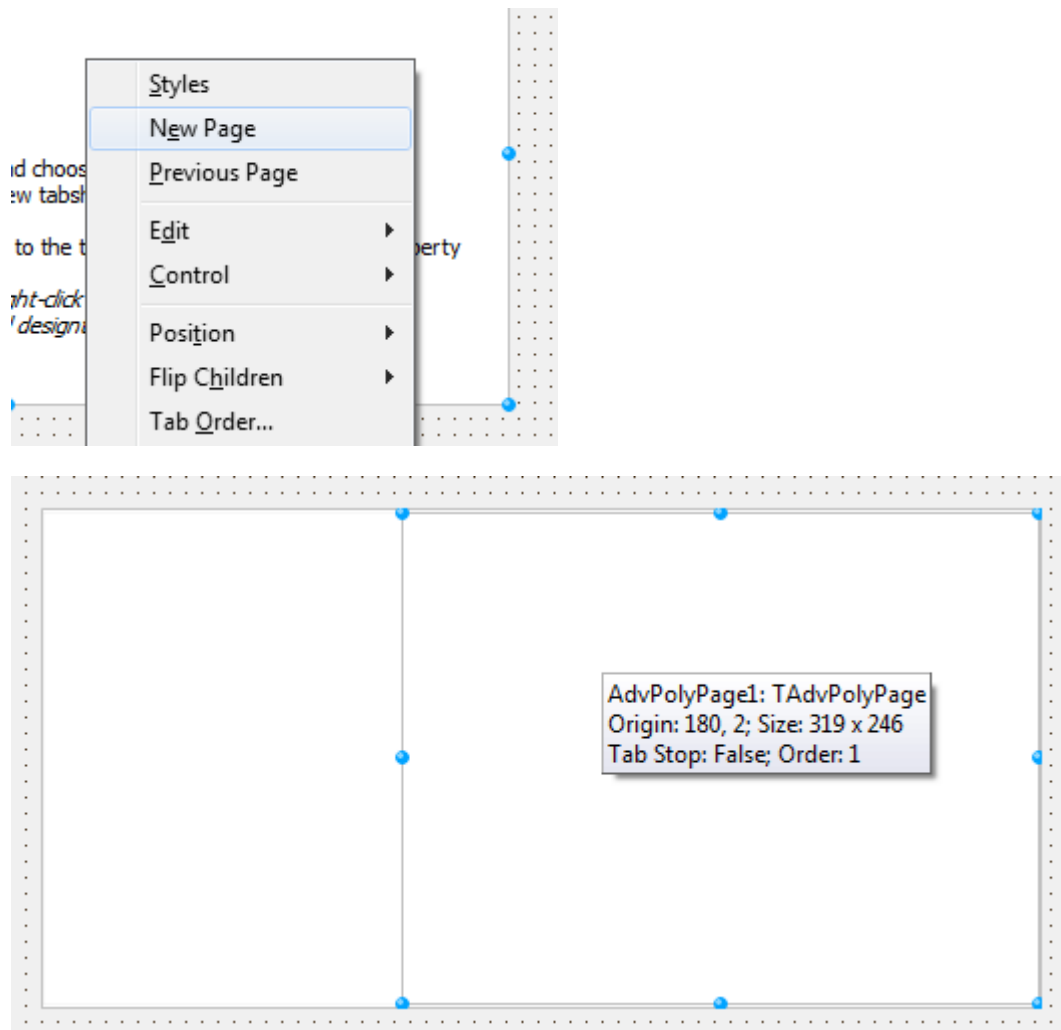


Using the TAdvPolyPager

The TAdvPolyPager is a combination of pages and items. Starting with the TAdvPolyPager shows an empty list and describes the actions you must take to add a new page and to link the page to an item.

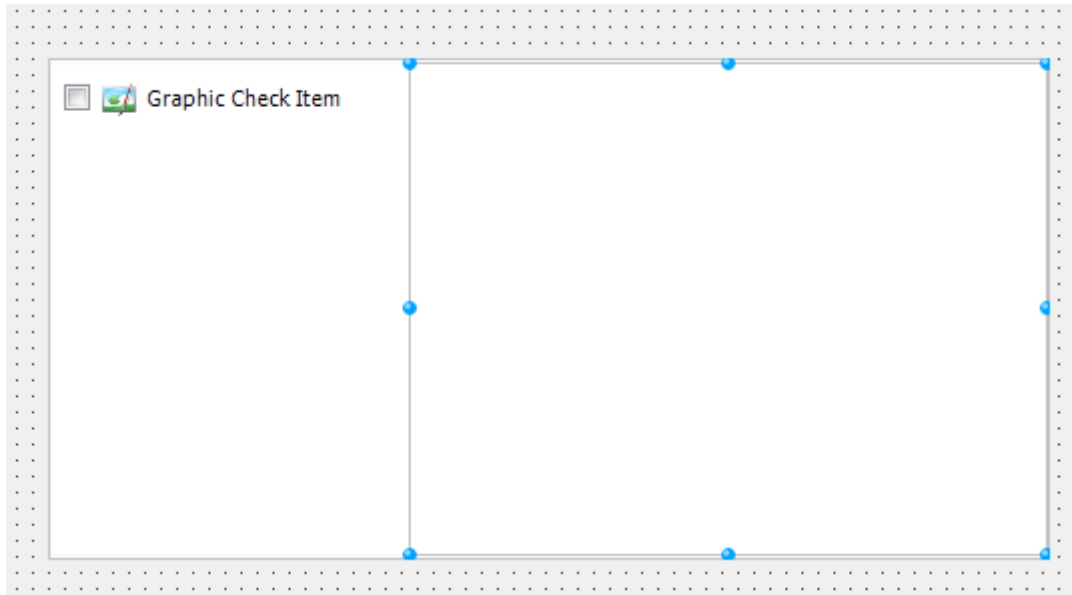


Adding a page can be done by right-clicking on the pager and choosing “New Page”.

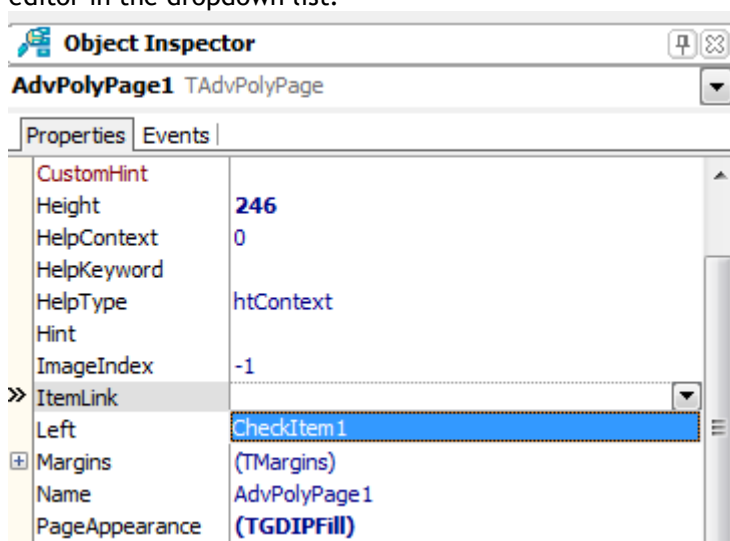


Now that the page is added, you must add a new item, to link the page and to select the page at runtime.

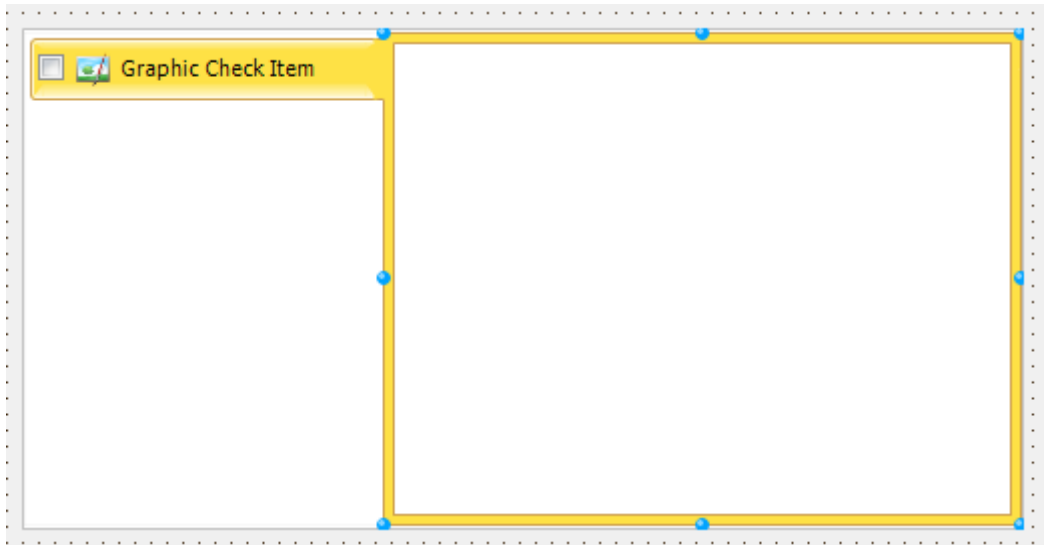
To add a new item, double-click on the left side of the pager to start the editor, and add an item of choice.



The last action that must be done is linking the item to the page. When selecting the page in the object inspector, or selecting the page at designtime, you can select the item added through the editor in the dropdown list.



After selecting the Item, the link is visualized at designtime:



Each time a new page is added, the page must be linked to an item. The page can be linked to only one item. When a page has no item, the page is not displayed.

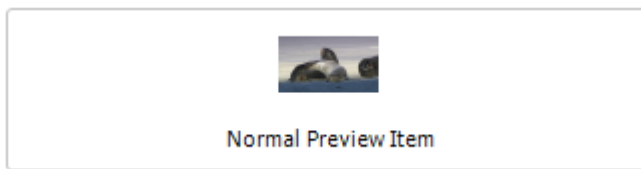
Creating and handling previews with the PreviewItem (Delphi 2010 only)

The previewitem is a special item. It has the same capabilities as a normal image item, but with an extra property to display a preview of the file. This preview is based on the shell preview of the Windows operating system.

Only file types that have a registered preview handler on Operating System level can be shown as preview. The application that is linked to the file (ex. '.ppt' → PowerPoint) must have a preview handler that is registered in the operating system. In a default Windows Vista or Windows 7 operating system installation, there are some built-in preview handlers for known file types such as 'wmv', 'mp3', and all image types. File types that are not recognized will not be loaded and will show the default image that is loaded when creating the item.

To display the preview in an item, simply add the item to the list and set the PreviewFile property to load the preview of the file.

```
with TPreviewItem(AdvPolyList1.AddItem(TPreviewItem)) do
begin
    PreviewFile := 'C:\Users\Public\Videos\Sample Videos\WildLife.wmv';
end;
```



Starting the application adds the item and creates the preview, which is a frame of the video that is added. For music files this will be a cover of the album. For PowerPoint files this will be the first slide. For each file that has a registered preview handler, the preview thumbnail will be different.

For this application we have set the Selectable property false, to block the selection, and use the OnItemClick event to open the file when clicking on the item.

```
with TPreviewItem(AdvPolyList1.AddItem(TPreviewItem)) do
begin
    PreviewFile := 'C:\Users\Public\Videos\Sample Videos\WildLife.wmv';
    OnItemClick := ItemClick;
    Selectable := false;
end;

procedure TForm1.ItemClick(Sender: TObject; Item: TCustomItem);
begin
    (Item as TPreviewItem).Run;
end;
```

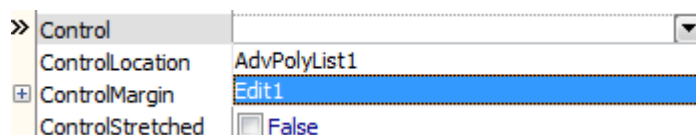
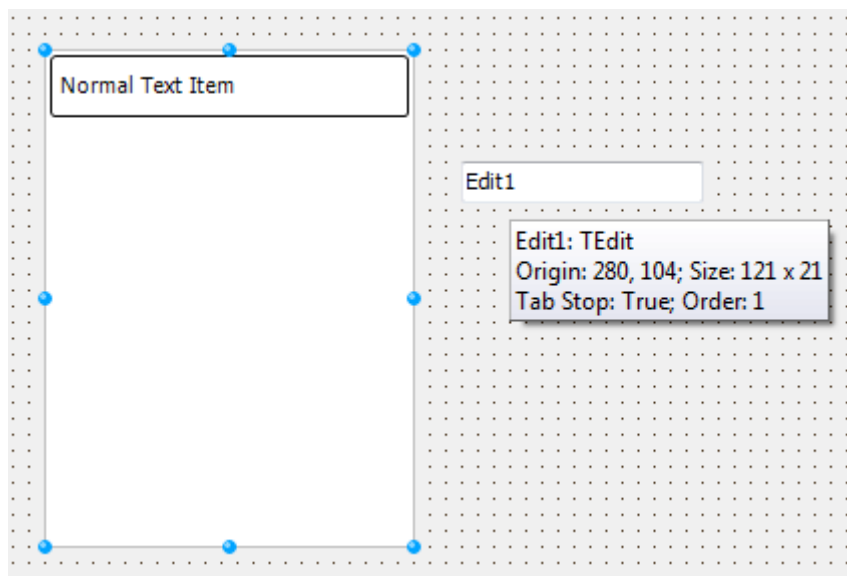
In the ItemClick, the Run procedure is called which internally handles a ShellExecute to execute the file. Ofcourse, this is a built-in function that is implemented to quickly write an application.

Hosting a control in an item

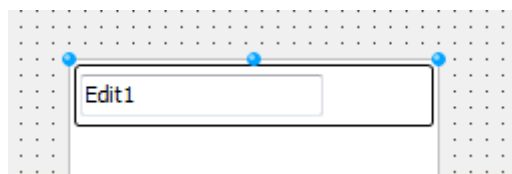
Each item can host a control and has properties to align this control within the boundaries of the item. Adding a control to an item can be done at designtime and at runtime. In this sample, we will demonstrate how to create a new item and add a standard edit control to the item.

Start the editor, and add an item of choice. When selecting this item, you will see properties to add and align a control.

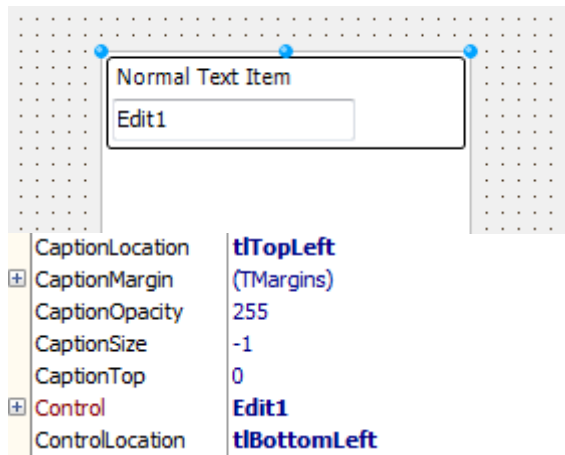
Drop a TEdit control on the form and select the item again. You will notice that the Edit control is added to the dropdown list in the object inspector linked to the Control property.



Selecting 'Edit1' in our sample automatically displays the Edit control in the item.



The Edit control is displayed above the text and after modifying the control properties, the height of the item, and the caption position we have an item with an edit which is displayed inside the item below the caption.



Connecting the same edit control to an item in code with the same Caption and Control property settings can be done with the following code:

```
with TTextItem(AdvPolyList1.AddItem(TTextItem)) do
begin
    Control := Edit1;
    ControlLocation := tlBottomLeft;
    CaptionLocation := tlTopLeft;
    Height := 45;
end;
```

Creating a poly pager

Using the poly pager at designtime and linking items to pages is simple and intuitive. But creating a complete poly pager at runtime in code, the creation process can be a burden without a small explanation or sample. Below is a sample code of creating a poly pager at runtime, adding items, and linking those items to the pages.

Used units: AdvPolyPager, GDIPSectionItem, GDIPTextItem, StdCtrls;

```
var
  apr: TAdvPolyPager;
  app: TAdvPolyPage;
  si: TSectionItem;
  ti: TTextItem;
  lb: TListBox;
begin
  apr := TAdvPolyPager.Create(Self);
  apr.Parent := self;

  app := TAdvPolyPage.Create(apr);
  apr.AddAdvPolyPage(app);

  app := TAdvPolyPage.Create(apr);
  apr.AddAdvPolyPage(app);

  si := TSectionItem(apr.AddItem(TSectionItem));
  si.Caption := 'Section of pages';
  si.Status.Caption := '1';
  si.Status.Visible := true;

  ti := TTextItem(apr.AddItem(TTextItem));
  ti.Caption := 'First page';

  ti := TTextItem(apr.AddItem(TTextItem));
  ti.Caption := 'Second page';

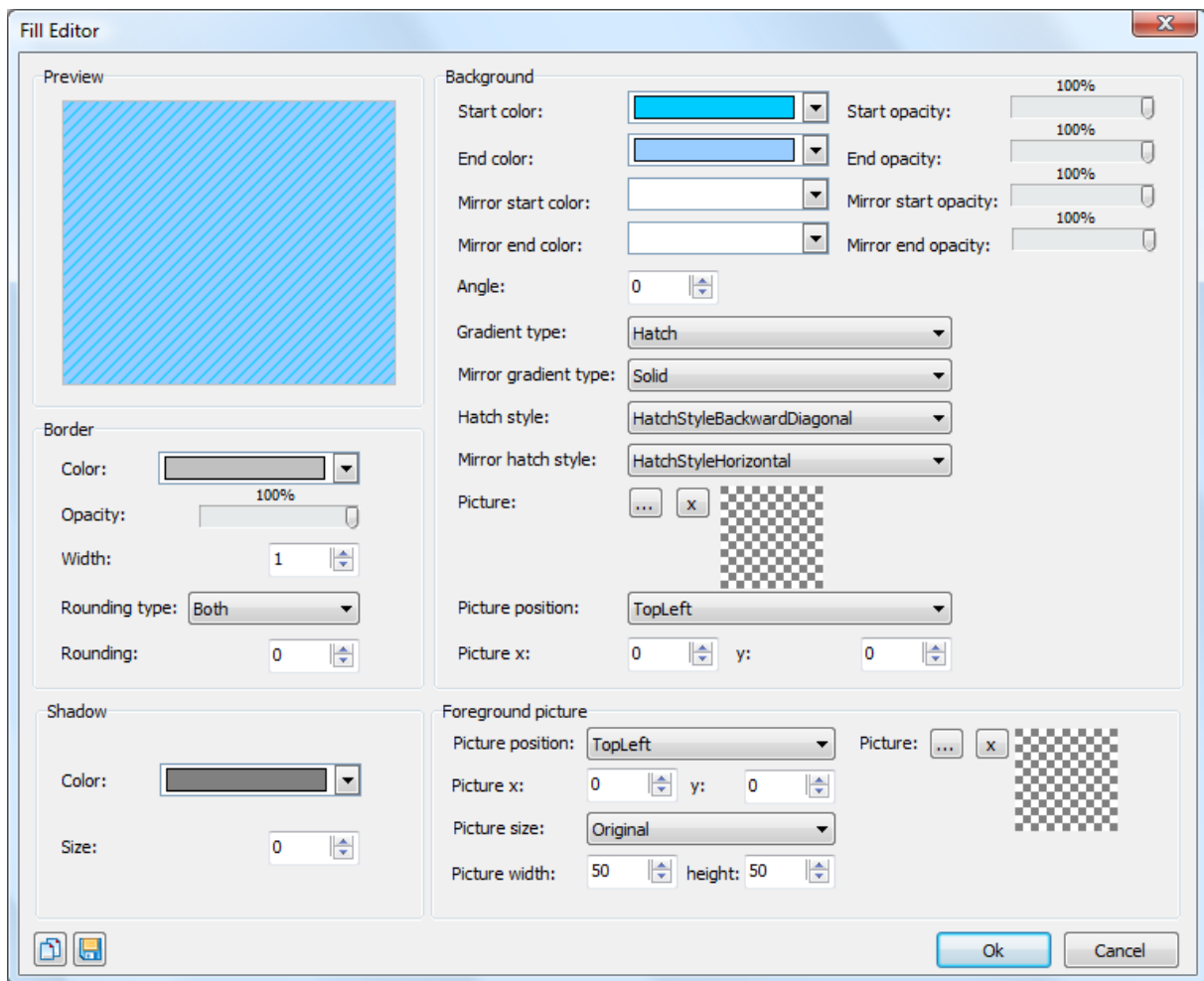
  apr.AdvPolyPages[0].ItemLink := apr.Items[1];
  apr.AdvPolyPages[1].ItemLink := apr.Items[2];

  apr.ActivePageIndex := 0;

  lb := TListBox.Create(apr.AdvPolyPages[0]);
  lb.Parent := apr.AdvPolyPages[0];
  lb.Align := alClient;
  lb.Items.Add('item 1');
  lb.Items.Add('item 2');
  lb.Items.Add('item 3');
  lb.Items.Add('item 4');
```

Fill Editor

For the poly list appearance, a designer is provided that can be used at design-time as well as at run-time. The editor is capable of drawing semi transparent and complex gradients. Every time you want to change the appearance of a visual element in the poly list, this editor with built-in preview allows you to fully customize the look of the element:



In different groups, different categories of properties of the fill can be set: properties of the border, a shadow, the background and a foreground.

Properties

Properties to control the border:

- **BorderColor:** the color of the border of the fill.
- **BorderOpacity:** the opacity of the border of the fill.
- **BorderWidth:** the width of the border of the fill.

- **Rounding:** the rounding of the fill, set Rounding = 0 to have a rectangular shape and a higher value to have more rounded corners.
- **RoundingType:** the type of rounding of the fill. In some cases it can be useful to only set the top corners of the fill to be rounded, only the bottom corners or all 4 corners.

Properties to control the background:

A background can be divided in a top and bottom part and each part can have its gradient.

- **Color:** the start color of the top part gradient (if the GradientType is gtSolid, Color is the only property used).
- **ColorTo:** the end color of the top part gradient.
- **ColorMirror:** when ColorMirror is set to a color different from clNone the fill will be split up in 2 parts: the top part and the mirror bottom part. ColorMirror is the start color of the mirror bottom part.
- **ColorMirrorTo:** the end color of the mirror bottom part.
- **Opacity:** the opacity of the start color of the top part.
- **OpacityTo:** the opacity of the end color of the top part.
- **OpacityMirror:** the opacity of the start color of the mirror bottom part.
- **OpacityMirrorTo:** the opacity of the end color of the mirror bottom part.
- **GradientType:** the type of gradient to apply: Horizontal, Vertical, Angle, Hatch... for the top part (or full background if mirror colors are set to clNone)
- **GradientMirrorType:** the type of gradient of the mirror bottom part.
- **Angle:** the angle of the gradient in case GradientType is set to gtAngle.
- **HatchStyle:** the hatchstyle in case GradientType is set to gtHatch for the top part (or full background if mirror colors are set to clNone)
- **HatchStyleMirror:** the hatchstyle of the mirror bottom part.
- **BackgroundPicture:** the background picture in case GradientType gtTexture is chosen. The background picture can be stretched or positioned on the fill.
- **BackgroundPicturePosition:** the position of the backgroundpicture.
- **BackgroundPictureLeft:** when the position is set to custom the left position can be set with this property
- **BackgroundPictureTop:** the top position of the backgroundpicture when the position is set to custom.

Properties to control the foreground picture:

- **Picture:** you can always set a picture that is not bound to the rectangle of the fill. In other words you can draw a picture which overlaps the fill.

- **PicturePosition:** the position of the foreground picture.
- **PictureLeft:** the left position of the picture in case pictureposition is set to custom.
- **PictureTop:** the top position of the picture in case pictureposition is set to custom.
- **PictureSize:** it can be useful to resize the picture to a different size when it is too large. Set picturesize to custom and use picturewidth and pictureheight to change the size of the picture.
- **PictureWidth:** the width of the picture in case the picturesize is set to custom.
- **PictureHeight:** the height of the picture in case the picturesize is set to custom.

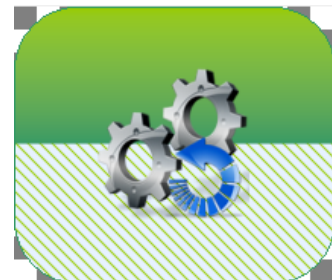
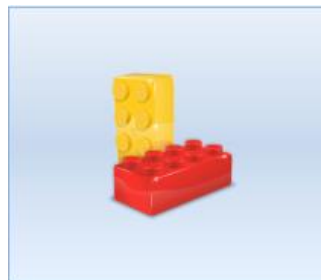
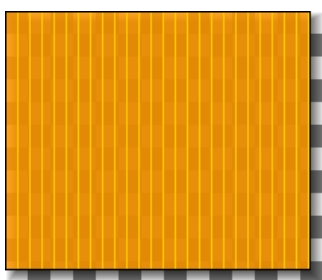
Properties to control the shadow:

- **ShadowColor:** the color of the shadow of the fill.
- **ShadowOffset:** the offset of the shadow of the fill.

Properties to control the shadow:

- **GlowMode:** the mode of the glow which is drawn on top of the fill, the mode can be a gradient, a radial, or a combination.
- **GlowGradientColor:** the color of the glow when the glowmode is set to gradient or the combination mode.
- **GlowRadialColor:** the color of the glow when the glowmode is set to radial or the combination mode.

Some examples of fill styles:



Copying styles

At design-time or run-time, a style can be easily applied to many components or many visual elements of components. The 2 speedbuttons in the lower left corner of the fill editor can be used to copy and paste fills.

When creating complex fills in a project with many different components that implement the TGDIPFill class, you can copy the TGDIPFill settings on the clipboard and paste from the clipboard for another component or visual element. To do the same in code, a TGDIPFill class can be assigned to another TGDIPFill class:

Example:

```
procedure TForm1.Button1Click(Sender: TObject);  
begin  
    AdvPolyList1.Fill.Assign(AdvPolyList2.Fill);  
end;
```

In this code snippet, the fill from one TAdvPolyList Fill is copied to another TAdvPolyList Fill.

Using the fill editor at runtime

It is easy to use the fill editor at runtime. To do this, add the unit AdvSmoothFillEditor to the uses list and add following code:

```
var  
    filldlg :TAdvSmoothFillEditorDialog;  
begin  
    filldlg := TAdvSmoothFillEditorDialog.Create(self);  
    filldlg.Fill := AdvPolyList1.Fill;  
    filldlg.Execute;  
end;
```

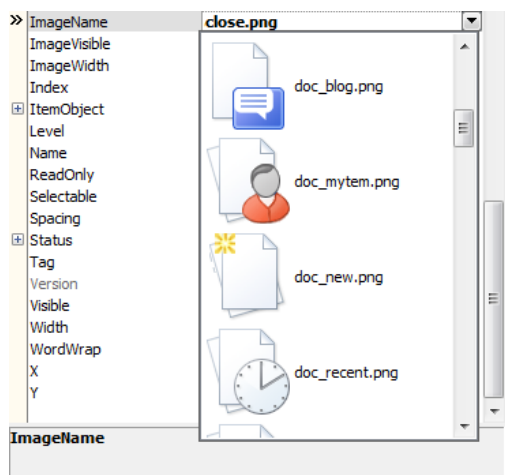
With this code snippet, the TAdvPolyList fill can be edited at runtime.

GDI+ Picture Container

Using the TGDIPictureContainer component

The TGDIPictureContainer makes it easy to use and embed PNG, JPEG, GIF, ICO, BMP and WMF images in your applications from the IDE without needing to resort to resource files. Note that the TGDIPictureContainer does not require any additional library or code to handle these image formats.

Applying this to the poly list, some items are able to display images. This can be done with the ImageName property. When assigning a TGDIPictureContainer at designtime, the complete list of images comes available when selecting the ImageName property in the object inspector.



Suppose the images with names SOUNDS, SEARCH, PRINTER and MAIL have been added, then the images can be shown via HTML formatted text with following tags :

First image , second image , etc ...

assuming of course the TGDIPictureContainer is assigned to the HTML enabled control. When a HTML enabled control cannot find a picture with the name referenced in the PictureContainer it will display no image.

It is equally possible to add pictures to the TGDIPictureContainer at run-time. Below is a code snippet that shows how an image is loaded from file and added to the TGDIPictureContainer:

```
with GDIPictureContainer.Items.Add do
begin
    Picture.LoadFromFile('myimage.png');
    Name := 'NEW';
end;
```

To remove a picture from the TGDIPictureContainer later:

```
with GDIPictureContainer.Items.Items[0].Free;
```

To control size of the picture displayed, additional tags WIDTH and HEIGHT can be used :

New image

HTML rendering engine

Another core technology used among many components is a small fast & lightweight HTML rendering engine. This engine implements a subset of the HTML standard to display formatted text. It supports following tags :

B : Bold tag

 : start bold text

 : end bold text

Example : This is a test

U : Underline tag

<U> : start underlined text

</U> : end underlined text

Example : This is a <U>test</U>

I : Italic tag

<I> : start italic text

</I> : end italic text

Example : This is a <I>test</I>

S : Strikeout tag

<S> : start strike-through text

</S> : end strike-through text

Example : This is a <S>test</S>

A : anchor tag

 : text after tag is an anchor. The 'value' after the href identifier is the anchor. This can be an URL (with ftp,http,mailto,file identifier) or any text.

If the value is an URL, the shellexecute function is called, otherwise, the anchor value can be found in the OnAnchorClick event : end of anchor

Examples : This is a test

This is a test

This is a test

FONT : font specifier tag

 : specifies font of text after tag.

with

- face : name of the font
- size : HTML style size if smaller than 5, otherwise pointsize of the font
- color : font color with either hexadecimal color specification or Borland style color name, ie clRed,clYellow,clWhite ... etc
- bgcolor : background color with either hexadecimal color specification or Borland style color name : ends font setting

Examples : This is a test

This is a test

P : paragraph

`<P align="alignvalue" [bgcolor="colorvalue"] [bgcolorto="colorvalue"]>` : starts a new paragraph, with left, right or center alignment. The paragraph background color is set by the optional bgcolor parameter. If bgcolor and bgcolorto are specified, a gradient is displayed ranging from begin to end color.
`</P>` : end of paragraph

Example : `<P align="right">This is a test</P>`

Example : `<P align="center">This is a test</P>`

Example : `<P align="left" bgcolor="#ff0000">This has a red background</P>`

Example : `<P align="right" bgcolor="clYellow">This has a yellow background</P>`

Example : `<P align="right" bgcolor="clYellow" bgcolorto="clred">This has a gradient background</P>*`

HR : horizontal line

`<HR>` : inserts linebreak with horizontal line

BR : linebreak

`
` : inserts a linebreak

BODY : body color / background specifier

`<BODY bgcolor="colorvalue" [bgcolorto="colorvalue"] [dir="v|h"] background="imagefile specifier">` : sets the background color of the HTML text or the background bitmap file

Example : `<BODY bgcolor="clYellow">` : sets background color to yellow

`<BODY background="file://c:\test.bmp">` : sets tiled background to file test.bmp

`<BODY bgcolor="clYellow" bgcolorto="clWhite" dir="v">` : sets a vertical gradient from yellow to white

IND : indent tag

This is not part of the standard HTML tags but can be used to easily create multicolumn text

`<IND x="indent">` : indents with "indent" pixels

Example :

This will be `<IND x="75">`indented 75 pixels.

IMG : image tag

``
`>` : inserts an image at the location

specifier can be : idx : name is the index of the image in the associated imagelist

file : name is the full filename specifier

res : name of a resource bitmap (not visible at design time)

no specifier : name of image in a TGDIPictureContainer

Optionally, an alignment tag can be included. If no alignment is included, the text alignment with respect to the image is bottom. Other possibilities are: align="top" and align="middle"

The width & height to render the image can be specified as well. If the image is embedded in anchor tags, a different image can be displayed when the mouse is in the image area through the Alt attribute.

Examples : This is an image ``

This is an image ``

This is an image ``

This is an image ``

SUB : subscript tag

<SUB> : start subscript text

</SUB> : end subscript text

Example : This is ⁹ / ₁₆ looks like 9/16

SUP : superscript tag

<SUP> : start superscript text

</SUP> : end superscript text

UL : list tag

 : start unordered list tag

 : end unordered list

Example :

List item 1

List item 2

 Sub list item A

 Sub list item B

List item 3

LI : list item

<LI [type="specifier"] [color="color"] [name="imagename"]>: new list item specifier can be "square", "circle" or "image" bullet. Color sets the color of the square or circle bullet. Imagename sets the PictureContainer image name for image to use as bullet

SHAD : text with shadow

<SHAD> : start text with shadow

</SHAD> : end text with shadow

Z : hidden text

<Z> : start hidden text

</Z> : end hidden text

Special characters

Following standard HTML special characters are supported :

< : less than : <

> : greater than : >

& : &

" : "

 : non breaking space

™ : trademark symbol

€ : euro symbol

§ : section symbol

© : copyright symbol

¶ : paragraph symbol

Component styles and application-wide or form-wide styler components

While the appearance of the TMS Advanced Poly List can be fully customized, it is often desirable to make the application look and feel consistent with Microsoft™ Windows or Microsoft™ Office. To access the presets at design-time, right click the component and choose Styles from the context menu. At run-time, the style can also be set in code. To do this, add the unit AdvStyleIF to the uses clause and call:

```
Component.SetComponentStyle(style)
```

Current available styles are:

Office 2003:

tsOffice2003Blue: Office 2003 style on a blue XP theme

tsOffice2003Silver: Office 2003 style on a silver XP theme

tsOffice2003Olive: Office 2003 style on an olive XP theme

tsOffice2003Classic: Office 2003 style on a non-themed XP or pre-XP operating system

Office 2007:

tsOffice2007Luna: Office 2007 Luna style

tsOffice2007Silver: Office 2007 Silver style

tsOffice2007Obsidian : Office 2007 Obsidian style

Office 2010:

tsOffice2010Blue: Office 2010 Blue style

tsOffice2010Silver: Office 2010 Silver style

tsOffice2010Black : Office 2010 Black style

Windows:

tsWindowsXP: Windows XP dialogs style

tsWindowsVista: Windows Vista OS style

tsWindows7: Windows Seven OS Style

Custom:

tsCustom: do not force style

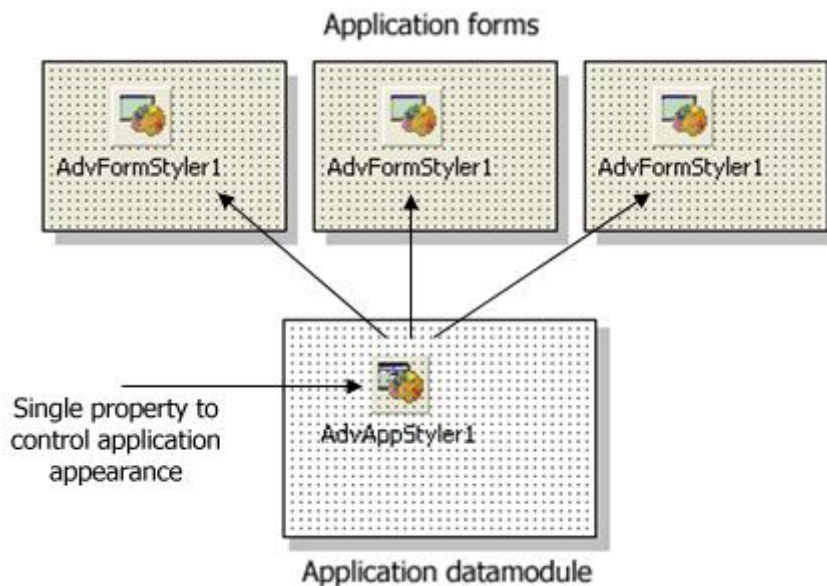
We have spent quite some effort to further simplify form-wide and application-wide appearance control for TMS components and possibly also your custom controls. To do this, two new components have been designed:

TAdvFormStyler

TAdvAppStyler

A TAdvFormStyler is supposed to be dropped on a form and it will control the style of the TMS components on the form. A TAdvFormStyler will only affect components on the form itself. For application-wide appearance control, in addition to a TAdvFormStyler on a form, a TAdvAppStyler component can be dropped on a datamodule and is connected to the TAdvFormStyler components on the forms. By setting then a single property in TAdvAppStyler on the datamodule, the complete application appearance can change, both at design-time but also dynamically at run-time.

Scenario



The component TAdvFormStyler has a property style. Setting this style property causes all components on the form that support the interface to set the style to change to the selected style. Similarly, setting the style property for the TAdvAppStyler on a central data module invokes all TAdvFormStyler style changes and thus the style of all TMS controls on the form that implement the ITMSStyle interface. The TAdvFormStyler component has an event OnApplyStyle that can be used to prevent that for certain components a standard style is applied.

Example:

This code snippet prevents that the style will be set for any TAdvPolyList instance on the form by the TAdvFormStyler component:

```
procedure TForm2.AdvFormStyler1ApplyStyle(Sender: TObject;
  AComponent: TComponent; var Allow: Boolean);
begin
  Allow := not (AComponent is TAdvPolyList);
end;
```

You can make your own controls also easily TAdvFormStyler, TAdvAppStyler aware so that your controls also automatically change their appearance when the application and/or form style changes. To do this, it is sufficient to add and implement the ITMSStyle interface to your control. This code snippet shows a sample custom control that was made TMS style aware:

```
interface
uses
  Classes, AdvStyleIF;
type
  TMyCustomControl = class(TCustomControl, ITMSStyle)
  public
    procedure SetComponentStyle(AStyle: TTMSStyle);
  end;

{ TMyCustomControl }

procedure TMyCustomControl.SetComponentStyle(AStyle: TTMSStyle);
begin
  case AStyle of
    tsOffice2003Blue: // set properties correct here for the selected style
    tsOffice2003Silver:
    tsOffice2003Olive:
    tsOffice2003Classic:
    tsOffice2007Luna:
    tsOffice2007Obsidian:
    tsOffice2007Silver:
    tsOffice2010Blue:
    tsOffice2010Silver:
    tsOffice2010Black:
    tsWindowsXP:
    tsTerminal:
    tsWindowsVista:
    tsWindows7:
    tsCustom:
  end;
end;
```

Frequently asked questions (FAQ)

Q: Is any Microsoft licensing required to use the TMS Poly list controls similar to the Office 2007 ribbon?

A: TMS Poly list controls can be used for so much more than just the Office 2010 application menu. They extend these controls and are in several ways more versatile. Ribbon UI licensing does not apply on such separate controls.