TMS Advanced Poly List
QUICKSTART 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 6,7,2005,2006,2007,2009,2010,XE,XE2 & C++Builder 6,2006,2007,2009,2010,XE,XE2.

Introduction

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 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. This is shown in this quick start guide for the beta version of the TMS Advanced Poly Lists. A full comprehensive developers guide for the new components is being worked on and will become available with the release.

Creating a new Project

First, you will have to add a poly list to the form. Currently there are 4 kinds of the poly lists available:

- The standard poly list : TAdvPolyList (automatically organize items horizontally and/or vertically through column and row properties)
- The horizontal poly list : TAdvHorizontalPolyList (automatically organize items horizontally)
- The vertical poly list : TAdvVerticalPolyList (automatically organize items vertically)
- The poly box : TAdvPolyBox (manually organize items with the X and Y property of the item)

After adding one of the poly list components on the form, the following step is to create an item. An item can be created / added at designtime and runtime.

Designtime Sample

To add an item at designtime, double-click the poly list component on the form to start the editor. After adding an item, which can be added by clicking the 'Add Selected Item' button or by dragging and dropping an item from the 'Available list' to the 'Preview list', the item is automatically added to the poly list on the form and the item is automatically selected in the object inspector.

Browsing items in the 'Preview list' will change the selected item in the object inspector. Changing properties will update in the editor and vice versa. Below is a sample of the editor in action after adding 2 items and selecting the second item:
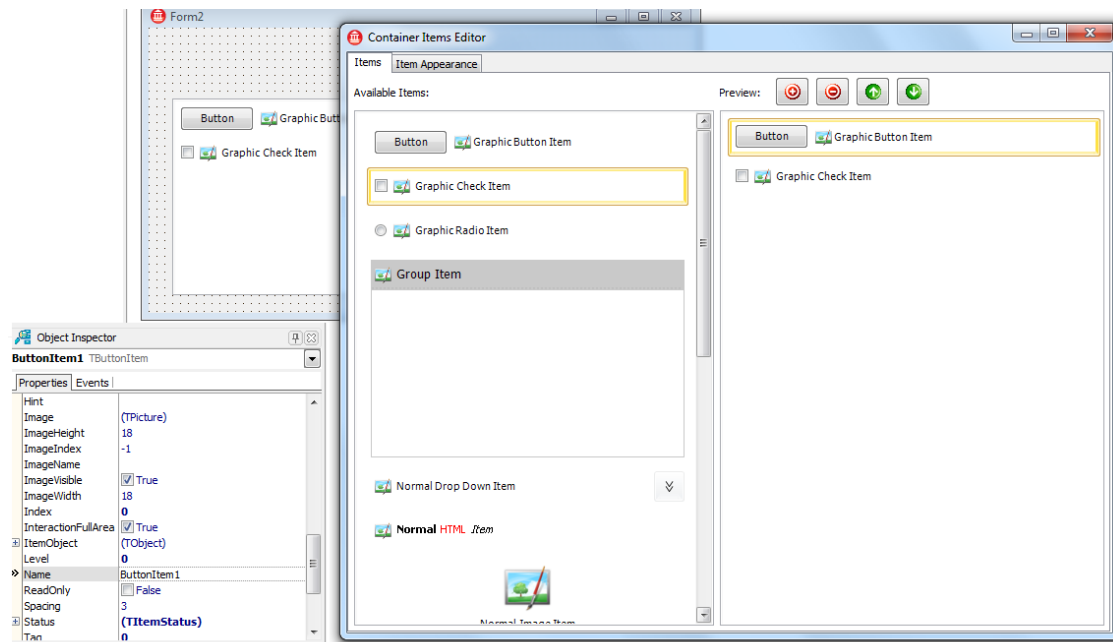
Runtime Sample

To add an item at runtime, use the code similar to the sample below:

```
var
  item: THTMLItem;
begin
  item := THTMLItem(AdvPolyList1.AddItem(THTMLItem));
  with item do
  begin
    Caption := 'HTML item';
    Image.LoadFromFile('image1.png');
  end;
```

THTMLItem is one of the item classes that is provided standard with the TMS Advanced Poly List and that can be used in the list. To use the THTMLItem class for example, add the unit GDIPHTMLItem to the uses clause. As the list is polymorph, any other item classes descending from TCustomItem can also be added. Below is a list of currently available item classes and their units to add to the uses clause:

GDIPButtonItem : TButtonItem
GDIPCheckItem : TCheckItem
GDIPDropDownItem : TDropDownItem
GDIPExpandableImageSectionItem: TExpandableImageSectionItem
GDIPGroupItem : TGroupItem
GDIPHTMLItem : THTMLItem
GDIPHTMLSectionItem: THTMLSectionItem
GDIPImageItem : TImageItem
GDIPImageSectionItem : TImageSectionItem
GDIPImageTextButtonItem : TImageTextButtonItem
GDIPImageTextButtonSectionItem : TImageTextButtonSectionItem
GDIPImageTextItem : TImageTextItem

GDIPLargeButtonedItem : TLargeButtonedItem
GDIPRadioItem : TRadioItem
GDIPSectionItem : TSectionItem
GDIPTextItem : TTextItem
GDIPWedgeItem : TWedgeItem

Each item has a different behaviour, interaction and look. A visual sample of the item can be found when starting the editor by double-clicking on the poly list. The 'Available Items' list contains all registered items.