

# HI\_AddTreeItem

## %HI\_AddTreeItem function

Function

The function adds an item to the specified Windows control of the [Tree view](#) type ([Control function](#)).

Declaration

```
%HI_AddTreeItem(  
    INT in refId,  
    TEXT in itemText,  
    INT in parentHandle,  
    INT in itemHandle  
    [, HBJ in insertAfterHandle]  
)
```

Parameters

refId	Reference to graphic object ( <a href="#">reference variable</a> ) .
itemText	Text in the added item.
parentHandle	Parent item identifier or 0.
itemHandle	New item identifier.
insertAfterHandle	Optional parameter - identifier of the item, after which you want to add new item. If the value is 0, the item will be inserted as the last one (as well as the parameter is not defined). If the value is -1, the item will be inserted as first one.

Description

The function adds the item to the tree view defined by the parameter *refId*. Each item is identified by a integer value, that is entered when the item is added. Therefore there can be defined the same identifier for two items.


The parameter *itemText* defines the text displayed within the item.

The parameter *parentHandle* determines the parent item of the added item. If the parameter is 0, the added item is a root item.

The function adds the new item to the end of current level (level is given by the parameter *parentHandle*). If you need to add the item after any of existing ones, you must define the item by the parameter *insertAfterHandle*.

Example

Adding items to the tree view as follows:



```
; two root items  
%HI_AddTreeItem(_tree, "10", 0, 10)  
%HI_AddTreeItem(_tree, "20", 0, 20)  
;  
%HI_AddTreeItem(_tree, "11", 10, 11)  
%HI_ExpandItem(_tree, 10, @TRUE)
```

The reference variable `_tree` identifies the tree view.



Related pages:

- [Graphic object manipulation functions](#)
- [Function arguments - types](#)