



Version 10.1

Other GUI Improvements

TabIndex, ItemGroups, ItemGroupMetrics and Get Tip Index

TabIndex Property

Applies to:

ActiveXControl, Button, Calendar, ColorButton, Combo, ComboEx, CoolBar, DateTimePicker, Edit, Form, Grid, Group, Label, List, ListView, MDIClient, ProgressBar, PropertySheet, RichEdit, Scroll, SM, Spinner, Static, StatusBar, SubForm, TabBar, ToolBar, ToolControl, TrackBar, TreeView, UpDown

The TabIndex property reports the $\square IO$ -dependant relative position of a child object within the list of child objects owned by its parent. If N is the number of children owned by an object, TabIndex is an integer between $\square IO$ and $(N - \sim \square IO)$. The sequence of objects in this list is also used as the tabbing sequence, i.e. if the input focus is on the first child in the list, pressing Tab moves the input focus to the next child in the list.

When you create a child object, it is inserted in the list at the position specified by its TabIndex property. If TabIndex is omitted, it is appended to the end of the list.

If you subsequently change TabIndex, the object is moved to the corresponding position in the list.

Naturally, if you specify a value of TabIndex that is greater than the number of existing children, the object is inserted at or moved to the end of the list.

ItemGroups Property

This property specifies item groupings for a ListView object.

Note that setting this property will only have an effect if **XP Look and Feel** is enabled.

ItemGroups is a nested scalar or nested vector each of whose elements specifies a grouping. Each grouping is a 5-element vector as follows:

[1]	Group caption:	character vector
[2]	Item index:	Vector of indices to the Items property that specifies which Items are in this grouping.
[3]	Caption alignment:	an integer: 1 = left aligned caption (the default) 2 = centre aligned caption 4 = right-aligned caption
[4]	State	Integer (not yet implemented)
[5]	Footer text	character vector (not yet implemented)

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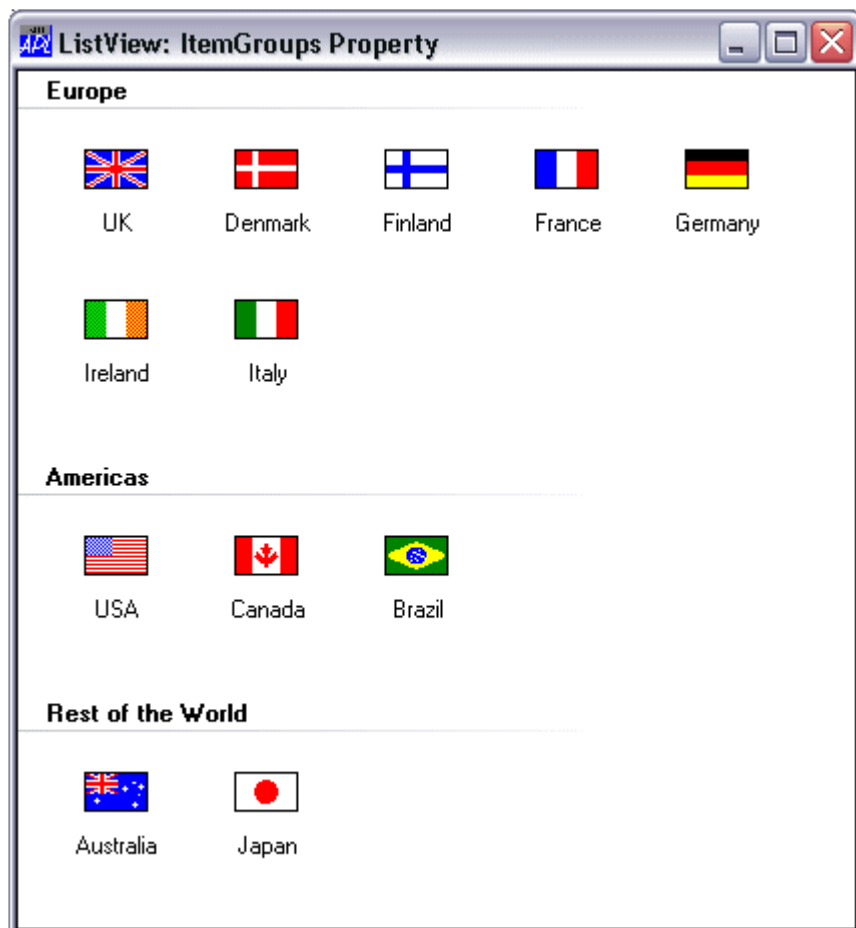
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Note that State and Footer text are not yet implemented by Windows.

For example, the following expressions executed in the WTUTOR95 workspace will result in the display shown below.

```
'F'[]WC'Form' 'ListView: ItemGroups Property'
II+[]COUNTRIES
'F.L'[]WC'ListView'COUNTRIES(0 0)(100 100)('I
mageList' 'F.I1')('ImageIndex' ([]COUNTRIES))
'F.I1'[]WC'ImageList'('Size' 32 32)
(+'F.I1.')[]WC''(+'Icon' ''),''+[]FLAGBITS FLAG
CMAP FLAGMASK
GROUPS++'Europe'(11 4 5 6 7 8 9)
GROUPS,++'Americas'(12 3 2)
GROUPS,++'Rest of the World'(1 10)
F.L.ItemGroups+GROUPS
```



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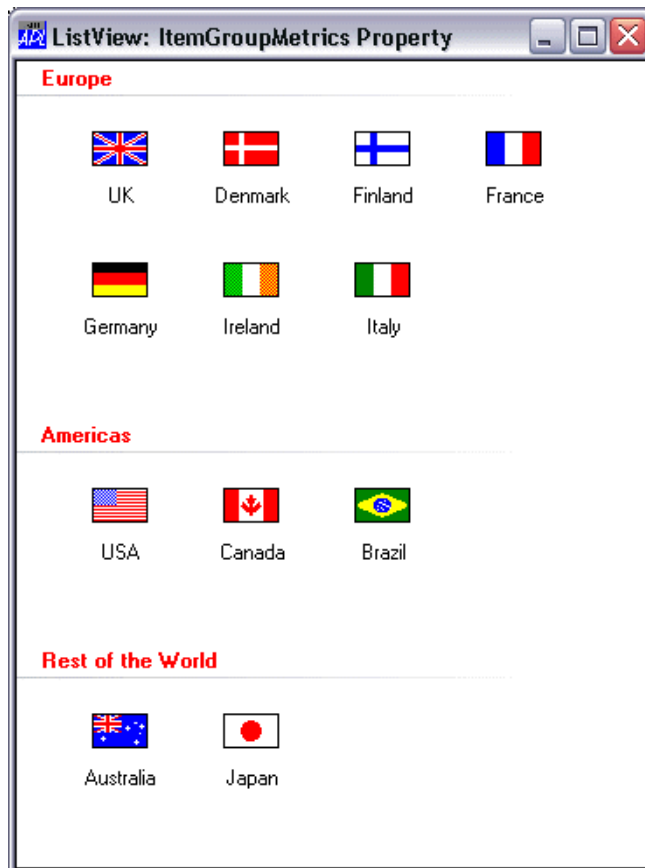
ItemGroupMetric Property

This property is used to specify colours and spacing elements for a ListView that is displaying its Items in groupings (see ItemGroups Property above). Note that setting this property will only have an effect if XP Look and Feel is enabled. ItemGroupMetrics is a 3-item nested vector as follows:

[1]	Text Colours:	2-element vector of 3 element RGB values that specifies the colour of the group caption and group footer respectively.
[2]	Spacing	4-element integer vector that specifies the top, left, bottom and right spacing around each grouping in pixels.
[3]	Border Colours	4-element vector of 3 element RGB values that specifies the colours for the top, left, bottom and right borders (not yet implemented).

The following expression, coupled with the code shown in the ItemGroups example above, causes the items to be displayed as shown below.

```
F.L.ItemGroupMetrics[1 2]+(2ρ<255 0 0)(10 20 0 10)
```



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Get Tip Text Property

Applies to

TreeView, ListView

If enabled, this event is reported by a TreeView or ListView object just before it displays a tip for an item.

The event message reported as the result of `IDDQ`, or supplied as the right argument to your callback function, is a 5-element vector as follows :

[1]	Object:	ref or character vector	
[2]	Event name or code:	' <i>GetTipText</i> ' or 325	
[3]	Item index	Integer	
[4]	SubItem index	Integer (currently always equal to <code>IO</code>)	
[5]	TipText	Specifies the text which will be displayed as a tip.	

Note that if the Item text that is currently being displayed in the ListView or TreeView is being truncated, the Tip Text in element [5] will contain the full Item text. If the Item text is currently being displayed in its entirety, the Tip Text in element[5] will be empty.

The default processing for the event is to display the default tip (if there is one).

You can display your own tip by attaching a callback function that changes the 5th element of the event message and returns the modified event message as its result.

Tip Text will always be reported as a vector, but can be set to a matrix.

Executing this event as if it were a method or via `2 IDDQ` has no effect.

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