

Events

OLE control events provide a way for the OLE control to communicate back to OpenInsight. Once an event has been qualified using OI's QUALIFY_EVENT message, then the OLE control will fire the event to OpenInsight allowing you to respond to any one of the control's predefined actions. Some events allow you to stop certain actions before they occur, so be sure to read the Remarks section of each event carefully. The following events apply to the SRP Tree Control:

Event	Description	Version Introduced
BeforeUpdate	Fires when the user completes an item edit but before the changes are applied.	4.0.1
AfterUpdate	Fires when the user completes an item edit and the changes have been applied.	4.0.1
OnBalloonClick	Fires when the user clicks on a balloon tooltip.	
OnChar	Fires when the user presses a character key.	
OnClick	Fires when the user clicks on the control.	
OnContextMenuClick	Fired when a menu item on the custom context menu is clicked.	
OnDbClick	Fires when the user double clicks on the control.	
OnDragEnter	Fires when the user drags tree items into the control area.	
OnDragExit	Fires when the user drags tree items out of the control area.	
OnDragStart	Fires when the user starts to drag tree items.	
OnDrop	Fires when the user drops tree items onto the control.	
OnEditAbort	Fires when the user aborts an item edit so no changes are applied.	4.0.1
OnGotFocus	Fired when the control receives input focus.	3.1.0
OnItemCheck	Fires when the user checks or unchecks an item.	
OnItemClose	Fires when the user clicks an item's close button.	4.0.3
OnItemExpand	Fires when the user expands or collapses an item.	
OnLostFocus	Fired when the control loses input focus.	3.1.0
OnModifyKey	Fires when the user presses a modification key.	
OnMouseEnter	Fired when mouse enters the control.	3.1.0
OnMouseExit	Fired when the mouse leaves the control.	3.1.0
OnSelChange	Fires when the user changes the selection.	
OnVScroll	Fires when the user scrolls the tree vertically.	