

# EntityList

The heirarchical list of groups and entities.

## Usage

```
Set_Property(OLECtrlEntID, "OLE.EntityList", Array)
```

## Values

Array has the following structure:

Pos	Name	Type	Description	Default
<0, 1>	Type	<a href="#">Option</a>	"GRP" if the item is a group or "ENT" if the item is an entity	"ENT"
<0, 2>	Position	<a href="#">Integer</a>	The level of the item with in tree	1
<0, 3>	ID	<a href="#">Text</a>	The unique key ID of the group or entity used to identify it in other properties, methods, and events	""
<0, 4>	Name	<a href="#">Text</a>	The name of the group or entity	""
<0, 5>	Description	<a href="#">Text</a>	The description of the group or entity	""
<0, 6>	Header Text Color	<a href="#">Color</a>	The color of the entity's header text	"Auto"
<0, 7>	Header Background	<a href="#">Color Fill</a>	The background of the entity's header	"Auto"

## Remarks

The EntityList property contains a heirarchical list of groups and entities. Groups are those things which simply contain other groups and entities. Also, groups differ from entities in that they appear in a bold font. Entities are those items that can contain appointments. In other words, entities represent real world items that can be scheduled, such as equipment, vehicles, and personel.

The list represents a tree structure, but it's easier to imagine that it's really just a list of items with various levels of indentation. For this property, each field contains several values describing the item. The first value identifies whether it is a group (GRP) or entity (ENT). The second value is the item's position (or indentation) in the tree. To be consitent, you **MUST** increment positions by 1, though you may decrement by any number. Of course, the position must also be 1 or greater to make sense.

**Each item *MUST* have a completely unique ID. This ID is used elsewhere to quickly identify any group or entity. A group cannot have the same ID as an other entity, group, or appointment.**

**IMPORTANT! Keys are case sensitive. For example, "Key" is different than "KEY".**

The remaining values describe the entity or group. The Name is simply the title of the item, which will appear in the tree and in the schedule view. The Description is like a subheading, which may or may not be used to further identify the item.

You can customize the color of an entity's header by setting the Header Text Color and Header Background values.

## Example

```
Desc = "Treat this like a subheading."
Data = ""
Data<-1> = "GRP" :@VM: 1 :@VM: "GroupKey1" :@VM: "Main Group 1" :@VM: Desc
Data<-1> = "ENT" :@VM: 2 :@VM: "EntityKey1-1" :@VM: "Entity 1" :@VM: Desc
Data<-1> = "ENT" :@VM: 2 :@VM: "EntityKey1-2" :@VM: "Entity 2" :@VM: Desc
Data<-1> = "GRP" :@VM: 1 :@VM: "GroupKey2" :@VM: "Main Group 2" :@VM: Desc
Data<-1> = "ENT" :@VM: 2 :@VM: "EntityKey2-1" :@VM: "Entity 3" :@VM: Desc
Data<-1> = "GRP" :@VM: 2 :@VM: "GroupKey2-1" :@VM: "Sub Group" :@VM: Desc
Data<-1> = "ENT" :@VM: 3 :@VM: "EntityKey2-1-1" :@VM: "Entity 4" :@VM: Desc
Data<-1> = "ENT" :@VM: 3 :@VM: "EntityKey2-1-2" :@VM: "Entity 5" :@VM: Desc
Set_Property(@Window:".OLE_SCHEDULE", "OLE.EntityList", Data)
```

## See Also

[AppointmentList](#)