

Interactions - User Dialogs - Trees

VBS uses two types of tree controls - the older one could only be created by the engine, but had a few script commands to modify them, and a new type, introduced in V3.4, that can be created and fully modified by users. The new type is referred to as "Advanced Tree", and the associated commands have "advTree" as part of their name.

See the page on [Dialogs Tree](#) for details.

Interactions - User Dialogs - Trees Commands

- [advTreeAdd](#)
- [advTreeCollapse](#)
- [advTreeColumns](#)
- [advTreeCurSel](#)
- [advTreeData](#)
- [advTreeExpand](#)
- [advTreeExpanded](#)
- [advTreeItemChildren](#)
- [advTreeItemColumnSize](#)
- [advTreeItemSetColumnSize](#)
- [advTreeRemoveColumn](#)
- [advTreeRemoveRow](#)
- [advTreeSetData](#)
- [advTreeSetText](#)
- [advTreeSetValue](#)
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- [advTreeText](#)
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- [ctrlSetFilter](#)
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- [treeCurSel](#)
- [treeCurSelData](#)
- [treeCurSelTexture](#)
- [treeSelectItemData](#)
- [treeSetCurSel](#)