

Zerofractal Tree3D 2- Class Reference

Class tree3D

Package

com.zerofractal

Class

public class tree3D

Inheritance

tree3D → UIComponent → Sprite → DisplayObjectContainer → InteractiveObject → DisplayObject → EventDispatcher → Object

Implements

IFocusManagerComponent

Language version

ActionScript 3.0

Player version:

Flash Player 9.0.28

Public Properties

align

align : String [read-write]

Gets or sets the alignment for the tree3D items. Possible values are “left”, “center”, “right”. Alignment is visible when tree3D contains multiple rows, and the final row has less items than the column count.

The default value is *left*

Implementation

```
public function get align(): String  
public function set align(value : String):void
```

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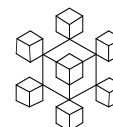
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T (031) 2566763

bogota@zerofractal.com

<http://www.zerofractal.com>



breadcrumbs

breadcrumbs : *TextField* [read-write]

Gets or sets instance to a *TextField* on the stage to act as a breadcrumb. Each time the tree is updated, it sets its *htmlText* to the tree hierarchy with links navigate the tree. It is highly encouraged to use a breadcrumb *TextField* to improve the user experience with the component, especially with deep tree structures. An *autoSize="center"* is also applied automatically.

The *TextField* object can be freely styled by the user. The component uses a "label" css tag for the breadcrumb text.

The breadcrumb *TextField* should be multiline

The default value is *null*

Implementation

```
public function get breadcrumbs(): TextField
public function set breadcrumbs(value : TextField):void
```

breadcrumbFunction

breadcrumbFunction : *Function* [read-write]

Gets or sets a callback *Function* to set a custom breadcrumb. The function receives an *Object* describing the item and shall return a *String* corresponding to the *htmlText* of each breadcrumb item.

The incoming item object contains the following:

data:XML - the xml node corresponding to the tree node

level:int - the depth level of the tree node

The default value is:

```
function breadcrumbFunction(item:Object):String {
    return item.data.attribute("Title");
}
```

Implementation

```
public function get breadcrumbFunction(): Function
public function set breadcrumbFunction(value : Function):void
```

Returns

String - The *htmlText* containing each breadcrumb item.

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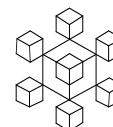
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breadcrumbSuffixFunction

breadcrumbSuffixFunction : *Function* [read-write]

Gets or sets a callback Function to set a custom suffix for the breadcrumb. The function receives an *Object* describing the item and shall return a *String* corresponding to the *htmlText* of the suffix for the breadcrumb *TextField*.

The incoming item object contains the following:

data:XML - the xml node corresponding to the tree node

level:int - the depth level of the tree node

The default value is:

```
function breadcrumbSuffixFunction(item:Object):String {
    switch(item.data.descendants().length()){
        case 1:
            return "(1 Sub Page)";
            break;
        default:
            return "(" + item.data.descendants().length() + " Pages)";
    }
}
```

Implementation

```
public function get breadcrumbSuffixFunction(): Function
public function set breadcrumbSuffixFunction(value : Function):void
```

Returns

String - The *htmlText* containing suffix for the breadcrumb.

captions

captions : *Boolean* [read-write]

Enables or disables the captions beneath each item.

The default value is *true*

Implementation

```
public function get captions(): Boolean
public function set captions(value : Boolean):void
```

cameraDof

cameraDof : *int* [read-write]

Gets or sets a DOF (Depth of Field) effect for levels above the current level. By increasing the *cameraDof* property, higher levels become more blurry.

The default value is 2

Implementation

```
public function get cameraDof(): int
public function set cameraDof(value : int):void
```

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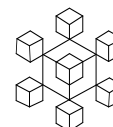
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cameraFog

cameraFog : *int* [read-write]

Gets or sets a fog effect for levels above the current level. The value defines how many parent levels shall be visible. As levels reach the cameraFog value, they become more transparent. levels above the value will be invisible.

The default value is 5

Implementation

public function get cameraFog(): int

public function set cameraFog(value : int):void

cameraRotationDelay

cameraRotationDelay : *Number* [read-write]

Gets or sets the time in seconds for the camera to catch up to the mouse position as defined in the cameraRotation property. Higher values create smoother camera motions, while lower values create a mechanic movement.

The default value is 2

Implementation

public function get cameraRotationDelay(): Number

public function set cameraRotationDelay(value : Number):void

cameraRotation

cameraRotation : *Number* [read-write]

Gets or sets a camera rotation offset according to the mouse position. As the mouse moves, the camera tends to rotate, increasing the 3D effect. Higher values increase the 3D effect for the tree. A value of 0 keeps the camera still.

The default value is 2

Implementation

public function get cameraRotation(): Number

public function set cameraRotation(value : Number):void

cameraRotationX

cameraRotationX : *Boolean* [read-write]

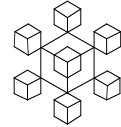
Enables or disables the horizontal camera rotation effect.

The default value is true

Implementation

public function get cameraRotationX(): Boolean

public function set cameraRotationX(value : Boolean):void



cameraRotationY

cameraRotationY : Boolean [read-write]

Enables or disables the horizontal camera rotation effect.

The default value is true

Implementation

```
public function get cameraRotationY(): Boolean
public function set cameraRotationY(value : Boolean):void
```

cameraRotationFlipX

cameraRotationFlipX : Boolean [read-write]

Flips the horizontal camera rotation effect.

The default value is false

Implementation

```
public function get cameraRotationFlipX(): Boolean
public function set cameraRotationFlipX(value : Boolean):void
```

cameraRotationFlipY

cameraRotationFlipY : Boolean [read-write]

Flips the vertical camera rotation effect.

The default value is false

Implementation

```
public function get cameraRotationFlipY(): Boolean
public function set cameraRotationFlipY(value : Boolean):void
```

cameraZoom

cameraZoom : Number [read-write]

Gets or sets the zoom for the 3D camera. Higher values enlarge the tree, while lower values shrink it.

The default value is 0.75

Implementation

```
public function get cameraZoom(): Number
public function set cameraZoom(value : Number):void
```

clickBackgroundToParent

clickBackgroundToParent : Boolean [read-write]

Enables parent navigation by clicking the background area outside from any icon.

The default value is true

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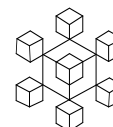
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Implementation

```
public function get clickBackgroundToParent(): Boolean  
public function set clickBackgroundToParent(value : Boolean):void
```

columns

columns : *int* [read-write]

Gets or sets the number of columns for tree3D. When the items do not fit in a single page, a scrollbar is displayed.

The default value is 6

Implementation

```
public function get columns(): int  
public function set columns(value : int):void
```

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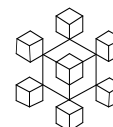
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columnSpacing

columnSpacing : *Number* [read-write]

Gets or sets the horizontal space between items in the tree. The distance is measured in 3D space units rather than pixels.

The default value is 50

Implementation

```
public function get columnSpacing(): Number
public function set columnSpacing(value : Number):void
```

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currentFolder

currentFolder : *Object* [read]

Gets the current's folder object.

The incoming item object contains the following:

data:XML - the xml node corresponding to the current folder tree node

level:int - the depth level of the current folder tree node

The default value is null

Implementation

```
public function get currentFolder(): Object
public function set currentFolder(value : Object):void
```

embedFonts

embedFonts : *Boolean* [read-write]

Sets the text field for the labels' embedFonts Property. If true, fonts are loaded from the library.

The default value is false

Implementation

```
public function get embedFonts(): Boolean
public function set embedFonts(value : Boolean):void
```

enableScrollbar

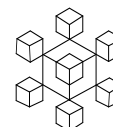
enableScrollbar : *Boolean* [read-write]

Enables or disable the built in scrollbar. If disabled, the end user must use an external scrollbar like Uiscrollbar or keyboard navigation.

The default value is true

Implementation

```
public function get enableScrollbar(): Boolean
public function set enableScrollbar(value : Boolean):void
```



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iconFunction

iconFunction : *Function* [read-write]

Gets or sets a callback Function to set a custom icon. The function receives an *Object* describing the item and shall return a *String* with the linkage_ID to a *MovieClip* in the library which will be instanced as the item's icon. The size of the icon must be the contained within the *iconWidth* and *iconHeight* values. The art for the icons must be drawn starting the 0,0 coordinate.

The incoming item contains the following:

data:XML - the xml node corresponding to the tree node

level:int - the depth level of the tree node

The default value is:

```
private function defaultIconFunction(item:Object):String {  
    return (item.data.children().length() > 0)?"folderIcon":"documentIcon";  
}
```

Implementation

```
public function get iconFunction(): Function  
public function set iconFunction(value : Function):void
```

Returns

String - The linkage_ID to the *MovieClip* containing the icon.

There are three default values included in the component:

tree3D.icon.folder - Makes the icon the default folder icon

tree3D.icon.document - Makes the icon the default document icon

tree3D.icon.empty - Makes the icon an empty *MovieClip*

iconGlow

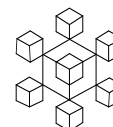
iconGlow : *Boolean* [read-write]

Enables or disables a glow effect when the mouse passes over an icon.

The default value is true

Implementation

```
public function get iconGlow(): Boolean  
public function set iconGlow(value : Boolean):void
```



iconGlowAlpha

iconGlowAlpha : *Number* [read-write]

Gets or sets the alpha value for the iconGlow Effect. Alpha values are numbers between 0 and 1.

The default value is 1

Implementation

```
public function get iconGlowAlpha(): Number
public function set iconGlowAlpha(value : Number):void
```

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iconGlowBlur

iconGlowBlur : *int* [read-write]

Gets or sets the blur value for the iconGlow Effect.

The default value is 10

Implementation

```
public function get iconGlowBlur(): int
public function set iconGlowBlur(value : int):void
```

iconGlowColor

iconGlowColor : *uint* [read-write]

Gets or sets the color for the iconGlow Effect. Color values are uint numbers in RRGGBB format..

The default value is 0xFFFFFFFF

Implementation

```
public function get iconGlowColor(): uint
public function set iconGlowColor(value : Number): uint
```

iconHeight

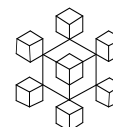
iconHeight : *Number* [read-write]

Gets or sets the height in pixels for the item icons. When using custom icons, the instanced *MovieClips* must be contained within this boundary.

The default value is 128

Implementation

```
public function get iconHeight(): Number
public function set iconHeight(value : Number):void
```



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iconWidth

iconWidth : *Number* [read-write]

Gets or sets the width in pixels for the item icons. When using custom icons, the instanced *MovieClips* must be contained within this boundary.

The default value is 128

Implementation

```
public function get iconWidth(): Number
```

```
public function set iconWidth(value : Number):void
```

initialFlip

initialFlip : *Boolean* [read-write]

Gets or sets the flip effect when data is loaded into the component.

The default value is true

Implementation

```
public function get initialFlip(): Boolean
```

```
public function set initialFlip(value : Boolean):void
```

itemOpenRotation

itemOpenRotation : *Boolean* [read-write]

Enables or disable a rotation effect for every item coming out of a folder.

The default value is true

Implementation

```
public function get itemOpenRotation(): Boolean
```

```
public function set itemOpenRotation(value : Boolean):void
```

itemOpenTime

itemOpenTime : *Number* [read-write]

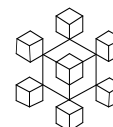
Gets or sets the time in seconds for each item to come out of a folder when opened.

The default value is 0.8

Implementation

```
public function get itemOpenTime(): Number
```

```
public function set itemOpenTime(value : Number):void
```



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itemOverZoom

itemOverZoom : *Number* [read-write]

Gets or sets the time scale factor for an item when the mouse hover over it. Positive values enlarge the item, negative values shrink it. A value of 1 leaves the scale unmodified.

The default value is 1.2

Implementation

```
public function get itemOverZoom(): Number  
public function set itemOverZoom(value : Number):void
```

itemSize

itemSize : *Number* [read-write]

Gets or sets the size of the icons in the tree. The distance is measured in 3D space units rather than pixels.

The default value is 500

Implementation

```
public function get itemSize(): Number  
public function set itemSize(value : Number):void
```

labelFunction

labelFunction : *Function* [read-write]

Gets or sets a callback Function to set a custom label. The function receives an *Object* describing the item and shall return a *String* corresponding to the *htmlText* of the label. It is recommended to use the "label" css tag. Additional tags defined in the *labelStyle* property may be used.

The incoming item object contains the following:

data:XML - the xml node corresponding to the tree node
level:int - the depth level of the tree node

The default value is:

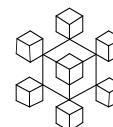
```
private function defaultLabelFunction(item:Object):String {  
    return "<label>" + item.data.attribute("name") + "</label>";  
}
```

Implementation

```
public function get labelFunction(): Function  
public function set labelFunction(value : Function):void
```

Returns

String - The *htmlText* containing the item's label.



labelStyle

labelStyle : *StyleSheet* [read-write]

Gets or sets the css StyleSheet for the item label. If customized, a “label” tag defines the default label. Additional tags may be used in conjunction of a labelFunction.

The default value is:

```
var labelTitle:Object = new Object();
labelTitle.fontFamily = "_sans";
labelTitle.fontWeight = "bold";
labelTitle.fontSize = 17;
labelTitle.color = "#444444";
labelStyle.setStyle("label", labelTitle);
```

Implementation

```
public function get labelStyle(): StyleSheet
public function set labelStyle(value : StyleSheet):void
```

levelXSpacing

levelXSpacing : *Number* [read-write]

Gets or sets the horizontal spacing between tree levels. The distance is measured in 3D space units rather than pixels. Positive values make items open to the right of it's parent, negative values make items open to the left.

The default value is 0

Implementation

```
public function get levelXSpacing(): Number
public function set levelXSpacing(value : Number):void
```

levelYSpacing

levelYSpacing : *Number* [read-write]

Gets or sets the vertical spacing between tree levels. The distance is measured in 3D space units rather than pixels. Positive values make items open above it's parent, negative values make items open below.

The default value is -350

Implementation

```
public function get levelYSpacing(): Number
public function set levelYSpacing(value : Number):void
```

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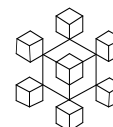
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levelZSpacing

levelZSpacing : *Number* [read-write]

Gets or sets the depth spacing between tree levels. The distance is measured in 3D space units rather than pixels. Positive values make items open in front it's parent, negative values make items open beneath.

The default value is 500

Implementation

```
public function get levelZSpacing(): Number  
public function set levelZSpacing(value : Number):void
```

precise

precise : *Boolean* [read-write]

Enables or disables the precision parameter to each item's material within the Papervision 3D engine.

The default value is false

Implementation

```
public function get precise(): Boolean  
public function set precise(value : Boolean):void
```

precision

precision : *Number* [read-write]

Gets or sets the precision level to each item's material within the Papervision 3D engine. Acceptable values are integers 1 or higher. Lower values make the textures more precise. In order to use the rprecision parameter, precise must be set to true.

The default value is 8

Implementation

```
public function get precision(): Number  
public function set precision(value : Number):void
```

rows

rows : *int* [read-write]

Gets or sets the number of rows for tree3D. When the items fo not fit in a single page, a scrollbar is displayed.

The default value is 1

Implementation

```
public function get rows(): int  
public function set rows(value : int):void
```

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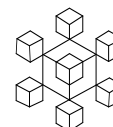
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rowSpacing

rowSpacing : Number [read-write]

Gets or sets the vertical space between items in the tree. The distance is measured in 3D space units rather than pixels.

The default value is 150

Implementation

public function get rowSpacing(): Number
public function set rowSpacing(value : Number):void

smooth

smooth : Boolean [read-write]

Enables or disables the bitmap smoothing for each item within the Papervision 3D engine.

The default value is true

Implementation

public function get smooth(): Boolean
public function set smooth(value : Boolean):void

treeX

treeX : Number [read-write]

Gets or sets the horizontal position of the current tree node. The distance is measured in 3D space units rather than pixels. A value of zero leaves the current node centered within the component.

The default value is 0

Implementation

public function get treeX(): Number
public function set treeX(value : Number):void

treeY

treeY : Number [read-write]

Gets or sets the vertical position of the current tree node. The distance is measured in 3D space units rather than pixels. A value of zero leaves the current node centered within the component.

The default value is 0

Implementation

public function get treeY(): Number
public function set treeY(value : Number):void

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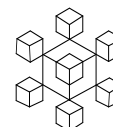
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Public Methods

childItem

public function childItem(idx:int):void

Opens a children from the current folder.

Parameters

idx - The index of the item to open.

destroy

public function destroy():void

Destroys the current instance of tree3D.

loadXMLData

public function loadXMLData(xml:XML):void

Sets and displays the tree data into the component.

Parameters

xml:XML - An XML Document containing the tree data.

nextItem

public function nextItem():void

Sets the first visible item of current folder to the next index.

previousItem

public function previousItem():void

Sets the first visible item of current folder to the previous index.

refresh

public function refresh():void

Forces the component to refresh the current level. All of the icons are destroyed and re-created according to the level's XML data.

render

public function render():void

Forces the component to render the tree in the next frame. Useful when animating items by code.

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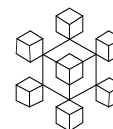
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scrollTo

public function scrollTo(startIdx:int):Boolean

Sets the first visible item of current folder to the selected index.

Parameters

startIdx:int - The first item to be visible.

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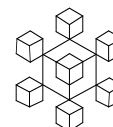
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Public Events

itemAdded

Event Object Type: *com.zerofractal.tree3D.tree3DItemEvent*

Type property: *com.zerofractal.tree3D.tree3DItemEvent.ITEM_ADDED*

Dispatched after an item from the tree is added into the viewport for rendering. Only currently visible items are added.

Defines the value of the *type* property of a *itemAdded* event object.

This event has the following properties:

Property	Value
<i>bubbles:Boolean</i>	FALSE
<i>cancelable:Boolean</i>	FALSE
<i>item:Object</i>	An object containing the item just added. It contains the following: <i>data:XML</i> - the xml node corresponding to the item <i>level:int</i> - the depth level of the item <i>movie:MovieClip</i> - the instance of the item's icon movieclip

itemOver

Event Object Type: *com.zerofractal.tree3D.tree3DItemEvent*

Type property: *com.zerofractal.tree3D.tree3DItemEvent.ITEM_OVER*

Dispatched when the mouse hovers over a tree item.

Defines the value of the *type* property of a *itemOver* event object.

This event has the following properties:

Property	Value
<i>bubbles:Boolean</i>	FALSE
<i>cancelable:Boolean</i>	FALSE
<i>item:Object</i>	An object containing the item just added. It contains the following: <i>data:XML</i> - the xml node corresponding to the item <i>level:int</i> - the depth level of the item <i>movie:MovieClip</i> - the instance of the item's icon movieclip

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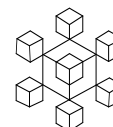
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<http://www.zerofractal.com>



itemOut

Event Object Type: *com.zerofractal.tree3D.tree3DItemEvent*

Type property: *com.zerofractal.tree3D.tree3DItemEvent.ITEM_OUT*

Dispatched when the mouse hovers outside from a tree item.

Defines the value of the *type* property of a *itemOver* event object.

This event has the following properties:

Property	Value
<i>bubbles:Boolean</i>	FALSE
<i>cancelable:Boolean</i>	FALSE
<i>item:Object</i>	An object containing the item just added. It contains the following: <i>data:XML</i> - the xml node corresponding to the item <i>level:int</i> - the depth level of the item <i>movie:MovieClip</i> - the instance of the item's icon movieclip

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Piso 1

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itemClick

Event Object Type: *com.zerofractal.tree3D.tree3DItemEvent*

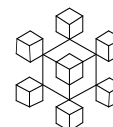
Type property: *com.zerofractal.tree3D.tree3DItemEvent.ITEM_CLICK*

Dispatched when the user clicks on a tree item.

Defines the value of the *type* property of a *itemClick* event object.

This event has the following properties:

Property	Value
<i>bubbles:Boolean</i>	FALSE
<i>cancelable:Boolean</i>	FALSE
<i>item:Object</i>	An object containing the item just added. It contains the following: <i>data:XML</i> - the xml node corresponding to the item <i>level:int</i> - the depth level of the item <i>movie:MovieClip</i> - the instance of the item's icon movieclip



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itemChange

Event Object Type: *com.zerofractal.tree3D.tree3DItemEvent*

Type property: *com.zerofractal.tree3D.tree3DItemEvent.ITEM_CHANGE*

Dispatched when the visible items change.

Defines the value of the *type* property of a *itemChange* event object.

This event has the following properties:

Property	Value
<i>bubbles:Boolean</i>	FALSE
<i>cancelable:Boolean</i>	FALSE
<i>item:Object</i>	An object containing the item just added. It contains the following: <i>data:XML</i> - the xml node corresponding to the item <i>startIdx:int</i> - the index of the first visible item <i>level:int</i> - the depth level of the item <i>movie:MovieClip</i> - the instance of the item's icon movieclip

itemSoftClick

Event Object Type: *com.zerofractal.tree3D.tree3DItemEvent*

Type property: *com.zerofractal.tree3D.tree3DItemEvent.ITEM_SOFT_CLICK*

Dispatched when the user invokes the *childItem* method to open a tree item.

Defines the value of the *type* property of a *itemSoftClick* event object.

This event has the following properties:

Property	Value
<i>bubbles:Boolean</i>	FALSE
<i>cancelable:Boolean</i>	FALSE
<i>item:Object</i>	An object containing the item just added. It contains the following: <i>data:XML</i> - the xml node corresponding to the item <i>level:int</i> - the depth level of the item <i>movie:MovieClip</i> - the instance of the item's icon movieclip

parentClick

Event Object Type: *com.zerofractal.tree3D.tree3DItemEvent*

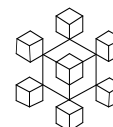
Type property: *com.zerofractal.tree3D.tree3DItemEvent.PARENT_CLICK*

Dispatched when the user clicks on a parent item.

Defines the value of the *type* property of a *parentClick* event object.

This event has the following properties:

Property	Value
<i>bubbles:Boolean</i>	FALSE



Property	Value
<i>cancelable:Boolean</i>	FALSE
<i>item:Object</i>	An object containing the item just added. It contains the following: <i>data:XML</i> - the xml node corresponding to the item <i>level:int</i> - the depth level of the item <i>movie:MovieClip</i> - the instance of the item's icon movieclip

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