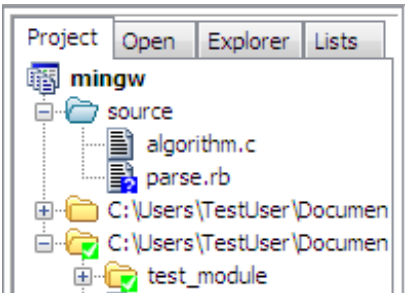


File Tree View Interface

UltraEdit and UESTudio feature an enhanced File Tree View. Visibility of the File Tree View may be toggled by selecting File Tree View from the Views/Lists submenu of the View menu or by pressing Ctrl+U.

Users may toggle between a listing of Project, Open, Explorer and **List** display modes.

Project mode: displays all files and folders in the active project with the project name listed at the top.



If no items are selected in the File Tree View in **Project** mode or if only the project name is selected the following items are shown in the context menu:

| | |
|--------------------------|---|
| Explore | opens Explorer to active project directory |
| Refresh | updates the project information (committing the changes) and refreshes the project list |
| Edit Project File | opens active project file in editor |
| Add Group | presents New Group dialog for adding organizational folders to project |
| Add Folder | presents New Folder dialog |
| Add New File | presents New File dialog where users specifies file to be added |
| Add Active File | adds file currently open in the edit window to the active project |
| | |

| | |
|----------------------|--|
| Add All Open Files | adds currently open files to the active project |
| Add Files to Project | presents Open dialog for specification/selection of file(s) to be added to project. If no subfolders are selected in the included dropdown file(s) will be added to the root of the project. |
| Open File in Project | presents Open File(s) in Project dialog |
| * Compiler Options | presents Compiler Options dialog |
| Settings | presents Project Settings dialog |

If a folder in the active project is linked to a remote server directory in the New Folder dialog and that folder is selected in the **Project** pane, the following additional options will be available in the context menu:

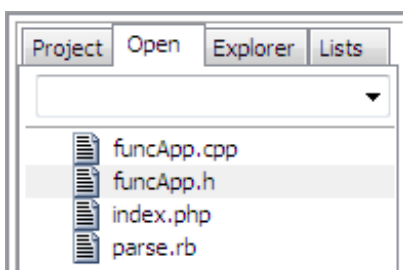
| | |
|-----------------------------|---|
| Download from server | downloads all files in the remote path specified to the folder linked to in the active project. Any files with the same name are overwritten regardless of timestamp. |
| Download with Sync | downloads ONLY newer files from the server to the folder linked to in the active project |
| Upload to server | uploads all files in the remote path specified to the folder linked to in the active project. Any files with the same name on the server are overwritten regardless of timestamp. |
| Upload with Sync | uploads ONLY newer files from the local folder to the linked server directory |

If a folder or file is selected in the File Tree View under **Project** mode, the following items are shown in the context menu:

| | |
|-------------------------|--|
| Open | opens selected file/folder in active project |
| Explore | opens Explorer to selected file/folder directory |
| VCS -> Commit | commits working copy to repository without displaying any prompts or options |

| | |
|--|---|
| VCS -> Update | commits working copy from repository without displaying any prompts or options |
| VCS -> Update (Special) | allows configuration of multiple VCS-related options using CVS/Subversion Update dialog |
| VCS -> Diff | shows the difference between the current local working file and the earlier revision stored in the repository. |
| VCS -> Compare | invokes UltraCompare to show the difference between the current local working file and the earlier revision stored in the repository. |
| VCS -> Advanced Diff/Compare | presents CVS Diff dialog where user may specify parameters to be used for diff command |
| VCS -> Remove | removes files and directories from a VCS repository |
| Remove from Project | removes the selected file/folder from the active project |
| * Add to Environment | presents the Add/Modify Environment Variable dialog |

Open mode: displays all currently open files.

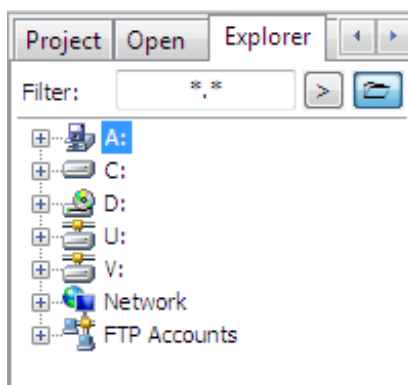



The context menu in **Open** mode includes the following items:

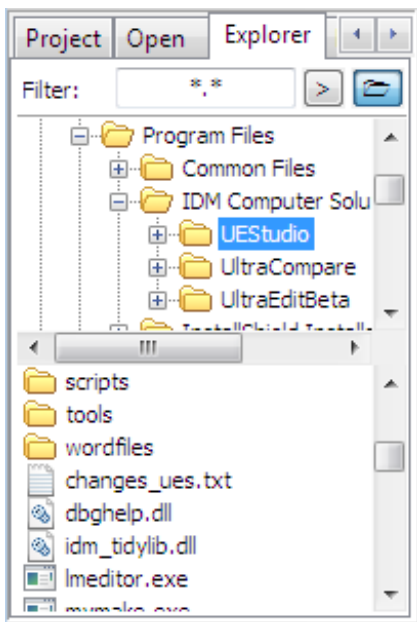
| | |
|------------|-------------------------|
| Close File | closes selected file(s) |
| | |

| | |
|------------------------------|--|
| Save File | saves selected file(s) |
| Print File | prints selected file(s) |
| Tile Windows Horizontally | horizontally tiles all open files |
| Tile Windows Vertically | vertically tiles all open files |
| Make Folder Active File Path | sets active file path to path of currently selected file |
| Show Names Only | if selected, only file names (and not paths) are displayed |
| Sort By Extension | sorts listed files by extension |

Explorer mode: displays File Tree View for local/network drives and removable media.



If the  button is pressed, the **Explorer** pane will be split horizontally with the upper pane showing the default file tree view, and the lower pane showing the contents of the selected folder as shown below:



Double-clicking on a file in the lower pane will cause it opened for editing. Double-clicking on a folder will navigate into that folder. Double-clicking on the folder labeled ".." at the top of the lower pane will navigate to the parent folder.

If a file is selected in **Explorer** mode, right-clicking in the File Tree View presents the following context menu:

| | |
|-------------------------------------|--|
| System Explorer Menu | presents applicable parts of Windows Explorer context menu |
| Rename File | moves focus to active file name to allow renaming |
| Open File | opens active file in edit window |
| Open with Default | opens active file in application registered with Windows for file type |
| Properties | displays Windows properties dialog for active file |
| Delete File(s) | deletes selected file(s) |
| Make folder active file path | switches to folder of active file path |
| Windows | |

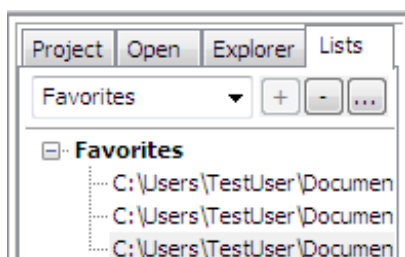
| | |
|-----------------------------|--|
| Windows Directory | switches focus to Windows directory |
| System Directory | switches focus to System directory |
| My Documents | switches focus to My Documents directory for user |
| Application | switches focus to Application Data directory |
| Insert into Document | presents submenu where users may select to insert the Full Path, Path, or Name of the selected file into the active document |

If a folder is selected in **Explorer** mode, right-clicking in the File Tree View presents the following context menu:

| | |
|---|--|
| System Explorer Menu | presents applicable parts of Windows Explorer context menu |
| Refresh | updates listing of all hard drives and removable media |
| Set Directory as Root | sets the active directory as root on right click and selection |
| Find in Files in this Directory | launches Find in Files dialog with Directory set to selected directory |
| Replace in Files in this Directory | launches Replace in Files dialog with Directory set to selected directory |
| Open Command Prompt Here | opens command prompt set to path for selected directory |
| Rename File | moves focus to active folder name to allow renaming |
| Open File | presents Open Files dialog where users may sort a filtered list of files in the active folder or in all selected folders based on file name, path or modified date |

| | |
|-------------------------------------|---|
| Properties | displays Windows properties dialog for active file |
| Delete File(s) | deletes selected file(s) |
| Make folder active file path | sets selected folder as active file path |
| Windows Directory | switches focus to Windows directory |
| System Directory | switches focus to System directory |
| My Documents | switches focus to My Documents directory for user |
| Application | switches focus to Application Data directory |
| Insert into Document | presents submenu where users may select to insert the Full Path, Path, or Name of the selected directory into the active document |

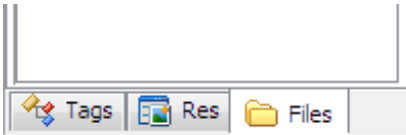
Lists mode: displays Tree View for Favorites and user-created groups.



If focus is in the combo box, you may type the name for a new list heading (e.g., **Personal**) and pressing the "+" button would add this to the list as a new heading. You may then select the heading you would like to add items to and press the browse button "..." to present the context menu with the options **Add Folder** and **Add File**. If an item is selected in the **Lists** pane and the "-" button is pressed, the selected item will be removed from the list.

UESudio Interface

UESudio includes three additional tabs at the bottom of the File Tree View that are not present in UltraEdit.



When the * Files tab is selected the three default tabs at the top of the display are active and selectable. In UESTudio the Project, Open, and Explorer modes display files/modules with small colored squares that indicate their status in relation to the CVS repository.

| Color | Meaning |
|--------|--|
| Green | file/module is up-to-date and unmodified |
| Blue | file/module is not currently under CVS control |
| Yellow | file/module is modified |
| Red | file/module contains a conflict |

When the * Res tab is selected the resources for the active project are listed. If a folder is selected in the File Tree View under Resource mode the following items are shown in the context menu:

| | |
|----------------------|---|
| Save Resources | saves modified resources in the active project |
| Insert | inserts a copy of the selected resource folder into the active project below the selected resource folder |
| Import | presents File Open dialog from which the item to be imported may be selected |
| Editor Configuration | presents Resource Editors Configuration dialog where users may specify paths for Bitmap Editor, Icon Editor, or Cursor Editor |

If a file is selected in Resource mode right clicking in the File Tree View presents the following context menu:

| | |
|----------------------|---|
| Open | opens the selected Data, Dialog or Menu resource for editing. If a Bitmap, Cursor, Icon or Toolbar resource is selected, the associated editor will be invoked. If an Accelerator or String Table resource is selected the Accelerators dialog or Strings dialog will be presented to allow editing of the selected resource. |
| Open Binary Data | opens the selected resource in binary/HEX mode |
| Remove Resource | removes the selected resource from the active project |
| Save Resources | saves modified resources in the active project |
| Insert Copy | inserts a copy of the selected resource into the active project below the selected resource |
| Insert | presents Insert Resource dialog from which users may choose to insert one of the following items: Accelerator, Bitmap, Cursor, Dialog, Icon, Menu, Toolbar, Version, Font, Html |
| Import | presents File Open dialog from which the item to be imported may be selected |
| Editor Configuration | presents Resource Editors Configuration dialog where users may specify paths for Bitmap Editor, Icon Editor, or Cursor Editor |

When the * Tags tab is selected classes, structs and other symbols defined inside the project workspace are displayed. Below these items globals (Functions, Labels, Macros, and Variables) will be listed as well. If you double-click on a displayed symbol, the appropriate source file will be opened and the line where the symbol is defined/declared will be positioned to. In UESstudio this interface replaces the Ctags mechanism used in UltraEdit.

If a tag is selected right clicking in the File Tree View presents the following context menu:

| | |
|------------------|--|
| Go To Definition | opens file where symbol is defined to the line where definition occurs |
| | |

| | |
|--------------------------------|---|
| Find Symbol in Active Document | lists occurrences of symbol in active document in the output window |
| Find Symbol in Project Files | lists occurrences of symbol in active project in the output window |

* Please note: These features are only supported in UESTudio, and not in UltraEdit.

Posted - Thu, Oct 13, 2011 8:22 PM. This article has been viewed 1713 times.

Online URL: <http://www.ultraedit.com/help/article/file-tree-view-interface-1545.html>
