

NAME

Blt_TreeCreateNode – Creates a node in a tree data object.

SYNOPSIS

```
#include <bltTree.h>
```

```
Blt_TreeNode
```

```
Blt_TreeCreateNode(tree, parent, name, position)
```

ARGUMENTS

Blt_Tree	<i>tree</i>	(in)	Tree containing the parent node.
Blt_TreeNode	<i>parent</i>	(in)	Node in which to insert the new child.
const char	<i>*name</i>	(in)	Node label. If NULL, a label will automatically be generated.
int	<i>position</i>	(in)	Position in the parent's list of children to insert the new node.

DESCRIPTION

This procedure creates a new node in a tree data object. The node is initially empty, but data values can be added with **Blt_TreeSetValue**. Each node has a serial number that identifies it within the tree. No two nodes in the same tree will ever have the same ID. You can find a node's ID with **Blt_TreeNodeId**.

The arguments are as follows:

<i>tree</i>	The tree containing the parent node.
<i>parent</i>	Node in which the new child will be inserted.
<i>name</i>	Label of the new node. If <i>name</i> is NULL, a label in the form " node0 ", " node1 ", etc. will automatically be generated. <i>Name</i> can be any string. Labels are non-unique. A parent can contain two nodes with the same label. Nodes can be relabeled using Blt_TreeRelabelNode .
<i>position</i>	Position in the parent's list of children to insert the new node. For example, if <i>position</i> is 0, then the new node is prepended to the beginning of the list. If <i>position</i> is -1, then the node is appended onto the end of the parent's list.

RETURNS

The new node returned is of type **Blt_TreeNode**. It's a token that can be used with other routines to add/delete data values or children nodes.

EXAMPLE

The following example creates a new node from the root node.

```
Blit_Tree token;
Blit_TreeNode root, node;

if (Blit_TreeGetToken(interp, "myTree", &token) != TCL_OK) {
    return TCL_ERROR;
}
root = Blit_TreeRootNode(token);
node = Blit_TreeCreateNode(token, root, "myNode", -1);
```

NOTIFICATIONS

Blt_TreeCreateNode can trigger tree notify events. You can be notified whenever a node is created by using the **Blt_TreeCreateNotifyHandler**. A callback routine is registered that will be automatically invoked whenever a new node is added via **Blt_TreeCreateNode** to the tree.

KEYWORDS

tree, token