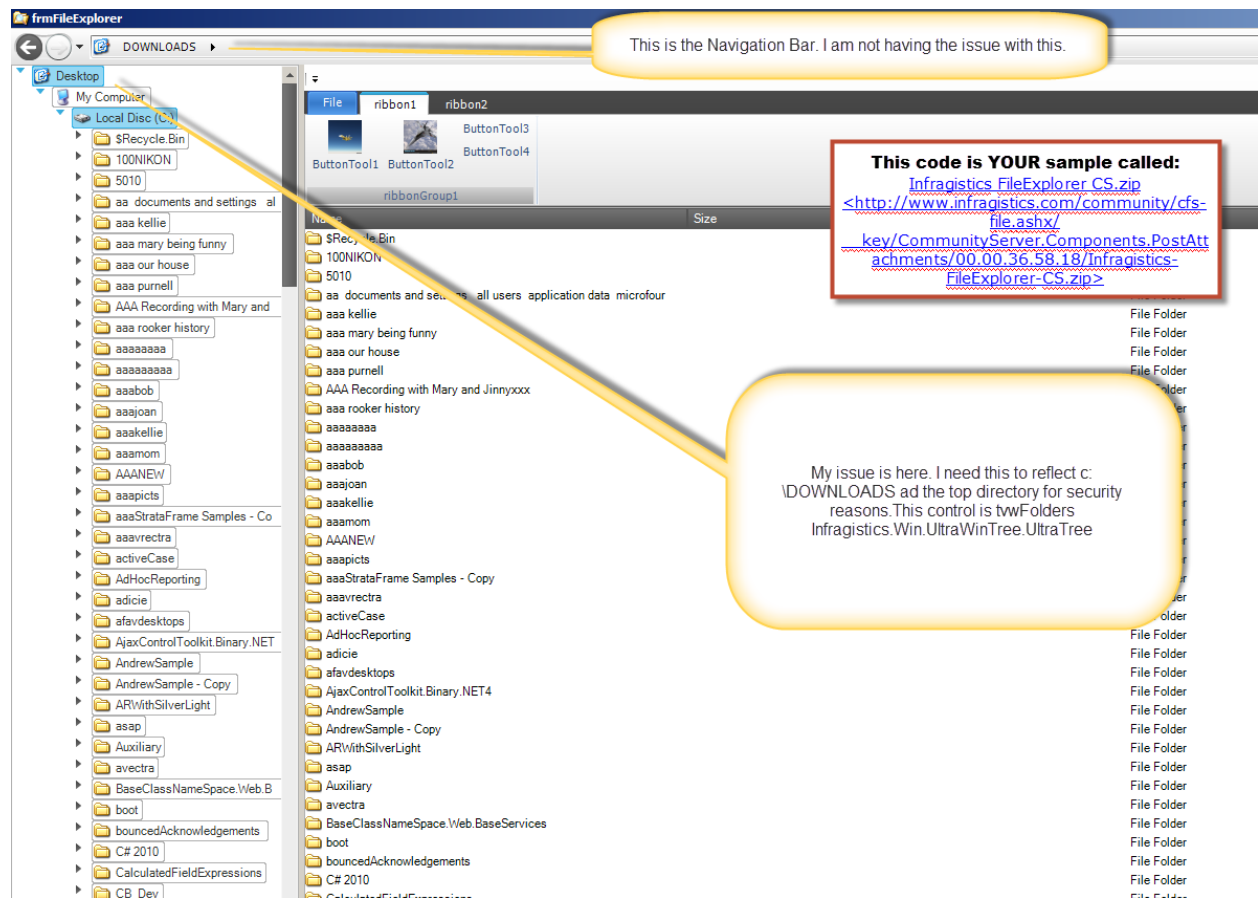


[Infragistics FileExplorer CS.zip](#)



PLEASE, I beg you. YOUR SAMPLE [Infragistics FileExplorer CS.zip](#) has this section of code in it. How do I set it to NOT USE "DESKTOP" or "MYCOMPUTER" but rather "C:\DOWNLOADS" in the TREEVIEW. PLEASE, PLEASE, PLEASE look at YOUR SAMPLE. This uses a Navigation bar but the code below in YOUR SAMPLE also displays a beautiful tree to the left that in NOT A NAVIGATIONBAR. HELP, HELP, HELP. How do I adjust the TreeView.

Here is a prortion of your code that appears to be where an adjustment needs to be made.

```

private void PopulateRoot()
{

    // Add Desktop Node to the tree

    UltraTreeNode desktopNode = this.tvwFolders.Nodes.Add("Desktop",
"Desktop");

        desktopNode.Override.NodeAppearance.Image =
this.IconManager.GetBitmap(IconName.Desktop);

        desktopNode.Override.ExpandedNodeAppearance.Image =
this.IconManager.GetBitmap(IconName.Desktop);

    // Set up the root location of the navigation bar as the Desktop
location

    UltraNavigationBarLocation desktopLocation =
this.unbFolders.RootLocation;

        desktopLocation.Key =
"Desktop";

        desktopLocation.Settings.Appearance.Image =
this.IconManager.GetBitmap(IconName.Desktop);

```

```
// Don't include the text of the Desktop location in the full path of  
it's children.
```

```
// This is so that children of the Desktop and My Computer locations  
have the correct path
```

```
// like Windows Explorer. For example, "C:\Program Files" is a  
complete path.
```

```
// It should not be "Desktop\My Computer\C:\Program Files"
```

```
    desktopLocation.IncludeTextInFullPath =  
false;
```

```
// The tree will be the central driving force of this application, so  
give the location a
```

```
// reference to the corresponding node in the tree.
```

```
    desktopLocation.Tag = desktopNode;
```

```
// Add the My Computer node to the tree
```

```
UltraTreeNode myComputerNode = desktopNode.Nodes.Add("MyComputer", "My  
Computer");
```

```

        myComputerNode.Override.NodeAppearance.Image =
this.IconManager.GetBitmap(IconName.MyComputer);

        myComputerNode.Override.ExpandedNodeAppearance.Image =
this.IconManager.GetBitmap(IconName.MyComputer);

// Add the My Computer location to the navigation bar.

UltraNavigationBarLocation myComputerLocation =
desktopLocation.Locations.Add("MyComputer", "My Computer");

        myComputerLocation.Settings.Appearance.Image =
this.IconManager.GetBitmap(IconName.MyComputer);

// Don't include the text of the My Computer location in the full path
of it's children.

// This is so that children of the Desktop and My Computer locations
have the correct path

// like Windows // Explorer. For example, "C:\Program Files" is a
complete path.

// It should not be "Desktop\My Computer\C:\Program Files"

        myComputerLocation.IncludeTextInFullPath =
false;

```

```
// The tree will be the central driving force of this application, so  
give the location a
```

```
// reference to the corresponding node in the tree.
```

```
myComputerLocation.Tag = myComputerNode;
```

```
// Assign the folder/open folder icons for all generic folders
```

```
this.tvwFolders.Override.NodeAppearance.Image =  
this.IconManager.GetBitmap(IconName.FolderSmall);
```

```
this.tvwFolders.Override.ExpandedNodeAppearance.Image =  
this.IconManager.GetBitmap(IconName.FolderOpenSmall);
```

```
// Assign the folder icons for all generic folders
```

```
this.unbFolders.LocationSettings.Appearance.Image =  
this.IconManager.GetBitmap(IconName.FolderSmall);
```

```
// Expand and select the Desktop node
```

```
desktopNode.Expanded =  
true;  
  
desktopNode.Selected =  
true;
```

}