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Thread: [Custom TreeView DesignMode Ignored Alternative](#)

[Eprouvez] - November 17, 2017, 10:22 pm

Hey guys,

Long time no see, thought I'd post this up really quickly as I found it useful.

I had a problem with creating a custom TreeView, I was coming across an issue where even though I was checking to see if the control was in DesignMode, it would execute the code at design time anyway.

For example:

```
Code Public Class Test
    Inherits TreeView

    Public Sub New()

        Nodes.Clear()

        If Not DesignMode Then
            Nodes.Add(New TreeNode("TEST NODE"))
        End If

    End Sub

End Class
```

This creates a node at design time, and seems to be a bug when inheriting some controls. To overcome this I found you can use LicenseManager.UsageMode in System.ComponentModel to check the state instead (LicenseUsageMode.DesignTime). Because it is ignoring DesignMode = False, we end up with duplicate nodes at runtime.

Here is the working code:

```
Code 'Imports System.ComponentModel

Public Class Test
    Inherits TreeView

    Public Sub New()

        Nodes.Clear()

        If Not System.ComponentModel.LicenseManager.UsageMode =
System.ComponentModel.LicenseUsageMode.DesignTime Then
            Nodes.Add(New TreeNode("TEST NODE"))
        End If

    End Sub

End Class
```

End Sub

End Class

This prevents the code executing at design time, and also prevents duplicate 'phantom' nodes as well.

All credit goes to [Keith Barrow](#), with his notes on auto-loading data. Provided the fix I needed.

Thanks for reading!

Eprouvez

P.S - I'll release my custom TreeView component for testing soon, if anyone is interested let me know here!

SaketSaket - *December 8, 2017, 3:08 am*

Would love to see your custom treeview... ;)