contentstructuremenu.ini [TreeMenu]

The settings of [TreeMenu] in contentstructuremenu.ini: Dynamic, UseCache, ShowClasses, RootNodeID, MaxDepth, MaxNodes, SortBy, ToolTips ...

Source file: `doc/eng-us/examples/ini-settings/contentstructuremenu/TreeMenu.md` Last changed 2026-11-04
https://doc.exponential.earth/exphelp/viewer/examples/ini-settings/contentstructuremenu/TreeMenu.md

The block `[TreeMenu]` of `settings/contentstructuremenu.ini`, with 15 setting(s).

Never edit `settings/contentstructuremenu.ini` itself: an update replaces it. Put the settings you change in an override, which wins over the shipped file:

- `settings/override/contentstructuremenu.ini.append.php` for every siteaccess,
- `settings/siteaccess/<siteaccess>/contentstructuremenu.ini.append.php` for one siteaccess,
- `extension/<extension>/settings/contentstructuremenu.ini.append.php` in an extension (read when the extension is active).

Dynamic

> If set to enabled, the admin tree menu is fetched and built dynamically on fly. Requires a web browser with AJAX support.

Default: `disabled`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
Dynamic=disabled
*/ ?>
```

UseCache

> If set to enabled, the JSON documents will be also cached on the server.

Default: `enabled`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
UseCache=enabled
*/ ?>
```

ShowClasses

> which classes to show

Default: a list of 4: `folder`, `forum`, `gallery`, `user_group`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
# an empty "ShowClasses[]" first replaces the shipped list; without it the items are added
ShowClasses[]
ShowClasses[]=folder
ShowClasses[]=forum
ShowClasses[]=gallery
ShowClasses[]=user_group
*/ ?>
```

RootNodeID

> ShowClasses[]=foo_folder
> Root node of the content structure menu (the left tree of the Content
> structure tab in the administration interface).
> "1" is the real top of the content tree, the virtual node every top-level
> subtree hangs from: Content (2), Users (5), Media (43), Setup (48), Design
> (58) and any other top-level node are then shown as its children, so the
> whole tree can be browsed from one place. Node 1 has no object; it is
> labelled "Top Level Nodes" (translated) and clicking it opens the dashboard.
> Set it to 2 to start the menu at the Content node, as older releases did,
> or to any other node ID to start it there.
> The Media and Users tabs keep their own trees, rooted at
> [NodeSettings] MediaRootNode and UserRootNode in content.ini.
> RootNodeID=118
> RootNodeID=2

Default: `1`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
RootNodeID=1
*/ ?>
```

MaxDepth

> Maximum number of levels shown below the root node of the menu.
> "0" means unlimited: every level of the tree can be opened, down to the
> deepest node.
> "1" shows only the children of the root node, "2" also their children, and
> so on. A node at the last allowed level is shown without the open/close

> control.
> With 'Dynamic' enabled the levels are loaded one at a time when a node is opened, so an unlimited depth does not make the menu slower; MaxNodes still limits how many children one level lists.
> The depth is counted from the root of each tree, so it applies in the same way to the Media and Users trees.

Default: `0`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
MaxDepth=0
*/ ?>
```

MaxNodes

> max nodes count to fetch
> "0" means unlimited

Default: `150`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
MaxNodes=150
*/ ?>
```

SortBy

> the value is a pair of "type/order".
> for example: published/ascending, name/descending, ...
> using "array" notation it's possible to sort by multiple sort criteria:
> SortBy[]
> SortBy[]=name/ascending
> SortBy[]=published/descending
> if an empty array, it uses the sorting defined for each node instead (from the Ordering tab)

Default: an empty list.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
# an empty "SortBy[]" first replaces the shipped list; without it the items are added
SortBy[]
*/ ?>
```

ToolTips

> enabled/disabled

Default: `enabled`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
ToolTips=enabled
*/ ?>
```

ItemClickAction

> url to redirect when clicking on menu item
> if empty then default action(viewing of object) will be performed
> example: /content/browse, /content/view/full, etc.

Default: empty.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
ItemClickAction=
*/ ?>
```

ClassIconsSize

> Size of icons in menu: small, normal, large, etc.
> Check 'Sizes' setting in icon.ini for available sizes

Default: `small`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
ClassIconsSize=small
*/ ?>
```

PreloadClassIcons

> Controls the pre-loading of class-icons, use
> enabled or disabled. When pre-loading is enabled
> icons of all classes will be loaded before
> menu will be shown. If disabled icons will be loaded
> on demand.

Default: `enabled`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
PreloadClassIcons=enabled
*/ ?>
```

AutoopenCurrentNode

> Use enabled or disabled. If enabled then current node
> will be unfolded(children will be shown)
> automatically.

Default: `enabled`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
AutoopenCurrentNode=enabled
*/ ?>
```

MenuPersistence

> Use cookies to remember opened paths and keep then
> open until closed by user.
> If disabled only current path will be opened.

Default: `enabled`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
MenuPersistence=enabled
*/ ?>
```

ChapterClasses

> which classes are chapter

Default: an empty list.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
# an empty "ChapterClasses[]" first replaces the shipped list; without it the items are added
ChapterClasses[]
*/ ?>
```

CreateHereMenu

> ChapterClasses[]=chapter
> ChapterClasses[]=lighttoc
> The "Create here" menu when clicking the node icon in the administrator interface.
> disabled - Not having the menu.
> full - Having the menu with the necessary permission checks - this will most likely slow down the interface.
> simplified - Having the menu without the necessary permission checks
> (in other words: the menu will include all classes regardless
> if the logged in user is allowed to create all those classes at that exact location).
> Some users might get ACCESS DENIED, but it might just work for the most typical/usual cases
> (where only one admin or a bunch of admins without limitations are using the interface).

Default: `simplified`.

INI

```
<?php /* #?ini charset="utf-8"?
# settings/override/contentstructuremenu.ini.append.php
[TreeMenu]
CreateHereMenu=simplified
*/ ?>
```

Related

- All blocks of contentstructuremenu.ini
- All INI files
- The settings page

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