Structure API Basics

Classes to Start With

Use ...	to ...
StructureManager *and* Forest	create and manipulate structures – add issues to the hierarchy, move issues within hierarchy, delete issues from the hierarchy, listen to structure events

The API uses an open source library Integers, which provides primitive-type collections with `java.util`-like interfaces. When working with `Forest`, you will typically use `LongList` and `LongArray` (an implementation of `LongList`).

See API Usage Samples to get the idea how to work with those interfaces.

The dependency on the Integers library is added automatically when your add dependency on the API. Same goes for another dependency on the small JetBrains annotations library, that provides `@Nullable` and `@NotNull` annotations.

More Power

Use ...	to ...
StructureSynchronizer	create a new synchronizer and declare it in a Synchronizer Module
StructureSyncManager	manage synchronizers
StructureBackupManager	backup structure to a file and restore it back
ProgressCalculator	calculate progress (as shown by the Progress column in the structure widget)
StructureJobManager	schedule asynchronous jobs
IssueEventBridge	listen for aggregated issue events

Next: consider Controlling Compatibility and Making Structure Dependency Optional