

```
void plmhomeToolKits_COMMON_getNodes(BlockStyler::Tree* tree, vector<BlockStyler::Node*> &nodes)
{
    NXOpen::BlockStyler::Node *node = tree->RootNode();

    while(node != NULL)
    {
        nodes.push_back( node );
        node = node->NextSiblingNode();
    }
}
```