



Spreadsheet Tree

Guide

Block Version: 2.0.0

Minimum Genesis Version: 2.0.0

Minimum Platform Version: 9.0.0

Copyright © 2026 OneStream Software LLC. All rights reserved.

All trademarks, logos, and brand names used on this website are the property of their respective owners. This document and its contents are the exclusive property of OneStream Software LLC and are protected under international intellectual property laws. Any reproduction, modification, distribution or public display of this documentation, in whole or part, without written prior consent from OneStream Software LLC is strictly prohibited.

Overview

The Spreadsheet Tree Content Block displays a hierarchical view of Excel files stored in File Explorer. This allows users to view, edit and process the content in Spreadsheet.

Use Cases

- View content from an Excel file in Spreadsheet:
 - Executive Reporting
 - Data analysis
 - Data entry and processing

Designer

The Designer Page is where you configure the tree view using Folders and Excel files from the File Explorer.

The top folder specifies the top node of the spreadsheet tree; the tree will include all Excel files from that folder and any sub-folders. Ribbon and Tree Width control spreadsheet and tree display and user interactions. Hide the ribbon to prevent users from editing the files. Lastly, determine the Default File to display when launching the Dashboard.

Top Folder	<input type="text" value="Documents/Public"/>	...
Ribbon	<input type="text" value="Hide"/>	▼
Tree Width	<input type="text" value="350"/>	
Default File	<input type="text" value="Documents/Users/admin/Budget In..."/>	...

NOTE: Cube Views, XFGGetCells, and Table Views will process automatically upon opening the spreadsheet.

Spreadsheets must be designed to avoid prompting for Parameters.

Content Page

The Content Page displays the Spreadsheet Tree along-side the Default File. The spreadsheets will process when selected. Users also have the option to conceal the tree and access the File Explorer directly from this page.

Product	Direct Material Cost				Direct Material Cost	Indirect Material Cost	Direct Labor Cost		Indirect Labor Cost		Other Overhead Cost	Total Cost
	Metal Components	Paint/Coloring	Non Metallic	Composite			Hours/Product	Cost	Hours/Product	Cost		
6 Mach 5	172.37	2.39	14.36	50.28	239.40	6.38	0.75	35.11	0.27	9.58	27.71	318
7 Mach 10	185.98	3.05	9.15	106.71	304.89	23.45	1.30	60.98	0.52	18.76	59.16	467
8 Hyperdrive 7	149.77	6.91	6.91	66.83	230.42	15.36	0.52	24.58	0.17	6.14	30.04	306
9 Speed Demon	371.25	5.54	16.62	160.70	554.11	37.95	1.29	60.72	0.84	30.36	73.78	756
10 Warp Speed	191.25	5.47	8.20	68.33	273.35	16.57	1.23	57.98	0.12	4.14	60.78	412
11 Transporter	180.64	8.74	11.65	90.32	291.35	9.10	1.16	54.63	0.25	9.10	89.65	453
12 Hellon Prime	47.85	2.24	3.74	20.94	74.77	5.93	0.35	16.62	0.07	2.37	18.57	118
13 Rouge	79.31	1.28	5.12	42.21	127.92	12.44	0.34	15.99	0.15	5.33	15.49	177
14 High Roller	94.74	4.31	5.74	38.76	143.55	4.35	0.37	17.40	0.06	2.18	49.59	217
15 CPM Crusher	72.91	3.65	4.86	40.10	121.52	6.66	0.28	13.32	0.09	3.33	21.27	166
16 Extender	70.85	3.54	5.90	37.79	118.08	12.92	0.51	23.99	0.15	5.54	23.31	183
17 XStream	146.59	4.13	12.39	43.36	206.47	9.11	0.65	30.36	0.17	6.07	50.80	302
18 OShea	177.45	5.92	8.87	103.51	295.75	28.75	0.70	32.86	0.11	4.11	48.48	409
19 Splash	122.05	1.72	5.16	42.97	171.90	10.11	0.54	25.28	0.07	2.53	42.37	252
20 Power Drive	195.99	3.06	15.31	91.88	306.24	14.36	0.81	38.78	0.53	19.14	99.14	477
21 Winkler Beer Me	71.32	1.11	4.46	34.54	111.43	10.40	0.38	17.83	0.04	1.49	7.00	148
22 The Goldfish	101.43	3.12	7.80	43.69	156.04	8.55	0.64	29.93	0.06	2.14	16.39	213
23 Arbor Wood	60.01	2.69	3.58	23.28	89.56	6.31	0.38	17.66	0.07	2.52	9.64	125
24 ConnectAclub	49.23	0.72	2.17	20.28	72.40	7.14	0.20	9.18	0.09	3.06	9.90	101
25 Hyper Fast Mulligan	49.03	0.80	3.22	27.33	80.38	3.60	0.26	12.00	0.13	4.80	18.80	119
26 FCC Switch	133.09	4.10	6.14	61.42	204.75	5.85	0.87	40.95	0.33	11.70	28.05	291
27 Painful Old Host	147.65	2.34	11.72	72.65	234.36	18.60	1.03	48.36	0.31	11.16	58.18	370
28 ANA Shank	128.27	5.92	5.92	57.23	197.34	20.93	0.76	35.88	0.25	8.97	34.87	297
29 Short Putt ASO	65.31	1.00	5.02	29.14	100.47	7.08	0.36	16.98	0.16	5.66	10.80	140
30 Short Putt BSO	74.13	2.43	6.08	38.88	121.52	9.99	0.43	19.98	0.05	1.66	12.84	165
31 Noonan Long	151.92	4.40	11.51	62.15	230.18	21.48	0.59	27.62	0.17	6.14	20.72	306
32 Spackler Drive	66.56	3.07	5.12	27.65	102.40	5.94	0.28	13.36	0.04	1.48	24.90	148
33 Webb Legacy	280.31	8.13	20.31	97.50	406.25	16.70	1.30	61.22	0.31	11.13	59.59	554

Release Notes

Version 2.0.0

This major release introduces block upgradeability further strengthening content development and management. This capability is foundational to how Genesis content will evolve going forward.

Important Notes

Upgradeability is only available for blocks running version 2.0.0 or later. Existing blocks on version 1.x must be migrated to 2.0.0 first. This is a one-time process. See *Content Block Upgrade Path* below for migration details.

Enhancements

Block Upgradeability

This block has been updated to fully support the new upgradeability framework introduced in

Genesis 2.0.0. This ensures that the block can evolve over time without requiring pages to be rebuilt or configurations to be recreated.

The following capabilities are now available for all blocks at version 2.0.0 and above:

1. **Version Awareness**

Blocks now report their version and indicate when a newer version is available. Administrators can see at a glance which pages are running older versions.

2. **Compatibility Validation**

Each block now includes version-to-version compatibility rules. During an upgrade, Genesis automatically checks whether content and configuration can be safely migrated.

3. **Selective Upgrades**

Identify and select specific blocks to upgrade on specific pages.

4. **Configuration and Content Preservation**

Upgrades carry forward existing filter settings, parameters, and layout configuration. Pages do not need to be rebuilt.

Important Note: This feature is not retroactive. Blocks on version 1.x do not include the upgradeability framework. They must be migrated to 2.0.0 first. See *Content Block Upgrade Path* below for migration details.

Platform and Genesis Compatibility

Genesis Version Requirement

Blocks at version 2.0.0 are only compatible with Genesis 2.0 or later.

Do not inject a 2.0.0 block into a Genesis 1.x Instance. The block will not function, and the upgradeability features will not be available.

Minimum Platform Version	9.0.0
Minimum Genesis Version	2.0.0

Content Block Upgrade Path

One-time Migration: Moving an Existing Block to Version 2.0

This process applies only to blocks currently on version 1.x. Follow these steps once to bring your existing block up to version 2.0.

After completing this migration, future upgrades can be performed directly within Genesis and will not require content re-building.

1. Create a new page and set its visibility to Hidden.
2. Inject and configure the 2.0.0 version of the block on this page.
3. Verify functionality to ensure the block behaves as expected.

4. Hide the original page and make the new page visible.
5. After end-user confirmation, delete the original block and page.

Why is this still required for 2.0?

Block upgradeability is functionality built into the 2.0.0 block itself. Blocks on version 1.x do not include this functionality and therefore cannot be upgraded in place. The steps above are the final time you will need to follow this process for this block.

Upgrading from 2.0.0 to Future Versions

Once a block is running version 2.0.0 or later, upgrades are handled directly within Genesis. No page rebuilding or reconfiguration is required.

Refer to the [Genesis Guide](#) for more details on the block upgrade process.

Version 1.0.0

This is the initial release of the block.

Platform and Genesis Compatibility

- Minimum Platform Version: 9.0.0
- Minimum Genesis Version: 1.0.0