

# ActiveX Component SoftwareAG.NaturalX.Utilities

This document covers the following topics:

- Purpose
  - Interfaces
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## Purpose

The ActiveX component `SoftwareAG.NaturalX.Utilities` provides a number of methods that are useful in the context of NaturalX and Natural Studio plug-ins.

As an example, the general usage of the component in a Natural application is in the following way.

```
define data
local
1 #util handle of object
1 #studio handle of object
end-define
*
* First create an instance of the class SoftwareAG.NaturalX.Utilities.
create object #util of 'SoftwareAG.NaturalX.Utilities.4'
if #util eq null-handle
  escape routine
end-if
*
* Now call the individual methods of the component, for instance
* to get access to the Natural Studio Automation Interface.
*
send 'GetThisNaturalStudio' to #util return #studio
if #studio eq null-handle
  escape routine
end-if
*
end
```

## Interfaces

The individual interfaces, their methods and their usage are described in detail in separate documents.

The component provides the following interfaces:

- Interface `INaturalXUtilities`
- Interface `IRunningObjects`