INatAutoContextMenus

This chapter covers the following topics:

- Purpose

- Properties

- Methods

Purpose

Collection of the available context menus.

Properties

The following properties are available:

- Parent

- Studio

- Count

Parent

Used to navigate to the parent interface of this interface.

Natural Data Format	Variant Type	Remark
HANDLE OF OBJECT	VT_DISPATCH (INatAutoControlBars)	Get only

Studio

Used to navigate to the root interface.

Natural Data Format	Variant Type	Remark
HANDLE OF OBJECT	VT_DISPATCH (INatAutoStudio)	Get only

Count

The number of available context menus.

Natural Data Format	Variant Type	Remark
I4	VT_I4	Get only

Methods

The following methods are available:

- Add

- Item

Add

Creates a new context menu and adds it to the collection. Dynamically created context menus are not persistently customizable in the **Customize** dialog.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoContextMenu)	
Caption	A	VT_BSTR	

Return value

    The newly added context menu.

Caption

    A string used to identify the context menu.

Item

Returns a specific context menu from the collection. Used to iterate through the collection.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoContextMenu)	
Index	I4 A	VT_I4 VT_BSTR	

Return value

    The context menu identified by the value specified in Index.

Index

    Identifies a specific context menu in the collection. This can be either the index of the context menu in the collection (a value between 1 and Count) or the caption of the context menu (as indicated in the **Customize** dialog).