

# INatAutoDataArea

This chapter covers the following topics:

- Purpose
  - Properties
  - Methods
- 

## Purpose

A data area open in a data area editor window. This comprises the following development object types: local data area, global data area and parameter data area.

## Properties

The following properties are available:

- Parent
- Studio
- Source
- Visible
- Type
- LineCount

### Parent

Used to navigate to the parent interface of this interface.

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

### Studio

Used to navigate to the root interface.

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

## Source

The source code of the data area in the syntax of the `DEFINE DATA` statement.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	

## Visible

Shows or hides the editor window.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	

## Type

The development object type. The type is identified by a numeric ID. The IDs of predefined types are described in the section *Predefined Node Types*.

Natural Data Format	Variant Type	Remark
I4	VT_I4	

## LineCount

The number of lines in the source code.

Natural Data Format	Variant Type	Remark
I4	VT_I4	Get only

## Methods

The following methods are available:

- StartEdit
- EndEdit
- Catalog
- Check
- Clear
- Close

- Search
- Replace
- Save
- Stow
- Title
- GetInfo
- DeleteLines
- GetLines
- InsertLines
- ReplaceLines

## **StartEdit**

This method should be called before calling a series of editing methods in order to increase editing performance. It converts (internally) the data area into source code according to the syntax of the DEFINE DATA statement.

## **EndEdit**

This method should be called after having called `StartEdit` and a series of editing methods. It converts (internally) the source code back into the data area editor.

## **Catalog**

Catalogs the data area.

### **Parameters**

Name	Natural Data Format	Variant Type	Remark
Quiet	L	VT_BOOL	Optional

### **Quiet**

If set to TRUE, the method is performed without user interaction. The default is FALSE.

## **Check**

Checks the data area.

**Parameters**

Name	Natural Data Format	Variant Type	Remark
Quiet	L	VT_BOOL	Optional

**Quiet**

If set to TRUE, the method is performed without user interaction. The default is FALSE.

**Clear**

Clears the data area.

**Parameters**

Name	Natural Data Format	Variant Type	Remark
Quiet	L	VT_BOOL	Optional

**Quiet**

If set to TRUE, the method is performed without user interaction. The default is FALSE.

**Close**

Closes the editor and removes the data area from the collection.

**Parameters**

Name	Natural Data Format	Variant Type	Remark
Quiet	L	VT_BOOL	Optional

**Quiet**

If set to TRUE, the method is performed without user interaction. The default is FALSE.

**Search**

Searches for the first occurrence of a given string in the source code (in the syntax of the DEFINE DATA statement).

**Parameters**

Name	Natural Data Format	Variant Type	Remark
Return value	BOOL	VT_BOOL	
SearchString	A	VT_BSTR	
Line	I4	VT_I4	By reference
Column	I4	VT_I4	By reference
CaseSensitive	L	VT_BOOL	Optional
WholeWords	L	VT_BOOL	Optional
Up	L	VT_BOOL	Optional

## Return value

TRUE if a match was found.

## SearchString

The string to search for.

## Line

Contains the start line for the search on input. Contains the line of the first match on return.

## Column

Contains the start column for the search on input. Contains the column of the first match on return.

## CaseSensitive

Searches case sensitively. The default is FALSE.

## WholeWords

Searches only for whole words that match the search string. The default is FALSE.

## Up

Searches in upward direction. The default is FALSE.

## Replace

Replaces the first occurrence of a given string in the source code (in the syntax of the `DEFINE DATA` statement) with another one.

## Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	BOOL	VT_BOOL	
SearchString	A	VT_BSTR	
ReplaceString	A	VT_BSTR	
Line	I4	VT_I4	By reference
Column	I4	VT_I4	By reference
CaseSensitive	L	VT_BOOL	Optional
WholeWords	L	VT_BOOL	Optional
Up	L	VT_BOOL	Optional

**Return value**

TRUE if a match was found.

**SearchString**

The string to search for.

**ReplaceString**

The string which replaces the search string.

**Line**

Contains the start line for the search on input. Contains the line of the first match on return.

**Column**

Contains the start column for the search on input. Contains the column of the first match on return.

**CaseSensitive**

Searches case sensitively. The default is FALSE.

**WholeWords**

Searches only for whole words that match the search string. The default is FALSE.

**Up**

Searches in upward direction.

**Save**

Saves the data area.

## Parameters

Name	Natural Data Format	Variant Type	Remark
Name	A	VT_BSTR	Optional
Library	A	VT_BSTR	Optional
Type	I4	VT_I4	Optional
Quiet	L	VT_BOOL	Optional

### Name

Saves the object under the given name.

### Library

Saves the object in the given library.

### Type

Saves the object under the given type.

### Quiet

If set to TRUE, the method is performed without user interaction. The default is FALSE.

## Stow

Stows the data area.

## Parameters

Name	Natural Data Format	Variant Type	Remark
Name	A	VT_BSTR	Optional
Library	A	VT_BSTR	Optional
Type	I4	VT_I4	Optional
Quiet	L	VT_BOOL	Optional

### Name

Stows the object under the given name.

### Library

Stows the object in the given library.

### Type

Stows the object under the given type.

### **Quiet**

If set to TRUE, the method is performed without user interaction. The default is FALSE.

## **Title**

Titles an untitled data area.

### **Parameters**

Name	Natural Data Format	Variant Type	Remark
Name	A	VT_BSTR	Optional
Library	A	VT_BSTR	Optional

### **Name**

Assigns a name to the data area.

### **Library**

Assigns a library to the data area.

## **GetInfo**

Returns information about an open object.

### **Parameters**

Name	Natural Data Format	Variant Type	Remark
Type	I4	VT_I4	By reference
Name	A	VT_BSTR	By reference
Library	A	VT_BSTR	By reference
Fnr	I4	VT_I4	By reference
DBnr	I4	VT_I4	By reference

### **Type**

The type of the object.

### **Name**

The name of the object.

### **Library**

The library of the object.

**Fnr**

The system file file number of the object.

**DBnr**

The system file database number of the object.

**DeleteLines**

Deletes a block of lines from the source code (in the syntax of the DEFINE DATA statement).

**Parameters**

Name	Natural Data Format	Variant Type	Remark
StartLine	I4	VT_I4	
LineCount	I4	VT_I4	Optional

**StartLine**

The start line of the block to delete.

**LineCount**

The number of lines to delete. The default is 1.

**GetLines**

Retrieves a block of lines from the source code (in the syntax of the DEFINE DATA statement).

**Parameters**

Name	Natural Data Format	Variant Type	Remark
Return value	A	VT_BSTR	
StartLine	I4	VT_I4	
LineCount	I4	VT_I4	Optional

**Return value**

A block of source code lines. The lines are separated by carriage return / line feed characters.

**StartLine**

The start line of the block to return.

**LineCount**

The number of lines to return. The default is 1.

## InsertLines

Inserts a block of lines from the source code (in the syntax of the `DEFINE DATA` statement).

### Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	I4	VT_I4	
Code	A	VT_BSTR	
InsertAfterLine	I4	VT_I4	Optional

### Return value

The line number passed in `InsertAfterLine` increased by the number of inserted lines.

### Code

A block of source code lines to insert. The lines must be separated by carriage return / line feed characters.

### InsertAfterLine

Line after which the code shall be inserted. The default is 0.

## ReplaceLines

Replaces a block of lines from the source code (in the syntax of the `DEFINE DATA` statement).

### Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	I4	VT_I4	
Code	A	VT_BSTR	
ReplaceLine	I4	VT_I4	Optional
LineCount	I4	VT_I4	Optional

### Return value

The line number passed in `ReplaceLine` increased by the number of inserted lines.

### Code

A block of source code lines to replace the block that is defined by `ReplaceLine` and `LineCount`. The lines must be separated by carriage return / line feed characters.

**ReplaceLine**

The start line of the block to be replaced. The default is 1.

**LineCount**

The number of lines to be replaced by the given block. The default is 1.