

# INatAutoDataAreas

This chapter covers the following topics:

- Purpose
  - Properties
  - Methods
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## Purpose

Collection of the development objects currently open in a data area editor window. This collection comprises the following development object types: local data area, parameter data area and global data area. The types are identified by a numeric ID. The IDs of predefined types are described in the section *Predefined Node Types*.

## 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 (INatAutoObjects)	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 development objects currently open in a data area editor window.

Natural Data Format	Variant Type	Remark
I4	VT_I4	Get only

## Methods

The following methods are available:

- Item
- Add
- Open

### Item

Returns a specific development object from the collection.

#### Parameters

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

#### Return value

The development object identified by the value specified in Index.

#### Index

Identifies a specific development object in the collection. This can be either the index of the development object in the collection (a value between 1 and Count) or the name of the object.

#### Type

Used to identify a specific object by name (specified in Index) and type (specified in Type).

#### Library

Used to identify a specific object by name (specified in Index), type (specified in Type) and library (specified in Library).

## Add

Creates a new (untitled) development object and opens it in a data area editor window.

### Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoDataArea)	
Type	I4	VT_I4	
Visible	L	VT_BOOL	Optional

### Return value

The newly created development object.

### Type

The type of the object to create.

### Visible

Decides if the editor is opened visible or not. By default, the editor is opened visible.

## Open

Opens an existing development object in a data area editor window.

### Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoDataArea)	
Type	I4	VT_I4	
Name	A	VT_BSTR	
Library	A	VT_BSTR	Optional
Visible	L	VT_BOOL	Optional

### Return value

The newly opened development object.

### Type

The type of the object to open.

### Name

The name of the object to open.

**Library**

The library of the object to open.

**Visible**

Decides if the editor is opened visible or not. By default, the editor is opened visible.