

# INatAutoEnvironment

This chapter covers the following topics:

- Purpose
  - Properties
  - Methods
- 

## Purpose

An environment that has once been connected during the current Natural Studio session. This includes the local environment also. Remote environments are only available with Natural Single Point of Development. See also *Remote Development Using SPoD*.

## Properties

The following properties are available:

- Parent
- Studio
- Local
- Active
- Connected
- Name
- Host
- Port
- Alias
- CommandLine
- UserID
- Parameters
- SystemVariables

## Parent

Used to navigate to the parent interface of this interface.

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

## Studio

Used to navigate to the root interface.

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

## Local

TRUE if this is the local environment.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	Get only

## Active

TRUE if this is the active environment.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	Get only

## Connected

TRUE if this environment is currently connected.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	Get only

## Name

The name of the environment. This name can be used in the method `INatAutoEnvironments::Item` to identify a specific environment uniquely.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	

## Host

The host name of the development server.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

## Port

The port number of the development server.

Natural Data Format	Variant Type	Remark
I4	VT_I4	Get only

## Alias

The alias name of the environment as displayed in the library workspace.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

## CommandLine

A command line containing additional dynamic parameters under which the environment is running.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

## UserID

The user ID under which the environment is mapped.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

## Parameters

Returns an interface to the NATPARM parameters of this environment.

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

## SystemVariables

Returns an interface to the system variables of the environment.

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

## Methods

The following methods are available:

- Activate
- Disconnect
- Connect
- Unmap

### Activate

Makes this environment the active one. An environment cannot explicitly be deactivated. An environment is implicitly deactivated when another one is activated.

This method is not applicable to environments that are disconnected.

### Parameters

Name	Natural Data Format	Variant Type	Remark
Visible	L	VT_BOOL	Optional

### Visible

This parameter can be used to temporarily activate a different environment and then reactivate the previous environment, without affecting the user interface.

If set to TRUE or not specified, the newly activated environment is selected in the library workspace.

If set to FALSE, the previously active environment stays selected.

### Disconnect

Disconnects the environment and closes the development server session. If this environment was the active one, the previously active environment gets activated.

This method is not applicable to the local environment.

## Connect

Reestablishes the connection to a previously disconnected environment. Activates the connected environment.

### Parameters

Name	Natural Data Format	Variant Type	Remark
Password	A	VT_BSTR	Optional
Quiet	L	VT_BOOL	Optional
IgnoreWarnings	L	VT_BOOL	Optional

### Password

The password of the user ID under which the environment was previously connected.

### Quiet

If set to FALSE or not specified, the **Map Environment** dialog is shown and is preset with the given parameters.

If set to TRUE, the **Map Environment** dialog is not shown.

### IgnoreWarnings

If set to FALSE or not specified, warnings that occur during connecting are treated like errors.

If set to TRUE, warnings are ignored.

## Unmap

Unmaps the environment, disconnects it and closes the development server session. If this environment was the active one, the previously active environment gets activated.

This method is not applicable to the local environment.