# INatAutoImages

This chapter covers the following topics:

- Purpose

- Properties

- Methods

## Purpose

Used to define images that represent commands in menus and toolbars.

## Properties

The following properties are available:

- Parent

- Studio

### 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 |

## Methods

The following method is available:

- LoadImage

## LoadImage

Loads an image from a file. The resulting `IPictureDisp` interface can, for example, be used to assign the image to a command when adding a command to the `INatAutoCommands` collection. `IPictureDisp` is an Automation interface predefined in Windows.

### Parameters

| Name | Natural Data Format | Variant Type | Remark |
|---|---|---|---|
| Return value | HANDLE OF OBJECT | VT_DISPATCH (IPictureDisp) | |
| ImageFileName | A | VT_BSTR | |

**Return value**

> The loaded image.

**ImageFileName**

> Name of a bitmap file (.bmp) with full path name that contains the image to be loaded.