INatAutoNodeTypes INatAutoNodeTypes

# IN at AutoNode Types

This chapter covers the following topics:

- Purpose
- Properties
- Methods

## **Purpose**

Collection of all node types used in tree views and list views.

## **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 (INatAutoTypes)	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:

Add

INatAutoNodeTypes Add

#### Add

Creates a new node type and adds it to the collection.

#### **Parameters**

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoNodeType)	
Type	I4	VT_I4	
Caption	A	VT_BSTR	Optional
ContextMenu	HANDLE OF OBJECT	VT_DISPATCH (INatAutoContextMenu)	Optional
ImageIDDefault	I4	VT_I4	Optional
ImageIDOpen	I4	VT_I4	Optional

#### Return value

The newly created node type.

### **Type**

An integer number that identifies the new node type. An arbitrary positive integer value starting with 20000 can be chosen. Values below 20000 are reserved for predefined node types.

## Caption

A name for the node type for the use in tree view and list view captions.

### ContextMenu

A context menu that shall be displayed when the right mouse button is pressed on a node of this type.

#### **ImageIDDefault**

An index to the small (16x16) and large (32x32) version of the default bitmap representation of nodes of this type. If the plug-in has registered node bitmaps with the method INatAutoNodeImages: AddImage, it has received an index that can be used here. If the parameter is not specified, the nodes of this type are represented as closed folders.

#### **ImageIDOpen**

An index to the bitmap that represents an expanded node of this type in a tree view. If the plug-in has registered node bitmaps with the method INatAutoNodeImages::AddImage, it has received an index that can be used here. If the parameter is not specified, expanded nodes of this type are represented as open folders.