

# INatAutoObjectTreeNode

This chapter covers the following topics:

- Purpose
  - Properties
  - Methods
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## Purpose

This interface represents a node in an MDI tree view. It contains methods to navigate through the nodes of a view, expand and collapse nodes and to access the development objects represented by the nodes.

## Properties

The following properties are available:

- Parent
- Studio
- IsExpanded
- IsSelected
- HasChildren

### Parent

Used to navigate to the parent interface of this interface.

Natural Data Format	Variant Type	Remark
HANDLE OF OBJECT	DISPATCH (INatAutoObjectTree)	Get only

### Studio

Used to navigate to the root interface.

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

## IsExpanded

Indicates whether the node is expanded.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	Get only

## IsSelected

Indicates whether the node is selected.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	Get only

## HasChildren

Indicates whether the node has child nodes.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	Get only

## Methods

The following methods are available:

- GetRoot
- GetParent
- GetChild
- GetNext
- GetPrevious
- GetObject
- Expand
- Collapse
- MakeVisible
- Select

## GetRoot

Returns the root node of the MDI tree view to which this node belongs.

### Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoObjectTreeNode)	

### Return value

The root node of the MDI tree view or list view to which this node belongs.

## GetParent

Returns the parent node of this node.

### Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoObjectTreeNode)	

### Return value

The parent node of this node.

## GetChild

Returns the first child node of this node.

### Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoObjectTreeNode)	

### Return value

The first child node of this node. If the node does not have children, NULL-HANDLE is returned.

## GetNext

Returns the next sibling node of this node.

### Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoObjectTreeNode)	

**Return value**

The next sibling node of this node. If the node does not have a next sibling, NULL-HANDLE is returned.

**GetPrevious**

Returns the previous sibling node of this node.

**Parameters**

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoObjectTreeNode)	

**Return value**

The previous sibling node of this node. If the node does not have a previous sibling, NULL-HANDLE is returned.

**GetObject**

Returns the development object that this node represents.

**Parameters**

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoSelectedObject)	

**Return value**

The development object that this node represents.

**Expand**

Expands the node.

**Collapse**

Collapses the node.

**MakeVisible**

Ensures that this node is in the visible part of the view. Scrolls the view as necessary.

## Select

Selects this node.