INatAutoPopupMenu

This chapter covers the following topics:

- Purpose

- Properties

- Methods

Purpose

Gives access to a specific pop-up menu within a context menu, frame menu or pop-up menu.

Changes in a menu are not made visible immediately, in order to avoid flickering. After having finished modifying a menu, make the recent changes visible by calling the method `UpdateMenu` of the context menu or frame menu that contains this pop-up menu.

Properties

The following properties are available:

- Studio

- Count

- Caption

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 items (commands, separators and pop-up menus) in the menu.

Natural Data Format	Variant Type	Remark
I4	VT_I4	Get only

Caption

A string used to identify the menu, as defined when the menu was created.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

Methods

The following methods are available:

- Item

- SubMenu

- InsertCommand

- InsertSeparator

- InsertPopupMenu

Item

Returns a specific item contained in the menu, based on an index.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	A	VT_BSTR	
Index	I4 A	VT_I4 VT_BSTR	

Return value

The caption of the menu item (command or pop-up menu) identified by the value specified in Index. If the index identifies a separator, an empty string is returned.

Index

The index of the item in the menu (a value between 1 and Count).

SubMenu

Returns a specific pop-up menu contained in the menu, based on an index.

Parameters

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

Return value

The pop-up menu identified by the value specified in Index. If the specified index does not identify a pop-up menu, but a command or a separator, a null interface pointer (NULL-HANDLE) is returned.

Index

As index either a number between 1 and Count or the caption of a pop-up menu can be specified.

InsertCommand

Inserts a command into the menu.

Parameters

Name	Natural Data Format	Variant Type	Remark
Command	HANDLE OF OBJECT	VT_DISPATCH (INatAutoCommand)	
Index	I4	VT_I4	Optional

Command

A command to be added to the menu. The command must have been defined before using the method `INatAutoCommands::Add`.

Index

The position in the menu where the command shall be inserted. If Index is omitted, the command is inserted at the last position.

InsertSeparator

Inserts a separator into the menu.

Parameters

Name	Natural Data Format	Variant Type	Remark
Index	I4	VT_I4	Optional

Index

The position in the menu where the separator shall be inserted. If Index is omitted, the separator is inserted at the last position.

InsertPopupMenu

Creates a new pop-up menu and inserts it into the menu.

Parameters

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

Return value

The newly created pop-up menu.

Caption

A string used to identify the pop-up menu.

Index

The position in the menu where the pop-up menu shall be inserted. If Index is omitted, the pop-up menu is inserted at the last position.