INatAutoRefreshObject

This chapter covers the following topics:

- Purpose

- Properties

Purpose

The object currently being refreshed. This interface is available during a Refresh operation. While handling the notification PLUGIN-NOTIFY-REFRESH, a plug-in can use this interface to retrieve the details about the object currently being refreshed.

Properties

The following properties are available:

- Parent

- Studio

- PlugInID

- Type

- Key

- Info

- NaturalType

- NaturalKey

- NaturalName

- Environment

- Application

- Current

Parent

Used to navigate to the parent interface of this interface.

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

Studio

Used to navigate to the root interface.

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

PlugInID

The ID of the plug-in that defined the type. Not filled for objects of predefined types.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

Type

The node type of the object. This can either be a predefined type or a user defined type.

Natural Data Format	Variant Type	Remark
I4	VT_I4	Get only

Key

The key that identifies the object within its type.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

Info

Additional information that a plug-in may have assigned to the object. Not filled for objects of predefined types.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

NaturalType

If the object has been defined by a plug-in, but corresponds to an object of a predefined Natural Studio node type, this property contains the type of the corresponding predefined object.

Natural Data Format	Variant Type	Remark
I4	VT_I4	Get only

NaturalKey

If the object has been defined by a plug-in, but corresponds to an object of a predefined Natural Studio node type, this property contains the key of the corresponding predefined object.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

NaturalName

If the object has been defined by a plug-in, but corresponds to an object of the predefined Natural Studio node type subroutine, function or class, this property contains the function name or class nameof the corresponding predefined object.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Get only

Environment

The environment the object belongs to. If the object belongs to the currently active environment or to an application, the value is NULL-HANDLE.

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

Application

The application the object belongs to. If the object belongs to the currently active application or to no application at all, the value is NULL-HANDLE.

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

Current

True, if the object belongs to the current environment or application.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	Get only