

INatAutoDialogs

This chapter covers the following topics:

- Purpose
 - Properties
 - Methods
-

Purpose

Collection of the dialogs currently open in a dialog editor window.

Properties

The following properties are available:

- Parent
- Studio
- Count

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

Count

The number of dialogs currently open in a data area editor window.

Natural Data Format	Variant Type	Remark
I4	VT_I4	Get only

Methods

The following methods are available:

- Item
- Add
- Open

Item

Returns a specific dialog from the collection.

Parameters

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

Return value

The dialog identified by the value specified in Index.

Index

Identifies a specific dialog in the collection. This can be either the index of the dialog in the collection (a value between 1 and Count) or the name of the dialog.

Library

Used to identify a specific dialog by name (specified in Index) and library (specified in Library).

Add

Creates a new (untitled) dialog and opens it in a dialog editor window.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoDialog)	
Visible	L	VT_BOOL	Optional

Return value

The newly created dialog.

Visible

Decides if the editor is opened visibly or not. By default, the editor is opened visibly.

Open

Opens an existing dialog in a dialog editor window.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	HANDLE OF OBJECT	VT_DISPATCH (INatAutoDialog)	
Name	A	VT_BSTR	
Library	A	VT_BSTR	Optional
Visible	L	VT_BOOL	Optional

Return value

The newly opened dialog.

Name

The name of the dialog to open.

Library

The library of the dialog to open.

Visible

Decides if the editor is opened visibly or not. By default, the editor is opened visibly.