

INatAutoFrameMenu

This chapter covers the following topics:

- Purpose
 - Properties
 - Methods
-

Purpose

Gives access to a specific frame menu.

Properties

The following properties are available:

- Parent
- Studio
- Count
- Caption

Parent

Used to navigate to the parent interface of this interface.

| Natural Data Format | Variant Type | Remark |
|---------------------|----------------------------------|----------|
| HANDLE OF OBJECT | VT_DISPATCH (INatAutoFrameMenus) | 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 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
- UpdateMenu

Item

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

Parameters

| Name | Natural Data Format | Variant Type | Remark |
|--------------|---------------------|------------------|--------|
| Return value | HANDLE OF OBJECT | 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 |
|--------------|---------------------|-------------------------------|----------|
| Return value | | | None |
| 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 |
|--------------|---------------------|--------------|----------|
| Return value | | | None |
| 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.

UpdateMenu

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 this method.