INatAutoProgressIndicator

This chapter covers the following topics:

- Purpose

- Properties

- Methods

Purpose

A progress indicator is used to inform the user about the progress of a time consuming operation. A plug-in can create a progress indicator with the method `INatAutoStudio::ProgressIndicator`.

Properties

The following properties are available:

- Parent

- Studio

- StatusBarText

- GradientBarText

- DialogText

- Canceled

Parent

Used to navigate to the parent interface of this interface.

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

Studio

Used to navigate to the root interface.

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

StatusBarText

The text to be displayed in the status bar. This property is used with progress indicators of style status bar and gradient bar.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Put only

GradientBarText

The text to be displayed in the gradient bar. This property is used with progress indicators of style gradient bar.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Put only

DialogText

The text to be displayed in the animated dialog. This property is used with progress indicators of style Dialog.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Put only

Canceled

Indicates if the user has pressed the ESC key or (in case of a progress indicator of style Dialog) the **Cancel** button, in order to abort the operation.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	Get only

Methods

The following methods are available:

- Start

- Step

- Terminate

- StopAnimation

- PlayAnimation

Start

Starts the progress indicator.

Step

Advances the progress indicator.

Parameters

Name	Natural Data Format	Variant Type	Remark
Steps	I4	VT_I4	

Steps

The number of steps to advance.

Terminate

Terminates the progress indicator.

StopAnimation

Stops running the animation that was assigned to the progress indicator when it was created. The animation can be resumed again by calling PlayAnimation.

PlayAnimation

Continues running the animation that was assigned to the progress indicator when it was created. The animation can be stopped by calling StopAnimation.