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Visio[®] 2003
Developer's
Survival Pack

Graham Wideman

Reference Chapters
Online Supplement

This book is accompanied by tools, samples and reference materials available on the companion website. See Chapter 1 for details.

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Object Model

ShapeSheet Structure

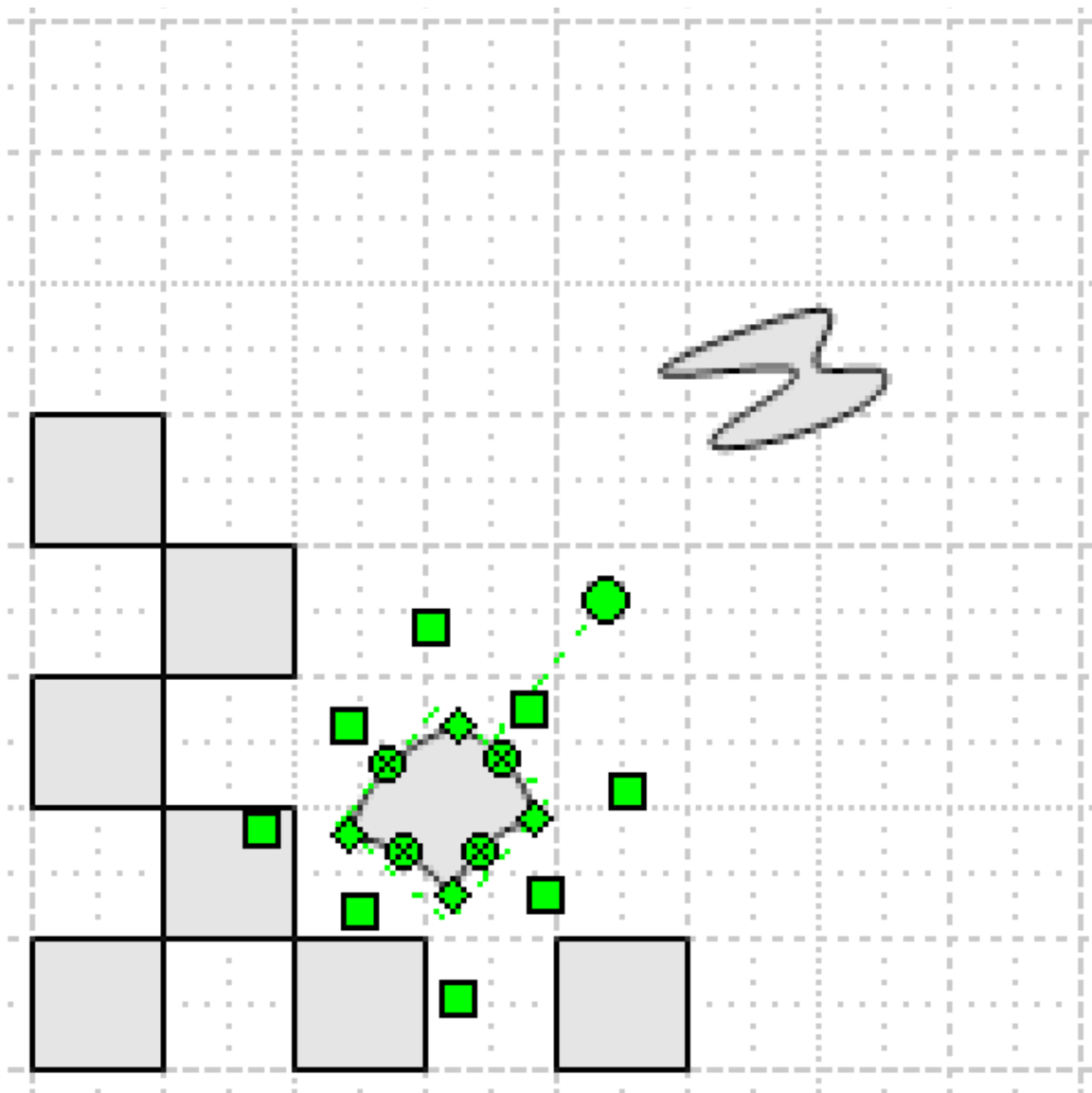
ShapeSheet Functions

Objects, Properties and Methods

Events

PART 5

Browsable Reference to Visio Structure



Chapter 36

ShapeSheet Section-Row-Cell Structure

In This Chapter...

- Complete Breakdown of ShapeSheet Sections, Rows, Cells and Constant Values
-

This chapter contains a complete breakdown of all Sections and Rows in Visio's ShapeSheet structure. This is also in some ways a follow-on from Chapter 5: *ShapeSheet Structure and Functions Introduction* so if you have not done so you may wish to read that chapter first.

Recall that, from an object model perspective, a ShapeSheet is essentially a collection of properties for the object that owns it—Shape, Page, Master, Document or Style. Indeed most of the properties of such an object are contained in its ShapeSheet.

Hence, as you build your understanding of all the objects in the “document” branch of the object model, you will be studying each object's direct properties and methods (Chapter 38: *Visio Objects, Properties and Methods*) in conjunction with its complement of ShapeSheet sections, rows and cells (in this Chapter) to complete your picture.

Reading The Tables

Bear in mind that not all ShapeSheet sections and rows pertain to every object that has a ShapeSheet. Table 5-2 on page 67 provides a concise listing of which ShapeSheet sections apply to which objects

Since the cells are grouped into rows and sections more or less by feature area, the organization of the tables in this chapter brings related cell-housed properties together by theme. I should also note that many cells have take integer constants, which are listed in the table, and from which you can glean the meaning of the cell.

Constants

The tables are organized around a number constants that are defined in Visio's Automation type library for Section, Row, Cell and cell value. (These constants can be used in Visual Basic (and

VBA) along with other languages that can import a type library's information). Since they represent authoritative information, I have generated the tables based on these constants and their values.

In the tables you will see that where constants are involved, there is usually a lengthy prefix that applies to a whole range of constants. To make the table much easier to read quickly, I've "factored out" that prefix separately.

Example: Looking at the very first table:

- **Section Constant:** visSectionObject
- **Row Constant:** visRow... + XFormOut means visRowXFormOut
- **Row Tag:** default
- **Cell (column) index constant:** visXForm... + PinX means visXFormPinX
- **Cell value:** visXFormResize... + DontCare means visXFormResizeDontCare

Finding The Section Of Interest

Tables for the ShapeSheet sections are presented in order of Section Constant, then Row Constant, then Cell (column) Constant. If you are unfamiliar with Visio's sections, you can use Table 5-2 on page 67 to find your way to a section of interest.

Table 36-1: Rows and Cells for ShapeSheet Section Object

Object								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	Ix	Ver	Type/ prefix	Const/Val
XFormOut	1	default	visXForm...	PinX	0	v06	Real	
				PinY	1	v06	Real	
				Width	2	v06	Real	
				Height	3	v06	Real	
				LocPinX	4	v06	Real	
				LocPinY	5	v06	Real	
				Angle	6	v06	Real	
				FlipX	7	v06	Bool	
				FlipY	8	v06	Bool	
				ResizeMode	9	v06	visXFormResize...	0 DontCare 1 Spread 2 Scale

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
Line	2	default	visLine...	Weight	0	v06	Real	
				Color	1	v06	VisDefaultColors_ Normal	
				Pattern	2	v06	vis...	0 NoFill 1 Solid 2 WideUpDiagonal 3 WideCross 4 WideDiagonalCross 5 WideDownDiagonal 6 WideHorz 7 WideVert 8 BackDotsMini 9 HalfAndHalf ...and 15 more.
				Rounding	3	v06	Real	
				EndArrowSize	4	v06	integer	
				BeginArrow	5	v06	visArrowSize...	0 VerySmall 1 Small 2 Medium 3 Large 4 VeryLarge 5 Jumbo 6 Colossal
				EndArrow	6	v06	visArrowSize...	0 VerySmall 1 Small 2 Medium 3 Large 4 VeryLarge 5 Jumbo 6 Colossal
				EndCap	7	v06	??? 0/1	
				BeginArrowSize	8	v06	integer	
				ColorTrans	9	v10	Real	

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
Fill	3	default	visFill...	Foregnd	0	v06	Color	
				Bkgnd	1	v06	Color	
				Pattern	2	v06	vis...	0 NoFill 1 Solid 2 WideUpDiagonal 3 WideCross 4 WideDiagonalCross 5 WideDownDiagonal 6 WideHorz 7 WideVert 8 BackDotsMini 9 HalfAndHalf ...and 15 more.
				ShdwForegnd	3	v06	Color	
				ShdwBkgnd	4	v06	Color	
				ShdwPattern	5	v06	vis...	0 NoFill 1 Solid 2 WideUpDiagonal 3 WideCross 4 WideDiagonalCross 5 WideDownDiagonal 6 WideHorz 7 WideVert 8 BackDotsMini 9 HalfAndHalf ...and 15 more.
				ForegndTrans	6	v10	Real	
				BkgndTrans	7	v10	Real	
				ShdwForegndTrans	8	v10	Real	
				ShdwBkgndTrans	9	v10	Real	
				ShdwType	10	v11	visFST...	0 PageDefault 1 Simple 2 Oblique
				ShdwOffsetX	11	v11	Real	
				ShdwOffsetY	12	v11	Real	
				ShdwObliqueAngle	13	v11	Real	
				ShdwScaleFactor	14	v11	Percent	
XForm1D	4	default	vis1D...	BeginX	0	v06	Real	
				BeginY	1	v06	Real	
				EndX	2	v06	Real	
				EndY	3	v06	Real	
Event	5	default	visEvtCell...	TheData	0	v06	Event	
				TheText	1	v06	Event	
				DbtClick	2	v06	Event	
				XFMod	3	v06	Event	
				Drop	4	v06	Event	
LayerMem	6	default		visLayerMember	0	v06	Integer	
Guide	7	default		visGuideFlags	2	v06	Obsolete	

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
Style	8	default	visStyle...	IncludesLine	0	v06	Bool	
				IncludesFill	1	v06	Bool	
				IncludesText	2	v06	Bool	
				Hidden	3	v06	Bool	
Foreign	9	default	visFrnglmg...	OffsetX	0	v06	Real	
				OffsetY	1	v06	Real	
				Width	2	v06	Real	
				Height	3	v06	Real	
Page	10	default	visPage...	Width	0	v06	Real	
				Height	1	v06	Real	
				ShdwOffsetX	2	v06	Real	
				ShdwOffsetY	3	v06	Real	
				Scale	4	v06	Real	
				DrawingScale	5	v06	Real	
				DrawSizeType	6	v06	vis...	0 PrintSetup 1 Tight 2 Standard 3 Custom 4 Logical 5 DSMetric 6 DSEngr 7 DSArch
				DrawScaleType	7	v06	vis...	0 NoScale 1 Architectural 2 Engineering 3 ScaleCustom 4 ScaleMetric 5 ScaleMechanical
				InhibitSnap	26	v06	Bool	
				UIVisibility	34	v11	Bool	
				ShdwType	35	v11	visFST...	0 PageDefault 1 Simple 2 Oblique
				ShdwObliqueAngle	36	v11	Real	
				ShdwScaleFactor	37	v11	Percent	
Text	11	default	visTxtBlk...	LeftMargin	0	v06	Real	
				RightMargin	1	v06	Real	
				TopMargin	2	v06	Real	
				BottomMargin	3	v06	Real	
				VerticalAlign	4	v06	visVert...	0 Top 1 Middle 2 Bottom
				Bkgnd	5	v06	Color	
				DefaultTabStop	6	v06	Real	
				Direction	10	v06	visTxtBlk...	0 LeftToRight 1 TopToBottom
				BkgndTrans	11	v10	Real	

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
TextXForm	12	default	visXForm...	PinX	0	v06	Real	
				PinY	1	v06	Real	
				Width	2	v06	Real	
				Height	3	v06	Real	
				LocPinX	4	v06	Real	
				LocPinY	5	v06	Real	
				Angle	6	v06	Real	
				FlipX	7	v06	Bool	
				FlipY	8	v06	Bool	
				ResizeMode	9	v06	visXFormResize...	0 DontCare 1 Spread 2 Scale
Align	14	default	visAlign...	Left	0	v06	Bool	
				Center	1	v06	Bool	
				Right	2	v06	Bool	
				Top	3	v06	Bool	
				Middle	4	v06	Bool	
				Bottom	5	v06	Bool	
Lock	15	default	visLock...	Width	0	v06	Bool	
				Height	1	v06	Bool	
				MoveX	2	v06	Bool	
				MoveY	3	v06	Bool	
				Aspect	4	v06	Bool	
				Delete	5	v06	Bool	
				Begin	6	v06	Bool	
				End	7	v06	Bool	
				Rotate	8	v06	Bool	
				Crop	9	v06	Bool	
				VtxEdit	10	v06	Bool	
				TextEdit	11	v06	Bool	
				Format	12	v06	Bool	
				Group	13	v06	Bool	
				CalcWH	14	v06	Bool	
				Select	15	v06	Bool	
				CustProp	16	v11	Bool	
HelpCopy-right	16	default	vis...	ObjHelp	0	v06	String	
				Copyright	1	v06	String	

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
Misc	17	default	vis...	NoObjHandles	0	v06	Bool	
				NonPrinting	1	v06	Bool	
				NoCtlHandles	2	v06	Bool	
				NoAlignBox	3	v06	Bool	
				UpdateAlignBox	4	v06	Bool	
				HideText	5	v06	Bool	
				VerticalText	6	v06	Bool	
				DynFeedback	8	v06	Bool	
				GlueType	9	v06	visGlueType...	0 Default 1 Trigger 2 Walking 4 NoWalking 8 NoWalkingTo
				WalkPref	10	v06	visWalkPref...	1 BegNS 2 EndNS
				BegTrigger	11	v06	Special	
				EndTrigger	12	v06	Special	
				LOFlags	13	v06	visLOFlags...	0 VisDecides 1 Placable 2 Routable 4 Dont 8 PNRGroup
				LOInteraction	14	v06	Obsolete	
				LOBehavior	15	v06	Obsolete	
				Comment	16	v06	string	
				DropSource	17	v06	Bool	
				NoLiveDynamics	18	v06	Bool	
				ObjLocalizeMerge	19	v11	Bool	
				ObjCalendar	25	v11	visCal...	0 Western 1 ArabicHijri 2 HebrewLunar 3 ChineseTaiwan 4 JapaneseEmperor 5 ThaiBuddhism 6 KoreanDanki 7 SakaEra 8 TranslitEnglish 9 TranslitFrench
				ObjLangID	26	v11	Integer	
				ObjKeywords	27	v11	String	
				ObjDropOnPageScale	28	v11	Percent	

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
RulerGrid	18	default	vis...	XRulerDensity	0	v06	visRuler...	0 Fixed 8 Coarse 16 Normal 32 Fine
				YRulerDensity	1	v06	visRuler...	0 Fixed 8 Coarse 16 Normal 32 Fine
				XRulerOrigin	4	v06	Real	
				YRulerOrigin	5	v06	Real	
				XGridDensity	6	v06	visGrid...	0 Fixed 2 Coarse 4 Normal 8 Fine
				YGridDensity	7	v06	visGrid...	0 Fixed 2 Coarse 4 Normal 8 Fine
				XGridSpacing	8	v06	Real	
				YGridSpacing	9	v06	Real	
				XGridOrigin	10	v06	Real	
				YGridOrigin	11	v06	Real	
Hyperlink	19	default		default	0	v06	???	
Doc	20	default	visDoc...	OutputFormat	0	v06	??? 0/1/2	
				LockPreview	1	v06	Bool	
				Metric	2	v10	(Reserved)	
				AddMarkup	3	v11	Bool	
				ViewMarkup	4	v11	Bool	
				PreviewQuality	9	v06	visDocPre-viewQuality...	0 Draft 1 Detailed
				PreviewScope	10	v06	visDocPreviewScope...	0 1stPage 1 None 2 AllPages
Image	21	default	visImage...	LangID	19	v11	Integer	
				Gamma	0	v06	Real	
				Contrast	1	v06	Percent	
				Brightness	2	v06	Percent	
				Sharpen	3	v06	Percent	
				Blur	4	v06	Percent	
				Denoise	5	v06	Percent	
Group	22	default	visGroup...	Transparency	6	v10	Real	
				SelectMode	0	v06	visGrpSelMode...	0 GroupOnly 1 Group1st 2 Members1st
				DisplayMode	1	v06	visGrpDispMode...	0 None 1 Back 2 Front
				IsDropTarget	2	v06	Bool	
				IsSnapTarget	3	v06	Bool	
				IsTextEditTarget	4	v06	Bool	
				DontMoveChildren	5	v06	Bool	

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	Ix	Ver	Type/ prefix	Const/Val
ShapeLayout	23	default	visSLO...	PermX	0	v06	Bool	
				PermY	1	v06	Bool	
				PermeablePlace	2	v06	Bool	
				FixedCode	8	v06	visSLOFixed...	1 Placement 2 Plow 4 PermeablePlow 32 ConnPtsIgnore 64 ConnPtsOnly 128 NoFoldToShape
				PlowCode	9	v06	visSLOPlow...	0 Default 1 Never 2 Always
				RouteStyle	10	v06	visLORoute...	0 Default 1 RightAngle 2 Straight 3 OrgChartNS 4 OrgChartWE 5 FlowchartNS 6 FlowchartWE 7 TreeNS 8 TreeWE 9 Network ...and 13 more.
				ConFixedCode	12	v06	visSLOConFixed...	0 RerouteFreely 1 RerouteAsNeeded 2 RerouteNever 3 RerouteOnCrossover 4 ByAlgFrom 5 ByAlgTo 6 ByAlgFromTo
				JumpCode	13	v06	visSLOJump...	0 Default 1 Never 2 Always 3 Other 4 Neither
				JumpStyle	14	v06	visLOJumpStyle...	0 Default 1 Arc 2 Gap 3 Square 4 Triangle 5 2Point 6 3Point 7 4Point 8 5Point 9 6Point
				JumpDirX	16	v06	visLOJumpDirX...	0 Default 1 Up 2 Down
				JumpDirY	17	v06	visLOJumpDirY...	0 Default 1 Left 2 Right
				PlaceFlip	18	v10	visLOFlip...	0 Default 1 X 2 Y 4 Rotate 8 None

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	Ix	Ver	Type/ prefix	Const/Val
ShapeLayout ...cont'd	23	default	visSLO...	LineRouteExt	19	v10	visLORouteExt...	0 Default 1 Straight 2 NURBS
				Split	20	v11	visSLOSplit...	0 None 1 Allow
				Splittable	21	v11	visSLOSplittable...	0 None 1 Allow

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
PageLayout	24	default	visPLO...	ResizePage	0	v06	Bool	
				EnableGrid	1	v06	Bool	
				DynamicsOff	2	v06	Bool	
				CtrlAsInput	3	v06	Bool	
				PlaceStyle	8	v06	visPLOPlace...	0 Default 1 TopToBottom 2 LeftToRight 3 Radial 4 BottomToTop 5 RightToLeft 6 Circular 7 CompactDownRight 8 CompactRightDown 9 CompactRightUp ...and 5 more.
				RouteStyle	9	v06	visLORoute...	0 Default 1 RightAngle 2 Straight 3 OrgChartNS 4 OrgChartWE 5 FlowchartNS 6 FlowchartWE 7 TreeNS 8 TreeWE 9 Network ...and 13 more.
				PlaceDepth	10	v06	visPLOPlaceDe- pth...	0 Default 1 Medium 2 Deep 3 Shallow
				PlowCode	11	v06	visPLOPlow...	0 None 1 All
				JumpCode	12	v06	visPLOJump...	0 None 1 Horizontal 2 Vertical 3 LastRouted 4 DisplayOrder 5 ReverseDisplayOrder 6 ProhibitAll
				JumpStyle	13	v06	visLOJumpStyle...	0 Default 1 Arc 2 Gap 3 Square 4 Triangle 5 2Point 6 3Point 7 4Point 8 5Point 9 6Point
				JumpDirX	14	v06	visLOJumpDirX...	0 Default 1 Up 2 Down
				JumpDirY	15	v06	visLOJumpDirY...	0 Default 1 Left 2 Right
				LineToNodeX	16	v06	Real	
				LineToNodeY	17	v06	Real	

Table 36-1: Rows and Cells for ShapeSheet Section Object (Continued)

Object (Continued)								
SectionConst = visSectionObject = 1								
This section contains all singleton cells, organized into rows according to theme.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	Ix	Ver	Type/ prefix	Const/Val
PageLayout ...cont'd	24	default	visPLO...	BlockSizeX	18	v06	Real	
				BlockSizeY	19	v06	Real	
				AvenueSizeX	20	v06	Real	
				AvenueSizeY	21	v06	Real	
				LineToLineX	22	v06	Real	
				LineToLineY	23	v06	Real	
				JumpFactorX	24	v06	Real	
				JumpFactorY	25	v06	Real	
				LineAdjustFrom	26	v06	visPLOLineAdjust-From...	0 NotRelated 1 All 2 None 3 RoutingDefault
				LineAdjustTo	27	v06	visPLOLineAdjustTo...	0 Default 1 All 2 None 3 Related
				PlaceFlip	28	v10	visLOFlip...	0 Default 1 X 2 Y 4 Rotate 8 None
				LineRouteExt	29	v10	visLORouteExt...	0 Default 1 Straight 2 NURBS
				Split	30	v11	visPLOSplit...	0 None 1 Allow
PrintProperties	25	default	visPrintProperties...	LeftMargin	0	v11	Real	
				RightMargin	1	v11	Real	
				TopMargin	2	v11	Real	
				BottomMargin	3	v11	Real	
				ScaleX	4	v11	Percent	
				ScaleY	5	v11	Percent	
				PagesX	6	v11	Integer	
				PagesY	7	v11	Integer	
				CenterX	8	v11	Bool	
				CenterY	9	v11	Bool	
				OnPage	10	v11	Bool	
				PrintGrid	11	v11	Bool	
				PageOrientation	16	v11	visPPO...	0 SameAsPrinter 1 Portrait 2 Landscape
				PaperKind	17	v11	Integer	
				PaperSource	18	v11	Integer	

Table 36-2: Rows and Cells for ShapeSheet Section Character

Character								
SectionConst = visSectionCharacter = 3								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	default	visCharac- ter...	Font	0	v06	Font	
				Color	1	v06	Color	
				Style	2	v06	vis...	1 Bold 2 Italic 4 UnderLine 8 SmallCaps 16 ComplexBold 32 ComplexItalic
				Case	3	v06	visCase...	0 Normal 1 AllCaps 2 InitialCaps
				Pos	4	v06	visPos...	0 Normal 1 Super 2 Sub
				FontScale	5	v06	Percent	
				Locale	6	v06	???	
				Size	7	v06	Real	
				DblUnderline	8	v06	Bool	
				Overline	9	v06	Bool	
				Strikethru	10	v06	Bool	
				Perpendicular	12	v06	Bool	
				DoubleStrikethrough	13	v11	Bool	
				RTLText	14	v11	Bool	
				UseVertical	15	v11	Bool	
				Letterspace	16	v06	Real	
				ColorTrans	17	v10	Real	
				AsianFont	51	v11	Integer	
				ComplexScriptFont	52	v11	Integer	
				LocalizeFont	53	v11	visLocFont...	0 IfArialOrSym 1 Always 2 Never
				ComplexScriptSize	54	v11	Real	
				LangID	57	v11	Integer	

Table 36-3: Rows and Cells for ShapeSheet Section Paragraph

Paragraph								
SectionConst = visSectionParagraph = 4								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	default	vis...	IndentFirst	0	v06	Real	
				IndentLeft	1	v06	Real	
				IndentRight	2	v06	Real	
				SpaceLine	3	v06	Real	
				SpaceBefore	4	v06	Real	
				SpaceAfter	5	v06	Real	
				HorzAlign	6	v06	visHorz...	0 Left 1 Center 2 Right 3 Justify 4 Force 4 Distribute 5 JustifyLow 6 JustifyMedium 7 JustifyHigh
				BulletIndex	7	v06	??? 0-7	
				BulletString	8	v06	String	
				BulletFont	9	v11	Integer	
				LocalizeBulletFont	10	v11	visLocFont...	0 IfArialOrSym 1 Always 2 Never
				BulletFontSize	11	v11	Integer	
				TextPosAfterBullet	12	v11	Real	
				Flags	13	v11	Integer	

Table 36-4: Rows and Cells for ShapeSheet Section Tab

Tab								
SectionConst = visSectionTab = 5								
visTagTab2/10/60 rows have 2/10/60 repetitions of the triplets of cells. Names follow pattern (X1,Y1,A1), (B1,C1,D1)... (W1,Z1,AA1)...								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	visTagTab0	visTab...	StopCount	0	v06	Integer	
				Pos	1	v06	Real	
				Align	2	v06	visTabStop...	0 Left 1 Center 2 Right 3 Decimal 4 Comma
		visTagTab2	visTab...	StopCount	0	v06	Integer	
				Pos	1	v06	Real	
				Align	2	v06	visTabStop...	0 Left 1 Center 2 Right 3 Decimal 4 Comma
		visTagTab10	visTab...	StopCount	0	v06	Integer	
				Pos	1	v06	Real	
				Align	2	v06	visTabStop...	0 Left 1 Center 2 Right 3 Decimal 4 Comma
		visTagTab60	visTab...	StopCount	0	v06	Integer	
				Pos	1	v06	Real	
				Align	2	v06	visTabStop...	0 Left 1 Center 2 Right 3 Decimal 4 Comma

Table 36-5: Rows and Cells for ShapeSheet Section Scratch

Scratch								
SectionConst = visSectionScratch = 6								
Scratch rows cannot be named.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	default	visScratch...	X	0	v06	any	
				Y	1	v06	any	
				A	2	v06	any	
				B	3	v06	any	
				C	4	v06	any	
				D	5	v06	any	

Table 36-6: Rows and Cells for ShapeSheet Section ConnectionPts

ConnectionPts								
SectionConst = visSectionConnectionPts = 7								
Rows in this section can be named.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	Ix	Ver	Type/ prefix	Const/Val
default	n>=0	visTagCnnctPt	visCnnct...	X	0	v06	Real	
				Y	1	v06	Real	
				DirX	2	v06	Real	
				DirY	3	v06	Real	
				Type	4	v06	visCnnctType...	0 Inward 1 Outward 2 InwardOutward
				AutoGen	5	v06	Bool	
		visTagCnnct-Named	visCnnct...	X	0	v06	Real	
				Y	1	v06	Real	
				DirX	2	v06	Real	
				DirY	3	v06	Real	
				Type	4	v06	visCnnctType...	0 Inward 1 Outward 2 InwardOutward
				AutoGen	5	v06	Bool	
		visTagCnnctPtABCD	visCnnct...	X	0	v06	Real	
				Y	1	v06	Real	
				A	2	v06	Real	
				B	3	v06	Real	
				C	4	v06	Real	
				D	5	v06	Real	
		visTagCnnct-NamedABCD	visCnnct...	X	0	v06	Real	
				Y	1	v06	Real	
				A	2	v06	Real	
				B	3	v06	Real	
				C	4	v06	Real	
				D	5	v06	Real	

Table 36-7: Rows and Cells for ShapeSheet Section TextField

TextField								
SectionConst = visSectionTextField = 8								
Contains one row for each field in this shape's Text								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	default	visField...	Cell	0	v06	???	
				EditMode	1	v06	Reserved	
				Format	2	v06	FormatPicture	
				Type	3	v06	visPropType...	0 String 1 ListFix 2 Number 3 Bool 4 ListVar 5 Date 6 Duration 7 Currency
				UICategory	4	v06	visFCat...	0 Custom 1 DateTime 2 Document 3 Geometry 4 Object 5 Page 6 Notes
				UICode	5	v06	VisFieldCodes	
				UIFormat	6	v06	visFmt...	0 NumGenNoUnits 1 NumGenDefUnits 2 0PINoUnits 3 0PIDefUnits 4 1PINoUnits 5 1PIDefUnits 6 2PINoUnits 7 2PIDefUnits 8 3PINoUnits 9 3PIDefUnits ...and 100 more.
				Calendar	7	v11	visCal...	0 Western 1 ArabicHijri 2 HebrewLunar 3 ChineseTaiwan 4 JapaneseEmperor 5 ThaiBuddhism 6 KoreanDanki 7 SakaEra 8 TranslitEnglish 9 TranslitFrench
				ObjectKind	10	v11	visTFOK...	0 Standard 1 HorizontalInVertical

Table 36-8: Rows and Cells for ShapeSheet Section Controls

Controls								
SectionConst = visSectionControls = 9								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	visTagCtlPt	visCtl...	X	0	v06	Real	
				Y	1	v06	Real	
				XDyn	2	v06	Real	
				YDyn	3	v06	Real	
				XCon	4	v06	visCtl...	0 Proportional 1 Locked 2 OffsetMin 3 OffsetMid 4 OffsetMax 5 ProportionalHidden 6 LockedHidden 7 OffsetMinHidden 8 OffsetMidHidden 9 OffsetMaxHidden
				YCon	5	v06	visCtl...	0 Proportional 1 Locked 2 OffsetMin 3 OffsetMid 4 OffsetMax 5 ProportionalHidden 6 LockedHidden 7 OffsetMinHidden 8 OffsetMidHidden 9 OffsetMaxHidden
				Glue	6	v06	Bool	
				Type	7	v06	Reserved	
		visTagCtlPt-Tip	visCtl...	X	0	v06	Real	
				Y	1	v06	Real	
				XDyn	2	v06	Real	
				YDyn	3	v06	Real	
				XCon	4	v06	visCtl...	0 Proportional 1 Locked 2 OffsetMin 3 OffsetMid 4 OffsetMax 5 ProportionalHidden 6 LockedHidden 7 OffsetMinHidden 8 OffsetMidHidden 9 OffsetMaxHidden
				YCon	5	v06	visCtl...	0 Proportional 1 Locked 2 OffsetMin 3 OffsetMid 4 OffsetMax 5 ProportionalHidden 6 LockedHidden 7 OffsetMinHidden 8 OffsetMidHidden 9 OffsetMaxHidden
				Glue	6	v06	Bool	
				Type	7	v06	Reserved	
				Tip	8	v06	String	

Table 36-9: Rows and Cells for ShapeSheet Section Geometry

Geometry								
SectionConst = visSectionFirstComponent = 10								
There can be multiple Geometry ("Component") sections. Note first row is special.								
Row		RowTag		Cell				
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
Component	0	visTagCom- ponent	visCompNo...	Fill	0	v06	Bool	
				Line	1	v06	Bool	
				Show	2	v06	Bool	
				Snap	3	v06	Bool	
default1	n>=1	visTag- MoveTo	vis...	X	0	v06	Real	
				Y	1	v06	Real	
		visTagLineTo	vis...	X	0	v06	Real	
				Y	1	v06	Real	
		visTagArcTo	vis...	X	0	v06	Real	
				Y	1	v06	Real	
				Bow	2	v06	Real	
		visTagInfinite- Line	visInfinite- Line...	X1	0	v06	Real	
				Y1	1	v06	Real	
				X2	2	v06	Real	
				Y2	3	v06	Real	
		visTagEllipse	visEllipse...	CenterX	0	v06	Real	
				CenterY	1	v06	Real	
				MajorX	2	v06	Real	
				MajorY	3	v06	Real	
				MinorX	4	v06	Real	
				MinorY	5	v06	Real	
		visTagEllipti- calArcTo	vis...	X	0	v06	Real	
				Y	1	v06	Real	
				ControlX	2	v06	Real	
				ControlY	3	v06	Real	
				EccentricityAngle	4	v06	Real	
				AspectRatio	5	v06	Real	
		visTag- SplineBeg	vis...	X	0	v06	Real	
				Y	1	v06	Real	
				SplineKnot	2	v06	Real	
				SplineKnot2	3	v06	Real	
				SplineKnot3	4	v06	Real	
				SplineDegree	5	v06	Real	
		visTag- SplineSpan	vis...	X	0	v06	Real	
				Y	1	v06	Real	
				SplineKnot	2	v06	Real	
		visTag- PolylineTo	vis...	X	0	v06	Real	
				Y	1	v06	Real	
				PolylineData	2	v06	String	
		visTagNURB- STo	vis...	X	0	v06	Real	
				Y	1	v06	Real	
				NURBSKnot	2	v06	Real	
				NURBSWeight	3	v06	Real	
				NURBSKnotPrev	4	v06	Real	
				NURBSWeightPrev	5	v06	Real	
				NURBSDData	6	v06	String	

Table 36-10: Rows and Cells for ShapeSheet Section Action

Action								
SectionConst = visSectionAction = 240								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	default	visAction...	Menu	0	v06	String	
				Prompt	1	v06	String	
				Help	2	v06	Reserved	
				Action	3	v06	Formula	
				Checked	4	v06	Bool	
				Disabled	5	v06	Bool	
				ReadOnly	6	v11	Bool	
				Invisible	7	v11	Bool	
				BeginGroup	8	v11	Bool	
				TagName	14	v11	String	
				ButtonFace	15	v11	String	
				SortKey	16	v11	String	

Table 36-11: Rows and Cells for ShapeSheet Section Layer

Layer								
SectionConst = visSectionLayer = 241								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	default	visLayer...	Name	0	v06	String	
				Color	2	v06	Color	
				Status	3	v06	???	
				Visible	4	v06	Bool	
				Print	5	v06	Bool	
				Active	6	v06	Bool	
				Lock	7	v06	Bool	
				Snap	8	v06	Bool	
				Glue	9	v06	Bool	
				NameUniv	10	v06	String	
				ColorTrans	11	v10	Real	

Table 36-12: Rows and Cells for ShapeSheet Section User

User								
SectionConst = visSectionUser = 242								
Rows in this section can be named.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	default	visUser...	Value	0	v06	String	
				Prompt	1	v06	String	
		visTagRowVoid		default	0	v06	Real	

Table 36-13: Rows and Cells for ShapeSheet Section Prop

Prop								
SectionConst = visSectionProp = 243								
Rows in this section can be named.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	default	visCust-Props...	Value	0	v06	Variant	
				Prompt	1	v06	String	
				Label	2	v06	String	
				Format	3	v06	FormatPicture	
				SortKey	4	v06	Integer	
				Type	5	v06	visPropType...	0 String 1 ListFix 2 Number 3 Bool 4 ListVar 5 Date 6 Duration 7 Currency
				Invis	6	v06	Bool	
				Ask	7	v06	Bool	
				LangID	14	v11	Integer	
				Calendar	15	v11	visCal...	0 Western 1 ArabicHijri 2 HebrewLunar 3 ChineseTaiwan 4 JapaneseEmperor 5 ThaiBuddhism 6 KoreanDanki 7 SakaEra 8 TranslitEnglish 9 TranslitFrench

Table 36-14: Rows and Cells for ShapeSheet Section Hyperlink

Hyperlink								
SectionConst = visSectionHyperlink = 244								
Rows in this section can be named. Note significant differences in Hyperlink features between V4.5, V5 and V2000.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	lx	Ver	Type/ prefix	Const/Val
default	n>=0	default	visHLink...	Description	0	v06	String	
				Address	1	v06	String	
				SubAddress	2	v06	String	
				ExtraInfo	3	v06	String	
				Frame	4	v06	String	
				NewWin	5	v06	Bool	
				Default	7	v06	Bool	
				Invisible	8	v11	Bool	
				SortKey	15	v11	String	

Table 36-15: Rows and Cells for ShapeSheet Section Reviewer

Reviewer								
SectionConst = visSectionReviewer = 245								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	Ix	Ver	Type/ prefix	Const/Val
default	n>=0	default	visReviewer...	Name	0	v11	String	
				Initials	1	v11	String	
				Color	2	v11	Color	
				ReviewerID	3	v11	String	
				CurrentIndex	4	v11	Integer	

Table 36-16: Rows and Cells for ShapeSheet Section Annotation

Annotation								
SectionConst = visSectionAnnotation = 246								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	Ix	Ver	Type/ prefix	Const/Val
default	n>=0	default	visAnnotation...	X	0	v11	Real	
				Y	1	v11	Real	
				ReviewerID	2	v11	String	
				MarkerIndex	3	v11	Integer	
				Date	4	v11	DateTime	
				Comment	5	v11	String	
				LangID	6	v11	Integer	

Table 36-17: Rows and Cells for ShapeSheet Section SmartTag

SmartTag								
SectionConst = visSectionSmartTag = 247								
Rows in this section can be named.								
Row		RowTag	Cell					
visRow...	Val	Const	Prefix	Const	Ix	Ver	Type/ prefix	Const/Val
default	n>=0	default	visSmartTag...	X	0	v11	Real	
				Y	1	v11	Real	
				Name	2	v11	String	
				XJustify	3	v11	visSmartTagXJustify...	0 Left 1 Center 2 Right
				YJustify	4	v11	visSmartTagYJustify...	0 Top 1 Middle 2 Bottom
				DisplayMode	5	v11	visSmartTagDisplayMode...	0 MouseOver 1 ShapeSelected 2 Always
				ButtonFace	6	v11	String	
				Disabled	7	v11	Bool	
				Description	15	v11	String	

Data Sources: Basic data from Type Library Visio 2000 SR-1. All cell-value constants categorized into subtypes by hand. Sub-types linked to specific cells by hand. (GW_ShapeSheetStruc.mdb DBToFM.exe)

Chapter 37

ShapeSheet Functions

In This Chapter...

- Complete Categorized Breakdown of ShapeSheet Functions, with Explanations
-

This chapter presents a complete breakdown of all ShapeSheet functions. By organizing the functions into categories, and keeping the explanations brief, you can see related functions near to each other. Hopefully never again will a reader miss the overlapping functionality of, say, `CALLTHIS` and `RUNADDON`.

You can use this chapter to gain an overview of the entire suite of ShapeSheet functions.

You can also use this chapter while programming a ShapeSheet to find functions pertinent to a task at hand. Once you have located the useful-looking functions, you should probably also look at the corresponding Developer Help listings where more extensive description is available.

Tip: Do not underestimate the power of ShapeSheet functions simply because they are called “functions”. Though many indeed return values, many others perform procedural, conditional and even “code-writing” functions. Take a look at the functions in the Control Flow categories to gain an appreciation of what’s available in this realm.

Table 37-1: ShapeSheet Function Categories

Main Category	Detail Category
Functions	Geometry
	Coordinate Transformation
	Math
	Logic
	String
	Date and Time
	Color
	Connector and Glue
	Document
	Page
Properties	Shape
	Object
Control Flow	Conditionals
	Events and Actions
	Calls
	Cell Manipulations
Utility	Errors

Table 37-2: Visio ShapeSheet Functions

Function	Ver	Syntax and Description
Functions -- Geometry		
_ELLIPSE_ECC	V06	Used in ElliptalArcTo Geometry formulas.
_ELLIPSE_THETA	V06	Used in ElliptalArcTo Geometry formulas.
ACOS	V06	ACOS(number) arccosine
ANG360	V06	ANG360(angle) Normalizes an angle to be 0 <= angle < 360 degrees (or equivalent in radians).
ASIN	V06	ASIN(number) arcsine
ATAN	V06	ATAN(number) arctangent
ATAN2	V06	ATAN2(y,x) Returns the angle between the vector represented by x,y and the direction of the x axis.
COS	V06	COS(angle) cosine
COSH	V06	COSH(angle) hyperbolic cosine
DEG	V06	DEG(angle) Converts the value of an angle from radians to degrees. See also RAD
GRAVITY	V06	GRAVITY(angle,limit1,limit2) Returns 180 degrees if angle is between limit1 and limit2, else 0 degrees. Used to set angle of text block so that text remains readable (ie: not upside down) even when shape is rotated.
INTERSECTX	V06	INTERSECTX(x1,y1,angle1,x2,y2,angle2) X coordinate of Intersection of two lines
INTERSECTY	V06	INTERSECTY(x1,y1,angle1,x2,y2,angle2) Y coordinate of Intersection of two lines
MAGNITUDE	V06	MAGNITUDE(constantA,A,constantB,B) Length of vector
NURBS	V06	NURBS(knotLast, degree, xType, yType, x1, y1, knot1, weight1, ...) Special function to populate E cell of NURBSto Geometry rows.
PI	V06	PI() Constant pi

Table 37-2: Visio ShapeSheet Functions (Continued)

Function	Ver	Syntax and Description
POLYLINE	V06	POLYLINE(xType, yType, x1, y1...) Special function is used in the A cell of PolyLineTo geometry rows.
RAD	V06	RAD(angle) Converts the value of an angle from degrees to radians. Idiosyncrasy: Use RAD(DEG(Angle)) to get radian version of Angle cell (avoids double conversion).
RECTSECT	V06	RECTSECT(width,height,x,y,option) Calculates the sector of a rectangle associated with x and y and returns an integer 0 to 4, indicating the sector. Useful for orienting subshapes and connected shapes.
SIN	V06	SIN(angle) sine
SINH	V06	SINH(angle) hyperbolic sine
TAN	V06	TAN(angle) tangent
TANH	V06	TANH(angle) hyperbolic tangent
Functions -- Coordinate Transformation		
ANGLETOLOC	V06	ANGLETOLOC(srcAngle, srcRef, dstRef) Converts an angle from local coordinates in a source shape to the local coordinates in a destination shape.
ANGLETOPAR	V06	ANGLETOPAR(srcAngle, srcRef, dstRef) Converts an angle from local coordinates in a source shape to the coordinates relative to the parent (group or page) of the destination shape.
LOC	V06	LOC(point) Takes a point defined in another shape's local coordinates and returns the equivalent point expressed in the local coordinates of this shape.
LOCTOLOC	V06	LOCTOLOC(srcPoint, srcRef, dstRef) Takes a point in the coordinates of one shape and transforms it to coordinates relative to another shape.
LOCTOPAR	V06	LOCTOPAR(srcPoint, srcRef, dstRef) Takes a point in one shape's coordinates and transforms it to coordinates of another shape's parent group or page.
PAR	V06	PAR(point) Takes a point in some other shape's coordinates and transforms to point in this shape's (group or page) parent's coordinates
PNT	V06	PNT(x,y) Converts X and Y values to shapessheet point type.
PNTX	V06	PNTX(point) Extracts X value from shapessheet point type value.
PNTY	V06	PNTY(point) Extracts Y value from shapessheet point type value.
Functions -- Math		
ABS	V06	ABS(number) Absolute value of a number
BOUND	V11	BOUND (value, type, ignore, value1, value2 [ignore(n), value1(n), value2(n),...]) Cell accepts UI-driven value into "value", and constrains it between bounds (possibly 2 or more bounds sets).
CEILING	V06	CEILING(number, multiple) Rounds number away from 0 (zero) to the next multiple of arg multiple (or multiple of 1 if arg multiple is not supplied).
CY	V06	CY(value, cyID) Converts number to a currency type value.
FLOOR	V06	FLOOR(number,multiple) Rounds number toward 0 (zero) to the next multiple of arg multiple (or multiple of 1 if arg multiple is not supplied).
INT	V06	INT(number) Rounds a number down to the next integer
INTUP	V06	INTUP(number) Rounds a number up to the next integer.

Table 37-2: Visio ShapeSheet Functions (Continued)

Function	Ver	Syntax and Description
LN	V06	LN(number) Natural logarithm
LOG10	V06	LOG10(number) Base 10 logarithm
MAX	V06	MAX(number1,number2,...,numberN) Returns the largest number from a list
MIN	V06	MIN(number1,number2,...,numberN) Returns the smallest number from a list.
MODULUS	V06	MODULUS(number,divisor) Returns the remainder (modulus) resulting when a number is divided by a divisor.
POW	V06	POW(number,exponent) Returns number raised to the power of an exponent
RAND	V06	RAND() Returns different random number every time it is evaluated AND Visio forces a re-evaluation once per minute ("for animation"). Not very useful... probably want to use VBA Rnd instead. See also Registry: Visio 2000/application/animation key
ROUND	V06	ROUND(number,numberofdigits) Rounds to specified number of digits to right of decimal place if numberofdigits is positive, or to left of decimal place if numberofdigits is negative.
SIGN	V06	SIGN(number,fuzz) Returns 1 if number is positive, 0 if number is zero, or -1 if number is negative, with specifiable fuzz factor.
SQRT	V06	SQRT(number) Square root
SUM	V06	SUM(number1,number2,...,number14) Sum of a list of numbers
TRUNC	V06	TRUNC(number,numberofdigits) Number truncated to numberofdigits
Functions -- Logic		
AND	V06	AND(logical expression1,logical expression2,...,logical expressionN) Takes any number of expressions, and returns TRUE (1) if all are True (non-zero).
BITAND	V06	BITAND(binarynumber1,binarynumber2) Bitwise AND of two arguments interpreted as 16-bit numbers. Useful for interpreting some flag properties.
BITNOT	V06	BITNOT(binary number) Bitwise Inversion of bits in argument interpreted as 16-bit number.
BITOR	V06	BITOR(binary number1,binary number2) Bitwise OR of two arguments interpreted as 16-bit numbers.
BITXOR	V06	BITXOR(binary number1,binary number2) Bitwise XOR of two arguments interpreted as 16-bit numbers.
NOT	V06	NOT(logicalexpression) Returns FALSE (0) if argument is non-zero (TRUE)
OR	V06	OR(logicalexpression1,logicaexpression2,...,logicaexpressionN) Takes any number of expressions, and returns TRUE (1) if any are True (non-zero).
Functions -- String		
BLOB	V11	BLOB(bintext) Encloses a blob of binary data, exposed in the UI or automation as text in Base64 format
CHAR	V06	CHAR(number) Returns a ANSI character from number argument.
DECIMALSEP	V06	DECIMALSEP() The decimal separator string for the current user locale.
EVALTEXT	V06	EVALTEXT(shapeName!theText) Evaluates the text in shape as if it were a formula and returns the result.
FIELDPICTURE	V06	FIELDPICTURE (code) Returns a format picture string that matches the Visio internal text field format code.
FIND	V11	FIND (find_text, within_text [,start_num], [ignore_case]) Returns starting position of find_text within within_text.

Table 37-2: Visio ShapeSheet Functions (Continued)

Function	Ver	Syntax and Description
FORMAT	V06	FORMAT(expression,"format picture") returns a string with the result of expression formatted according to supplied format picture.
FORMATEX	V06	FORMATEX(expression,"formatpicture"[,inputunit][,outputunit]) Similar to FORMAT, but includes unit conversion.
INDEX	V06	INDEX(index,"list"[,[delimiter][,[errorvalue]]]) Returns Nth string from list. (First item for N = 0). See also LOOKUP.
LEFT	V11	LEFT(text, num_chars) Leftmost N characters of a string. Like VB Left\$
LEN	V11	LEN (text) Length of string. Like VB Len
LISTSEP	V06	LISTSEP () Returns the list separator string for the current user locale.
LOOKUP	V06	LOOKUP("key","list"[,[delimiter]]) Returns (zero-based) index of first occurrence of a substring ("key") in a list, otherwise -1. Can set list delimiter or default to semicolon. See also INDEX.
LOTUSNOTES	V06	LOTUSNOTES("field") Reads info from Lotus Notes field.
LOWER	V06	LOWER(expression) Returns string converted to lower case.
MID	V11	MID (text, start_num, num_chars) Returns portion of a string. Like VB Mid\$
REPLACE	V11	REPLACE (old_text, start_num, num_chars, new_text) Replaces segment of string at particular position with another string segment. See also SUBSTITUTE.
REPT	V11	REPT (text, number_times) Create a string by repeating provided text. 0: ""; Non-integer is truncated.
REWIDEN	V11	REWIDEN(srcCharSet, dstCharSet, text) Convert to Unicode from one character set to another.
RIGHT	V11	RIGHT(text [,num_chars_opt]) Returns rightmost portion of a string. Like VB Right\$
STRSAME	V06	STRSAME ("string1", "string2", ignoreCase) Compares strings or string expressions. TRUE for same. Optional case ignore.
STRSAMEEX	V06	STRSAMEEX ("string1", "string2", localeID, flag) Similar to STRSAME except handles multibyte strings and locale-specific case rules.
SUBSTITUTE	V11	SUBSTITUTE (text, old_text, new_text[, start_num][,ignore_case_opt]) Substitutes section of string matching old_text with new_text. See also REPLACE.
TRIM	V11	TRIM (text) Removes spaces surrounding string, and also reduces whitespace within string to single spaces.
UNICHAR	V11	UNICHAR (number) Returns a character corresponding to Unicode value provided. For 0-127, same as CHAR.
UPPER	V06	UPPER(expression) Returns string converted to upper case.
Functions -- Date and Time		
DATE	V06	DATE(year,month,day) Converts numeric Year, Month, Day to datetime type value.
DATETIME	V06	DATETIME("datetime"expression[,lcid]) Converts string to ShapeSheet datetime type
DATEVALUE	V06	DATEVALUE("datetime"expression[,lcid]) Extracts date part of datetime from string or datetime expression.
DAY	V06	DAY("datetime"expression[,lcid]) Returns day-of-month from string or datetime expression.
DAYOFYEAR	V06	DAYOFYEAR("datetime"expression[,lcid]) Returns day-of-year from string or datetime expression.
HOURL	V06	HOURL("datetime"expression[,lcid]) Returns hour-of-day from string or datetime expression.
MINUTE	V06	MINUTE("datetime"expression[,lcid]) Returns minute-of-hour from string or datetime expression.

Table 37-2: Visio ShapeSheet Functions (Continued)

Function	Ver	Syntax and Description
MONTH	V06	MONTH("datetime"expression[,lcid]) Returns numeric month-of-year from string or datetime expression.
NOW	V06	NOW() Returns current datetime.
SECOND	V06	SECOND("datetime"expression[,lcid]) Returns second-of-minute from string or datetime expression.
TIME	V06	TIME(hour,minute,second) Converts hour-minute-second to a datetime type value.
TIMEVALUE	V06	TIMEVALUE("datetime"expression[,lcid]) Extracts the time-of-day from string of datetime expression..
WEEKDAY	V06	WEEKDAY("datetime"expression[,lcid]) Returns numeric day-of-week from string or datetime expression.
YEAR	V06	YEAR("datetime"expression[,lcid]) Returns Gregorian year from string or datetime expression.
Functions -- Color		
BLUE	V06	BLUE(expression) The blue component of a color expression.
GREEN	V06	GREEN(expression) The green component of a color expression.
HSL	V06	HSL(hue,saturation,luminosity) Index in the document's color palette.
HUE	V06	HUE(expression) A color's hue component.
LUM	V06	LUM(expression) A color's luminosity component.
RED	V06	RED(expression) The red component of a color.
RGB	V06	RGB(red,green,blue) Index in the document's color palette
SAT	V06	SAT(expression) A color's saturation component.
Functions -- Connector and Glue		
_GLUExxx	V06	_GLUELOC, _GLUELOCPCT, _GLUEPAR, _GLUEPARPCT, undocumented
_MARKER	V06	_MARKER(num) Used in Alignment Section formulas for glue to Guides. Return value is num. Appears to just mark the cell as not participating in the glue.
_UCON_xxx	V06	Various _UCON_X1/Y1/C1/D1/X2/Y2/C2/D2/X3/Y3/C3/D3/BEGTYP/ENDTYPE/GEOTYPE/SIMPLE Used to implement the Universal Connector. Undocumented by Visio, though function can be deduced from their behavior. See the chapter on Connectors.
_WALKGLUE	V06	_WALKGLUE(BegTrigger,EndTrigger,WalkPreference) When dynamic-glued, Visio puts this function in the BeginX and BeginY (or EndX/Y) cells of a connector. The function returns a point (X,Y), and the cell extracts the X or Y values as needed. (See also _XFTRIGGER)
_XFTRIGGER	V06	_XFTRIGGER(ConnecteeShape!EventXFMod) "Transform trigger": When dynamic-glued, Visio puts this function in a connector's BegTrigger/EndTrigger cells to trigger recalc of dependent cells in connector(eg: endpoints) when connectee shape is moved. (See also _WALKGLUE)
USERUI	V06	USERUI(state,defaultexpression,userexpression) Used in Universal Connector Control.X/Y cells to merge changes from Control point gesture versus fixed formula. State 0 = return second arg, state 1 = return third arg. Visio writes state and third arg at various times. Broken in V2K through SR-1.

Table 37-2: Visio ShapeSheet Functions (Continued)

Function	Ver	Syntax and Description
Properties -- Document		
CATEGORY	V06	CATEGORY () Document.Category property.
COMPANY	V06	COMPANY () Document.Company property
CREATOR	V06	CREATOR () Document.Creator property
DESCRIPTION	V06	DESCRIPTION () Document.Description property
DIRECTORY	V06	DIRECTORY () Full path of the directory in which a document is saved
DOCCREATION	V06	DOCCREATION () The datetime that a document was created
DOCLASTEDIT	V11	The datetime that a document was last edited
DOCLASTPRINT	V06	DOCLASTPRINT () The datetime a document was last printed
DOCLASTSAVE	V06	DOCLASTSAVE () The datetime a document was last saved
FILENAME	V06	FILENAME () Document's filename
HYPERLINKBASE	V06	HYPERLINKBASE () Document.HyperlinkBase property
KEYWORDS	V06	KEYWORDS () Document.Keywords property
MANAGER	V06	MANAGER () Document.Manager property
PAGECOUNT	V06	PAGECOUNT () Number of foreground pages in a document.
SUBJECT	V06	SUBJECT () Document.Subject property
TITLE	V06	TITLE () Document.Title property
Properties -- Page		
BKGPPAGENAME	V06	BKGPPAGENAME (langID_opt) Background page name as a string.
PAGENAME	V06	PAGENAME (langID_opt) Page.Name property
PAGENUMBER	V06	PAGENUMBER() Returns the number of the containing page. I.e. the index of this drawing page in the Document.Pages list.
Properties -- Shape		
DATA1	V06	DATA1 () Shape.Data1
DATA2	V06	DATA2 () Shape.Data2
DATA3	V06	DATA3 () Shape.Data3
ID	V06	ID () Shape.ID
MASTERNAME	V06	MASTERNAME (langID_opt) A sheet's master name as a string, or the string, "no master" if the sheet doesn't have a master. MASTERNAME(0) for default local name. MASTERNAME(750) for universal name (NameU property).
NAME	V06	NAME (langID_opt) Shape.Name property. NAME(0) for default local name. NAME(750) for universal name (NameU property).

Table 37-2: Visio ShapeSheet Functions (Continued)

Function	Ver	Syntax and Description
SHAPETEXT	V06	SHAPETEXT (shapename!TheText,flag) Shape.Text property
TEXTHEIGHT	V06	TEXTHEIGHT(shapename!TheText,maximumwidth) The height of Shape.Text if composed within specified width
TEXTWIDTH	V06	TEXTWIDTH(shapename!TheText,maximumwidth) The width of Shape.Text up to a maximum.
Properties -- Object		
TYPE	V06	TYPE () object.ObjectType property as a number
TYPEDESC	V06	TYPEDESC () ObjectType translated to a descriptive string
Control Flow -- Conditionals		
IF	V06	IF(logicalexpression,valueiftrue,valueiffalse) Based on condition expression, evaluates/executes one of two other expressions (like VB IIF function) and returns the result.
Control Flow -- Events and Actions		
DEFAULTEVENT	V06	DEFAULTEVENT() Performs the default event associated with the object.
GOTOPAGE	V06	GOTOPAGE("pagename") Displays the named page in the currently active window. If Visio page of that name not found, treats as URL and launches web browser.
HELP	V06	HELP("filename.hlp!keyword ") or HELP("filename.chm!keyword") HELP("filename.hlp!#number") or HELP("filename.chm#number") Activates the help system and displays the keyword or numbered topic.
HYPERLINK	V06	HYPERLINK("address"[,"subaddress","extrainfo",window,"frame"]) Navigates user's web browser to hyperlink address.
OPENFILE	V06	OPENFILE("filename") Opens a Visio document and activates the document window.
OPENGROUPWIN	V06	OPENGROUPWIN() If this object is a group, then opens the Group window.
OPENPAGE	V06	OPENPAGE("pagename") Opens the named page in a new window (or activates it if already open.). If Visio page of that name not found, treats as URL and launches web browser.
OPENSHEETWIN	V06	OPENSHEETWIN() Opens the ShapeSheet window for this object.
OPENTEXTWIN	V06	OPENTEXTWIN() Opens the text-block to allow user to edit this shape's text.
PLAYSOUND	V06	PLAYSOUND("filename" "alias",isAlias,beep,synch) Plays a sound file or system sound.
QUEUEMARKER-EVENT	V11	QUEUEMARKEREVENT (event_string) Fires an OLE Automation Marker event. Allows ShapeSheet formula to fire event, which receiver can identify via event_string. Use RUNADDONWARGS("QueueMarkerEvent"...) in V2002SR1.
Control Flow -- Calls		
CALLTHIS	V06	CALLTHIS("procedure",["project"],[arg1,arg2,...]) Calls a procedure in a VBA project.
DOCMD	V06	DOCMD(CmdNum) The ShapeSheet equivalent of Application.DoCmd. Especially useful in the Events section of the ShapeSheet, amongst other places. For a list of DoCmd values, use the VBA Object Browser.
DOOLEVERB	V06	DOOLEVERB("verb") Applies if this shape is an OLE Object. Executes a verb for the OLE object.
RUNADDON	V06	RUNADDON("string") Passes an add-on or code to be executed to the VBA project of this document.
RUNADDONWARGS	V06	RUNADDONWARGS("filename","arguments") Runs external program and passes the command line arguments to the program as a string.
RUNMACRO	V11	RUNMACRO (macroname [, projname_opt]) Runs a VBA procedure. Similar to CALLTHIS, but without the arguments or Shape reference

Table 37-2: Visio ShapeSheet Functions (Continued)

Function	Ver	Syntax and Description
Control Flow -- Cell Manipulations		
DEPENDSON	V06	DEPENDSON(cellref[,cellref2,...]) Cell-reference dependency. Causes this cell to re-evaluate if the referred-to cell(s) changes.
FORMULAEXISTS	V11	FORMULAEXISTS (cellref) Returns 1 if cell contains a formula, else 0 (See also LOCALFORMULAEXISTS)
GETREF	V06	GETREF(cellname) References a cell but doesn't recalculate this formula when the referred-to cell changes.
GETVAL	V06	GETVAL(cellname) Gets the value of a cell and doesn't recalculate this formula when the referred-to cell's value changes.
GUARD	V06	GUARD(expression) Protects enclosed expression from deletion and change by actions performed in the drawing window, for example, moving, sizing, grouping, or ungrouping shapes.
LOCALFORMULAEXISTS	V11	LOCALFORMULAEXISTS (cellref) Returns 1 if cell contains a local formula; else 0 if no formula or formula is inherited. (See also FORMULAEXISTS)
SETATREF	V11	SETATREF(reference [,set_expression [,ignore_eval]]) In a cell receiving a UI-driven formula, redirects formula to different cell
SETATREFEVAL	V11	SETATREFEVAL(expr) Evaluates formula for SETATREF before pushing to other cell.
SETATREFEXPR	V11	SETATREFEXPR ([expr_opt]) Receives formula that Visio would normally place in this cell
SETF	V06	SETF(GETREF(cell), formula) SETF(GETREF(cell), "formula") SETF(GETREF(cell), ""formula"") SETF("cell",formula) SETF("cell","formula") SETF("cell",""formula"") Sets another cell's formula. Visio checks GETREF form for syntax and cell available. Quoted form is useful to avoid error result.
USE	V06	USE("name") In a line-pattern, fill-pattern or line-end cell, applies the named pattern to this cell.
Utility -- Errors		
ISERR	V06	ISERR(cellreference) Returns TRUE if the value of referred-to cell is any error type except #N/A; otherwise, it returns FALSE.
ISERRNA	V06	ISERRNA(cellreference) Returns TRUE if the value of referred-to cell is error type #N/A! (not available); otherwise, it returns FALSE.
ISERROR	V06	ISERROR(cellreference) Returns TRUE if the value of referred-to cell is any error type; otherwise, it returns FALSE.
ISERRVALUE	V06	ISERRVALUE(cellreference) Returns TRUE if the value of referred-to cell is error type #VALUE, ie: an argument in the formula is the wrong type.
NA	V06	NA() Returns the constant error value #NA!, which means no value available.
REF	V06	REF() Returns the error value #REF!

Data Sources: Almost full list of functions parsed from Developer Help. Several undocumented functions added (notably functions whose names start with underscore.) Summary explanations added. (GW_ShapeSheetFuncs.mdb DBToFM.exe)

Chapter 38

Visio Objects, Properties and Methods

In This Chapter...

- Why and How to Read This Chapter
 - Table Summarizing All Visio Objects and Their Interfaces
 - Tables Covering All Objects, Properties, Methods and Applicable Constants
-

Object/Property/Method Table Organization

We've already seen a fairly detailed object model in Fig. 4 - 1. With that in one hand (make a copy if that helps!), you can then visit each object in this chapter. The objects themselves are collected into four broad branches or categories:

Top

The top-most objects in the Visio object hierarchy, such as Application, from which your Automation program can get references to all other objects.

Doc Data

All the object types that together capture the data of a Visio document.

UI & View

Here are all the types of object that provide access to the User Interface and Windows in the Visio environment.

Utility

Here numerous helper and utility object types are listed.

Within each category, object types are listed alphabetically.

Table 38-1: Overview of all Visio Automation object types

Basic Categorization of Visio Object Types		Interface information for COM-savvy programmers				
Branch	TypeName	CoClass	Interface	DispInterface	Event DispInterface	Item Type
Top	Application	Application	IVApplication	IVApplication	EApplication	
	Global	Global	IVGlobal	IVGlobal		
	InvisibleApp	InvisibleApp	IVInvisibleApp	IVInvisibleApp	EApplication	
Doc Data	Cell	Cell	IVCell	IVCell	ECell	
	Characters	Characters	IVCharacters	IVCharacters	ECharacters	
	Color	Color	IVColor	IVColor		
	Colors	Colors	IVColors	IVColors		Color
	Connect	Connect	IVConnect	IVConnect		
	Connects	Connects	IVConnects	IVConnects		Connect
	Curve	Curve	IVCurve	IVCurve		
	Document	Document	IVDocument	IVDocument	EDocument	
	Documents	Documents	IVDocuments	IVDocuments	EDocuments	Document
	Font	Font	IVFont	IVFont		
	Fonts	Fonts	IVFonts	IVFonts		Font
	Hyperlink	Hyperlink	IVHyperlink	IVHyperlink		
	Hyperlinks	Hyperlinks	IVHyperlinks	IVHyperlinks		Hyperlink
	Layer	Layer	IVLayer	IVLayer		
	Layers	Layers	IVLayers	IVLayers		Layer
	Master	Master	IVMaster	IVMaster	EMaster	
	Masters	Masters	IVMasters	IVMasters	EMasters	Master
	MasterShortcut	MasterShortcut	IVMasterShortcut	IVMasterShortcut		
	MasterShortcuts	MasterShortcuts	IVMasterShortcuts	IVMasterShortcuts		MasterShortcut
	OLEObject	OLEObject	IVOLEObject	IVOLEObject		
	OLEObjects	OLEObjects	IVOLEObjects	IVOLEObjects		OLEObject
	Page	Page	IVPage	IVPage	EPage	
	Pages	Pages	IVPages	IVPages	EPages	Page
	Path	Path	IVPath	IVPath		Curve
	Paths	Paths	IVPaths	IVPaths		Path
	Row	Row	IVRow	IVRow	ERow	
	Section	Section	IVSection	IVSection	ESection	
	Shape	Shape	IVShape	IVShape	EShape	
	Shapes	Shapes	IVShapes	IVShapes		Shape
	Style	Style	IVStyle	IVStyle	EStyle	
	Styles	Styles	IVStyles	IVStyles	EStyles	Style

Table 38-1: Overview of all Visio Automation object types (Continued)

Basic Categorization of Visio Object Types		Interface information for COM-savvy programmers				
Branch	TypeName	CoClass	Interface	DispInterface	Event DispInterface	Item Type
UI&View	AccelItem	AccelItem	IVAccelItem	IVAccelItem		
	AccelItems	AccelItems	IVAccelItems	IVAccelItems		AccelItem
	AccelTable	AccelTable	IVAccelTable	IVAccelTable		
	AccelTables	AccelTables	IVAccelTables	IVAccelTables		AccelTable
	IEnumVAccelItem		IEnumVAccelItem			
	IEnumVAccelTable		IEnumVAccelTable			
	IEnumVMenu		IEnumVMenu			
	IEnumVMenuItem		IEnumVMenuItem			
	IEnumVMenuSet		IEnumVMenuSet			
	IEnumVStatusBar		IEnumVStatusBar			
	IEnumVStatus- BarItem		IEnumVStatusBarItem			
	IEnumVToolbar		IEnumVToolbar			
	IEnumVToolbarItem		IEnumVToolbarItem			
	IEnumVToolbarSet		IEnumVToolbarSet			
	Menu	Menu	IVMenu	IVMenu		
	MenuItem	MenuItem	IVMenuItem	IVMenuItem		
	MenuItems	MenuItems	IVMenuItems	IVMenuItems		MenuItem
	Menus	Menus	IVMenus	IVMenus		Menu
	MenuSet	MenuSet	IVMenuSet	IVMenuSet		
	MenuSets	MenuSets	IVMenuSets	IVMenuSets		MenuSet
	StatusBar	StatusBar	IVStatusBar	IVStatusBar		
	StatusBarItem	StatusBarItem	IVStatusBarItem	IVStatusBarItem		
	StatusBarItems	StatusBarItems	IVStatusBarItems	IVStatusBarItems		StatusBarItem
	StatusBars	StatusBars	IVStatusBars	IVStatusBars		StatusBar
	Toolbar	Toolbar	IVToolbar	IVToolbar		
	ToolbarItem	ToolbarItem	IVToolbarItem	IVToolbarItem		
	ToolbarItems	ToolbarItems	IVToolbarItems	IVToolbarItems		ToolbarItem
	Toolbars	Toolbars	IVToolbars	IVToolbars		Toolbar
	ToolbarSet	ToolbarSet	IVToolbarSet	IVToolbarSet		
	ToolbarSets	ToolbarSets	IVToolbarSets	IVToolbarSets		ToolbarSet
	UIObject	UIObject	IVUIObject	IVUIObject		
	Window	Window	IVWindow	IVWindow	EWindow	
	Windows	Windows	IVWindows	IVWindows	EWindows	Window

Table 38-1: Overview of all Visio Automation object types (Continued)

Basic Categorization of Visio Object Types		Interface information for COM-savvy programmers				
Branch	TypeName	CoClass	Interface	DispInterface	Event DispInterface	Item Type
Util	Addon	Addon	IVAddon	IVAddon		
	Addons	Addons	IVAddons	IVAddons		Addon
	ApplicationSettings	ApplicationSettings	IVApplicationSettings	IVApplicationSettings		
	Event	Event	IVEvent	IVEvent		
	EventList	EventList	IVEventList	IVEventList		Event
	Extender	Extender	IVExtender	IVExtender	EShape	
	IVAmbients			IVAmbients		
	IVUndoManager			IVUndoManager		
	IVUndoUnit			IVUndoUnit		
	IVClientSite		IVClientSite			
	IVisEventProc			IVisEventProc		
	IVisLibOcxSupport		IVisLibOcxSupport			
	KeyboardEvent	KeyboardEvent	IVKeyboardEvent	IVKeyboardEvent		
	MouseEvent	MouseEvent	IVMouseEvent	IVMouseEvent		
	MSGWrap	MSGWrap	IVMSGWrap	IVMSGWrap		
	Selection	Selection	IVSelection	IVSelection		Shape

Then, for each object, I've presented every property and method, and categorized them according to "feature area". This lets you see the relatively few feature areas that define the nature of each object, something which is difficult to perceive if you are confronted with an undifferentiated alphabetical list with many dozens of individual properties and methods. This approach also brings together properties and methods that you would normally use together.

Needless to say, this property/method categorization is somewhat subjective, and you may disagree with some of my choices. However it is much better than no categorization at all.

Finally, for each integer property I have identified the list of allowed constants to give a further quick idea of what a property is all about.

Object Summary Table

Preceding the full set of Object/Property/Method tables is the *Overview of Visio Automation Types Table*. The left-most columns in the table act as a "Table of Contents" letting you get a full overview of all Visio object types, and which branch/ category I have allocated each to. Most importantly this lets you know where to find each object (they are also in the main index).

COM-Related Columns

The columns to the right of the *Overview* table are for COM-savvy programmers. The names of object types exposed in VB/VBA are actually the names of what are called in COM terminology "CoClasses". In Visio, each CoClass implements a so-called "dual interface"—two different kinds of COM interface, one known as simply an "Interface", and the other as a "DispInterface". It is these interfaces which define the set of properties and methods for the object.

For what it's worth, Interface and DispInterface support different ways for programs to refer to an Automation objects and its properties and methods. These issues are generally not a concern to VB/VBA developers, but C++, Delphi and other language developers will match this up with the COM customs and documentation for their environments.

You will notice that in a few cases, a particular CoClass implements an Interface or DispInterface that has a distinctly different name. For example CoClass InvisibleApp implements IVApplication. This simply means that the properties and methods for InvisibleApp are identical to those for Application, so to find out about InvisibleApp read the Application section.

Event DispInterfaces

Many of the objects shown also sport Event DispInterfaces. For example, CoClass Page offers EPage. These are interfaces that allow you to create objects that receive event notifications. EPage can call your code when a ShapeAdded event occurs, for example. These Event DispInterfaces are not available by default when you create a Visio object, but they are enabled if you use the VB WithEvents keyword (or use the COM Connection Points API from other languages – not to be confused with Visio Connection Points!).

Chapter 39 Events Table lists Events in detail, and presents an overall chart of objects versus events reported. Because that is a much more compact way to present the event interfaces, I have only included one E-interface in this chapter (EApplication) to give you a general idea of what they look like.

Table 38-2: Key to details Object-Property-Method tables

Column	Values	Meaning
P/M	Prop Meth	Property or Method
Name		Name of property or method
RW H	R W H	Readable property Writable property Hidden (either deprecated or for internal use)
Syntax/Type		Show Visual Basic syntax of property or method, and for those returning an enumerated integer, shows the constants defined for that type.

[Branch: Top] Application			
<i>Topmost object in Visio object hierarchy</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Build	R	<i>returns</i> {I4} = Build ; Property type: Integer; -
	FullBuild	R	<i>returns</i> {I4} = FullBuild ; Property type: Integer; -
	InstanceHandle	RH	<i>returns</i> {I2} = InstanceHandle ; Property type: Integer; Handle
	InstanceHandle32	R	<i>returns</i> {I4} = InstanceHandle32 ; Property type: Integer; Handle
	IsVisio16	RH	<i>returns</i> {I2} = IsVisio16 ; Property type: Integer; Bool
	IsVisio32	RH	<i>returns</i> {I2} = IsVisio32 ; Property type: Integer; Bool
	Name	R	<i>returns</i> {BStr} = Name ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeApp
	ProcessID	R	<i>returns</i> {I4} = ProcessID ; Property type: Integer; ID
	ProductName	RH	<i>returns</i> {BStr} = ProductName ; Property type: String
	TypelibMajorVersion	R	<i>returns</i> {I2} = TypelibMajorVersion ; Property type: Integer; -
	TypelibMinorVersion	R	<i>returns</i> {I2} = TypelibMinorVersion ; Property type: Integer; -
	Version	R	<i>returns</i> {BStr} = Version ; Property type: String
	Window	R	<i>returns</i> {IVWindow} = Window ; Property type: IVWindow
	WindowHandle	RH	<i>returns</i> {I2} = WindowHandle ; Property type: Integer; Handle
	WindowHandle32	R	<i>returns</i> {I4} = WindowHandle32 ; Property type: Integer; Handle
BehaviorVariants			
Prop	AlertResponse	RW	<i>returns</i> {I2} = AlertResponse ; Property type: Integer; IDxxx
	DeferRecalc	RW	<i>returns</i> {I2} = DeferRecalc ; Property type: Integer; Bool
	Language	R	<i>returns</i> {I4} = Language ; Property type: Integer; Lang Id as in VERSIONINFO.???
	LanguageHelp	R	<i>returns</i> {I4} = LanguageHelp ; Property type: Integer; Lang Id as in VERSIONINFO.???
	LiveDynamics	RW	<i>returns</i> {Bool} = LiveDynamics ; Property type: Boolean
	ProfileName	RH	<i>returns</i> {BStr} = ProfileName ; Property type: String
	PromptForSummary	RW	<i>returns</i> {I2} = PromptForSummary ; Property type: Integer; Bool
	ScreenUpdating	RW	<i>returns</i> {I2} = ScreenUpdating ; Property type: Integer; Bool
	ShowChanges	RW	<i>returns</i> {Bool} = ShowChanges ; Property type: Boolean
Object Life/Enable/Visible/State			
Prop	Active	R	<i>returns</i> {I2} = Active ; Property type: Integer; Bool
	CommandLine	R	<i>returns</i> {BStr} = CommandLine ; Property type: String
	Settings	R	<i>returns</i> {IVApplicationSettings} = Settings ; Property type: IVApplicationSettings
	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
	UserName	RW	<i>returns</i> {BStr} = UserName ; Property type: String
	Visible	RW	<i>returns</i> {Bool} = Visible ; Property type: Boolean
Meth	GetUsageStatistic	H	<i>returns</i> {Variant} = GetUsageStatistic(<i>nWhichStatistic</i> {I4 [In]})
	OnComponentEnter-State		OnComponentEnterState <i>uStateID</i> {VisOnComponentEnterCodes [In]}, <i>bEnter</i> {Bool [In]}
	Quit		Quit

[Branch: Top] Application (Continued)			
Topmost object in Visio object hierarchy			
P/M	Name	RW H	Syntax/Type
Containee Mgt: DiagramData			
Prop	ActiveDocument	R	returns {IVDocument} = ActiveDocument ; Property type: IVDocument
	ActivePage	R	returns {IVPage} = ActivePage ; Property type: IVPage
	DefaultAngleUnits	RW	returns {Variant} = DefaultAngleUnits ; Property type: Variant; Values: 32=visNumber; 33=visPercent; 36=visAcre; 37=visHectare; 40=visDate; 42=visDurationUnits; 43=visElapsedWeek; 44=visElapsedDay; 45=visElapsedHour; 46=visElapsedMin; ... and 37 more.
	DefaultDurationUnits	RW	returns {Variant} = DefaultDurationUnits ; Property type: Variant; Values: 32=visNumber; 33=visPercent; 36=visAcre; 37=visHectare; 40=visDate; 42=visDurationUnits; 43=visElapsedWeek; 44=visElapsedDay; 45=visElapsedHour; 46=visElapsedMin; ... and 37 more.
	DefaultPageUnits	RWH	returns {Variant} = DefaultPageUnits ; Property type: Variant; Values: 32=visNumber; 33=visPercent; 36=visAcre; 37=visHectare; 40=visDate; 42=visDurationUnits; 43=visElapsedWeek; 44=visElapsedDay; 45=visElapsedHour; 46=visElapsedMin; ... and 37 more.
	DefaultTextUnits	RW	returns {Variant} = DefaultTextUnits ; Property type: Variant; Values: 32=visNumber; 33=visPercent; 36=visAcre; 37=visHectare; 40=visDate; 42=visDurationUnits; 43=visElapsedWeek; 44=visElapsedDay; 45=visElapsedHour; 46=visElapsedMin; ... and 37 more.
	Documents	R	returns {IVDocuments} = Documents ; Property type: IVDocuments
Containee Mgt: UI			
Prop	BuiltInMenus	R	returns {IVUIObject} = BuiltInMenus ; Property type: IVUIObject
	BuiltInToolbars	R	returns {IVUIObject} = BuiltInToolbars(<i>Ignored</i> {I2 [In]}) ; Property type: IVUIObject
	CommandBars	R	returns {Dispatch} = CommandBars ; Property type: Dispatch
	CustomMenus	R	returns {IVUIObject} = CustomMenus ; Property type: IVUIObject
	CustomMenusFile	RW	returns {BStr} = CustomMenusFile ; Property type: String
	CustomToolbars	R	returns {IVUIObject} = CustomToolbars ; Property type: IVUIObject
	CustomToolbarsFile	RW	returns {BStr} = CustomToolbarsFile ; Property type: String
	ShowMenus	RWH	returns {I2} = ShowMenus ; Property type: Integer; Bool
	ShowProgress	RW	returns {I2} = ShowProgress ; Property type: Integer; Bool
	ShowStatusBar	RW	returns {I2} = ShowStatusBar ; Property type: Integer; Bool
	ShowToolbar	RW	returns {I2} = ShowToolbar ; Property type: Integer; Bool
	ToolbarStyle	RWH	returns {I2} = ToolbarStyle ; Property type: Integer; ???
Meth	ClearCustomMenus		ClearCustomMenus
	ClearCustomToolbars		ClearCustomToolbars
	SetCustomMenus		SetCustomMenus <i>MenusObject</i> {IVUIObject [In]}
	SetCustomToolbars		SetCustomToolbars <i>ToolbarsObject</i> {IVUIObject [In]}
Containee Mgt: Windows			
Prop	ActiveWindow	R	returns {IVWindow} = ActiveWindow ; Property type: IVWindow
	ConnectorTool-DataObject	R	returns {Unknown} = ConnectorToolDataObject ; Property type: Unknown
	DefaultZoomBehavior	RW	returns {VisZoomBehavior} = DefaultZoomBehavior ; Property type: VisZoomBehavior
	DialogFont	R	returns {IFontDisp} = DialogFont ; Property type: IFontDisp
	InhibitSelectChange	RW	returns {Bool} = InhibitSelectChange ; Property type: Boolean
	Windows	R	returns {IVWindows} = Windows ; Property type: IVWindows
ShapeSheet			
Meth	ConvertResult		returns {R8} = ConvertResult(<i>StringOrNumber</i> {Variant [In]}, <i>UnitsIn</i> {Variant [In]}, <i>UnitsOut</i> {Variant [In]})
	FormatResult		returns {BStr} = FormatResult(<i>StringOrNumber</i> {Variant [In]}, <i>UnitsIn</i> {Variant [In]}, <i>UnitsOut</i> {Variant [In]}, <i>Format</i> {BStr [In]})
	FormatResultEx		returns {BStr} = FormatResultEx(<i>StringOrNumber</i> {Variant [In]}, <i>UnitsIn</i> {Variant [In]}, <i>UnitsOut</i> {Variant [In]}, <i>Format</i> {BStr [In]}, <i>LangID</i> {I4 []}, <i>CalendarID</i> {I4 []})

[Branch: Top] Application (Continued)			
Topmost object in Visio object hierarchy			
P/M	Name	RW H	Syntax/Type
File/Dir			
Prop	AddonPaths	RW	<i>returns</i> {BStr} = AddonPaths ; Property type: String
	AutoRecoverInterval	RW	<i>returns</i> {I2} = AutoRecoverInterval ; Property type: Integer; minutes
	DrawingPaths	RW	<i>returns</i> {BStr} = DrawingPaths ; Property type: String
	FilterPaths	RWH	<i>returns</i> {BStr} = FilterPaths ; Property type: String
	HelpPaths	RW	<i>returns</i> {BStr} = HelpPaths ; Property type: String
	Path	R	<i>returns</i> {BStr} = Path ; Property type: String
	SaveAsWebObject	R	<i>returns</i> {Dispatch} = SaveAsWebObject ; Property type: Dispatch
	StartupPaths	RW	<i>returns</i> {BStr} = StartupPaths ; Property type: String
	StencilPaths	RW	<i>returns</i> {BStr} = StencilPaths ; Property type: String
	TemplatePaths	RW	<i>returns</i> {BStr} = TemplatePaths ; Property type: String
Meth	EnumDirectories		EnumDirectories <i>PathsString</i> {BStr [In]}, <i>NameArray</i> {SafeArray -- BStr [Out]}
	SaveWorkspaceAs	H	SaveWorkspaceAs <i>FileName</i> {BStr [In]}
AddOnFunctionality			
Prop	Addons	R	<i>returns</i> {IVAddons} = Addons ; Property type: IVAddons
	COMAddIns	R	<i>returns</i> {Dispatch} = COMAddIns ; Property type: Dispatch
	old_Addins	RH	<i>returns</i> {Dispatch} = old_Addins ; Property type: Dispatch
	VBAEnabled	R	<i>returns</i> {Bool} = VBAEnabled ; Property type: Boolean
	Vbe	R	<i>returns</i> {Dispatch} = Vbe ; Property type: Dispatch
Events/Actions/Commands			
Prop	CurrentScope	R	<i>returns</i> {I4} = CurrentScope ; Property type: Integer; ID
	EventInfo	R	<i>returns</i> {BStr} = EventInfo(<i>eventSeqNum</i> {I4 [In]}) ; Property type: String
	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	EventsEnabled	RW	<i>returns</i> {I2} = EventsEnabled ; Property type: Integer; Bool
	IsInScope	R	<i>returns</i> {Bool} = IsInScope(<i>nCmdID</i> {I4 [In]}) ; Property type: Boolean
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool
	TraceFlags	RW	<i>returns</i> {I4} = TraceFlags ; Property type: Integer; VisTraceCodes; Values: 1=visTraceEvents; 2=visTraceAdvises; 4=visTraceAddOnInvokes; 8=visTraceCallsToVBA;
Meth	DoCmd		DoCmd <i>CommandID</i> {I2 [In]}
	QueueMarkerEvent		<i>returns</i> {I4} = QueueMarkerEvent(<i>ContextString</i> {BStr [In]})
Help			
Meth	InvokeHelp		InvokeHelp <i>bstrHelpFileName</i> {BStr [In]}, <i>Command</i> {I4 [In]}, <i>Data</i> {I4 [In]}
Layout			
Prop	AutoLayout	RW	<i>returns</i> {Bool} = AutoLayout ; Property type: Boolean
OLEActiveX			
Prop	OnDataChangeDelay	RW	<i>returns</i> {I4} = OnDataChangeDelay ; Property type: Integer; -
Printing/Paper			
Prop	ActivePrinter	RW	<i>returns</i> {BStr} = ActivePrinter ; Property type: String
	AvailablePrinters	R	<i>returns</i> {SafeArray -- BStr} = AvailablePrinters ; Property type: String
Undo			
Prop	IsUndoingOrRedoing	R	<i>returns</i> {Bool} = IsUndoingOrRedoing ; Property type: Boolean
	UndoEnabled	RW	<i>returns</i> {Bool} = UndoEnabled ; Property type: Boolean
Meth	AddUndoUnit		AddUndoUnit <i>pUndoUnit</i> {Unknown [In]}
	BeginUndoScope		<i>returns</i> {I4} = BeginUndoScope(<i>bstrUndoScopeName</i> {BStr [In]})
	EndUndoScope		EndUndoScope <i>nScopeID</i> {I4 [In]}, <i>bCommit</i> {Bool [In]}
	PurgeUndo		PurgeUndo
	Redo		Redo
	RenameCurrentScope		RenameCurrentScope <i>bstrScopeName</i> {BStr [In]}
	Undo		Undo

[Branch: Top] EApplication			
<i>Example Event DisplInterface. See Events Chapter for details.</i>			
P/M	Name	RW H	Syntax/Type
Event - App			
Meth	AfterModal		AfterModal <i>app</i> {IVApplication [In]}
	AfterResume		AfterResume <i>app</i> {IVApplication [In]}
	AppActivated		AppActivated <i>app</i> {IVApplication [In]}
	AppDeactivated		AppDeactivated <i>app</i> {IVApplication [In]}
	AppObjActivated		AppObjActivated <i>app</i> {IVApplication [In]}
	AppObjDeactivated		AppObjDeactivated <i>app</i> {IVApplication [In]}
	BeforeModal		BeforeModal <i>app</i> {IVApplication [In]}
	BeforeQuit		BeforeQuit <i>app</i> {IVApplication [In]}
	BeforeSuspend		BeforeSuspend <i>app</i> {IVApplication [In]}
	DesignModeEntered		DesignModeEntered <i>doc</i> {IVDocument [In]}
	EnterScope		EnterScope <i>app</i> {IVApplication [In]}, <i>nScopeID</i> {I4 [In]}, <i>bstrDescription</i> {BStr [In]}
	ExitScope		ExitScope <i>app</i> {IVApplication [In]}, <i>nScopeID</i> {I4 [In]}, <i>bstrDescription</i> {BStr [In]}, <i>bErrorOrCancelled</i> {Bool [In]}
	MarkerEvent		MarkerEvent <i>app</i> {IVApplication [In]}, <i>SequenceNum</i> {I4 [In]}, <i>ContextString</i> {BStr [In]}
	MasterAdded		MasterAdded <i>Master</i> {IVMaster [In]}
	MustFlushScopeBeginning		MustFlushScopeBeginning <i>app</i> {IVApplication [In]}
	MustFlushScopeEnded		MustFlushScopeEnded <i>app</i> {IVApplication [In]}
	NoEventsPending		NoEventsPending <i>app</i> {IVApplication [In]}
	QueryCancelQuit		QueryCancelQuit <i>app</i> {IVApplication [In]}, <i>lpboolRet</i> {Bool []}
	QueryCancelSuspend		QueryCancelSuspend <i>app</i> {IVApplication [In]}, <i>lpboolRet</i> {Bool []}
	QuitCanceled		QuitCanceled <i>app</i> {IVApplication [In]}
	RunModeEntered		RunModeEntered <i>doc</i> {IVDocument [In]}
	SuspendCanceled		SuspendCanceled <i>app</i> {IVApplication [In]}
	VisioIsIdle		VisioIsIdle <i>app</i> {IVApplication [In]}
Event - Doc			
Meth	BeforeDocumentClose		BeforeDocumentClose <i>doc</i> {IVDocument [In]}
	BeforeDocumentSave		BeforeDocumentSave <i>doc</i> {IVDocument [In]}
	BeforeDocumentSaveAs		BeforeDocumentSaveAs <i>doc</i> {IVDocument [In]}
	DocumentChanged		DocumentChanged <i>doc</i> {IVDocument [In]}
	DocumentCloseCanceled		DocumentCloseCanceled <i>doc</i> {IVDocument [In]}
	DocumentCreated		DocumentCreated <i>doc</i> {IVDocument [In]}
	DocumentOpened		DocumentOpened <i>doc</i> {IVDocument [In]}
	DocumentSaved		DocumentSaved <i>doc</i> {IVDocument [In]}
	DocumentSavedAs		DocumentSavedAs <i>doc</i> {IVDocument [In]}
	QueryCancelDocumentClose		QueryCancelDocumentClose <i>doc</i> {IVDocument [In]}, <i>lpboolRet</i> {Bool []}
Event - Page			
Meth	BeforePageDelete		BeforePageDelete <i>Page</i> {IVPage [In]}
	PageAdded		PageAdded <i>Page</i> {IVPage [In]}
	PageChanged		PageChanged <i>Page</i> {IVPage [In]}
	PageDeleteCanceled		PageDeleteCanceled <i>Page</i> {IVPage [In]}
	QueryCancelPageDelete		QueryCancelPageDelete <i>Page</i> {IVPage [In]}, <i>lpboolRet</i> {Bool []}

[Branch: Top] EApplication (Continued)			
Example Event DisplInterface. See Events Chapter for details.			
P/M	Name	RW H	Syntax/Type
Event - Shape			
Meth	BeforeShapeDelete		BeforeShapeDelete <i>Shape</i> {IVShape [In]}
	BeforeShapeTextEdit		BeforeShapeTextEdit <i>Shape</i> {IVShape [In]}
	ConvertToGroupCanceled		ConvertToGroupCanceled <i>Selection</i> {IVSelection [In]}
	QueryCancelConvertToGroup		QueryCancelConvertToGroup <i>Selection</i> {IVSelection [In]}, <i>lpboolRet</i> {Bool []}
	QueryCancelUngroup		QueryCancelUngroup <i>Selection</i> {IVSelection [In]}, <i>lpboolRet</i> {Bool []}
	ShapeAdded		ShapeAdded <i>Shape</i> {IVShape [In]}
	ShapeChanged		ShapeChanged <i>Shape</i> {IVShape [In]}
	ShapeExitedTextEdit		ShapeExitedTextEdit <i>Shape</i> {IVShape [In]}
	ShapeParentChanged		ShapeParentChanged <i>Shape</i> {IVShape [In]}
	TextChanged		TextChanged <i>Shape</i> {IVShape [In]}
	UngroupCanceled		UngroupCanceled <i>Selection</i> {IVSelection [In]}
Event - Master			
Meth	BeforeMasterDelete		BeforeMasterDelete <i>Master</i> {IVMaster [In]}
	MasterChanged		MasterChanged <i>Master</i> {IVMaster [In]}
	MasterDeleteCanceled		MasterDeleteCanceled <i>Master</i> {IVMaster [In]}
	QueryCancelMasterDelete		QueryCancelMasterDelete <i>Master</i> {IVMaster [In]}, <i>lpboolRet</i> {Bool []}
Event - Cell			
Meth	CellChanged		CellChanged <i>Cell</i> {IVCell [In]}
	FormulaChanged		FormulaChanged <i>Cell</i> {IVCell [In]}
Event - Conn			
Meth	ConnectionsAdded		ConnectionsAdded <i>Connects</i> {IVConnects [In]}
	ConnectionsDeleted		ConnectionsDeleted <i>Connects</i> {IVConnects [In]}

[Branch: Top] EApplication (Continued)			
<i>Example Event DisplInterface. See Events Chapter for details.</i>			
P/M	Name	RW H	Syntax/Type
Event - Window			
Meth	BeforeWindowClosed		BeforeWindowClosed <i>Window</i> {IVWindow [In]}
	BeforeWindowPageTurn		BeforeWindowPageTurn <i>Window</i> {IVWindow [In]}
	BeforeWindowSelDelete		BeforeWindowSelDelete <i>Window</i> {IVWindow [In]}
	KeyDown		KeyDown <i>KeyCode</i> {I4 [In]}, <i>KeyButtonState</i> {I4 [In]}, <i>CancelDefault</i> {Bool [In/Out]}
	KeyPress		KeyPress <i>KeyAscii</i> {I4 [In]}, <i>CancelDefault</i> {Bool [In/Out]}
	KeyUp		KeyUp <i>KeyCode</i> {I4 [In]}, <i>KeyButtonState</i> {I4 [In]}, <i>CancelDefault</i> {Bool [In/Out]}
	MouseDown		MouseDown <i>Button</i> {I4 [In]}, <i>KeyButtonState</i> {I4 [In]}, <i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>CancelDefault</i> {Bool [In/Out]}
	MouseMove		MouseMove <i>Button</i> {I4 [In]}, <i>KeyButtonState</i> {I4 [In]}, <i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>CancelDefault</i> {Bool [In/Out]}
	MouseUp		MouseUp <i>Button</i> {I4 [In]}, <i>KeyButtonState</i> {I4 [In]}, <i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>CancelDefault</i> {Bool [In/Out]}
	OnKeystrokeMessageForAddon		OnKeystrokeMessageForAddon <i>MSG</i> {IVMSGWrap [In]}, <i>lpboolRet</i> {Bool []}
	QueryCancelWindowClose		QueryCancelWindowClose <i>Window</i> {IVWindow [In]}, <i>lpboolRet</i> {Bool []}
	ViewChanged		ViewChanged <i>Window</i> {IVWindow [In]}
	WindowActivated		WindowActivated <i>Window</i> {IVWindow [In]}
	WindowChanged		WindowChanged <i>Window</i> {IVWindow [In]}
	WindowCloseCanceled		WindowCloseCanceled <i>Window</i> {IVWindow [In]}
	WindowOpened		WindowOpened <i>Window</i> {IVWindow [In]}
	WindowTurnedToPage		WindowTurnedToPage <i>Window</i> {IVWindow [In]}
Event - Selection			
Meth	BeforeSelectionDelete		BeforeSelectionDelete <i>Selection</i> {IVSelection [In]}
	QueryCancelSelectionDelete		QueryCancelSelectionDelete <i>Selection</i> {IVSelection [In]}, <i>lpboolRet</i> {Bool []}
	SelectionAdded		SelectionAdded <i>Selection</i> {IVSelection [In]}
	SelectionChanged		SelectionChanged <i>Window</i> {IVWindow [In]}
	SelectionDeleteCanceled		SelectionDeleteCanceled <i>Selection</i> {IVSelection [In]}
Event - Style			
Meth	BeforeStyleDelete		BeforeStyleDelete <i>Style</i> {IVStyle [In]}
	QueryCancelStyleDelete		QueryCancelStyleDelete <i>Style</i> {IVStyle [In]}, <i>lpboolRet</i> {Bool []}
	StyleAdded		StyleAdded <i>Style</i> {IVStyle [In]}
	StyleChanged		StyleChanged <i>Style</i> {IVStyle [In]}
	StyleDeleteCanceled		StyleDeleteCanceled <i>Style</i> {IVStyle [In]}

[Branch: Top] Global			
<i>Properties exposed by default to VBA environment needing no object qualifier, such as ActivePage</i>			
P/M	Name	RW H	Syntax/Type
Containeer Mgt: DiagramData			
Prop	ActiveDocument	R	<i>returns</i> {IVDocument} = ActiveDocument ; Property type: IVDocument
	ActivePage	R	<i>returns</i> {IVPage} = ActivePage ; Property type: IVPage
	Documents	R	<i>returns</i> {IVDocuments} = Documents ; Property type: IVDocuments
Containeer Mgt: Windows			
Prop	ActiveWindow	R	<i>returns</i> {IVWindow} = ActiveWindow ; Property type: IVWindow
	Windows	R	<i>returns</i> {IVWindows} = Windows ; Property type: IVWindows
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
AddOnFunctionality			
Prop	Addons	R	<i>returns</i> {IVAddons} = Addons ; Property type: IVAddons
	Vbe	R	<i>returns</i> {Dispatch} = Vbe ; Property type: Dispatch

[Branch: Top] InvisibleApp			
<i>Same as Application, except runs invisibly. ProgId: "Visio.InvisibleApp"</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
	Application		<i>returns</i> {HResult} = Application(<i>lpdispRet</i> {Ptr -- IVApplication []})
	Build		<i>returns</i> {HResult} = Build(<i>pnBuild</i> {I4 []})
	FullBuild		<i>returns</i> {HResult} = FullBuild(<i>pnFullBuild</i> {I4 []})
	InstanceHandle	H	<i>returns</i> {HResult} = InstanceHandle(<i>lpi2Ret</i> {I2 []})
	InstanceHandle32		<i>returns</i> {HResult} = InstanceHandle32(<i>lpi4Ret</i> {I4 []})
	IsVisio16	H	<i>returns</i> {HResult} = IsVisio16(<i>lpi2Ret</i> {I2 []})
	IsVisio32	H	<i>returns</i> {HResult} = IsVisio32(<i>lpi2Ret</i> {I2 []})
	Name		<i>returns</i> {HResult} = Name(<i>pbstrName</i> {BStr []})
	ObjectType		<i>returns</i> {HResult} = ObjectType(<i>lpi2Ret</i> {I2 []})
	ProcessID		<i>returns</i> {HResult} = ProcessID(<i>lpi4Ret</i> {I4 []})
	ProductName	H	<i>returns</i> {HResult} = ProductName(<i>lpbstrRet</i> {BStr []})
	TypelibMajorVersion		<i>returns</i> {HResult} = TypelibMajorVersion(<i>lpi2Ret</i> {I2 []})
	TypelibMinorVersion		<i>returns</i> {HResult} = TypelibMinorVersion(<i>lpi2Ret</i> {I2 []})
	Version		<i>returns</i> {HResult} = Version(<i>lpbstrRet</i> {BStr []})
	Window		<i>returns</i> {HResult} = Window(<i>lpdispRet</i> {Ptr -- IVWindow []})
	WindowHandle	H	<i>returns</i> {HResult} = WindowHandle(<i>lpi2Ret</i> {I2 []})
	WindowHandle32		<i>returns</i> {HResult} = WindowHandle32(<i>lpi4Ret</i> {I4 []})
BehaviorVariants			
	AlertResponse		<i>returns</i> {HResult} = AlertResponse(<i>lpi2Ret</i> {I2 []})
	DeferRecalc		<i>returns</i> {HResult} = DeferRecalc(<i>lpi2Ret</i> {I2 []})
	Language		<i>returns</i> {HResult} = Language(<i>lpi4Ret</i> {I4 []})
	LanguageHelp		<i>returns</i> {HResult} = LanguageHelp(<i>lpi4Ret</i> {I4 []})
	LiveDynamics		<i>returns</i> {HResult} = LiveDynamics(<i>pbRet</i> {Bool []})
	ProfileName	H	<i>returns</i> {HResult} = ProfileName(<i>lpbstrRet</i> {BStr []})
	PromptForSummary		<i>returns</i> {HResult} = PromptForSummary(<i>lpi2Ret</i> {I2 []})
	ScreenUpdating		<i>returns</i> {HResult} = ScreenUpdating(<i>lpi2Ret</i> {I2 []})
	ShowChanges		<i>returns</i> {HResult} = ShowChanges(<i>pbRet</i> {Bool []})

[Branch: Top] InvisibleApp (Continued)			
Same as Application, except runs invisibly. ProgId: "Visio.InvisibleApp"			
P/M	Name	RW H	Syntax/Type
Object Life/Enable/Visible/State			
	Active		returns {HResult} = Active(<i>lpi2Ret</i> {I2 []})
	CommandLine		returns {HResult} = CommandLine(<i>pbstrCmdLine</i> {BStr []})
	GetUsageStatistic	H	returns {HResult} = GetUsageStatistic(<i>nWhichStatistic</i> {I4 [In]}, <i>pvStatistic</i> {Variant []})
	OnComponentEnterState		returns {HResult} = OnComponentEnterState(<i>uStateID</i> {VisOnComponentEnterCodes [In]}, <i>bEnter</i> {Bool [In]})
	Quit		returns {HResult} = Quit
	Settings		returns {HResult} = Settings(<i>lpSettingRet</i> {Ptr -- IVApplicationSettings []})
	Stat		returns {HResult} = Stat(<i>lpi2Ret</i> {I2 []})
	UserName		returns {HResult} = UserName(<i>lpbstrRet</i> {BStr []})
	Visible		returns {HResult} = Visible(<i>pbVisible</i> {Bool []})
Containee Mgt: DiagramData			
	ActiveDocument		returns {HResult} = ActiveDocument(<i>lpdispRet</i> {Ptr -- IVDocument []})
	ActivePage		returns {HResult} = ActivePage(<i>lpdispRet</i> {Ptr -- IVPPage []})
	DefaultAngleUnits		returns {HResult} = DefaultAngleUnits(<i>pUnitsNameOrCode</i> {Variant []})
	DefaultDurationUnits		returns {HResult} = DefaultDurationUnits(<i>pUnitsNameOrCode</i> {Variant []})
	DefaultPageUnits	H	returns {HResult} = DefaultPageUnits(<i>pUnitsNameOrCode</i> {Variant []})
	DefaultTextUnits		returns {HResult} = DefaultTextUnits(<i>pUnitsNameOrCode</i> {Variant []})
	Documents		returns {HResult} = Documents(<i>lpdispRet</i> {Ptr -- IVDocuments []})
Containee Mgt: UI			
	BuiltInMenus		returns {HResult} = BuiltInMenus(<i>lpdispRet</i> {Ptr -- IVUIObject []})
	BuiltInToolbars		returns {HResult} = BuiltInToolbars(<i>flgIgnored</i> {I2 [In]}, <i>lpdispRet</i> {Ptr -- IVUIObject []})
	ClearCustomMenus		returns {HResult} = ClearCustomMenus
	ClearCustomToolbars		returns {HResult} = ClearCustomToolbars
	CommandBars		returns {HResult} = CommandBars(<i>lpdispRet</i> {Dispatch []})
	CustomMenus		returns {HResult} = CustomMenus(<i>lpdispRet</i> {Ptr -- IVUIObject []})
	CustomMenusFile		returns {HResult} = CustomMenusFile(<i>lpbstrRet</i> {BStr []})
	CustomToolbars		returns {HResult} = CustomToolbars(<i>lpdispRet</i> {Ptr -- IVUIObject []})
	CustomToolbarsFile		returns {HResult} = CustomToolbarsFile(<i>lpbstrRet</i> {BStr []})
	SetCustomMenus		returns {HResult} = SetCustomMenus(<i>MenusObject</i> {IVUIObject [In]})
	SetCustomToolbars		returns {HResult} = SetCustomToolbars(<i>ToolbarsObject</i> {IVUIObject [In]})
	ShowMenus	H	returns {HResult} = ShowMenus(<i>lpi2Ret</i> {I2 []})
	ShowProgress		returns {HResult} = ShowProgress(<i>lpi2Ret</i> {I2 []})
	ShowStatusBar		returns {HResult} = ShowStatusBar(<i>lpi2Ret</i> {I2 []})
	ShowToolbar		returns {HResult} = ShowToolbar(<i>lpi2Ret</i> {I2 []})
	ToolbarStyle	H	returns {HResult} = ToolbarStyle(<i>lpi2Ret</i> {I2 []})
Containee Mgt: Windows			
	ActiveWindow		returns {HResult} = ActiveWindow(<i>lpdispRet</i> {Ptr -- IVWindow []})
	ConnectorToolDataObject		returns {HResult} = ConnectorToolDataObject(<i>lpdispRet</i> {Unknown []})
	DefaultZoomBehavior		returns {HResult} = DefaultZoomBehavior(<i>pnZoomBehavior</i> {VisZoomBehavior []})
	DialogFont		returns {HResult} = DialogFont(<i>ppFontDisp</i> {Ptr -- IFontDisp []})
	InhibitSelectChange		returns {HResult} = InhibitSelectChange(<i>pbRet</i> {Bool []})
	Windows		returns {HResult} = Windows(<i>lpdispRet</i> {Ptr -- IVWindows []})
ShapeSheet			
	ConvertResult		returns {HResult} = ConvertResult(<i>StringOrNumber</i> {Variant [In]}, <i>UnitsIn</i> {Variant [In]}, <i>UnitsOut</i> {Variant [In]}, <i>lpr8Ret</i> {R8 []})
	FormatResult		returns {HResult} = FormatResult(<i>StringOrNumber</i> {Variant [In]}, <i>UnitsIn</i> {Variant [In]}, <i>UnitsOut</i> {Variant [In]}, <i>Format</i> {BStr [In]}, <i>lpbstrRet</i> {BStr []})
	FormatResultEx		returns {HResult} = FormatResultEx(<i>StringOrNumber</i> {Variant [In]}, <i>UnitsIn</i> {Variant [In]}, <i>UnitsOut</i> {Variant [In]}, <i>Format</i> {BStr [In]}, <i>LangID</i> {I4 []}, <i>CalendarID</i> {I4 []}, <i>lpbstrRet</i> {BStr []})

[Branch: Top] InvisibleApp (Continued)			
<i>Same as Application, except runs invisibly. ProgId: "Visio.InvisibleApp"</i>			
P/M	Name	RW H	Syntax/Type
File/Dir			
	AddonPaths		<i>returns {HResult} = AddonPaths(<i>lpbstrRet</i> {BStr []})</i>
	AutoRecoverInterval		<i>returns {HResult} = AutoRecoverInterval(<i>lpi2Ret</i> {I2 []})</i>
	DrawingPaths		<i>returns {HResult} = DrawingPaths(<i>lpbstrRet</i> {BStr []})</i>
	EnumDirectories		<i>returns {HResult} = EnumDirectories(<i>PathsString</i> {BStr [In]}, <i>NameArray</i> {SafeArray -- BStr [Out]})</i>
	FilterPaths	H	<i>returns {HResult} = FilterPaths(<i>lpbstrRet</i> {BStr []})</i>
	HelpPaths		<i>returns {HResult} = HelpPaths(<i>lpbstrRet</i> {BStr []})</i>
	Path		<i>returns {HResult} = Path(<i>lpbstrRet</i> {BStr []})</i>
	SaveAsWebObject		<i>returns {HResult} = SaveAsWebObject(<i>lpdispRet</i> {Dispatch []})</i>
	SaveWorkspaceAs	H	<i>returns {HResult} = SaveWorkspaceAs(<i>FileName</i> {BStr [In]})</i>
	StartupPaths		<i>returns {HResult} = StartupPaths(<i>lpbstrRet</i> {BStr []})</i>
	StencilPaths		<i>returns {HResult} = StencilPaths(<i>lpbstrRet</i> {BStr []})</i>
	TemplatePaths		<i>returns {HResult} = TemplatePaths(<i>lpbstrRet</i> {BStr []})</i>
AddOnFunctionality			
	Addons		<i>returns {HResult} = Addons(<i>lpdispRet</i> {Ptr -- IVAddons []})</i>
	COMAddIns		<i>returns {HResult} = COMAddIns(<i>lpdispRet</i> {Dispatch []})</i>
	old_Addins	H	<i>returns {HResult} = old_Addins(<i>lpdispRet</i> {Dispatch []})</i>
	VBAEnabled		<i>returns {HResult} = VBAEnabled(<i>pbRet</i> {Bool []})</i>
	Vbe		<i>returns {HResult} = Vbe(<i>lpdispRet</i> {Dispatch []})</i>
Events/Actions/Commands			
	CurrentScope		<i>returns {HResult} = CurrentScope(<i>pnCmdID</i> {I4 []})</i>
	DoCmd		<i>returns {HResult} = DoCmd(<i>CommandID</i> {I2 [In]})</i>
	EventInfo		<i>returns {HResult} = EventInfo(<i>eventSeqNum</i> {I4 [In]}, <i>lpbstrRet</i> {BStr []})</i>
	EventList		<i>returns {HResult} = EventList(<i>lpdispRet</i> {Ptr -- IVEventList []})</i>
	EventsEnabled		<i>returns {HResult} = EventsEnabled(<i>lpi2Ret</i> {I2 []})</i>
	IsInScope		<i>returns {HResult} = IsInScope(<i>nCmdID</i> {I4 [In]}, <i>pbInScope</i> {Bool []})</i>
	PersistsEvents		<i>returns {HResult} = PersistsEvents(<i>lpi2Ret</i> {I2 []})</i>
	QueueMarkerEvent		<i>returns {HResult} = QueueMarkerEvent(<i>ContextString</i> {BStr [In]}, <i>lpi4Ret</i> {I4 []})</i>
	TraceFlags		<i>returns {HResult} = TraceFlags(<i>lpi4Ret</i> {I4 []})</i>
Help			
	InvokeHelp		<i>returns {HResult} = InvokeHelp(<i>bstrHelpFileName</i> {BStr [In]}, <i>Command</i> {I4 [In]}, <i>Data</i> {I4 [In]})</i>
Layout			
	AutoLayout		<i>returns {HResult} = AutoLayout(<i>pbRet</i> {Bool []})</i>
OLEActiveX			
	OnDataChangeDelay		<i>returns {HResult} = OnDataChangeDelay(<i>lpi4Ret</i> {I4 []})</i>
Printing/Paper			
	ActivePrinter		<i>returns {HResult} = ActivePrinter(<i>pbstrPrinterName</i> {BStr []})</i>
	AvailablePrinters		<i>returns {HResult} = AvailablePrinters(<i>NamesArray</i> {SafeArray -- BStr []})</i>
Undo			
	AddUndoUnit		<i>returns {HResult} = AddUndoUnit(<i>pUndoUnit</i> {Unknown [In]})</i>
	BeginUndoScope		<i>returns {HResult} = BeginUndoScope(<i>bstrUndoScopeName</i> {BStr [In]}, <i>pnScopeID</i> {I4 []})</i>
	EndUndoScope		<i>returns {HResult} = EndUndoScope(<i>nScopeID</i> {I4 [In]}, <i>bCommit</i> {Bool [In]})</i>
	IsUndoingOrRedoing		<i>returns {HResult} = IsUndoingOrRedoing(<i>pbInUndoOrRedo</i> {Bool []})</i>
	PurgeUndo		<i>returns {HResult} = PurgeUndo</i>
	Redo		<i>returns {HResult} = Redo</i>
	RenameCurrentScope		<i>returns {HResult} = RenameCurrentScope(<i>bstrScopeName</i> {BStr [In]})</i>
	Undo		<i>returns {HResult} = Undo</i>
	UndoEnabled		<i>returns {HResult} = UndoEnabled(<i>pbRet</i> {Bool []})</i>

[Branch: Doc Data] Cell			
<i>A ShapeSheet cell</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Column	R	<i>returns</i> {I2} = Column ; Property type: Integer; Index
	LocalName	R	<i>returns</i> {BStr} = LocalName ; Property type: String
	Name	R	<i>returns</i> {BStr} = Name ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeCell
	RowName	RW	<i>returns</i> {BStr} = RowName ; Property type: String
	RowNameU	RW	<i>returns</i> {BStr} = RowNameU ; Property type: String
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Core Attributes			
Prop	Error	R	<i>returns</i> {I2} = Error ; Property type: Integer; VisCellError; Values: 0=visErrorSuccess; 39=visErrorDivideByZero; 47=visErrorValue; 55=visErrorReference; 61=visErrorName; 68=visErrorNumber; 74=visErrorNotAvailable;
	Formula	RW	<i>returns</i> {BStr} = Formula ; Property type: String
	FormulaForce	W	FormulaForce = {BStr} ; Property type: None
	FormulaForceU	W	FormulaForceU = {BStr} ; Property type: None
	FormulaU	RW	<i>returns</i> {BStr} = FormulaU ; Property type: String
	IsConstant	R	<i>returns</i> {I2} = IsConstant ; Property type: Integer; Bool
	Precedents	R	<i>returns</i> {SafeArray -- Ptr -- IVCell} = Precedents ; Property type: IVCell
	Result	RW	<i>returns</i> {R8} = Result(UnitsNameOrCode {Variant [In]}) ; Property type: Real
	ResultForce	W	ResultForce(UnitsNameOrCode {Variant}) = {R8} ; Property type: None
	ResultFromInt	W	ResultFromInt(UnitsNameOrCode {Variant}) = {I4} ; Property type: None
	ResultFromIntForce	W	ResultFromIntForce(UnitsNameOrCode {Variant}) = {I4} ; Property type: None
	ResultInt	R	<i>returns</i> {I4} = ResultInt(UnitsNameOrCode {Variant [In]}, fRound {I2 [In]}) ; Property type: Integer; -
	ResultIU	RW	<i>returns</i> {R8} = ResultIU ; Property type: Real
	ResultIUForce	W	ResultIUForce = {R8} ; Property type: None
	ResultStr	R	<i>returns</i> {BStr} = ResultStr(UnitsNameOrCode {Variant [In]}) ; Property type: String
	Units	R	<i>returns</i> {I2} = Units ; Property type: Integer; VisUnitCodes; Values: 32=visNumber; 33=visPercent; 36=visAcre; 37=visHectare; 40=visDate; 42=visDurationUnits; 43=visElapsedWeek; 44=visElapsedDay; 45=visElapsedHour; 46=visElapsedMin; ... and 37 more.
Meth	Trigger		Trigger
Core Associations			
Prop	Dependents	R	<i>returns</i> {SafeArray -- Ptr -- IVCell} = Dependents ; Property type: IVCell
	InheritedFormulaSource	R	<i>returns</i> {IVCell} = InheritedFormulaSource ; Property type: IVCell
	InheritedValueSource	R	<i>returns</i> {IVCell} = InheritedValueSource ; Property type: IVCell
	IsInherited	R	<i>returns</i> {I2} = IsInherited ; Property type: Integer; Bool
Meth	GlueTo		GlueTo CellObject {IVCell [In]}
	GlueToPos		GlueToPos SheetObject {IVShape [In]}, xPercent {R8 [In]}, yPercent {R8 [In]}

[Branch: Doc Data] Cell (Continued)			
<i>A ShapeSheet cell</i>			
P/M	Name	RW H	Syntax/Type
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	ContainingMasterID	R	<i>returns</i> {I4} = ContainingMasterID ; Property type: Integer; ID
	ContainingPageID	R	<i>returns</i> {I4} = ContainingPageID ; Property type: Integer; ID
	ContainingRow	R	<i>returns</i> {IVRow} = ContainingRow ; Property type: IVRow
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
	Row	R	<i>returns</i> {I2} = Row ; Property type: Integer; Index
	Section	R	<i>returns</i> {I2} = Section ; Property type: Integer; VisSectionIndices_Actual; Values: 1=visSection-Object; 2=visSectionMember; 3=visSectionCharacter; 4=visSectionParagraph; 5=visSectionTab; 6=visSectionScratch; 7=visSectionConnectionPts; 7=visSectionExport; 8=visSectionTextField; 9=visSectionControls; ... and 9 more.
	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape
	Style	R	<i>returns</i> {IVStyle} = Style ; Property type: IVStyle
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

[Branch: Doc Data] ECell	
<i>Event DispInterface. See Events Chapter for details.</i>	

[Branch: Doc Data] Characters			
<i>Stores attributes to be applied to a set of characters in a Shape's Text</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeChars
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Meth	Delete		Delete
Core Attributes			
Prop	Begin	RW	<i>returns</i> {I4} = Begin ; Property type: Integer; Index
	CharCount	R	<i>returns</i> {I4} = CharCount ; Property type: Integer; Count
	CharProps	W	CharProps(<i>CellIndex</i> {I2}) = {I2} ; Property type: None
	CharPropsRow	R	<i>returns</i> {I2} = CharPropsRow(<i>BiasLorR</i> {I2 [In]}) ; Property type: Integer; Index
	End	RW	<i>returns</i> {I4} = End ; Property type: Integer; Index
	IsField	R	<i>returns</i> {I2} = IsField ; Property type: Integer; Bool
	ParaProps	W	ParaProps(<i>CellIndex</i> {I2}) = {I2} ; Property type: None
	ParaPropsRow	R	<i>returns</i> {I2} = ParaPropsRow(<i>BiasLorR</i> {I2 [In]}) ; Property type: Integer; VisCellIndices_Para; Values: 0=visIndentFirst; 1=visIndentLeft; 2=visIndentRight; 3=visSpaceLine; 4=visSpaceBefore; 5=visSpaceAfter; 6=visHorzAlign; 7=visBulletIndex; 8=visBulletString; 9=visBulletFont; ... and 4 more.
	RunBegin	R	<i>returns</i> {I4} = RunBegin(<i>RunType</i> {I2 [In]}) ; Property type: Integer; Index
	RunEnd	R	<i>returns</i> {I4} = RunEnd(<i>RunType</i> {I2 [In]}) ; Property type: Integer; Index
	TabPropsRow	R	<i>returns</i> {I2} = TabPropsRow(<i>BiasLorR</i> {I2 [In]}) ; Property type: Integer; VisCharsBias; Values: 0=visBiasLetVisioChoose; 1=visBiasLeft; 2=visBiasRight;
	Text	RW	<i>returns</i> {Variant} = Text ; Property type: Variant
	TextAsString	RH	<i>returns</i> {BStr} = TextAsString ; Property type: String

[Branch: Doc Data] Characters (Continued)			
<i>Stores attributes to be applied to a set of characters in a Shape's Text</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt: Field			
Prop	FieldCategory	R	<i>returns</i> {I2} = FieldCategory ; Property type: Integer; VisFieldCategories; Values: 0=visFCatCustom; 1=visFCatDateTime; 2=visFCatDocument; 3=visFCatGeometry; 4=visFCatObject; 5=visFCatPage; 6=visFCatNotes;
	FieldCode	R	<i>returns</i> {I2} = FieldCode ; Property type: Integer; VisFieldCodes
	FieldFormat	R	<i>returns</i> {I2} = FieldFormat ; Property type: Integer; VisFieldFormats; Values: 0=visFmtNumGenNoUnits; 1=visFmtNumGenDefUnits; 2=visFmt0PInoUnits; 3=visFmt0PInDefUnits; 4=visFmt1PInoUnits; 5=visFmt1PInDefUnits; 6=visFmt2PInoUnits; 7=visFmt2PInDefUnits; 8=visFmt3PInoUnits; 9=visFmt3PInDefUnits; ... and 100 more.
	FieldFormula	R	<i>returns</i> {BStr} = FieldFormula ; Property type: String
	FieldFormulaU	R	<i>returns</i> {BStr} = FieldFormulaU ; Property type: String
Meth	AddCustomField		AddCustomField <i>Formula</i> {BStr [In]}, <i>Format</i> {I2 [In]}
	AddCustomFieldU		AddCustomFieldU <i>Formula</i> {BStr [In]}, <i>Format</i> {I2 [In]}
	AddField		AddField <i>Category</i> {I2 [In]}, <i>Code</i> {I2 [In]}, <i>Format</i> {I2 [In]}
	AddFieldEx		AddFieldEx <i>Category</i> {VisFieldCategories [In]}, <i>Code</i> {VisFieldCodes [In]}, <i>Format</i> {VisFieldFormats [In]}, <i>LangID</i> {I4 []}, <i>CalendarID</i> {I4 []}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	ContainingMasterID	R	<i>returns</i> {I4} = ContainingMasterID ; Property type: Integer; ID
	ContainingPageID	R	<i>returns</i> {I4} = ContainingPageID ; Property type: Integer; ID
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape
Clipboard			
Meth	Copy		Copy
	Cut		Cut
	Paste		Paste
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

[Branch: Doc Data] ECharacters	
<i>Event DisplInterface. See Events Chapter for details.</i>	

[Branch: Doc Data]				Color
Stores a color currently in use in the document				
P/M	Name	RW H	Syntax/Type	
Id/Order/Label/Type				
Prop	Index	R	returns {I4} = Index ; Property type: Integer; Index	
	Index16	RH	returns {I2} = Index16 ; Property type: Integer; Index	
	ObjectType	R	returns {I2} = ObjectType ; Property type: Integer; =visObjTypeColor	

[Branch: Doc Data] Color (Continued)			
<i>Stores a color currently in use in the document</i>			
P/M	Name	RW H	Syntax/Type
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;</i>
Core Attributes			
Prop	Blue	RW	<i>returns {I2} = Blue ; Property type: Integer; Int8bit</i>
	Flags	RW	<i>returns {I2} = Flags ; Property type: Integer; PALETTEENTRY</i>
	Green	RW	<i>returns {I2} = Green ; Property type: Integer; Int8bit</i>
	PaletteEntry	RW	<i>returns {I4} = PaletteEntry ; Property type: Integer; -</i>
	Red	RW	<i>returns {I2} = Red ; Property type: Integer; Int8bit</i>
Contained By			
Prop	Application	R	<i>returns {IVApplication} = Application ; Property type: IVApplication</i>
	Document	R	<i>returns {IVDocument} = Document ; Property type: IVDocument</i>

[Branch: Doc Data] Colors			
<i>Collection of Colors</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns {I2} = ObjectType ; Property type: Integer; =visObjTypeColors</i>
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;</i>
Containee Mgt			
Prop	_NewEnum	R	<i>returns {Unknown} = _NewEnum ; Property type: Unknown</i>
	Count	R	<i>returns {I4} = Count ; Property type: Integer; Count</i>
	Count16	RH	<i>returns {I2} = Count16 ; Property type: Integer; Count</i>
	Item	R	<i>returns {IVColor} = Item(Index {I4 [In]}) ; Property type: IVColor</i>
	Item16	RH	<i>returns {IVColor} = Item16(Index {I2 [In]}) ; Property type: IVColor</i>
Contained By			
Prop	Application	R	<i>returns {IVApplication} = Application ; Property type: IVApplication</i>
	Document	R	<i>returns {IVDocument} = Document ; Property type: IVDocument</i>

[Branch: Doc Data] Connect			
<i>Reports on a single connection to/from a shape or on a page or master</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Index	R	<i>returns {I4} = Index ; Property type: Integer; Index</i>
	Index16	RH	<i>returns {I2} = Index16 ; Property type: Integer; Index</i>
	ObjectType	R	<i>returns {I2} = ObjectType ; Property type: Integer; =visObjTypeConnect</i>
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;</i>

[Branch: Doc Data] Connect (Continued)			
<i>Reports on a single connection to/from a shape or on a page or master</i>			
P/M	Name	RW H	Syntax/Type
Core Associations			
Prop	FromCell	R	<i>returns</i> {IVCell} = FromCell ; Property type: IVCell
	FromPart	R	<i>returns</i> {I2} = FromPart ; Property type: Integer; VisFromParts; Values: -1=visConnectFromError; 0=visFromNone; 1=visLeftEdge; 2=visCenterEdge; 3=visRightEdge; 4=visBottomEdge; 5=visMiddleEdge; 6=visTopEdge; 7=visBeginX; 8=visBeginY; ... and 7 more.
	FromSheet	R	<i>returns</i> {IVShape} = FromSheet ; Property type: IVShape
	ToCell	R	<i>returns</i> {IVCell} = ToCell ; Property type: IVCell
	ToPart	R	<i>returns</i> {I2} = ToPart ; Property type: Integer; VisToParts; Values: -1=visConnectToError; -1=visConnectError; 0=visToNone; 0=visNone; 1=visGuideX; 2=visGuideY; 3=visWholeShape; 4=visGuideIntersect; 7=visToAngle; 100=visConnectionPoint;
	ToSheet	R	<i>returns</i> {IVShape} = ToSheet ; Property type: IVShape
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	ContainingMasterID	R	<i>returns</i> {I4} = ContainingMasterID ; Property type: Integer; ID
	ContainingPageID	R	<i>returns</i> {I4} = ContainingPageID ; Property type: Integer; ID
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument

[Branch: Doc Data] Connects			
<i>Reports on a set of glued connections to/from a shape or on a page or master</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeConnects
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Core Associations			
Prop	FromSheet	R	<i>returns</i> {IVShape} = FromSheet ; Property type: IVShape
	ToSheet	R	<i>returns</i> {IVShape} = ToSheet ; Property type: IVShape
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Count16	RH	<i>returns</i> {I2} = Count16 ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVConnect} = Item(Index {I4 [In]}) ; Property type: IVConnect
	Item16	RH	<i>returns</i> {IVConnect} = Item16(Index {I2 [In]}) ; Property type: IVConnect
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument

[Branch: Doc Data] Curve			
<i>Interface to read primitive drawing points</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeCurve
Core Attributes			
Prop	Closed	R	<i>returns</i> {I2} = Closed ; Property type: Integer; Bool
	End	R	<i>returns</i> {R8} = End ; Property type: Real
	Start	R	<i>returns</i> {R8} = Start ; Property type: Real
Meth	Point		Point <i>t</i> {R8 [In]}, <i>x</i> {R8 [Out]}, <i>y</i> {R8 [Out]}
	PointAndDerivatives		PointAndDerivatives <i>t</i> {R8 [In]}, <i>n</i> {I2 [In]}, <i>x</i> {R8 [Out]}, <i>y</i> {R8 [Out]}, <i>dxdt</i> {R8 [Out]}, <i>dydt</i> {R8 [Out]}, <i>ddxdt</i> {R8 [Out]}, <i>ddydt</i> {R8 [Out]}
	Points		Points <i>Tolerance</i> {R8 [In]}, <i>xyArray</i> {SafeArray -- R8 [Out]}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication

[Branch: Doc Data] Document			
<i>A complete drawing, stencil or template.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	BuildNumberCreated	R	<i>returns</i> {I4} = BuildNumberCreated ; Property type: Integer; -
	BuildNumberEdited	R	<i>returns</i> {I4} = BuildNumberEdited ; Property type: Integer; -
	ClassID	R	<i>returns</i> {BStr} = ClassID ; Property type: String
	ID	R	<i>returns</i> {I4} = ID ; Property type: Integer; ID
	Index	R	<i>returns</i> {I2} = Index ; Property type: Integer; Index
	Name	R	<i>returns</i> {BStr} = Name ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeDoc
	ProgID	R	<i>returns</i> {BStr} = ProgID ; Property type: String
	Type	R	<i>returns</i> {VisDocumentTypes} = Type ; Property type: VisDocumentTypes; Values: 0=visDocTypeInval; 1=visTypeDrawing; 2=visTypeStencil; 3=visTypeTemplate;
	Version	RW	<i>returns</i> {VisDocVersions} = Version ; Property type: VisDocVersions; Values: 0=visVersionUnsaved; 65571=visVersion10; 131072=visVersion20; 196611=visVersion30; 262144=visVersion40; 327680=visVersion50; 393216=visVersion100; 393216=visVersion60; 720896=visVersion110;
BehaviorVariants			
Prop	Language	RWH	<i>returns</i> {I4} = Language ; Property type: Integer; Lang Id as in VERSIONINFO.???

[Branch: Doc Data] Document (Continued)			
A complete drawing, stencil or template.			
P/M	Name	RW H	Syntax/Type
Object Life/Enable/Visible/State			
Prop	ContainsWorkspace	R	<i>returns</i> {Bool} = ContainsWorkspace ; Property type: Boolean
	FullBuildNumberCreated	R	<i>returns</i> {I4} = FullBuildNumberCreated ; Property type: Integer; -
	FullBuildNumberEdited	R	<i>returns</i> {I4} = FullBuildNumberEdited ; Property type: Integer; -
	InPlace	R	<i>returns</i> {I2} = InPlace ; Property type: Integer; Bool
	MacrosEnabled	R	<i>returns</i> {Bool} = MacrosEnabled ; Property type: Boolean
	Mode	RW	<i>returns</i> {VisDocModeArgs} = Mode ; Property type: VisDocModeArgs; Values: -1=visInvalDocID; 0=visDocModeRun; 1=visDocModeDesign;
	old_Mode	RWH	<i>returns</i> {I2} = old_Mode ; Property type: Integer; VisDocModeArgs; Values: -1=visInvalDocID; 0=visDocModeRun; 1=visDocModeDesign;
	old_Saved	RWH	<i>returns</i> {I2} = old_Saved ; Property type: Integer; Bool
	old_SavePreviewMode	RWH	<i>returns</i> {I2} = old_SavePreviewMode ; Property type: Integer; VisOpenSaveArgs_Prev; Values: 0=visSavePrevNone; 1=visSavePrevDraft1st; 2=visSavePrevDetailed1st; 4=visSavePrevDraftAll; 8=visSavePrevDetailedAll;
	old_Version	RWH	<i>returns</i> {I4} = old_Version ; Property type: Integer; -
	Password	WH	Password(<i>bstrExistingPassword</i> {Variant}) = {BStr} ; Property type: None
	Protection	RW	<i>returns</i> {VisProtection} = Protection(<i>bstrPassword</i> {Variant [In Optional]}) ; Property type: VisProtection
	ReadOnly	R	<i>returns</i> {I2} = ReadOnly ; Property type: Integer; Bool
	Saved	RW	<i>returns</i> {Bool} = Saved ; Property type: Boolean
	SavePreviewMode	RW	<i>returns</i> {VisSavePreviewMode} = SavePreviewMode ; Property type: VisSavePreviewMode; Values: 0=visSavePrevNone; 1=visSavePrevDraft1st; 2=visSavePrevDetailed1st; 4=visSavePrevDraftAll; 8=visSavePrevDetailedAll;
	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
	Time	R	<i>returns</i> {Date} = Time ; Property type: Time/Date
	TimeCreated	R	<i>returns</i> {Date} = TimeCreated ; Property type: Time/Date
	TimeEdited	R	<i>returns</i> {Date} = TimeEdited ; Property type: Time/Date
	TimePrinted	R	<i>returns</i> {Date} = TimePrinted ; Property type: Time/Date
	TimeSaved	R	<i>returns</i> {Date} = TimeSaved ; Property type: Time/Date
Meth	Clean		Clean <i>nTargets</i> {Variant [In Optional]}, <i>nActions</i> {Variant [In Optional]}, <i>nAlerts</i> {Variant [In Optional]}, <i>nFixes</i> {Variant [In Optional]}, <i>bStopOnError</i> {Variant [In Optional]}, <i>bLogFileName</i> {Variant [In Optional]}, <i>nReserved</i> {Variant [In Optional]}
	Close		Close
	OpenStencilWindow		<i>returns</i> {IVWindow} = OpenStencilWindow
	Save		<i>returns</i> {I2} = Save
	SaveAs		<i>returns</i> {I2} = SaveAs(<i>FileName</i> {BStr [In]})
	SaveAsEx		SaveAsEx <i>FileName</i> {BStr [In]}, <i>SaveFlags</i> {I2 [In]}
Containee Mgt: DiagramData			
Prop	Pages	R	<i>returns</i> {IVPages} = Pages ; Property type: IVPages

[Branch: Doc Data] Document (Continued)			
A complete drawing, stencil or template.			
P/M	Name	RW H	Syntax/Type
Containee Mgt: Resources			
Prop	Colors	R	<i>returns</i> {IVColors} = Colors ; Property type: IVColors
	DefaultFillStyle	RW	<i>returns</i> {BStr} = DefaultFillStyle ; Property type: String
	DefaultLineStyle	RW	<i>returns</i> {BStr} = DefaultLineStyle ; Property type: String
	DefaultStyle	RW	<i>returns</i> {BStr} = DefaultStyle ; Property type: String
	DefaultTextStyle	RW	<i>returns</i> {BStr} = DefaultTextStyle ; Property type: String
	Fonts	R	<i>returns</i> {IVFonts} = Fonts ; Property type: IVFonts
	GestureFormatSheet	R	<i>returns</i> {IVShape} = GestureFormatSheet ; Property type: IVShape
	Masters	R	<i>returns</i> {IVMasters} = Masters ; Property type: IVMasters
	MasterShortcuts	R	<i>returns</i> {IVMasterShortcuts} = MasterShortcuts ; Property type: IVMasterShortcuts
Meth	Styles	R	<i>returns</i> {IVStyles} = Styles ; Property type: IVStyles
	ClearGestureFormatSheet		ClearGestureFormatSheet
	Drop		<i>returns</i> {IVMaster} = Drop(<i>ObjectToDrop</i> {Unknown [In]}, <i>xPos</i> {I2 [In]}, <i>yPos</i> {I2 [In]})
Containee Mgt: UI			
Prop	CustomMenus	R	<i>returns</i> {IVUIObject} = CustomMenus ; Property type: IVUIObject
	CustomMenusFile	RW	<i>returns</i> {BStr} = CustomMenusFile ; Property type: String
	CustomToolbars	R	<i>returns</i> {IVUIObject} = CustomToolbars ; Property type: IVUIObject
	CustomToolbarsFile	RW	<i>returns</i> {BStr} = CustomToolbarsFile ; Property type: String
Meth	ClearCustomMenus		ClearCustomMenus
	ClearCustomToolbars		ClearCustomToolbars
	SetCustomMenus		SetCustomMenus <i>MenusObject</i> {IVUIObject [In]}
	SetCustomToolbars		SetCustomToolbars <i>ToolbarsObject</i> {IVUIObject [In]}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Container	R	<i>returns</i> {Dispatch} = Container ; Property type: Dispatch
ShapeSheet			
Prop	DocumentSheet	R	<i>returns</i> {IVShape} = DocumentSheet ; Property type: IVShape
Descriptive/User Attribs			
Prop	Category	RW	<i>returns</i> {BStr} = Category ; Property type: String
	Company	RW	<i>returns</i> {BStr} = Company ; Property type: String
	Creator	RW	<i>returns</i> {BStr} = Creator ; Property type: String
	Description	RW	<i>returns</i> {BStr} = Description ; Property type: String
	Keywords	RW	<i>returns</i> {BStr} = Keywords ; Property type: String
	Manager	RW	<i>returns</i> {BStr} = Manager ; Property type: String
	RemovePersonalInformation	RW	<i>returns</i> {Bool} = RemovePersonalInformation ; Property type: Boolean
	Subject	RW	<i>returns</i> {BStr} = Subject ; Property type: String
	Title	RW	<i>returns</i> {BStr} = Title ; Property type: String
Doc-Window Relationship			
Prop	DefaultGuideStyle	RW	<i>returns</i> {BStr} = DefaultGuideStyle ; Property type: String
	DynamicGridEnabled	RW	<i>returns</i> {Bool} = DynamicGridEnabled ; Property type: Boolean
	GlueEnabled	RW	<i>returns</i> {Bool} = GlueEnabled ; Property type: Boolean
	GlueSettings	RW	<i>returns</i> {VisGlueSettings} = GlueSettings ; Property type: VisGlueSettings
	SnapAngles	RW	<i>returns</i> {SafeArray -- R8} = SnapAngles ; Property type: Real
	SnapEnabled	RW	<i>returns</i> {Bool} = SnapEnabled ; Property type: Boolean
	SnapExtensions	RW	<i>returns</i> {VisSnapExtensions} = SnapExtensions ; Property type: VisSnapExtensions
	SnapSettings	RW	<i>returns</i> {VisSnapSettings} = SnapSettings ; Property type: VisSnapSettings
	ZoomBehavior	RW	<i>returns</i> {VisZoomBehavior} = ZoomBehavior ; Property type: VisZoomBehavior

[Branch: Doc Data] Document (Continued)			
A complete drawing, stencil or template.			
P/M	Name	RW H	Syntax/Type
File/Dir			
	PreviewPicture		<i>returns</i> {IPictureDisp} = PreviewPicture
Prop	AlternateNames	RW	<i>returns</i> {BStr} = AlternateNames ; Property type: String
	AutoRecover	RW	<i>returns</i> {Bool} = AutoRecover ; Property type: Boolean
	EmailRoutingData	R	<i>returns</i> {SafeArray -- Variant} = EmailRoutingData ; Property type: Variant
	FullName	R	<i>returns</i> {BStr} = FullName ; Property type: String
	Path	R	<i>returns</i> {BStr} = Path ; Property type: String
	Template	R	<i>returns</i> {BStr} = Template ; Property type: String
Meth	CopyPreviewPicture		CopyPreviewPicture <i>pSourceDoc</i> {IVDocument [In]}
Hyperlink			
Prop	HyperlinkBase	RW	<i>returns</i> {BStr} = HyperlinkBase ; Property type: String
Meth	FollowHyperlink		FollowHyperlink <i>Address</i> {BStr [In]}, <i>SubAddress</i> {BStr [In]}, <i>ExtraInfo</i> {Variant [In Optional]}, <i>Frame</i> {Variant [In Optional]}, <i>NewWindow</i> {Variant [In Optional]}, <i>res1</i> {Variant [In Optional]}, <i>res2</i> {Variant [In Optional]}, <i>res3</i> {Variant [In Optional]}
	FollowHyperlink45	H	FollowHyperlink45 <i>Target</i> {BStr [In]}, <i>Location</i> {BStr [In]}
Icon			
Meth	GetIcon	H	GetIcon <i>ID</i> {I2 [In]}, <i>FileName</i> {BStr [In]}
	SetIcon	H	SetIcon <i>ID</i> {I2 [In]}, <i>Index</i> {I2 [In]}, <i>FileName</i> {BStr [In]}
AddOnFunctionality			
Prop	VBProject	R	<i>returns</i> {Dispatch} = VBProject ; Property type: Dispatch
	VBProjectData	R	<i>returns</i> {SafeArray -- UI1} = VBProjectData ; Property type: Integer
Meth	ExecuteLine		ExecuteLine <i>Line</i> {BStr [In]}
	ParseLine		ParseLine <i>Line</i> {BStr [In]}
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool
File Sharing			
Prop	SharedWorkspace	R	<i>returns</i> {Dispatch} = SharedWorkspace ; Property type: Dispatch
Meth	CanCheckIn		<i>returns</i> {Bool} = CanCheckIn
	CheckIn		CheckIn <i>SaveChanges</i> {Bool []}, <i>Comments</i> {Variant [In Optional]}, <i>MakePublic</i> {Bool []}
OLEActiveX			
Prop	OLEObjects	R	<i>returns</i> {IVOLEObjects} = OLEObjects ; Property type: IVOLEObjects
Printing/Paper			
	HeaderFooterFont		<i>returns</i> {IFontDisp} = HeaderFooterFont

[Branch: Doc Data] Document (Continued)			
<i>A complete drawing, stencil or template.</i>			
P/M	Name	RW H	Syntax/Type
Prop	BottomMargin	RW	<i>returns</i> {R8} = BottomMargin(<i>UnitsNameOrCode</i> {Variant [In Optional]}) ; Property type: Real
	FooterCenter	RW	<i>returns</i> {BStr} = FooterCenter ; Property type: String
	FooterLeft	RW	<i>returns</i> {BStr} = FooterLeft ; Property type: String
	FooterMargin	RW	<i>returns</i> {R8} = FooterMargin(<i>UnitsNameOrCode</i> {Variant [In Optional]}) ; Property type: Real
	FooterRight	RW	<i>returns</i> {BStr} = FooterRight ; Property type: String
	HeaderCenter	RW	<i>returns</i> {BStr} = HeaderCenter ; Property type: String
	HeaderFooterColor	RW	<i>returns</i> {OLE_COLOR} = HeaderFooterColor ; Property type: OLE_COLOR
	HeaderLeft	RW	<i>returns</i> {BStr} = HeaderLeft ; Property type: String
	HeaderMargin	RW	<i>returns</i> {R8} = HeaderMargin(<i>UnitsNameOrCode</i> {Variant [In Optional]}) ; Property type: Real
	HeaderRight	RW	<i>returns</i> {BStr} = HeaderRight ; Property type: String
	LeftMargin	RW	<i>returns</i> {R8} = LeftMargin(<i>UnitsNameOrCode</i> {Variant [In Optional]}) ; Property type: Real
	old_PaperSize	RWH	<i>returns</i> {I2} = old_PaperSize ; Property type: Integer; MS DEVMODE.Papersize
	old_PrintCenteredH	RWH	<i>returns</i> {I2} = old_PrintCenteredH ; Property type: Integer; Bool
	old_PrintCenteredV	RWH	<i>returns</i> {I2} = old_PrintCenteredV ; Property type: Integer; Bool
	old_PrintFitOnPages	RWH	<i>returns</i> {I2} = old_PrintFitOnPages ; Property type: Integer; Bool
	old_PrintLandscape	RWH	<i>returns</i> {I2} = old_PrintLandscape ; Property type: Integer; Bool
	PaperHeight	R	<i>returns</i> {R8} = PaperHeight(<i>UnitsNameOrCode</i> {Variant [In]}) ; Property type: Real
	PaperSize	RW	<i>returns</i> {VisPaperSizes} = PaperSize ; Property type: VisPaperSizes; Values: 0=visPaperSizeUnknown; 1=visPaperSizeLetter; 5=visPaperSizeLegal; 8=visPaperSizeA3; 9=visPaperSizeA4; 11=visPaperSizeA5; 12=visPaperSizeB4; 13=visPaperSizeB5; 14=visPaperSizeFolio; 18=visPaperSizeNote; ... and 3 more.
	PaperWidth	R	<i>returns</i> {R8} = PaperWidth(<i>UnitsNameOrCode</i> {Variant [In]}) ; Property type: Real
	PrintCenteredH	RW	<i>returns</i> {Bool} = PrintCenteredH ; Property type: Boolean
	PrintCenteredV	RW	<i>returns</i> {Bool} = PrintCenteredV ; Property type: Boolean
	PrintCopies	RWH	<i>returns</i> {I4} = PrintCopies ; Property type: Integer; Count
	Printer	RW	<i>returns</i> {BStr} = Printer ; Property type: String
	PrintFitOnPages	RW	<i>returns</i> {Bool} = PrintFitOnPages ; Property type: Boolean
	PrintLandscape	RW	<i>returns</i> {Bool} = PrintLandscape ; Property type: Boolean
	PrintPagesAcross	RW	<i>returns</i> {I2} = PrintPagesAcross ; Property type: Integer; Count
	PrintPagesDown	RW	<i>returns</i> {I2} = PrintPagesDown ; Property type: Integer; Count
	PrintScale	RW	<i>returns</i> {R8} = PrintScale ; Property type: Real
	RightMargin	RW	<i>returns</i> {R8} = RightMargin(<i>UnitsNameOrCode</i> {Variant [In Optional]}) ; Property type: Real
	TopMargin	RW	<i>returns</i> {R8} = TopMargin(<i>UnitsNameOrCode</i> {Variant [In Optional]}) ; Property type: Real
Meth	Print		Print
	PrintOut		PrintOut <i>PrintRange</i> {VisPrintOutRange [In]}, <i>FromPage</i> {I4 []}, <i>ToPage</i> {I4 []}, <i>ScaleCurrentView-ToPaper</i> {Bool []}, <i>PrinterName</i> {BStr []}, <i>PrintToFile</i> {Bool []}, <i>OutputFileName</i> {BStr []}, <i>Copies</i> {I4 []}, <i>Collate</i> {Bool []}, <i>ColorAsBlack</i> {Bool []}
Undo			
Prop	UndoEnabled	RW	<i>returns</i> {Bool} = UndoEnabled ; Property type: Boolean

[Branch: Doc Data] Document (Continued)			
<i>A complete drawing, stencil or template.</i>			
P/M	Name	RW H	Syntax/Type
Meth	AddUndoUnit		AddUndoUnit <i>pUndoUnit</i> {Unknown [In]}
	BeginUndoScope		returns {I4} = BeginUndoScope(<i>bstrUndoScopeName</i> {BStr [In]})
	EndUndoScope		EndUndoScope <i>nScopeID</i> {I4 [In]}, <i>bCommit</i> {Bool [In]}
	PurgeUndo		PurgeUndo
	RenameCurrentScope		RenameCurrentScope <i>bstrScopeName</i> {BStr [In]}
XML			
Prop	SolutionXMLElement	RW	returns {BStr} = SolutionXMLElement(<i>ElementName</i> {BStr [In]}) ; Property type: String
	SolutionXMLElement-Count	R	returns {I4} = SolutionXMLElementCount ; Property type: Integer; Count
	SolutionXMLElement-Exists	R	returns {Bool} = SolutionXMLElementExists(<i>ElementName</i> {BStr [In]}) ; Property type: Boolean
	SolutionXMLElement-Name	R	returns {BStr} = SolutionXMLElementName(<i>Index</i> {I4 [In]}) ; Property type: String
Meth	DeleteSolutionXML-Element		DeleteSolutionXMLElement <i>ElementName</i> {BStr [In]}
Unknown/Undocumented			
Prop	CodeName	RH	returns {BStr} = CodeName ; Property type: String
	Sync	R	returns {Dispatch} = Sync ; Property type: Dispatch

[Branch: Doc Data] EDocument			
<i>Event DispInterface. See Events Chapter for details.</i>			

[Branch: Doc Data] Documents			
<i>Collection of all drawings, stencils and templates that are open.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	returns {I2} = ObjectType ; Property type: Integer; =visObjTypeDocs
Containee Mgt			
Prop	_NewEnum	R	returns {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	returns {I2} = Count ; Property type: Integer; Count
	Item	R	returns {IVDocument} = Item(<i>NameOrIndex</i> {Variant [In]}) ; Property type: IVDocument
	ItemFromID	R	returns {IVDocument} = ItemFromID(<i>ObjectID</i> {I4 [In]}) ; Property type: IVDocument
Meth	Add		returns {IVDocument} = Add(<i>FileName</i> {BStr [In]})
	AddEx		returns {IVDocument} = AddEx(<i>FileName</i> {BStr [In]}, <i>MeasurementSystem</i> {VisMeasurementSystem []}, <i>Flags</i> {I4 []}, <i>LangID</i> {I4 []})
	GetNames		GetNames <i>NameArray</i> {SafeArray -- BStr [Out]}
	Open		returns {IVDocument} = Open(<i>FileName</i> {BStr [In]})
	OpenEx		returns {IVDocument} = OpenEx(<i>FileName</i> {BStr [In]}, <i>Flags</i> {I2 [In]})
Contained By			
Prop	Application	R	returns {IVApplication} = Application ; Property type: IVApplication
Events/Actions/Commands			
Prop	EventList	R	returns {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	returns {I2} = PersistsEvents ; Property type: Integer; Bool
File Sharing			
Meth	CanCheckOut		returns {Bool} = CanCheckOut(<i>FileName</i> {BStr [In]})
	CheckOut		CheckOut <i>FileName</i> {BStr [In]}

[Branch: Doc Data] EDocuments			
<i>Event DisplInterface. See Events Chapter for details.</i>			

[Branch: Doc Data] Font			
<i>A Font available in this document</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ID	R	<i>returns</i> {I4} = ID ; Property type: Integer; ID
	ID16	RH	<i>returns</i> {I2} = ID16 ; Property type: Integer; ID
	Index	R	<i>returns</i> {I2} = Index ; Property type: Integer; Index
	Name	R	<i>returns</i> {BStr} = Name ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeFont
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Core Attributes			
Prop	Attributes	R	<i>returns</i> {I2} = Attributes ; Property type: Integer; VisFontAttributes; Values: 16=visFontRaster; 32=visFontDevice; 64=visFontScalable; 128=visFont0Alias;
	CharSet	R	<i>returns</i> {I2} = CharSet ; Property type: Integer; CharSetCode
	PitchAndFamily	R	<i>returns</i> {I2} = PitchAndFamily ; Property type: Integer; MS LOGFONT.IfPitchAndFamily
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument

[Branch: Doc Data] Fonts			
<i>List of fonts available in a document</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeFonts
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Containeer Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVFont} = Item(NameOrIndex {Variant [In]}) ; Property type: IVFont
	ItemFromID	R	<i>returns</i> {IVFont} = ItemFromID(ObjectID {I4 [In]}) ; Property type: IVFont
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument

[Branch: Doc Data] Hyperlink			
<i>Alternative interface to a row in a Shape's ShapeSheet Hyperlink section.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Name	RW	<i>returns</i> {BStr} = Name ; Property type: String
	NameU	RW	<i>returns</i> {BStr} = NameU ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeHyperlink
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Meth	Delete		Delete
Core Attributes			
Prop	Address	RW	<i>returns</i> {BStr} = Address ; Property type: String
	Description	RW	<i>returns</i> {BStr} = Description ; Property type: String
	ExtraInfo	RW	<i>returns</i> {BStr} = ExtraInfo ; Property type: String
	Frame	RW	<i>returns</i> {BStr} = Frame ; Property type: String
	IsDefaultLink	RW	<i>returns</i> {I2} = IsDefaultLink ; Property type: Integer; Bool
	NewWindow	RW	<i>returns</i> {I2} = NewWindow ; Property type: Integer; Bool
	SubAddress	RW	<i>returns</i> {BStr} = SubAddress ; Property type: String
Meth	AddToFavorites		AddToFavorites <i>FavoritesTitle</i> {Variant [In Optional]}
	CreateURL		<i>returns</i> {BStr} = CreateURL(<i>CanonicalForm</i> {I2 [In]})
	Follow		Follow
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape
ShapeSheet			
Prop	Row	R	<i>returns</i> {I2} = Row ; Property type: Integer; Index
Clipboard			
Meth	Copy		Copy

[Branch: Doc Data] Hyperlinks			
<i>Alternative interface to a Shape's ShapeSheet Hyperlink section.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeHyperlinks
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVHyperlink} = Item(<i>NameOrIndex</i> {Variant [In]}) ; Property type: IVHyperlink
	ItemU	R	<i>returns</i> {IVHyperlink} = ItemU(<i>NameOrIndex</i> {Variant [In]}) ; Property type: IVHyperlink
Meth	Add		<i>returns</i> {IVHyperlink} = Add
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape

[Branch: Doc Data] Layer			
<i>Alternative interface to a row in a Page's ShapeSheet Layer section</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Index	R	<i>returns</i> {I2} = Index ; Property type: Integer; Index
	Name	RW	<i>returns</i> {BStr} = Name ; Property type: String
	NameU	RW	<i>returns</i> {BStr} = NameU ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeLayer
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Meth	Delete		Delete <i>fDeleteShapes</i> {I2 [In]}
Core Associations: DiagramData			
Meth	Add		Add <i>SheetObject</i> {IVShape [In]}, <i>fPresMems</i> {I2 [In]}
	Remove		Remove <i>SheetObject</i> {IVShape [In]}, <i>fPresMems</i> {I2 [In]}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
	Master	R	<i>returns</i> {IVMaster} = Master ; Property type: IVMaster
	Page	R	<i>returns</i> {IVPage} = Page ; Property type: IVPage
ShapeSheet			
Prop	CellsC	R	<i>returns</i> {IVCell} = CellsC(<i>Column</i> {I2 [In]}) ; Property type: IVCell
	Row	R	<i>returns</i> {I2} = Row ; Property type: Integer; Index
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

[Branch: Doc Data] Layers			
<i>Alternative interface to a Page's ShapeSheet Layer section</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeLayers
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVLayer} = Item(<i>NameOrIndex</i> {Variant [In]}) ; Property type: IVLayer
	ItemU	R	<i>returns</i> {IVLayer} = ItemU(<i>NameOrIndex</i> {Variant [In]}) ; Property type: IVLayer
Meth	Add		<i>returns</i> {IVLayer} = Add(<i>LayerName</i> {BStr [In]})
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
	Master	R	<i>returns</i> {IVMaster} = Master ; Property type: IVMaster
	Page	R	<i>returns</i> {IVPage} = Page ; Property type: IVPage
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

[Branch: Doc Data] Master			
One item on a stencil. Note similarity of structure to Page			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	BaseID	R	returns {BStr} = BaseID ; Property type: String
	ID	R	returns {I4} = ID ; Property type: Integer; ID
	ID16	RH	returns {I2} = ID16 ; Property type: Integer; ID
	Index	R	returns {I2} = Index ; Property type: Integer; Index
	IndexInStencil	RW	returns {I2} = IndexInStencil ; Property type: Integer; Index
	Name	RW	returns {BStr} = Name ; Property type: String
	NameU	RW	returns {BStr} = NameU ; Property type: String
	NewBaseID	R	returns {BStr} = NewBaseID ; Property type: String
	ObjectType	R	returns {I2} = ObjectType ; Property type: Integer; =visObjTypeMaster
	OneD	R	returns {I2} = OneD ; Property type: Integer; Bool
	PatternFlags	RW	returns {I2} = PatternFlags ; Property type: Integer; VisMasterProperties
	Prompt	RW	returns {BStr} = Prompt ; Property type: String
	UniqueID	R	returns {BStr} = UniqueID ; Property type: String
BehaviorVariants			
Prop	MatchByName	RW	returns {I2} = MatchByName ; Property type: Integer; Bool
Object Life/Enable/Visible/State			
Prop	Hidden	RW	returns {I2} = Hidden ; Property type: Integer; Bool
	IsChanged	R	returns {Bool} = IsChanged ; Property type: Boolean
	Stat	R	returns {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Meth	Close		Close
	CreateShortcut		returns {IVMasterShortcut} = CreateShortcut
	Delete		Delete
	Open		returns {IVMaster} = Open
Containee Mgt			
Prop	Connects	R	returns {IVConnects} = Connects ; Property type: IVConnects
	EditCopy	R	returns {IVMaster} = EditCopy ; Property type: IVMaster
	Layers	R	returns {IVLayers} = Layers ; Property type: IVLayers
	Original	R	returns {IVMaster} = Original ; Property type: IVMaster
	Shapes	R	returns {IVShapes} = Shapes ; Property type: IVShapes
Meth	AddGuide		returns {IVShape} = AddGuide(Type {I2 [In]}, xPos {R8 [In]}, yPos {R8 [In]})
	Drop		returns {IVShape} = Drop(ObjectToDrop {Unknown [In]}, xPos {R8 [In]}, yPos {R8 [In]})
	DropMany		returns {I2} = DropMany(ObjectsToInstance {SafeArray -- Variant [In]}, xyArray {SafeArray -- R8 [In]}, IDArray {SafeArray -- I2 [Out]})
	DropManyU		returns {I2} = DropManyU(ObjectsToInstance {SafeArray -- Variant [In]}, xyArray {SafeArray -- R8 [In]}, IDArray {SafeArray -- I2 [Out]})
	OpenDrawWindow		returns {IVWindow} = OpenDrawWindow
	OpenIconWindow		returns {IVWindow} = OpenIconWindow
	Paste		Paste Flags {Variant [In Optional]}
	PasteSpecial		PasteSpecial Format {I4 [In]}, Link {Variant [In Optional]}, DisplayAsIcon {Variant [In Optional]}
	ResizeToFitContents		ResizeToFitContents
Containee Mgt: DiagramData			
Meth	CreateSelection		returns {IVSelection} = CreateSelection(SelType {VisSelectionTypes [In]}, IterationMode {VisSelectionMode []}, Data {Variant [In Optional]})
Contained By			
Prop	Application	R	returns {IVApplication} = Application ; Property type: IVApplication
	Document	R	returns {IVDocument} = Document ; Property type: IVDocument
ShapeSheet			
Prop	PageSheet	R	returns {IVShape} = PageSheet ; Property type: IVShape

[Branch: Doc Data] Master (Continued)			
One item on a stencil. Note similarity of structure to Page			
P/M	Name	RW H	Syntax/Type
Meth	GetFormulas		GetFormulas <i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [Out]}
	GetFormulasU		GetFormulasU <i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [Out]}
	GetResults		GetResults <i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>Flags</i> {I2 [In]}, <i>UnitsNamesOrCodes</i> {SafeArray -- Variant [In]}, <i>resultArray</i> {SafeArray -- Variant [Out]}
	SetFormulas		returns {I2} = SetFormulas(<i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [In]}, <i>Flags</i> {I2 [In]})
	SetResults		returns {I2} = SetResults(<i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>UnitsNamesOrCodes</i> {SafeArray -- Variant [In]}, <i>resultArray</i> {SafeArray -- Variant [In]}, <i>Flags</i> {I2 [In]})
Appearance			
Prop	AlignName	RW	returns {I2} = AlignName ; Property type: Integer; VisMasterProperties_HorzAlign; Values: 1=visLeft; 2=visCenter; 3=visRight;
Foreign			
Prop	Picture	R	returns {IPictureDisp} = Picture ; Property type: IPictureDisp
Meth	Export		Export <i>FileName</i> {BStr [In]}
	Import		returns {IVShape} = Import(<i>FileName</i> {BStr [In]})
	InsertFromFile		returns {IVShape} = InsertFromFile(<i>FileName</i> {BStr [In]}, <i>Flags</i> {I2 [In]})
Geometry			
Prop	SpatialSearch	R	returns {IVSelection} = SpatialSearch(<i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>Relation</i> {I2 [In]}, <i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]}) ; Property type: IVSelection
Meth	BoundingBox		BoundingBox <i>Flags</i> {I2 [In]}, <i>lpr8Left</i> {R8 [Out]}, <i>lpr8Bottom</i> {R8 [Out]}, <i>lpr8Right</i> {R8 [Out]}, <i>lpr8Top</i> {R8 [Out]}
	DrawArcByThree-Points		returns {IVShape} = DrawArcByThreePoints(<i>xBegin</i> {R8 [In]}, <i>yBegin</i> {R8 [In]}, <i>xEnd</i> {R8 [In]}, <i>yEnd</i> {R8 [In]}, <i>xControl</i> {R8 [In]}, <i>yControl</i> {R8 [In]})
	DrawBezier		returns {IVShape} = DrawBezier(<i>xyArray</i> {SafeArray -- R8 [In]}, <i>degree</i> {I2 [In]}, <i>Flags</i> {I2 [In]})
	DrawCircularArc		returns {IVShape} = DrawCircularArc(<i>xCenter</i> {R8 [In]}, <i>yCenter</i> {R8 [In]}, <i>Radius</i> {R8 [In]}, <i>StartAngle</i> {R8 []}, <i>EndAngle</i> {R8 []})
	DrawLine		returns {IVShape} = DrawLine(<i>xBegin</i> {R8 [In]}, <i>yBegin</i> {R8 [In]}, <i>xEnd</i> {R8 [In]}, <i>yEnd</i> {R8 [In]})
	DrawNURBS		returns {IVShape} = DrawNURBS(<i>degree</i> {I2 [In]}, <i>Flags</i> {I2 [In]}, <i>xyArray</i> {SafeArray -- R8 [In]}, <i>knots</i> {SafeArray -- R8 [In]}, <i>weights</i> {Variant [In Optional]})
	DrawOval		returns {IVShape} = DrawOval(<i>x1</i> {R8 [In]}, <i>y1</i> {R8 [In]}, <i>x2</i> {R8 [In]}, <i>y2</i> {R8 [In]})
	DrawPolyline		returns {IVShape} = DrawPolyline(<i>xyArray</i> {SafeArray -- R8 [In]}, <i>Flags</i> {I2 [In]})
	DrawQuarterArc		returns {IVShape} = DrawQuarterArc(<i>xBegin</i> {R8 [In]}, <i>yBegin</i> {R8 [In]}, <i>xEnd</i> {R8 [In]}, <i>yEnd</i> {R8 [In]}, <i>SweepFlag</i> {VisArcSweepFlags [In]})
	DrawRectangle		returns {IVShape} = DrawRectangle(<i>x1</i> {R8 [In]}, <i>y1</i> {R8 [In]}, <i>x2</i> {R8 [In]}, <i>y2</i> {R8 [In]})
	DrawSpline		returns {IVShape} = DrawSpline(<i>xyArray</i> {SafeArray -- R8 [In]}, <i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]})
Icon			
	Icon		returns {IPictureDisp} = Icon
Prop	IconSize	RW	returns {I2} = IconSize ; Property type: Integer; VisMasterProperties_IconShape; Values: 1=visNormal; 2=visTall; 3=visWide; 4=visDouble;
	IconUpdate	RW	returns {I2} = IconUpdate ; Property type: Integer; VisMasterProperties_AutoMan; Values: 0=visManual; 1=visAutomatic;

[Branch: Doc Data] Master (Continued)			
<i>One item on a stencil. Note similarity of structure to Page</i>			
P/M	Name	RW H	Syntax/Type
Meth	ExportIcon		ExportIcon <i>FileName</i> {BStr [In]}, <i>Flags</i> {I2 [In]}, <i>TransparentRGB</i> {Variant [In Optional]}
	ExportIconTransparentAsBlack	H	ExportIconTransparentAsBlack <i>FileName</i> {BStr [In]}, <i>Flags</i> {I2 [In]}
	ImportIcon		ImportIcon <i>FileName</i> {BStr [In]}
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool
Layout			
Meth	CenterDrawing		CenterDrawing
	Layout		Layout
OLEActiveX			
Prop	OLEObjects	R	<i>returns</i> {IVOLEObjects} = OLEObjects ; Property type: IVOLEObjects
Meth	InsertObject		<i>returns</i> {IVShape} = InsertObject(<i>ClassOrProgID</i> {BStr [In]}, <i>Flags</i> {I2 [In]})

[Branch: Doc Data] EMaster	
<i>Event DisInterface. See Events Chapter for details.</i>	

[Branch: Doc Data] Masters			
<i>Collection of Masters (ie: all local items on an entire stencil).</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeMasters
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Core Associations: DiagramData			
Meth	Drop		<i>returns</i> {IVMaster} = Drop(<i>ObjectToDrop</i> {Unknown [In]}, <i>xPos</i> {I2 [In]}, <i>yPos</i> {I2 [In]})
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVMaster} = Item(<i>NameUIDOrIndex</i> {Variant [In]}) ; Property type: IVMaster
	ItemFromID	R	<i>returns</i> {IVMaster} = ItemFromID(<i>nID</i> {I4 [In]}) ; Property type: IVMaster
	ItemU	R	<i>returns</i> {IVMaster} = ItemU(<i>NameUIDOrIndex</i> {Variant [In]}) ; Property type: IVMaster
Meth	Add		<i>returns</i> {IVMaster} = Add
	GetNames		GetNames <i>localeSpecificNameArray</i> {SafeArray -- BStr [Out]}
	GetNamesU		GetNamesU <i>localeIndependentNameArray</i> {SafeArray -- BStr [Out]}
	Paste		Paste <i>Flags</i> {Variant [In Optional]}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

[Branch: Doc Data] EMasters	
<i>Event DispInterface. See Events Chapter for details.</i>	

[Branch: Doc Data] MasterShortcut			
<i>Reference to a stencil item in another file.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ID	R	<i>returns</i> {I4} = ID ; Property type: Integer; ID
	Index	R	<i>returns</i> {I2} = Index ; Property type: Integer; Index
	IndexInStencil	RW	<i>returns</i> {I2} = IndexInStencil ; Property type: Integer; Index
	Name	RW	<i>returns</i> {BStr} = Name ; Property type: String
	NameU	RW	<i>returns</i> {BStr} = NameU ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeMasterShortcut
	Prompt	RW	<i>returns</i> {BStr} = Prompt ; Property type: String
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Meth	Delete		Delete
Core Attributes			
Prop	DropActions	RW	<i>returns</i> {BStr} = DropActions ; Property type: String
	TargetBaseID	RWH	<i>returns</i> {BStr} = TargetBaseID ; Property type: String
	TargetDocumentName	RW	<i>returns</i> {BStr} = TargetDocumentName ; Property type: String
	TargetMasterName	RW	<i>returns</i> {BStr} = TargetMasterName ; Property type: String
Core Associations: Windows			
Meth	OpenIconWindow		<i>returns</i> {IVWindow} = OpenIconWindow
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
Appearance			
Prop	AlignName	RW	<i>returns</i> {I2} = AlignName ; Property type: Integer; VisMasterProperties_HorzAlign; Values: 1=visLeft; 2=visCenter; 3=visRight;
Icon			
	Icon		<i>returns</i> {IPictureDisp} = Icon
Prop	IconSize	RW	<i>returns</i> {I2} = IconSize ; Property type: Integer; VisMasterProperties_IconShape; Values: 1=visNormal; 2=visTall; 3=visWide; 4=visDouble;
Meth	ExportIcon		ExportIcon <i>FileName</i> {BStr [In]}, <i>Flags</i> {I2 [In]}, <i>TransparentRGB</i> {Variant [In Optional]}
	ImportIcon		ImportIcon <i>FileName</i> {BStr [In]}
Help			
Prop	ShapeHelp	RW	<i>returns</i> {BStr} = ShapeHelp ; Property type: String

[Branch: Doc Data] MasterShortcuts			
<i>Collection of MasterShortcuts</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeMasterShortcuts
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Core Associations: DiagramData			
Meth	Drop		<i>returns</i> {IVMasterShortcut} = Drop(<i>ObjectToDrop</i> {Unknown [In]}, <i>xPos</i> {I2 [In]}, <i>yPos</i> {I2 [In]})
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVMasterShortcut} = Item(<i>NameOrIndex</i> {Variant [In]}) ; Property type: IVMasterShortcut
	ItemFromID	R	<i>returns</i> {IVMasterShortcut} = ItemFromID(<i>nID</i> {I4 [In]}) ; Property type: IVMasterShortcut
	ItemU	R	<i>returns</i> {IVMasterShortcut} = ItemU(<i>NameOrIndex</i> {Variant [In]}) ; Property type: IVMasterShortcut
Meth	GetNames		GetNames <i>localeSpecificNameArray</i> {SafeArray -- BStr [Out]}
	GetNamesU		GetNamesU <i>localeIndependentNameArray</i> {SafeArray -- BStr [Out]}
	Paste		Paste <i>Flags</i> {Variant [In Optional]}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument

[Branch: Doc Data] OLEObject			
<i>Stores info on embedded or linked OLE object (eg: Excel spreadsheet)</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ClassID	R	<i>returns</i> {BStr} = ClassID ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeOLEObject
	ProgID	R	<i>returns</i> {BStr} = ProgID ; Property type: String
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Core Attributes			
Prop	ForeignType	R	<i>returns</i> {I2} = ForeignType ; Property type: Integer; VisShapeTypes; Values: 0=visTypeInval; 1=visTypePage; 2=visTypeGroup; 3=visTypeShape; 4=visTypeForeignObject; 5=visTypeGuide; 6=visTypeDoc; 16=visTypeMetafile; 32=visTypeBitmap; 64=visTypeInk; ... and 4 more.
	Object	R	<i>returns</i> {Dispatch} = Object ; Property type: Dispatch
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape

[Branch: Doc Data] OLEObjects			
<i>Collection of OLEObject</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeOLEObjects
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Count16	RH	<i>returns</i> {I2} = Count16 ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVOLEObject} = Item(NameOrIndex {Variant [In]}) ; Property type: IVOLEObject
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication

[Branch: Doc Data] Page			
<i>Data for single drawing page</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ID	R	<i>returns</i> {I4} = ID ; Property type: Integer; ID
	ID16	RH	<i>returns</i> {I2} = ID16 ; Property type: Integer; ID
	Index	RW	<i>returns</i> {I2} = Index ; Property type: Integer; Index
	Name	RW	<i>returns</i> {BStr} = Name ; Property type: String
	NameU	RW	<i>returns</i> {BStr} = NameU ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypePage
	Type	R	<i>returns</i> {VisPageTypes} = Type ; Property type: VisPageTypes; Values: 0=visPageTypeInval; 1=visTypeForeground; 2=visTypeBackground; 3=visTypeMarkup;
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Meth	Delete		Delete <i>f</i> RenumberPages {I2 [In]}
Core Attributes			
Prop	Background	RW	<i>returns</i> {I2} = Background ; Property type: Integer; Bool
Core Associations			
Prop	BackPage	RW	<i>returns</i> {Variant} = BackPage ; Property type: Variant
	BackPageAsObj	RH	<i>returns</i> {IVPage} = BackPageAsObj ; Property type: IVPage
	BackPageFromName	WH	BackPageFromName = {BStr} ; Property type: None
Core Associations: Windows			
Meth	OpenDrawWindow		<i>returns</i> {IVWindow} = OpenDrawWindow
Containee Mgt			
Prop	Connects	R	<i>returns</i> {IVConnects} = Connects ; Property type: IVConnects
	Layers	R	<i>returns</i> {IVLayers} = Layers ; Property type: IVLayers
	Shapes	R	<i>returns</i> {IVShapes} = Shapes ; Property type: IVShapes
	SpatialSearch	R	<i>returns</i> {IVSelection} = SpatialSearch(x {R8 [In]}, y {R8 [In]}, Relation {I2 [In]}, Tolerance {R8 [In]}, Flags {I2 [In]}) ; Property type: IVSelection

[Branch: Doc Data] Page (Continued)			
Data for single drawing page			
P/M	Name	RW H	Syntax/Type
Meth	AddGuide		returns {IVShape} = AddGuide(<i>Type</i> {I2 [In]}, <i>xPos</i> {R8 [In]}, <i>yPos</i> {R8 [In]})
	DrawArcByThree-Points		returns {IVShape} = DrawArcByThreePoints(<i>xBegin</i> {R8 [In]}, <i>yBegin</i> {R8 [In]}, <i>xEnd</i> {R8 [In]}, <i>yEnd</i> {R8 [In]}, <i>xControl</i> {R8 [In]}, <i>yControl</i> {R8 [In]})
	DrawBezier		returns {IVShape} = DrawBezier(<i>xyArray</i> {SafeArray -- R8 [In]}, <i>degree</i> {I2 [In]}, <i>Flags</i> {I2 [In]})
	DrawCircularArc		returns {IVShape} = DrawCircularArc(<i>xCenter</i> {R8 [In]}, <i>yCenter</i> {R8 [In]}, <i>Radius</i> {R8 [In]}, <i>StartAngle</i> {R8 []}, <i>EndAngle</i> {R8 []})
	DrawLine		returns {IVShape} = DrawLine(<i>xBegin</i> {R8 [In]}, <i>yBegin</i> {R8 [In]}, <i>xEnd</i> {R8 [In]}, <i>yEnd</i> {R8 [In]})
	DrawNURBS		returns {IVShape} = DrawNURBS(<i>degree</i> {I2 [In]}, <i>Flags</i> {I2 [In]}, <i>xyArray</i> {SafeArray -- R8 [In]}, <i>knots</i> {SafeArray -- R8 [In]}, <i>weights</i> {Variant [In Optional]})
	DrawOval		returns {IVShape} = DrawOval(<i>x1</i> {R8 [In]}, <i>y1</i> {R8 [In]}, <i>x2</i> {R8 [In]}, <i>y2</i> {R8 [In]})
	DrawPolyline		returns {IVShape} = DrawPolyline(<i>xyArray</i> {SafeArray -- R8 [In]}, <i>Flags</i> {I2 [In]})
	DrawQuarterArc		returns {IVShape} = DrawQuarterArc(<i>xBegin</i> {R8 [In]}, <i>yBegin</i> {R8 [In]}, <i>xEnd</i> {R8 [In]}, <i>yEnd</i> {R8 [In]}, <i>SweepFlag</i> {VisArcSweepFlags [In]})
	DrawRectangle		returns {IVShape} = DrawRectangle(<i>x1</i> {R8 [In]}, <i>y1</i> {R8 [In]}, <i>x2</i> {R8 [In]}, <i>y2</i> {R8 [In]})
	DrawSpline		returns {IVShape} = DrawSpline(<i>xyArray</i> {SafeArray -- R8 [In]}, <i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]})
	Drop		returns {IVShape} = Drop(<i>ObjectToDrop</i> {Unknown [In]}, <i>xPos</i> {R8 [In]}, <i>yPos</i> {R8 [In]})
	DropMany		returns {I2} = DropMany(<i>ObjectsToInstance</i> {SafeArray -- Variant [In]}, <i>xyArray</i> {SafeArray -- R8 [In]}, <i>IDArray</i> {SafeArray -- I2 [Out]})
	DropManyU		returns {I2} = DropManyU(<i>ObjectsToInstance</i> {SafeArray -- Variant [In]}, <i>xyArray</i> {SafeArray -- R8 [In]}, <i>IDArray</i> {SafeArray -- I2 [Out]})
	ResizeToFitContents		ResizeToFitContents
Containee Mgt: DiagramData			
Meth	CreateSelection		returns {IVSelection} = CreateSelection(<i>SelType</i> {VisSelectionTypes [In]}, <i>IterationMode</i> {VisSelectionMode []}, <i>Data</i> {Variant [In Optional]})
Contained By			
Prop	Application	R	returns {IVApplication} = Application ; Property type: IVApplication
	Document	R	returns {IVDocument} = Document ; Property type: IVDocument
ShapeSheet			
Prop	PageSheet	R	returns {IVShape} = PageSheet ; Property type: IVShape
Meth	GetFormulas		GetFormulas <i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [Out]}
	GetFormulasU		GetFormulasU <i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [Out]}
	GetResults		GetResults <i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>Flags</i> {I2 [In]}, <i>UnitsNamesOrCodes</i> {SafeArray -- Variant [In]}, <i>resultArray</i> {SafeArray -- Variant [Out]}
	SetFormulas		returns {I2} = SetFormulas(<i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [In]}, <i>Flags</i> {I2 [In]})
	SetResults		returns {I2} = SetResults(<i>SID_SRCStream</i> {SafeArray -- I2 [In]}, <i>UnitsNamesOrCodes</i> {SafeArray -- Variant [In]}, <i>resultArray</i> {SafeArray -- Variant [In]}, <i>Flags</i> {I2 [In]})
Foreign			
Prop	Picture	R	returns {IPictureDisp} = Picture ; Property type: IPictureDisp
Meth	Export		Export <i>FileName</i> {BStr [In]}
	Import		returns {IVShape} = Import(<i>FileName</i> {BStr [In]})
	InsertFromFile		returns {IVShape} = InsertFromFile(<i>FileName</i> {BStr [In]}, <i>Flags</i> {I2 [In]})
Geometry			
Meth	BoundingBox		BoundingBox <i>Flags</i> {I2 [In]}, <i>lpr8Left</i> {R8 [Out]}, <i>lpr8Bottom</i> {R8 [Out]}, <i>lpr8Right</i> {R8 [Out]}, <i>lpr8Top</i> {R8 [Out]}
Review/Markup			
Prop	OriginalPage	R	returns {IVPage} = OriginalPage ; Property type: IVPage
	ReviewerID	R	returns {I4} = ReviewerID ; Property type: Integer; Index

[Branch: Doc Data] Page (Continued)			
<i>Data for single drawing page</i>			
P/M	Name	RW H	Syntax/Type
Clipboard			
Meth	old_Paste	H	old_Paste
	old_PasteSpecial	H	old_PasteSpecial <i>Format</i> {I2 [In]}
	Paste		Paste <i>Flags</i> {Variant [In Optional]}
	PasteSpecial		PasteSpecial <i>Format</i> {I4 [In]}, <i>Link</i> {Variant [In Optional]}, <i>DisplayAsIcon</i> {Variant [In Optional]}
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool
Layout			
Meth	CenterDrawing		CenterDrawing
	Layout		Layout
OLEActiveX			
Prop	OLEObjects	R	<i>returns</i> {IVOLEObjects} = OLEObjects ; Property type: IVOLEObjects
Meth	InsertObject		<i>returns</i> {IVShape} = InsertObject(<i>ClassOrProgID</i> {BStr [In]}, <i>Flags</i> {I2 [In]})
Printing/Paper			
Prop	PrintTileCount	R	<i>returns</i> {I4} = PrintTileCount ; Property type: Integer; Count
Meth	Print		Print
	PrintTile		PrintTile <i>nTile</i> {I4 [In]}

[Branch: Doc Data] EPage
<i>Event DisplInterface. See Events Chapter for details.</i>

[Branch: Doc Data] Pages			
<i>Collection of all drawing pages in a document</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypePages
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVPage} = Item(<i>NameOrIndex</i> {Variant [In]}) ; Property type: IVPage
	ItemFromID	R	<i>returns</i> {IVPage} = ItemFromID(<i>nID</i> {I4 [In]}) ; Property type: IVPage
	ItemU	R	<i>returns</i> {IVPage} = ItemU(<i>NameOrIndex</i> {Variant [In]}) ; Property type: IVPage
Meth	Add		<i>returns</i> {IVPage} = Add
	GetNames		GetNames <i>localeSpecificNameArray</i> {SafeArray -- BStr [Out]}
	GetNamesU		GetNamesU <i>localeIndependentNameArray</i> {SafeArray -- BStr [Out]}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

[Branch: Doc Data] EPages		
<i>Event DisInterface. See Events Chapter for details.</i>		

[Branch: Doc Data] Path		
<i>Interface to read primitive drawing path</i>		
P/M	Name	RW H Syntax/Type
Id/Order/Label/Type		
Prop	ObjectType	R <i>returns {I2} = ObjectType ; Property type: Integer; =visObjTypePath</i>
Core Attributes		
Prop	Closed	R <i>returns {I2} = Closed ; Property type: Integer; Bool</i>
Meth	Points	<i>Points Tolerance {R8 [In]}, xyArray {SafeArray -- R8 [Out]}</i>
Containee Mgt		
Prop	_NewEnum	R <i>returns {Unknown} = _NewEnum ; Property type: Unknown</i>
	Count	R <i>returns {I4} = Count ; Property type: Integer; Count</i>
	Count16	RH <i>returns {I2} = Count16 ; Property type: Integer; Count</i>
	Item	R <i>returns {IVCurve} = Item(Index {I4 [In]}) ; Property type: IVCurve</i>
	Item16	RH <i>returns {IVCurve} = Item16(Index {I2 [In]}) ; Property type: IVCurve</i>
Contained By		
Prop	Application	R <i>returns {IVApplication} = Application ; Property type: IVApplication</i>

[Branch: Doc Data] Paths		
<i>Interface to read primitive drawing paths</i>		
P/M	Name	RW H Syntax/Type
Id/Order/Label/Type		
Prop	ObjectType	R <i>returns {I2} = ObjectType ; Property type: Integer; =visObjTypePaths</i>
Containee Mgt		
Prop	_NewEnum	R <i>returns {Unknown} = _NewEnum ; Property type: Unknown</i>
	Count	R <i>returns {I4} = Count ; Property type: Integer; Count</i>
	Count16	RH <i>returns {I2} = Count16 ; Property type: Integer; Count</i>
	Item	R <i>returns {IVPath} = Item(Index {I4 [In]}) ; Property type: IVPath</i>
	Item16	RH <i>returns {IVPath} = Item16(Index {I2 [In]}) ; Property type: IVPath</i>
Contained By		
Prop	Application	R <i>returns {IVApplication} = Application ; Property type: IVApplication</i>

[Branch: Doc Data] Row		
<i>A row of cells in a ShapeSheet</i>		
P/M	Name	RW H Syntax/Type
Id/Order/Label/Type		
Prop	Index	R <i>returns {I2} = Index ; Property type: Integer; Index</i>
	Name	RW <i>returns {BStr} = Name ; Property type: String</i>
	NameU	RW <i>returns {BStr} = NameU ; Property type: String</i>
	ObjectType	R <i>returns {I2} = ObjectType ; Property type: Integer; =visObjTypeRow</i>
Object Life/Enable/Visible/State		
Prop	Stat	R <i>returns {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;</i>

[Branch: Doc Data] Row (Continued)			
<i>A row of cells in a ShapeSheet</i>			
P/M	Name	RW H	Syntax/Type
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	ContainingMasterID	R	<i>returns</i> {I4} = ContainingMasterID ; Property type: Integer; ID
	ContainingPageID	R	<i>returns</i> {I4} = ContainingPageID ; Property type: Integer; ID
	ContainingSection	R	<i>returns</i> {IVSection} = ContainingSection ; Property type: IVSection
	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape
	Style	R	<i>returns</i> {IVStyle} = Style ; Property type: IVStyle
ShapeSheet			
Prop	Cell	R	<i>returns</i> {IVCell} = Cell(NameOrIndex {Variant [In]}) ; Property type: IVCell
	CellU	R	<i>returns</i> {IVCell} = CellU(NameOrIndex {Variant [In]}) ; Property type: IVCell
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
Geometry			
Meth	GetPolylineData		GetPolylineData <i>Flags</i> {I2 [In]}, <i>xyArray</i> {SafeArray -- R8 [Out]}
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

[Branch: Doc Data] ERow
<i>Event DisplInterface. See Events Chapter for details.</i>

[Branch: Doc Data] Section			
<i>A section in a ShapeSheet</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Index	R	<i>returns</i> {I2} = Index ; Property type: Integer; Index
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeSection
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	ContainingMasterID	R	<i>returns</i> {I4} = ContainingMasterID ; Property type: Integer; ID
	ContainingPageID	R	<i>returns</i> {I4} = ContainingPageID ; Property type: Integer; ID
	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape
	Style	R	<i>returns</i> {IVStyle} = Style ; Property type: IVStyle
ShapeSheet			
Prop	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Row	R	<i>returns</i> {IVRow} = Row(Index {I2 [In]}) ; Property type: IVRow
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

[Branch: Doc Data] ESection
<i>Event DisplInterface. See Events Chapter for details.</i>

[Branch: Doc Data] Shape			
<i>Represents a Shape on drawing page. Also used (non-visually) as container for ShapeSheet in Document, Page and Master</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ClassID	R	<i>returns</i> {BStr} = ClassID ; Property type: String
	ForeignType	R	<i>returns</i> {I2} = ForeignType ; Property type: Integer; VisShapeTypes; Values: 0=visTypeInval; 1=visTypePage; 2=visTypeGroup; 3=visTypeShape; 4=visTypeForeignObject; 5=visTypeGuide; 6=visTypeDoc; 16=visTypeMetafile; 32=visTypeBitmap; 64=visTypeInk; ... and 4 more.
	ID	R	<i>returns</i> {I4} = ID ; Property type: Integer; ID
	ID16	RH	<i>returns</i> {I2} = ID16 ; Property type: Integer; ID
	Index	R	<i>returns</i> {I4} = Index ; Property type: Integer; Index
	Index16	RH	<i>returns</i> {I2} = Index16 ; Property type: Integer; Index
	Master	R	<i>returns</i> {IVMaster} = Master ; Property type: IVMaster
	Name	RW	<i>returns</i> {BStr} = Name ; Property type: String
	NameID	R	<i>returns</i> {BStr} = NameID ; Property type: String
	NameU	RW	<i>returns</i> {BStr} = NameU ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeShape
	OneD	RW	<i>returns</i> {I2} = OneD ; Property type: Integer; Bool
	ProglID	R	<i>returns</i> {BStr} = ProglID ; Property type: String
	Type	R	<i>returns</i> {I2} = Type ; Property type: Integer; VisShapeTypes; Values: 0=visTypeInval; 1=visTypePage; 2=visTypeGroup; 3=visTypeShape; 4=visTypeForeignObject; 5=visTypeGuide; 6=visTypeDoc; 16=visTypeMetafile; 32=visTypeBitmap; 64=visTypeInk; ... and 4 more.
	UniqueID	R	<i>returns</i> {BStr} = UniqueID(<i>UniqueID</i> {I2 [In]}) ; Property type: String
BehaviorVariants			
Prop	Language	RW	<i>returns</i> {I4} = Language ; Property type: Integer; Lang Id as in VERSIONINFO.???
Object Life/Enable/Visible/State			
Prop	IsOpenForTextEdit	R	<i>returns</i> {Bool} = IsOpenForTextEdit ; Property type: Boolean
	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Meth	Delete		Delete
	Drop		<i>returns</i> {IVShape} = Drop(<i>ObjectToDrop</i> {Unknown [In]}, <i>xPos</i> {R8 [In]}, <i>yPos</i> {R8 [In]})
	DropMany		<i>returns</i> {I2} = DropMany(<i>ObjectsToInstance</i> {SafeArray -- Variant [In]}, <i>xyArray</i> {SafeArray -- R8 [In]}, <i>IDArray</i> {SafeArray -- I2 [Out]})
	DropManyU		<i>returns</i> {I2} = DropManyU(<i>ObjectsToInstance</i> {SafeArray -- Variant [In]}, <i>xyArray</i> {SafeArray -- R8 [In]}, <i>IDArray</i> {SafeArray -- I2 [Out]})
	Duplicate		<i>returns</i> {IVShape} = Duplicate
Core Associations			
Prop	Connects	R	<i>returns</i> {IVConnects} = Connects ; Property type: IVConnects
	FromConnects	R	<i>returns</i> {IVConnects} = FromConnects ; Property type: IVConnects
	Layer	R	<i>returns</i> {IVLayer} = Layer(<i>Index</i> {I2 [In]}) ; Property type: IVLayer
	LayerCount	R	<i>returns</i> {I2} = LayerCount ; Property type: Integer; Count
	MasterShape	R	<i>returns</i> {IVShape} = MasterShape ; Property type: IVShape
	RootShape	R	<i>returns</i> {IVShape} = RootShape ; Property type: IVShape
Meth	BringForward		BringForward
	BringToFront		BringToFront
	SendBackward		SendBackward
	SendToBack		SendToBack
Core Associations: Windows			
Meth	OpenDrawWindow		<i>returns</i> {IVWindow} = OpenDrawWindow
	OpenSheetWindow		<i>returns</i> {IVWindow} = OpenSheetWindow
Containee Mgt			
Prop	Shapes	R	<i>returns</i> {IVShapes} = Shapes ; Property type: IVShapes

[Branch: Doc Data] Shape (Continued)			
<i>Represents a Shape on drawing page. Also used (non-visually) as container for ShapeSheet in Document, Page and Master</i>			
P/M	Name	RW H	Syntax/Type
Meth	AddGuide		<i>returns {IVShape} = AddGuide(Type {I2 [In]}, xPos {R8 [In]}, yPos {R8 [In]})</i>
	ConvertToGroup		ConvertToGroup
	CreateSelection		<i>returns {IVSelection} = CreateSelection(SelType {VisSelectionTypes [In]}, IterationMode {VisSelectionMode []}, Data {Variant [In Optional]})</i>
	Group		<i>returns {IVShape} = Group</i>
	Offset		Offset Distance {R8 [In]}
	Ungroup		Ungroup
	VoidDuplicate	H	VoidDuplicate
	VoidGroup	H	VoidGroup
Containee Mgt: Text			
Prop	Characters	R	<i>returns {IVCharacters} = Characters ; Property type: IVCharacters</i>
	CharCount	R	<i>returns {I4} = CharCount ; Property type: Integer; Count</i>
	Text	RW	<i>returns {BStr} = Text ; Property type: String</i>
Contained By			
Prop	Application	R	<i>returns {IVApplication} = Application ; Property type: IVApplication</i>
	ContainingMaster	R	<i>returns {IVMaster} = ContainingMaster ; Property type: IVMaster</i>
	ContainingMasterID	R	<i>returns {I4} = ContainingMasterID ; Property type: Integer; ID</i>
	ContainingPage	R	<i>returns {IVPage} = ContainingPage ; Property type: IVPage</i>
	ContainingPageID	R	<i>returns {I4} = ContainingPageID ; Property type: Integer; ID</i>
	ContainingShape	R	<i>returns {IVShape} = ContainingShape ; Property type: IVShape</i>
	Document	R	<i>returns {IVDocument} = Document ; Property type: IVDocument</i>
	Parent	RW	<i>returns {Dispatch} = Parent ; Property type: Dispatch</i>
ShapeSheet			
Prop	CellExists	R	<i>returns {I2} = CellExists(localeSpecificCellName {BStr [In]}, fExistsLocally {I2 [In]}) ; Property type: Integer; Bool</i>
	CellExistsU	R	<i>returns {I2} = CellExistsU(localeIndependentCellName {BStr [In]}, fExistsLocally {I2 [In]}) ; Property type: Integer; Bool</i>
	Cells	R	<i>returns {IVCell} = Cells(localeSpecificCellName {BStr [In]}) ; Property type: IVCell</i>
	CellsRowIndex	R	<i>returns {I2} = CellsRowIndex(localeSpecificCellName {BStr [In]}) ; Property type: Integer; Index</i>
	CellsRowIndexU	R	<i>returns {I2} = CellsRowIndexU(localeIndependentCellName {BStr [In]}) ; Property type: Integer; Index</i>
	CellsSRC	R	<i>returns {IVCell} = CellsSRC(Section {I2 [In]}, Row {I2 [In]}, Column {I2 [In]}) ; Property type: IVCell</i>
	CellsSRCExists	R	<i>returns {I2} = CellsSRCExists(Section {I2 [In]}, Row {I2 [In]}, Column {I2 [In]}, fExistsLocally {I2 [In]}) ; Property type: Integer; Bool</i>
	CellsU	R	<i>returns {IVCell} = CellsU(localeIndependentCellName {BStr [In]}) ; Property type: IVCell</i>
	GeometryCount	R	<i>returns {I2} = GeometryCount ; Property type: Integer; Count</i>
	RowCount	R	<i>returns {I2} = RowCount(Section {I2 [In]}) ; Property type: Integer; Count</i>
	RowExists	R	<i>returns {I2} = RowExists(Section {I2 [In]}, Row {I2 [In]}, fExistsLocally {I2 [In]}) ; Property type: Integer; Bool</i>
	RowsCellCount	R	<i>returns {I2} = RowsCellCount(Section {I2 [In]}, Row {I2 [In]}) ; Property type: Integer; Count</i>
	RowType	RW	<i>returns {I2} = RowType(Section {I2 [In]}, Row {I2 [In]}) ; Property type: Integer; VisRowTags</i>
	Section	R	<i>returns {IVSection} = Section(Index {I2 [In]}) ; Property type: IVSection</i>
	SectionExists	R	<i>returns {I2} = SectionExists(Section {I2 [In]}, fExistsLocally {I2 [In]}) ; Property type: Integer; Bool</i>

[Branch: Doc Data] Shape (Continued)			
<i>Represents a Shape on drawing page. Also used (non-visually) as container for ShapeSheet in Document, Page and Master</i>			
P/M	Name	RW H	Syntax/Type
Meth	AddNamedRow		<i>returns</i> {I2} = AddNamedRow(<i>Section</i> {I2 [In]}, <i>RowName</i> {BStr [In]}, <i>RowTag</i> {I2 [In]})
	AddRow		<i>returns</i> {I2} = AddRow(<i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}, <i>RowTag</i> {I2 [In]})
	AddRows		<i>returns</i> {I2} = AddRows(<i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}, <i>RowTag</i> {I2 [In]}, <i>RowCount</i> {I2 [In]})
	AddSection		<i>returns</i> {I2} = AddSection(<i>Section</i> {I2 [In]})
	DeleteRow		DeleteRow <i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}
	DeleteSection		DeleteSection <i>Section</i> {I2 [In]}
	GetFormulas		GetFormulas <i>SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [Out]}
	GetFormulasU		GetFormulasU <i>SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [Out]}
	GetResults		GetResults <i>SRCStream</i> {SafeArray -- I2 [In]}, <i>Flags</i> {I2 [In]}, <i>UnitsNamesOrCodes</i> {SafeArray -- Variant [In]}, <i>resultArray</i> {SafeArray -- Variant [Out]}
	SetFormulas		<i>returns</i> {I2} = SetFormulas(<i>SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [In]}, <i>Flags</i> {I2 [In]})
	SetResults		<i>returns</i> {I2} = SetResults(<i>SRCStream</i> {SafeArray -- I2 [In]}, <i>UnitsNamesOrCodes</i> {SafeArray -- Variant [In]}, <i>resultArray</i> {SafeArray -- Variant [In]}, <i>Flags</i> {I2 [In]})
Style/Format			
Prop	FillStyle	RW	<i>returns</i> {BStr} = FillStyle ; Property type: String
	FillStyleKeepFmt	W	FillStyleKeepFmt = {BStr} ; Property type: None
	LineStyle	RW	<i>returns</i> {BStr} = LineStyle ; Property type: String
	LineStyleKeepFmt	W	LineStyleKeepFmt = {BStr} ; Property type: None
	Style	RW	<i>returns</i> {BStr} = Style ; Property type: String
	StyleKeepFmt	W	StyleKeepFmt = {BStr} ; Property type: None
	TextStyle	RW	<i>returns</i> {BStr} = TextStyle ; Property type: String
	TextStyleKeepFmt	W	TextStyleKeepFmt = {BStr} ; Property type: None
Descriptive/User Attribs			
Prop	Data1	RW	<i>returns</i> {BStr} = Data1 ; Property type: String
	Data2	RW	<i>returns</i> {BStr} = Data2 ; Property type: String
	Data3	RW	<i>returns</i> {BStr} = Data3 ; Property type: String
Foreign			
Prop	ForeignData	R	<i>returns</i> {SafeArray -- UI1} = ForeignData ; Property type: Integer
	Picture	R	<i>returns</i> {IPictureDisp} = Picture ; Property type: IPictureDisp
Meth	Export		Export <i>FileName</i> {BStr [In]}
	Import		<i>returns</i> {IVShape} = Import(<i>FileName</i> {BStr [In]})
	InsertFromFile		<i>returns</i> {IVShape} = InsertFromFile(<i>FileName</i> {BStr [In]}, <i>Flags</i> {I2 [In]})
Geometry			
Prop	AreaIU	R	<i>returns</i> {R8} = AreaIU(<i>fIncludeSubShapes</i> {Bool []}) ; Property type: Real
	DistanceFrom	R	<i>returns</i> {R8} = DistanceFrom(<i>OtherShape</i> {IVShape [In]}, <i>Flags</i> {I2 [In]}) ; Property type: Real
	DistanceFromPoint	R	<i>returns</i> {R8} = DistanceFromPoint(<i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>Flags</i> {I2 [In]}, <i>pvPathIndex</i> {Variant []}, <i>pvCurveIndex</i> {Variant []}, <i>pvt</i> {Variant []}) ; Property type: Real
	GeomExIf	RH	<i>returns</i> {Unknown} = GeomExIf(<i>fFill</i> {I2 [In]}, <i>LineRes</i> {R8 [In]}) ; Property type: Unknown
	LengthIU	R	<i>returns</i> {R8} = LengthIU(<i>fIncludeSubShapes</i> {Bool []}) ; Property type: Real
	old_AreaIU	RH	<i>returns</i> {R8} = old_AreaIU ; Property type: Real
	old_LengthIU	RH	<i>returns</i> {R8} = old_LengthIU ; Property type: Real
	Paths	R	<i>returns</i> {IVPaths} = Paths ; Property type: IVPaths
	PathsLocal	R	<i>returns</i> {IVPaths} = PathsLocal ; Property type: IVPaths
	SpatialNeighbors	R	<i>returns</i> {IVSelection} = SpatialNeighbors(<i>Relation</i> {I2 [In]}, <i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]}, <i>ResultRoot</i> {Variant [In Optional]}) ; Property type: IVSelection
	SpatialRelation	R	<i>returns</i> {I2} = SpatialRelation(<i>OtherShape</i> {IVShape [In]}, <i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]}) ; Property type: Integer; VisSpatialRelationCodes; Values: 1=visSpatialOverlap; 2=visSpatialContain; 4=visSpatialContainedIn; 8=visSpatialTouching;
	SpatialSearch	R	<i>returns</i> {IVSelection} = SpatialSearch(<i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>Relation</i> {I2 [In]}, <i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]}) ; Property type: IVSelection

[Branch: Doc Data] Shape (Continued)			
<i>Represents a Shape on drawing page. Also used (non-visually) as container for ShapeSheet in Document, Page and Master</i>			
P/M	Name	RW H	Syntax/Type
Meth	BoundingBox		BoundingBox <i>Flags</i> {I2 [In]}, <i>lpr8Left</i> {R8 [Out]}, <i>lpr8Bottom</i> {R8 [Out]}, <i>lpr8Right</i> {R8 [Out]}, <i>lpr8Top</i> {R8 [Out]}
	DrawArcByThree-Points		<i>returns</i> {IVShape} = DrawArcByThreePoints(<i>xBegin</i> {R8 [In]}, <i>yBegin</i> {R8 [In]}, <i>xEnd</i> {R8 [In]}, <i>yEnd</i> {R8 [In]}, <i>xControl</i> {R8 [In]}, <i>yControl</i> {R8 [In]})
	DrawBezier		<i>returns</i> {IVShape} = DrawBezier(<i>xyArray</i> {SafeArray -- R8 [In]}, <i>degree</i> {I2 [In]}, <i>Flags</i> {I2 [In]})
	DrawCircularArc		<i>returns</i> {IVShape} = DrawCircularArc(<i>xCenter</i> {R8 [In]}, <i>yCenter</i> {R8 [In]}, <i>Radius</i> {R8 [In]}, <i>StartAngle</i> {R8 []}, <i>EndAngle</i> {R8 []})
	DrawLine		<i>returns</i> {IVShape} = DrawLine(<i>xBegin</i> {R8 [In]}, <i>yBegin</i> {R8 [In]}, <i>xEnd</i> {R8 [In]}, <i>yEnd</i> {R8 [In]})
	DrawNURBS		<i>returns</i> {IVShape} = DrawNURBS(<i>degree</i> {I2 [In]}, <i>Flags</i> {I2 [In]}, <i>xyArray</i> {SafeArray -- R8 [In]}, <i>knots</i> {SafeArray -- R8 [In]}, <i>weights</i> {Variant [In Optional]})
	DrawOval		<i>returns</i> {IVShape} = DrawOval(<i>x1</i> {R8 [In]}, <i>y1</i> {R8 [In]}, <i>x2</i> {R8 [In]}, <i>y2</i> {R8 [In]})
	DrawPolyline		<i>returns</i> {IVShape} = DrawPolyline(<i>xyArray</i> {SafeArray -- R8 [In]}, <i>Flags</i> {I2 [In]})
	DrawQuarterArc		<i>returns</i> {IVShape} = DrawQuarterArc(<i>xBegin</i> {R8 [In]}, <i>yBegin</i> {R8 [In]}, <i>xEnd</i> {R8 [In]}, <i>yEnd</i> {R8 [In]}, <i>SweepFlag</i> {VisArcSweepFlags [In]})
	DrawRectangle		<i>returns</i> {IVShape} = DrawRectangle(<i>x1</i> {R8 [In]}, <i>y1</i> {R8 [In]}, <i>x2</i> {R8 [In]}, <i>y2</i> {R8 [In]})
	DrawSpline		<i>returns</i> {IVShape} = DrawSpline(<i>xyArray</i> {SafeArray -- R8 [In]}, <i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]})
	FitCurve		FitCurve <i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]}
	FlipHorizontal		FlipHorizontal
	FlipVertical		FlipVertical
	HitTest		<i>returns</i> {I2} = HitTest(<i>xPos</i> {R8 [In]}, <i>yPos</i> {R8 [In]}, <i>Tolerance</i> {R8 [In]})
	ReverseEnds		ReverseEnds
	Rotate90		Rotate90
	SetBegin		SetBegin <i>xPos</i> {R8 [In]}, <i>yPos</i> {R8 [In]}
	SetCenter		SetCenter <i>xPos</i> {R8 [In]}, <i>yPos</i> {R8 [In]}
	SetEnd		SetEnd <i>xPos</i> {R8 [In]}, <i>yPos</i> {R8 [In]}
	SwapEnds		SwapEnds
	TransformXYFrom		TransformXYFrom <i>OtherShape</i> {IVShape [In]}, <i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>xprime</i> {R8 [Out]}, <i>yprime</i> {R8 [Out]}
	TransformXYTo		TransformXYTo <i>OtherShape</i> {IVShape [In]}, <i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>xprime</i> {R8 [Out]}, <i>yprime</i> {R8 [Out]}
	UpdateAlignmentBox		UpdateAlignmentBox
	XYFromPage		XYFromPage <i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>xprime</i> {R8 [Out]}, <i>yprime</i> {R8 [Out]}
	XYToPage		XYToPage <i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}, <i>xprime</i> {R8 [Out]}, <i>yprime</i> {R8 [Out]}
Hyperlink			
Prop	Hyperlink	RH	<i>returns</i> {IVHyperlink} = Hyperlink ; Property type: IVHyperlink
	Hyperlinks	R	<i>returns</i> {IVHyperlinks} = Hyperlinks ; Property type: IVHyperlinks
Meth	AddHyperlink		<i>returns</i> {IVHyperlink} = AddHyperlink
Clipboard			
Meth	Copy		Copy <i>Flags</i> {Variant [In Optional]}
	Cut		Cut <i>Flags</i> {Variant [In Optional]}
	old_Copy	H	old_Copy
	old_Cut	H	old_Cut
	Paste		Paste <i>Flags</i> {Variant [In Optional]}
	PasteSpecial		PasteSpecial <i>Format</i> {I4 [In]}, <i>Link</i> {Variant [In Optional]}, <i>DisplayAsIcon</i> {Variant [In Optional]}

[Branch: Doc Data] Shape (Continued)			
<i>Represents a Shape on drawing page. Also used (non-visually) as container for ShapeSheet in Document, Page and Master</i>			
P/M	Name	RW H	Syntax/Type
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool
Help			
Prop	Help	RW	<i>returns</i> {BStr} = Help ; Property type: String
Layout			
Meth	CenterDrawing		CenterDrawing
	Layout		Layout
OLEActiveX			
Prop	Object	R	<i>returns</i> {Dispatch} = Object ; Property type: Dispatch
	ObjectIsInherited	R	<i>returns</i> {I2} = ObjectIsInherited ; Property type: Integer; Bool
Meth	InsertObject		<i>returns</i> {IVShape} = InsertObject(<i>ClassOrProgID</i> {BStr [In]}, <i>Flags</i> {I2 [In]})

[Branch: Doc Data] EShape	
<i>Event DisplInterface. See Events Chapter for details.</i>	

[Branch: Doc Data] Shapes			
<i>Collection of Shapes on Page, Master and Group shape</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeShapes
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Count16	RH	<i>returns</i> {I2} = Count16 ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVShape} = Item(<i>NameUIDOrIndex</i> {Variant [In]}) ; Property type: IVShape
	ItemFromID	R	<i>returns</i> {IVShape} = ItemFromID(<i>ObjectID</i> {I4 [In]}) ; Property type: IVShape
	ItemFromID16	RH	<i>returns</i> {IVShape} = ItemFromID16(<i>ObjectID</i> {I2 [In]}) ; Property type: IVShape
	ItemU	R	<i>returns</i> {IVShape} = ItemU(<i>NameUIDOrIndex</i> {Variant [In]}) ; Property type: IVShape
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	ContainingMaster	R	<i>returns</i> {IVMaster} = ContainingMaster ; Property type: IVMaster
	ContainingPage	R	<i>returns</i> {IVPage} = ContainingPage ; Property type: IVPage
	ContainingShape	R	<i>returns</i> {IVShape} = ContainingShape ; Property type: IVShape
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool
Layout			
Meth	CenterDrawing		CenterDrawing

[Branch: Doc Data] Style			
<i>A named collection of visual attributes available to be applied to shapes in a document.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ID	R	<i>returns {I4} = ID ; Property type: Integer; ID</i>
	ID16	RH	<i>returns {I2} = ID16 ; Property type: Integer; ID</i>
	Index	R	<i>returns {I4} = Index ; Property type: Integer; Index</i>
	Index16	RH	<i>returns {I2} = Index16 ; Property type: Integer; Index</i>
	Name	RW	<i>returns {BStr} = Name ; Property type: String</i>
	NameU	RW	<i>returns {BStr} = NameU ; Property type: String</i>
	ObjectType	R	<i>returns {I2} = ObjectType ; Property type: Integer; =visObjTypeStyle</i>
Object Life/Enable/Visible/State			
Prop	Hidden	RW	<i>returns {I2} = Hidden ; Property type: Integer; Bool</i>
	Stat	R	<i>returns {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;</i>
Meth	Delete		Delete
Core Attributes			
Prop	IncludesFill	RW	<i>returns {I2} = IncludesFill ; Property type: Integer; Bool</i>
	IncludesLine	RW	<i>returns {I2} = IncludesLine ; Property type: Integer; Bool</i>
	IncludesText	RW	<i>returns {I2} = IncludesText ; Property type: Integer; Bool</i>
Core Associations			
Prop	BasedOn	RW	<i>returns {BStr} = BasedOn ; Property type: String</i>
	FillBasedOn	RW	<i>returns {BStr} = FillBasedOn ; Property type: String</i>
	LineBasedOn	RW	<i>returns {BStr} = LineBasedOn ; Property type: String</i>
	TextBasedOn	RW	<i>returns {BStr} = TextBasedOn ; Property type: String</i>
Contained By			
Prop	Application	R	<i>returns {IVApplication} = Application ; Property type: IVApplication</i>
	Document	R	<i>returns {IVDocument} = Document ; Property type: IVDocument</i>
ShapeSheet			
Prop	CellExists	R	<i>returns {I2} = CellExists(localeSpecificCellName {BStr [In]}, fExistsLocally {I2 [In]}) ; Property type: Integer; Bool</i>
	CellExistsU	R	<i>returns {I2} = CellExistsU(localeIndependentCellName {BStr [In]}, fExistsLocally {I2 [In]}) ; Property type: Integer; Bool</i>
	Cells	R	<i>returns {IVCell} = Cells(localeSpecificCellName {BStr [In]}) ; Property type: IVCell</i>
	CellsSRC	R	<i>returns {IVCell} = CellsSRC(Section {I2 [In]}, Row {I2 [In]}, Column {I2 [In]}) ; Property type: IVCell</i>
	CellsSRCExists	R	<i>returns {I2} = CellsSRCExists(Section {I2 [In]}, Row {I2 [In]}, Column {I2 [In]}, fExistsLocally {I2 [In]}) ; Property type: Integer; Bool</i>
	CellsU	R	<i>returns {IVCell} = CellsU(localeIndependentCellName {BStr [In]}) ; Property type: IVCell</i>
	Section	R	<i>returns {IVSection} = Section(Index {I2 [In]}) ; Property type: IVSection</i>
Meth	GetFormulas		<i>GetFormulas SRCStream {SafeArray -- I2 [In]}, formulaArray {SafeArray -- Variant [Out]}</i>
	GetFormulasU		<i>GetFormulasU SRCStream {SafeArray -- I2 [In]}, formulaArray {SafeArray -- Variant [Out]}</i>
	GetResults		<i>GetResults SRCStream {SafeArray -- I2 [In]}, Flags {I2 [In]}, UnitsNamesOrCodes {SafeArray -- Variant [In]}, resultArray {SafeArray -- Variant [Out]}</i>
	SetFormulas		<i>returns {I2} = SetFormulas(SRCStream {SafeArray -- I2 [In]}, formulaArray {SafeArray -- Variant [In]}, Flags {I2 [In]})</i>
	SetResults		<i>returns {I2} = SetResults(SRCStream {SafeArray -- I2 [In]}, UnitsNamesOrCodes {SafeArray -- Variant [In]}, resultArray {SafeArray -- Variant [In]}, Flags {I2 [In]})</i>
Events/Actions/Commands			
Prop	EventList	R	<i>returns {IVEventList} = EventList ; Property type: IVEventList</i>
	PersistsEvents	R	<i>returns {I2} = PersistsEvents ; Property type: Integer; Bool</i>

[Branch: Doc Data] EStyle		
<i>Event DisplInterface. See Events Chapter for details.</i>		

[Branch: Doc Data] Styles			
<i>Collection of Style objects (eg: available in this document).</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns {I2} = ObjectType ; Property type: Integer; =visObjTypeStyles</i>
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;</i>
Containee Mgt			
Prop	_NewEnum	R	<i>returns {Unknown} = _NewEnum ; Property type: Unknown</i>
	Count	R	<i>returns {I4} = Count ; Property type: Integer; Count</i>
	Count16	RH	<i>returns {I2} = Count16 ; Property type: Integer; Count</i>
	Item	R	<i>returns {IVStyle} = Item(NameOrIndex {Variant [In]}) ; Property type: IVStyle</i>
	ItemFromID	R	<i>returns {IVStyle} = ItemFromID(ObjectID {I4 [In]}) ; Property type: IVStyle</i>
	ItemFromID16	RH	<i>returns {IVStyle} = ItemFromID16(ObjectID {I2 [In]}) ; Property type: IVStyle</i>
	ItemU	R	<i>returns {IVStyle} = ItemU(NameOrIndex {Variant [Unspecified]}) ; Property type: IVStyle</i>
Meth	Add		<i>returns {IVStyle} = Add(StyleName {BStr [In]}, BasedOn {BStr [In]}, fIncludesText {I2 [In]}, fIncludesLine {I2 [In]}, fIncludesFill {I2 [In]})</i>
	GetNames		<i>GetNames localeSpecificNameArray {SafeArray -- BStr [Out]}</i>
	GetNamesU		<i>GetNamesU localeIndependentNameArray {SafeArray -- BStr [Out]}</i>
Contained By			
Prop	Application	R	<i>returns {IVApplication} = Application ; Property type: IVApplication</i>
	Document	R	<i>returns {IVDocument} = Document ; Property type: IVDocument</i>
Events/Actions/Commands			
Prop	EventList	R	<i>returns {IVEventList} = EventList ; Property type: IVEventList</i>
	PersistsEvents	R	<i>returns {I2} = PersistsEvents ; Property type: Integer; Bool</i>

[Branch: Doc Data] EStyles		
<i>Event DisplInterface. See Events Chapter for details.</i>		

[Branch: UI&View] AccelItem			
<i>Handles one Accelerator entry</i>			
P/M	Name	RW H	Syntax/Type
Object Life/Enable/Visible/State			
Meth	Delete		Delete
Core Attributes			
Prop	Alt	RW	<i>returns</i> {I2} = Alt ; Property type: Integer; Bool
	CmdNum	RW	<i>returns</i> {I2} = CmdNum ; Property type: Integer; VisUICmds; Values: 0=visCmdHierarchical; 0=visCmdFirst; 1001=visCmdFileNew; 1002=visCmdFileOpen; 1003=visCmdFileClose; 1004=visCmdFileSave; 1005=visCmdFileSaveAs; 1006=visCmdFileSaveWorkspace; 1007=visCmdFileImport; 1009=visCmdFileSummaryInfoDlg; ... and 508 more.
	Control	RW	<i>returns</i> {I2} = Control ; Property type: Integer; Bool
	Default	RH	<i>returns</i> {I2} = Default ; Property type: Integer; ?
	Key	RW	<i>returns</i> {I2} = Key ; Property type: Integer; ASCII/VK_xxx
	Shift	RW	<i>returns</i> {I2} = Shift ; Property type: Integer; Bool
Contained By			
Prop	Parent	R	<i>returns</i> {IVAccelItems} = Parent ; Property type: IVAccelItems
AddOnFunctionality			
Prop	AddOnArgs	RW	<i>returns</i> {BStr} = AddOnArgs ; Property type: String
	AddOnName	RW	<i>returns</i> {BStr} = AddOnName ; Property type: String

[Branch: UI&View] AccelItems			
<i>Collection of Accelerator entries</i>			
P/M	Name	RW H	Syntax/Type
Containeer Mgt: UI			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVAccelItem} = Item(Index {I4 [In]}) ; Property type: IVAccelItem
Meth	Add		<i>returns</i> {IVAccelItem} = Add
Contained By			
Prop	Parent	R	<i>returns</i> {IVAccelTable} = Parent ; Property type: IVAccelTable

[Branch: UI&View] AccelTable			
<i>Manages a single AccelItems collection for a particular Visio context</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	SetID	R	<i>returns</i> {I4} = SetID ; Property type: Integer; VisUIObjSets; Values: 1=visUIObjSetNoDocument; 2=visUIObjSetDrawing; 3=visUIObjSetStencil; 4=visUIObjSetShapeSheet; 5=visUIObjSetIcon; 6=visUIObjSetInPlace; 7=visUIObjSetPrintPreview; 8=visUIObjSetText; 9=visUIObjSetCntx_DrawObjSel; 10=visUIObjSetCntx_DrawOleObjSel; ... and 63 more.
	TableName	RW	<i>returns</i> {BStr} = TableName ; Property type: String
Object Life/Enable/Visible/State			
Meth	Delete		Delete
Core Attributes			
Prop	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
Containeer Mgt: UI			
Prop	AccelItems	R	<i>returns</i> {IVAccelItems} = AccelItems ; Property type: IVAccelItems
Contained By			
Prop	Parent	R	<i>returns</i> {IVAccelTables} = Parent ; Property type: IVAccelTables

[Branch: UI&View] AccelTables			
<i>Collection of AccelTable objects</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Meth	AddAtID		<i>returns</i> {IVAccelTable} = AddAtID(<i>IID</i> {I4 [In]})
Containee Mgt: UI			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVAccelTable} = Item(<i>Index</i> {I4 [In]}) ; Property type: IIVAccelTable
	ItemAtID	R	<i>returns</i> {IVAccelTable} = ItemAtID(<i>IID</i> {I4 [In]}) ; Property type: IIVAccelTable
Meth	Add		<i>returns</i> {IVAccelTable} = Add
Contained By			
Prop	Parent	R	<i>returns</i> {IVUIObject} = Parent ; Property type: IVUIObject

[Branch: UI&View] IEnumVAccelItem			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns</i> {HResult} = Clone(<i>ppenm</i> {Ptr -- IEnumVAccelItem [Out]})
	Next		<i>returns</i> {HResult} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IIVAccelItem [Out]}, <i>pceltFetched</i> {I4 [Out]})
	Reset		<i>returns</i> {HResult} = Reset
	Skip		<i>returns</i> {HResult} = Skip(<i>celt</i> {I4 [In]})

[Branch: UI&View] IEnumVAccelTable			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns</i> {HResult} = Clone(<i>ppenm</i> {Ptr -- IEnumVAccelTable [Out]})
	Next		<i>returns</i> {HResult} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IIVAccelTable [Out]}, <i>pceltFetched</i> {I4 [Out]})
	Reset		<i>returns</i> {HResult} = Reset
	Skip		<i>returns</i> {HResult} = Skip(<i>celt</i> {I4 [In]})

[Branch: UI&View] IEnumVMenu			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns</i> {HResult} = Clone(<i>ppenm</i> {Ptr -- IEnumVMenu [Out]})
	Next		<i>returns</i> {HResult} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IIVMenu [Out]}, <i>pceltFetched</i> {I4 [Out]})
	Reset		<i>returns</i> {HResult} = Reset
	Skip		<i>returns</i> {HResult} = Skip(<i>celt</i> {I4 [In]})

[Branch: UI&View] IEnumVMenuItem			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns</i> {HResult} = Clone(<i>ppenm</i> {Ptr -- IEnumVMenuItem [Out]})
	Next		<i>returns</i> {HResult} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IIVMenuItem [Out]}, <i>pceltFetched</i> {I4 [Out]})
	Reset		<i>returns</i> {HResult} = Reset
	Skip		<i>returns</i> {HResult} = Skip(<i>celt</i> {I4 [In]})

[Branch: UI&View] IEnumVMenuSet			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns {HRESULT} = Clone(<i>ppenm</i> {Ptr -- IEnumVMenuSet [Out]})</i>
	Next		<i>returns {HRESULT} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IVMenuSet [Out]}, <i>pceltFetched</i> {I4 [Out]})</i>
	Reset		<i>returns {HRESULT} = Reset</i>
	Skip		<i>returns {HRESULT} = Skip(<i>celt</i> {I4 [In]})</i>

[Branch: UI&View] IEnumVStatusBar			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns {HRESULT} = Clone(<i>ppenm</i> {Ptr -- IEnumVStatusBar [Out]})</i>
	Next		<i>returns {HRESULT} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IVStatusBar [Out]}, <i>pceltFetched</i> {I4 [Out]})</i>
	Reset		<i>returns {HRESULT} = Reset</i>
	Skip		<i>returns {HRESULT} = Skip(<i>celt</i> {I4 [In]})</i>

[Branch: UI&View] IEnumVStatusBarItem			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns {HRESULT} = Clone(<i>ppenm</i> {Ptr -- IEnumVStatusBarItem [Out]})</i>
	Next		<i>returns {HRESULT} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IVStatusBarItem [Out]}, <i>pceltFetched</i> {I4 [Out]})</i>
	Reset		<i>returns {HRESULT} = Reset</i>
	Skip		<i>returns {HRESULT} = Skip(<i>celt</i> {I4 [In]})</i>

[Branch: UI&View] IEnumVToolbar			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns {HRESULT} = Clone(<i>ppenm</i> {Ptr -- IEnumVToolbar [Out]})</i>
	Next		<i>returns {HRESULT} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IVToolbar [Out]}, <i>pceltFetched</i> {I4 [Out]})</i>
	Reset		<i>returns {HRESULT} = Reset</i>
	Skip		<i>returns {HRESULT} = Skip(<i>celt</i> {I4 [In]})</i>

[Branch: UI&View] IEnumVToolbarItem			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns {HRESULT} = Clone(<i>ppenm</i> {Ptr -- IEnumVToolbarItem [Out]})</i>
	Next		<i>returns {HRESULT} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IVToolbarItem [Out]}, <i>pceltFetched</i> {I4 [Out]})</i>
	Reset		<i>returns {HRESULT} = Reset</i>
	Skip		<i>returns {HRESULT} = Skip(<i>celt</i> {I4 [In]})</i>

[Branch: UI&View] IEnumVToolBarSet			
<i>Iterator for UI items (in VB use For Each instead)</i>			
P/M	Name	RW H	Syntax/Type
IEnum - Irrelevant			
	Clone		<i>returns</i> {HResult} = Clone(<i>ppenm</i> {Ptr -- IEnumVToolBarSet [Out]})
	Next		<i>returns</i> {HResult} = Next(<i>celt</i> {I4 [In]}, <i>rgelt</i> {Ptr -- IVToolBarSet [Out]}, <i>pceltFetched</i> {I4 [Out]})
	Reset		<i>returns</i> {HResult} = Reset
	Skip		<i>returns</i> {HResult} = Skip(<i>celt</i> {I4 [In]})

[Branch: UI&View] Menu			
<i>Manages a single MenuItems collection</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	BuiltIn	R	<i>returns</i> {Bool} = BuiltIn ; Property type: Boolean
	Caption	RW	<i>returns</i> {BStr} = Caption ; Property type: String
	CntrlID	RWH	<i>returns</i> {I2} = CntrlID ; Property type: Integer; VisUICtrlIDs; Values: 1=visCtrlIDOPEN; 2=visCtrlIDOPENSTEN; 3=visCtrlIDSAVE; 4=visCtrlIDPRINT; 5=visCtrlIDPREVIEW; 6=visCtrlIDCUT; 7=visCtrlIDCOPY; 8=visCtrlIDPASTE; 9=visCtrlIDCLEAR; 10=visCtrlIDDUNDO; ... and 184 more.
	CntrlType	RW	<i>returns</i> {I2} = CntrlType ; Property type: Integer; VisUICtrlTypes; Values: 0=visCtrlTypeEND; 1=visCtrlTypeSTATE; 2=visCtrlTypeBUTTON; 3=visCtrlTypeSTATE_BUTTON; 4=visCtrlTypeHIERBUTTON; 5=visCtrlTypeSTATE_HIERBUTTON; 8=visCtrlTypeDROPBUTTON; 9=visCtrlTypeSTATE_DROPBUTTON; 16=visCtrlTypePALETTEBUTTON; 16=visCtrlTypeSPLITBUTTON_MRU_COLOR; ... and 24 more.
	Index	R	<i>returns</i> {I4} = Index ; Property type: Integer; Index
	IsHierarchical	R	<i>returns</i> {I2} = IsHierarchical ; Property type: Integer; Bool
	IsSeparator	RH	<i>returns</i> {I2} = IsSeparator ; Property type: Integer; Bool
Object Life/Enable/Visible/State			
Prop	Enabled	RW	<i>returns</i> {Bool} = Enabled ; Property type: Boolean
	State	RW	<i>returns</i> {I2} = State ; Property type: Integer; VisUIButtonState; Values: -1=visButtonDown; 0=visButtonUp; 2=visButtonMixed;
	Visible	RW	<i>returns</i> {Bool} = Visible ; Property type: Boolean
Meth	Delete		Delete
Core Attributes			
Prop	ActionText	RW	<i>returns</i> {BStr} = ActionText ; Property type: String
	CmdNum	RW	<i>returns</i> {I2} = CmdNum ; Property type: Integer; VisUICmds; Values: 0=visCmdHierarchical; 0=visCmdFirst; 1001=visCmdFileNew; 1002=visCmdFileOpen; 1003=visCmdFileClose; 1004=visCmdFileSave; 1005=visCmdFileSaveAs; 1006=visCmdFileSaveWorkspace; 1007=visCmdFileImport; 1009=visCmdFileSummaryInfoDlg; ... and 508 more.
	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
	MDIWindowMenu	RW	<i>returns</i> {I2} = MDIWindowMenu ; Property type: Integer; Bool
	Priority	RWH	<i>returns</i> {I2} = Priority ; Property type: Integer; -
	TypeSpecific1	RW	<i>returns</i> {I2} = TypeSpecific1 ; Property type: Integer; varies
	TypeSpecific2	RW	<i>returns</i> {I2} = TypeSpecific2 ; Property type: Integer; varies
Containee Mgt: UI			
Prop	MenuItems	R	<i>returns</i> {IVMenuItems} = MenuItems ; Property type: IVMenuItems
Contained By			
Prop	Parent	R	<i>returns</i> {IVMenus} = Parent ; Property type: IVMenus

[Branch: UI&View] Menu (Continued)			
<i>Manages a single MenuItem collection</i>			
P/M	Name	RW H	Syntax/Type
Appearance			
Prop	PaletteWidth	RW	<i>returns</i> {I2} = PaletteWidth ; Property type: Integer; Pixels
	Spacing	RWH	<i>returns</i> {I2} = Spacing ; Property type: Integer; VisUISpacingTypes; Values: 0=visCtrlSpacingNONE; 1=visCtrlSpacingVARIABLE_BEFORE; 2=visCtrlSpacingVARIABLE_AFTER; 4=visCtrlSpacingFIXED_BEFORE; 8=visCtrlSpacingFIXED_AFTER; 16=visCtrlSpacingNEW_ROW; 32=visCtrlSpacingTB_NOTFIXED; 64=visCtrlSpacingPALETTERIGHT; 80=visCtrlSpacingNEW_ROW_PALETTERIGHT;
	Style	RW	<i>returns</i> {I2} = Style ; Property type: Integer; VisUIButtonStyle; Values: 0=visButtonAutomatic; 1=visButtonIcon; 2=visButtonCaption; 3=visButtonIconandCaption;
	Width	RW	<i>returns</i> {I2} = Width ; Property type: Integer; Pixels
Icon			
Prop	FacelID	RW	<i>returns</i> {I2} = FaceID ; Property type: Integer; VisUIIconIDs; Values: 0=visIconIXNEW; 1=visIconIXOPEN; 2=visIconIXOPENSTENCIL; 3=visIconIXSAVE; 4=visIconIXPRINT; 5=visIconIXPRINTPREVIEW; 6=visIconIXCUT; 7=visIconIXCOPY; 8=visIconIXPASTE; 9=visIconIXCLEAR; ... and 236 more.
Meth	IconFileName		IconFileName <i>IconFileName</i> {BStr [In]}
AddOnFunctionality			
Prop	AddOnArgs	RW	<i>returns</i> {BStr} = AddOnArgs ; Property type: String
	AddOnName	RW	<i>returns</i> {BStr} = AddOnName ; Property type: String
Help			
Prop	HelpContextID	RWH	<i>returns</i> {I2} = HelpContextID ; Property type: Integer; ID
	HelpFile	RWH	<i>returns</i> {BStr} = HelpFile ; Property type: String
	MiniHelp	RWH	<i>returns</i> {BStr} = MiniHelp ; Property type: String

[Branch: UI&View] MenuItem			
<i>Item on a Menu</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	BuiltIn	R	<i>returns</i> {Bool} = BuiltIn ; Property type: Boolean
	Caption	RW	<i>returns</i> {BStr} = Caption ; Property type: String
	CntrlID	RWH	<i>returns</i> {I2} = CntrlID ; Property type: Integer; VisUICtrlIDs; Values: 1=visCtrlIDOPEN; 2=visCtrlIDOPENSTEN; 3=visCtrlIDSAVE; 4=visCtrlIDPRINT; 5=visCtrlIDPREVIEW; 6=visCtrlIDCUT; 7=visCtrlIDCOPY; 8=visCtrlIDPASTE; 9=visCtrlIDCLEAR; 10=visCtrlIDDUNDO; ... and 184 more.
	CntrlType	RW	<i>returns</i> {I2} = CntrlType ; Property type: Integer; VisUICtrlTypes; Values: 0=visCtrlTypeEND; 1=visCtrlTypeSTATE; 2=visCtrlTypeBUTTON; 3=visCtrlTypeSTATE_BUTTON; 4=visCtrlTypeHIERBUTTON; 5=visCtrlTypeSTATE_HIERBUTTON; 8=visCtrlTypeDROPBUTTON; 9=visCtrlTypeSTATE_DROPBUTTON; 16=visCtrlTypePALETTEBUTTON; 16=visCtrlTypeSPLITBUTTON_MRU_COLOR; ... and 24 more.
	Index	R	<i>returns</i> {I4} = Index ; Property type: Integer; Index
	IsHierarchical	R	<i>returns</i> {I2} = IsHierarchical ; Property type: Integer; Bool
	IsSeparator	RH	<i>returns</i> {I2} = IsSeparator ; Property type: Integer; Bool
Object Life/Enable/Visible/State			
Prop	Enabled	RW	<i>returns</i> {Bool} = Enabled ; Property type: Boolean
	State	RW	<i>returns</i> {I2} = State ; Property type: Integer; VisUIButtonState; Values: -1=visButtonDown; 0=visButtonUp; 2=visButtonMixed;
	Visible	RW	<i>returns</i> {Bool} = Visible ; Property type: Boolean
Meth	Delete		Delete

[Branch: UI&View] MenuItem (Continued)			
<i>Item on a Menu</i>			
P/M	Name	RW H	Syntax/Type
Core Attributes			
Prop	ActionText	RW	<i>returns</i> {BStr} = ActionText ; Property type: String
	BeginGroup	RW	<i>returns</i> {Bool} = BeginGroup ; Property type: Boolean
	CmdNum	RW	<i>returns</i> {I2} = CmdNum ; Property type: Integer; VisUICmds; Values: 0=visCmdHierarchical; 0=visCmdFirst; 1001=visCmdFileNew; 1002=visCmdFileOpen; 1003=visCmdFileClose; 1004=visCmdFileSave; 1005=visCmdFileSaveAs; 1006=visCmdFileSaveWorkspace; 1007=visCmdFileImport; 1009=visCmdFileSummaryInfoDlg; ... and 508 more.
	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
	Priority	RWH	<i>returns</i> {I2} = Priority ; Property type: Integer; -
	TypeSpecific1	RW	<i>returns</i> {I2} = TypeSpecific1 ; Property type: Integer; varies
	TypeSpecific2	RW	<i>returns</i> {I2} = TypeSpecific2 ; Property type: Integer; varies
Containee Mgt: UI			
Prop	MenuItems	R	<i>returns</i> {IVMenuItems} = MenuItems ; Property type: IVMenuItems
Contained By			
Prop	Parent	R	<i>returns</i> {IVMenuItems} = Parent ; Property type: IVMenuItems
Appearance			
Prop	PaletteWidth	RW	<i>returns</i> {I2} = PaletteWidth ; Property type: Integer; Pixels
	Spacing	RWH	<i>returns</i> {I2} = Spacing ; Property type: Integer; VisUISpacingTypes; Values: 0=visCtrlSpacingNONE; 1=visCtrlSpacingVARIABLE_BEFORE; 2=visCtrlSpacingVARIABLE_AFTER; 4=visCtrlSpacingFIXED_BEFORE; 8=visCtrlSpacingFIXED_AFTER; 16=visCtrlSpacingNEW_ROW; 32=visCtrlSpacingTB_NOTFIXED; 64=visCtrlSpacingPALETTERIGHT; 80=visCtrlSpacingNEW_ROW_PALETTERIGHT;
	Style	RW	<i>returns</i> {I2} = Style ; Property type: Integer; VisUIButtonStyle; Values: 0=visButtonAutomatic; 1=visButtonIcon; 2=visButtonCaption; 3=visButtonIconandCaption;
	Width	RW	<i>returns</i> {I2} = Width ; Property type: Integer; Pixels
Icon			
Prop	FacelID	RW	<i>returns</i> {I2} = FaceID ; Property type: Integer; VisUIIconIDs; Values: 0=visIconIXNEW; 1=visIconIXOPEN; 2=visIconIXOPENSTENCIL; 3=visIconIXSAVE; 4=visIconIXPRINT; 5=visIconIXPRINTPREVIEW; 6=visIconIXCUT; 7=visIconIXCOPY; 8=visIconIXPASTE; 9=visIconIXCLEAR; ... and 236 more.
Meth	IconFileName		IconFileName <i>IconFileName</i> {BStr [In]}
AddOnFunctionality			
Prop	AddOnArgs	RW	<i>returns</i> {BStr} = AddOnArgs ; Property type: String
	AddOnName	RW	<i>returns</i> {BStr} = AddOnName ; Property type: String
Help			
Prop	HelpContextID	RWH	<i>returns</i> {I2} = HelpContextID ; Property type: Integer; ID
	HelpFile	RWH	<i>returns</i> {BStr} = HelpFile ; Property type: String
	MiniHelp	RWH	<i>returns</i> {BStr} = MiniHelp ; Property type: String

[Branch: UI&View] MenuItems			
<i>Collection of items on a Menu</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVMenuItem} = Item(<i>Index</i> {I4 [In]}) ; Property type: IVMenuItem
Meth	Add		<i>returns</i> {IVMenuItem} = Add
	AddAt		<i>returns</i> {IVMenuItem} = AddAt(<i>Index</i> {I4 [In]})
Contained By			
Prop	Parent	R	<i>returns</i> {IVMenu} = Parent ; Property type: IVMenu
	ParentItem	R	<i>returns</i> {IVMenuItem} = ParentItem ; Property type: IVMenuItem

[Branch: UI&View] Menus			
<i>Collection of Menu objects</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVMenu} = Item(<i>lIndex</i> {I4 [In]}) ; Property type: IVMenu
Meth	Add		<i>returns</i> {IVMenu} = Add
	AddAt		<i>returns</i> {IVMenu} = AddAt(<i>lIndex</i> {I4 [In]})
Contained By			
Prop	Parent	R	<i>returns</i> {IVMenuSet} = Parent ; Property type: IVMenuSet

[Branch: UI&View] MenuSet			
<i>Manages a single Menus object, holding menus applicable to a particular Visio context</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	BuiltIn	R	<i>returns</i> {Bool} = BuiltIn ; Property type: Boolean
	Caption	RW	<i>returns</i> {BStr} = Caption ; Property type: String
	RowIndex	RW	<i>returns</i> {I2} = RowIndex ; Property type: Integer; Index
	SetID	R	<i>returns</i> {I4} = SetID ; Property type: Integer; VisUIObjSets; Values: 1=visUIObjSetNoDocument; 2=visUIObjSetDrawing; 3=visUIObjSetStencil; 4=visUIObjSetShapeSheet; 5=visUIObjSetIcon; 6=visUIObjSetInPlace; 7=visUIObjSetPrintPreview; 8=visUIObjSetText; 9=visUIObjSetCntx_DrawObjSel; 10=visUIObjSetCntx_DrawOleObjSel; ... and 63 more.
Object Life/Enable/Visible/State			
Prop	Enabled	RW	<i>returns</i> {Bool} = Enabled ; Property type: Boolean
	Visible	RW	<i>returns</i> {Bool} = Visible ; Property type: Boolean
Meth	Delete		Delete
Core Attributes			
Prop	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
	Protection	RW	<i>returns</i> {I2} = Protection ; Property type: Integer; VisUIBarProtection; Values: 0=visBarNoProtection; 1=visBarNoCustomize; 2=visBarNoResize; 4=visBarNoMove; 16=visBarNoChangeDock; 32=visBarNoVerticalDock; 64=visBarNoHorizontalDock;
Containee Mgt			
Prop	Menus	R	<i>returns</i> {IVMenus} = Menus ; Property type: IVMenus
Contained By			
Prop	Parent	R	<i>returns</i> {IVMenuSets} = Parent ; Property type: IVMenuSets
Appearance			
Prop	Height	RW	<i>returns</i> {I2} = Height ; Property type: Integer; Pixels
	Left	RW	<i>returns</i> {I2} = Left ; Property type: Integer; Pixels
	Position	RW	<i>returns</i> {I2} = Position ; Property type: Integer; VisUIBarPosition; Values: 0=visBarLeft; 1=visBarTop; 2=visBarRight; 3=visBarBottom; 4=visBarFloating; 5=visBarPopup; 6=visBarMenu;
	Top	RW	<i>returns</i> {I2} = Top ; Property type: Integer; Pixels
	Width	RW	<i>returns</i> {I2} = Width ; Property type: Integer; Pixels

[Branch: UI&View] MenuSets			
<i>Set of set of menus, covering all Visio contexts.</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVMenuSet} = Item(<i>Index</i> {I4 [In]}) ; Property type: IVMenuSet
	ItemAtID	R	<i>returns</i> {IVMenuSet} = ItemAtID(<i>IID</i> {I4 [In]}) ; Property type: IVMenuSet
Meth	Add		<i>returns</i> {IVMenuSet} = Add
	AddAtID		<i>returns</i> {IVMenuSet} = AddAtID(<i>IID</i> {I4 [In]})
Contained By			
Prop	Parent	R	<i>returns</i> {IVUIObject} = Parent ; Property type: IVUIObject

[Branch: UI&View] StatusBar			
<i>Manages a single StatusBarItems object applicable to a particular Visio context.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	BuiltIn	R	<i>returns</i> {Bool} = BuiltIn ; Property type: Boolean
	Caption	RW	<i>returns</i> {BStr} = Caption ; Property type: String
	SetID	R	<i>returns</i> {I4} = SetID ; Property type: Integer; VisUIObjSets; Values: 1=visUIObjSetNoDocument; 2=visUIObjSetDrawing; 3=visUIObjSetStencil; 4=visUIObjSetShapeSheet; 5=visUIObjSetIcon; 6=visUIObjSetInPlace; 7=visUIObjSetPrintPreview; 8=visUIObjSetText; 9=visUIObjSetCntx_DrawObjSel; 10=visUIObjSetCntx_DrawOleObjSel; ... and 63 more.
Object Life/Enable/Visible/State			
Meth	Delete		Delete
Core Attributes			
Prop	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
	Protection	RW	<i>returns</i> {I2} = Protection ; Property type: Integer; VisUIBarProtection; Values: 0=visBarNoProtection; 1=visBarNoCustomize; 2=visBarNoResize; 4=visBarNoMove; 16=visBarNoChangeDock; 32=visBarNoVerticalDock; 64=visBarNoHorizontalDock;
Containee Mgt			
Prop	StatusBarItems	R	<i>returns</i> {IVStatusBarItems} = StatusBarItems ; Property type: IVStatusBarItems
Contained By			
Prop	Parent	R	<i>returns</i> {IVStatusBars} = Parent ; Property type: IVStatusBars

[Branch: UI&View] StatusBarItem			
<i>A single status bar item, displays one item of status.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	BuiltIn	R	<i>returns</i> {Bool} = BuiltIn ; Property type: Boolean
	Caption	RW	<i>returns</i> {BStr} = Caption ; Property type: String
	CntrlID	RWH	<i>returns</i> {I2} = CntrlID ; Property type: Integer; VisUICtrlIDs; Values: 1=visCtrlIDOPEN; 2=visCtrlIDOPENSTEN; 3=visCtrlIDSAVE; 4=visCtrlIDPRINT; 5=visCtrlIDPREVIEW; 6=visCtrlIDCUT; 7=visCtrlIDCOPY; 8=visCtrlIDPASTE; 9=visCtrlIDCLEAR; 10=visCtrlIDUNDO; ... and 184 more.
	CntrlType	RW	<i>returns</i> {I2} = CntrlType ; Property type: Integer; VisUICtrlTypes; Values: 0=visCtrlTypeEND; 1=visCtrlTypeSTATE; 2=visCtrlTypeBUTTON; 3=visCtrlTypeSTATE_BUTTON; 4=visCtrlTypeHIERBUTTON; 5=visCtrlTypeSTATE_HIERBUTTON; 8=visCtrlTypeDROPBUTTON; 9=visCtrlTypeSTATE_DROPBUTTON; 16=visCtrlTypePALETTEBUTTON; 16=visCtrlTypeSPLITBUTTON_MRU_COLOR; ... and 24 more.
	Index	R	<i>returns</i> {I4} = Index ; Property type: Integer; Index
	IsHierarchical	R	<i>returns</i> {I2} = IsHierarchical ; Property type: Integer; Bool
	IsSeparator	RH	<i>returns</i> {I2} = IsSeparator ; Property type: Integer; Bool
Object Life/Enable/Visible/State			
Prop	Enabled	RW	<i>returns</i> {Bool} = Enabled ; Property type: Boolean
	State	RW	<i>returns</i> {I2} = State ; Property type: Integer; VisUIButtonState; Values: -1=visButtonDown; 0=visButtonUp; 2=visButtonMixed;
	Visible	RW	<i>returns</i> {Bool} = Visible ; Property type: Boolean
Meth	Delete		Delete
Core Attributes			
Prop	ActionText	RW	<i>returns</i> {BStr} = ActionText ; Property type: String
	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
	Priority	RWH	<i>returns</i> {I2} = Priority ; Property type: Integer; -
	TypeSpecific1	RW	<i>returns</i> {I2} = TypeSpecific1 ; Property type: Integer; varies
	TypeSpecific2	RW	<i>returns</i> {I2} = TypeSpecific2 ; Property type: Integer; varies
Containee Mgt			
Prop	StatusBarItems	R	<i>returns</i> {IVStatusBarItems} = StatusBarItems ; Property type: IVStatusBarItems
Contained By			
Prop	Parent	R	<i>returns</i> {IVStatusBarItems} = Parent ; Property type: IVStatusBarItems
Appearance			
Prop	PaletteWidth	RW	<i>returns</i> {I2} = PaletteWidth ; Property type: Integer; Pixels
	Spacing	RWH	<i>returns</i> {I2} = Spacing ; Property type: Integer; VisUISpacingTypes; Values: 0=visCtrlSpacing-NONE; 1=visCtrlSpacingVARIABLE_BEFORE; 2=visCtrlSpacingVARIABLE_AFTER; 4=visCtrlSpacingFIXED_BEFORE; 8=visCtrlSpacingFIXED_AFTER; 16=visCtrlSpacingNEW_ROW; 32=visCtrlSpacingTB_NOTFIXED; 64=visCtrlSpacingPALETTE_RIGHT; 80=visCtrlSpacingNEW_ROW_PALETTE_RIGHT;
	Style	RW	<i>returns</i> {I2} = Style ; Property type: Integer; VisUIButtonStyle; Values: 0=visButtonAutomatic; 1=visButtonIcon; 2=visButtonCaption; 3=visButtonIconandCaption;
	Width	RW	<i>returns</i> {I2} = Width ; Property type: Integer; Pixels

[Branch: UI&View] StatusBarItem (Continued)			
<i>A single status bar item, displays one item of status.</i>			
P/M	Name	RW H	Syntax/Type
Icon			
Prop	FaceID	RW	<i>returns</i> {I2} = FaceID ; Property type: Integer; VisUIIconIDs; Values: 0=visIconIXNEW; 1=visIconIXOPEN; 2=visIconIXOPENSTENCIL; 3=visIconIXSAVE; 4=visIconIXPRINT; 5=visIconIXPRINTPREVIEW; 6=visIconIXCUT; 7=visIconIXCOPY; 8=visIconIXPASTE; 9=visIconIXCLEAR; ... and 236 more.
Meth	IconFileName		IconFileName <i>IconFileName</i> {BStr [In]}
Help			
Prop	HelpContextID	RWH	<i>returns</i> {I2} = HelpContextID ; Property type: Integer; ID
	HelpFile	RWH	<i>returns</i> {BStr} = HelpFile ; Property type: String
	MiniHelp	RWH	<i>returns</i> {BStr} = MiniHelp ; Property type: String
Irrelevant?			
Prop	AddOnArgs	RW	<i>returns</i> {BStr} = AddOnArgs ; Property type: String
	AddOnName	RW	<i>returns</i> {BStr} = AddOnName ; Property type: String
	CmdNum	RW	<i>returns</i> {I2} = CmdNum ; Property type: Integer; VisUICmds; Values: 0=visCmdHierarchical; 0=visCmdFirst; 1001=visCmdFileNew; 1002=visCmdFileOpen; 1003=visCmdFileClose; 1004=visCmdFileSave; 1005=visCmdFileSaveAs; 1006=visCmdFileSaveWorkspace; 1007=visCmdFileImport; 1009=visCmdFileSummaryInfoDlg; ... and 508 more.

[Branch: UI&View] StatusBarItems			
<i>A set of StatusBarItems</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVStatusBarItem} = Item(<i>Index</i> {I4 [In]}) ; Property type: IVStatusBarItem
Meth	Add		<i>returns</i> {IVStatusBarItem} = Add
	AddAt		<i>returns</i> {IVStatusBarItem} = AddAt(<i>Index</i> {I4 [In]})
Contained By			
Prop	Parent	R	<i>returns</i> {IVStatusBar} = Parent ; Property type: IVStatusBar
	ParentItem	R	<i>returns</i> {IVStatusBarItem} = ParentItem ; Property type: IVStatusBarItem

[Branch: UI&View] StatusBars			
<i>Collection of StatusBar objects covering all Visio contexts</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVStatusBar} = Item(<i>Index</i> {I4 [In]}) ; Property type: IVStatusBar
	ItemAtID	R	<i>returns</i> {IVStatusBar} = ItemAtID(<i>IID</i> {I4 [In]}) ; Property type: IVStatusBar
Meth	Add		<i>returns</i> {IVStatusBar} = Add
	AddAtID		<i>returns</i> {IVStatusBar} = AddAtID(<i>IID</i> {I4 [In]})
Contained By			
Prop	Parent	R	<i>returns</i> {IVUIObject} = Parent ; Property type: IVUIObject

[Branch: UI&View] Toolbar			
<i>A single toolbar, managing a single <code>ToolbarItems</code> object</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	BuiltIn	R	<i>returns</i> {Bool} = BuiltIn ; Property type: Boolean
	Caption	RW	<i>returns</i> {BStr} = Caption ; Property type: String
	Index	R	<i>returns</i> {I4} = Index ; Property type: Integer; Index
	RowIndex	RW	<i>returns</i> {I2} = RowIndex ; Property type: Integer; Index
Object Life/Enable/Visible/State			
Prop	Enabled	RW	<i>returns</i> {Bool} = Enabled ; Property type: Boolean
	Visible	RW	<i>returns</i> {Bool} = Visible ; Property type: Boolean
Meth	Delete		Delete
Core Attributes			
Prop	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
	Protection	RW	<i>returns</i> {I2} = Protection ; Property type: Integer; VisUIBarProtection; Values: 0=visBarNoProtection; 1=visBarNoCustomize; 2=visBarNoResize; 4=visBarNoMove; 16=visBarNoChangeDock; 32=visBarNoVerticalDock; 64=visBarNoHorizontalDock;
Containee Mgt			
Prop	ToolbarItems	R	<i>returns</i> {IVToolbarItems} = ToolbarItems ; Property type: IVToolbarItems
Contained By			
Prop	Parent	R	<i>returns</i> {IVToolbars} = Parent ; Property type: IVToolbars
Appearance			
Prop	Height	RW	<i>returns</i> {I2} = Height ; Property type: Integer; Pixels
	Left	RW	<i>returns</i> {I2} = Left ; Property type: Integer; Pixels
	Position	RW	<i>returns</i> {I2} = Position ; Property type: Integer; VisUIBarPosition; Values: 0=visBarLeft; 1=visBarTop; 2=visBarRight; 3=visBarBottom; 4=visBarFloating; 5=visBarPopup; 6=visBarMenu;
	Top	RW	<i>returns</i> {I2} = Top ; Property type: Integer; Pixels
	Width	RW	<i>returns</i> {I2} = Width ; Property type: Integer; Pixels

[Branch: UI&View] ToolbarItem			
<i>A single toolbar button or other control.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	BuiltIn	R	<i>returns</i> {Bool} = BuiltIn ; Property type: Boolean
	Caption	RW	<i>returns</i> {BStr} = Caption ; Property type: String
	CntrlID	RWH	<i>returns</i> {I2} = CntrlID ; Property type: Integer; VisUICtrlIDs; Values: 1=visCtrlIDOPEN; 2=visCtrlIDOPENSTEN; 3=visCtrlIDSAVE; 4=visCtrlIDPRINT; 5=visCtrlIDPREVIEW; 6=visCtrlIDCUT; 7=visCtrlIDCOPY; 8=visCtrlIDPASTE; 9=visCtrlIDCLEAR; 10=visCtrlIDUNDO; ... and 184 more.
	CntrlType	RW	<i>returns</i> {I2} = CntrlType ; Property type: Integer; VisUICtrlTypes; Values: 0=visCtrlTypeEND; 1=visCtrlTypeSTATE; 2=visCtrlTypeBUTTON; 3=visCtrlTypeSTATE_BUTTON; 4=visCtrlTypeHIERBUTTON; 5=visCtrlTypeSTATE_HIERBUTTON; 8=visCtrlTypeDROPBUTTON; 9=visCtrlTypeSTATE_DROPBUTTON; 16=visCtrlTypePALETTEBUTTON; 16=visCtrlTypeSPLITBUTTON_MRU_COLOR; ... and 24 more.
	Index	R	<i>returns</i> {I4} = Index ; Property type: Integer; Index
	IsHierarchical	R	<i>returns</i> {I2} = IsHierarchical ; Property type: Integer; Bool
	IsSeparator	RH	<i>returns</i> {I2} = IsSeparator ; Property type: Integer; Bool
Object Life/Enable/Visible/State			
Prop	Enabled	RW	<i>returns</i> {Bool} = Enabled ; Property type: Boolean
	State	RW	<i>returns</i> {I2} = State ; Property type: Integer; VisUIButtonState; Values: -1=visButtonDown; 0=visButtonUp; 2=visButtonMixed;
	Visible	RW	<i>returns</i> {Bool} = Visible ; Property type: Boolean
Meth	Delete		Delete

[Branch: UI&View] ToolStripItem (Continued)			
<i>A single toolbar button or other control.</i>			
P/M	Name	RW H	Syntax/Type
Core Attributes			
Prop	ActionText	RW	<i>returns</i> {BStr} = ActionText ; Property type: String
	BeginGroup	RW	<i>returns</i> {Bool} = BeginGroup ; Property type: Boolean
	CmdNum	RW	<i>returns</i> {I2} = CmdNum ; Property type: Integer; VisUICmds; Values: 0=visCmdHierarchical; 0=visCmdFirst; 1001=visCmdFileNew; 1002=visCmdFileOpen; 1003=visCmdFileClose; 1004=visCmdFileSave; 1005=visCmdFileSaveAs; 1006=visCmdFileSaveWorkspace; 1007=visCmdFileImport; 1009=visCmdFileSummaryInfoDlg; ... and 508 more.
	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
	Priority	RWH	<i>returns</i> {I2} = Priority ; Property type: Integer; -
	TypeSpecific1	RW	<i>returns</i> {I2} = TypeSpecific1 ; Property type: Integer; varies
	TypeSpecific2	RW	<i>returns</i> {I2} = TypeSpecific2 ; Property type: Integer; varies
Containee Mgt			
Prop	ToolStripItems	R	<i>returns</i> {IVToolStripItems} = ToolStripItems ; Property type: IVToolStripItems
Contained By			
Prop	Parent	R	<i>returns</i> {IVToolStripItems} = Parent ; Property type: IVToolStripItems
Appearance			
Prop	PaletteWidth	RW	<i>returns</i> {I2} = PaletteWidth ; Property type: Integer; Pixels
	Spacing	RWH	<i>returns</i> {I2} = Spacing ; Property type: Integer; VisUISpacingTypes; Values: 0=visCtrlSpacingNONE; 1=visCtrlSpacingVARIABLE_BEFORE; 2=visCtrlSpacingVARIABLE_AFTER; 4=visCtrlSpacingFIXED_BEFORE; 8=visCtrlSpacingFIXED_AFTER; 16=visCtrlSpacingNEW_ROW; 32=visCtrlSpacingTB_NOTFIXED; 64=visCtrlSpacingPALETTERIGHT; 80=visCtrlSpacingNEW_ROW_PALETTERIGHT;
	Style	RW	<i>returns</i> {I2} = Style ; Property type: Integer; VisUIButtonStyle; Values: 0=visButtonAutomatic; 1=visButtonIcon; 2=visButtonCaption; 3=visButtonIconandCaption;
	Width	RW	<i>returns</i> {I2} = Width ; Property type: Integer; Pixels
Icon			
Prop	FaceID	RW	<i>returns</i> {I2} = FaceID ; Property type: Integer; VisUIIconIDs; Values: 0=visIconIXNEW; 1=visIconIXOPEN; 2=visIconIXOPENSTENCIL; 3=visIconIXSAVE; 4=visIconIXPRINT; 5=visIconIXPRINTPREVIEW; 6=visIconIXCUT; 7=visIconIXCOPY; 8=visIconIXPASTE; 9=visIconIXCLEAR; ... and 236 more.
Meth	IconFileName		IconFileName <i>IconFileName</i> {BStr [In]}
AddOnFunctionality			
Prop	AddOnArgs	RW	<i>returns</i> {BStr} = AddOnArgs ; Property type: String
	AddOnName	RW	<i>returns</i> {BStr} = AddOnName ; Property type: String
Help			
Prop	HelpContextID	RWH	<i>returns</i> {I2} = HelpContextID ; Property type: Integer; ID
	HelpFile	RWH	<i>returns</i> {BStr} = HelpFile ; Property type: String
	MiniHelp	RWH	<i>returns</i> {BStr} = MiniHelp ; Property type: String

[Branch: UI&View] ToolStripItems			
<i>A collection of ToolStripItem objects</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVToolStripItem} = Item(<i>Index</i> {I4 [In]}) ; Property type: IVToolStripItem
Meth	Add		<i>returns</i> {IVToolStripItem} = Add
	AddAt		<i>returns</i> {IVToolStripItem} = AddAt(<i>Index</i> {I4 [In]})
Contained By			
Prop	Parent	R	<i>returns</i> {IVToolStrip} = Parent ; Property type: IVToolStrip
	ParentItem	R	<i>returns</i> {IVToolStripItem} = ParentItem ; Property type: IVToolStripItem

[Branch: UI&View] Toolbars			
<i>Collection of Toolbar objects</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVToolbar} = Item(<i>lIndex</i> {I4 [In]}) ; Property type: IVToolbar
Meth	Add		<i>returns</i> {IVToolbar} = Add
	AddAt		<i>returns</i> {IVToolbar} = AddAt(<i>lIndex</i> {I4 [In]})
Contained By			
Prop	Parent	R	<i>returns</i> {IVToolbarSet} = Parent ; Property type: IVToolbarSet

[Branch: UI&View] ToolbarSet			
<i>Manages a single Toolbars object applicable to a particular Visio context</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Caption	RW	<i>returns</i> {BStr} = Caption ; Property type: String
	SetID	R	<i>returns</i> {I4} = SetID ; Property type: Integer; VisUIObjSets; Values: 1=visUIObjSetNoDocument; 2=visUIObjSetDrawing; 3=visUIObjSetStencil; 4=visUIObjSetShapeSheet; 5=visUIObjSetIcon; 6=visUIObjSetInPlace; 7=visUIObjSetPrintPreview; 8=visUIObjSetText; 9=visUIObjSetCntx_DrawObjSel; 10=visUIObjSetCntx_DrawOleObjSel; ... and 63 more.
Object Life/Enable/Visible/State			
Meth	Delete		Delete
Core Attributes			
Prop	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
Containee Mgt			
Prop	Toolbars	R	<i>returns</i> {IVToolbars} = Toolbars ; Property type: IVToolbars
Contained By			
Prop	Parent	R	<i>returns</i> {IVToolbarSets} = Parent ; Property type: IVToolbarSets

[Branch: UI&View] ToolbarSets			
<i>Collection of ToolbarSet objects covering all Visio contexts</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVToolbarSet} = Item(<i>lIndex</i> {I4 [In]}) ; Property type: IVToolbarSet
	ItemAtID	R	<i>returns</i> {IVToolbarSet} = ItemAtID(<i>IID</i> {I4 [In]}) ; Property type: IVToolbarSet
Meth	Add		<i>returns</i> {IVToolbarSet} = Add
	AddAtID		<i>returns</i> {IVToolbarSet} = AddAtID(<i>IID</i> {I4 [In]})
Contained By			
Prop	Parent	R	<i>returns</i> {IVUIObject} = Parent ; Property type: IVUIObject

[Branch: UI&View] UIObject			
<i>Holder for ToolbarSets, MenuSets, StatusBars and AccelTables</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Name	RW	<i>returns</i> {BStr} = Name ; Property type: String
BehaviorVariants			
Prop	DisplayKeysInTooltips	RW	<i>returns</i> {Bool} = DisplayKeysInTooltips ; Property type: Boolean
	DisplayTooltips	RW	<i>returns</i> {Bool} = DisplayTooltips ; Property type: Boolean
	MenuAnimationStyle	RW	<i>returns</i> {I2} = MenuAnimationStyle ; Property type: Integer; VisUIMenuAnimation; Values: 0=visMenuAnimationNone; 1=visMenuAnimationRandom; 2=visMenuAnimationUnfold; 3=visMenuAnimationSlide;
Object Life/Enable/Visible/State			
Prop	Clone	R	<i>returns</i> {IVUIObject} = Clone ; Property type: IVUIObject
Meth	Delete	H	Delete
Core Attributes			
Prop	Default	RH	<i>returns</i> {BStr} = Default ; Property type: String
Meth	UpdateUI		UpdateUI
Containee Mgt			
Prop	AccelTables	R	<i>returns</i> {IVAccelTables} = AccelTables ; Property type: IVAccelTables
	MenuSets	R	<i>returns</i> {IVMenuSets} = MenuSets ; Property type: IVMenuSets
	StatusBars	RH	<i>returns</i> {IVStatusBars} = StatusBars ; Property type: IVStatusBars
	ToolbarSets	R	<i>returns</i> {IVToolbarSets} = ToolbarSets ; Property type: IVToolbarSets
Appearance			
Prop	LargeButtons	RW	<i>returns</i> {Bool} = LargeButtons ; Property type: Boolean
File/Dir			
Meth	LoadFromFile		LoadFromFile <i>FileName</i> {BStr [In]}
	SaveToFile		SaveToFile <i>FileName</i> {BStr [In]}
Obsolete			
Prop	Flavor	RWH	<i>returns</i> {I2} = Flavor ; Property type: Integer; obsolete

[Branch: UI&View] Window			
<i>Interface to a window</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Caption	RW	<i>returns</i> {BStr} = Caption ; Property type: String
	ID	R	<i>returns</i> {I4} = ID ; Property type: Integer; ID
	Index	R	<i>returns</i> {I2} = Index ; Property type: Integer; Index
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeWindow
	SubType	R	<i>returns</i> {I2} = SubType ; Property type: Integer; VisWinTypes_SubType; Values: 64=visMasterWin; 96=visMasterGroupWin; 128=visPageWin; 160=visPageGroupWin;
	Type	R	<i>returns</i> {I2} = Type ; Property type: Integer; VisWinTypes_Type; Values: 0=visWinOther; 1=visDrawing; 2=visStencil; 3=visSheet; 4=visIcon; 5=visApplication; 6=visAnchorBarBuiltIn; 7=visDockedStencilBuiltIn; 8=visDrawingAddon; 9=visStencilAddon; ... and 2 more.
	WindowHandle	RH	<i>returns</i> {I2} = WindowHandle ; Property type: Integer; Handle
	WindowHandle32	R	<i>returns</i> {I4} = WindowHandle32 ; Property type: Integer; Handle

[Branch: UI&View] Window (Continued)			
Interface to a window			
P/M	Name	RW H	Syntax/Type
Object Life/Enable/Visible/State			
Prop	InPlace	R	<i>returns</i> {Bool} = InPlace ; Property type: Boolean
	IsEditingOLE	R	<i>returns</i> {Bool} = IsEditingOLE ; Property type: Boolean
	IsEditingText	R	<i>returns</i> {Bool} = IsEditingText ; Property type: Boolean
	MergeCaption	RW	<i>returns</i> {BStr} = MergeCaption ; Property type: String
	MergeClass	RW	<i>returns</i> {BStr} = MergeClass ; Property type: String
	MergeID	RW	<i>returns</i> {BStr} = MergeID ; Property type: String
	MergePosition	RW	<i>returns</i> {I4} = MergePosition ; Property type: Integer; -
	ReviewerMarkupVisible	RW	<i>returns</i> {Bool} = ReviewerMarkupVisible(<i>ReviewerID</i> {I4 []}) ; Property type: Boolean
	ShowPageTabs	RW	<i>returns</i> {Bool} = ShowPageTabs ; Property type: Boolean
	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
	Visible	RW	<i>returns</i> {Bool} = Visible ; Property type: Boolean
	WindowState	RW	<i>returns</i> {I4} = WindowState ; Property type: Integer; VisWindowStates; Values: 0=visWSNone; 1=visWSDockedLeft; 2=visWSDockedTop; 4=visWSDockedRight; 8=visWSDockedBottom; 16=visWSFloating; 32=visWSAnchorLeft; 64=visWSAnchorTop; 128=visWSAnchorRight; 256=visWSAnchorBottom; ... and 7 more.
Meth	Activate		Activate
	Close		Close
	Delete	H	Delete
Core Attributes			
Prop	AllowEditing	RW	<i>returns</i> {Bool} = AllowEditing ; Property type: Boolean
	BackgroundColor	RW	<i>returns</i> {OLE_COLOR} = BackgroundColor ; Property type: OLE_COLOR
	BackgroundColorGradient	RW	<i>returns</i> {OLE_COLOR} = BackgroundColorGradient ; Property type: OLE_COLOR
	PageTabWidth	RW	<i>returns</i> {R8} = PageTabWidth ; Property type: Real
	ScrollLock	RW	<i>returns</i> {Bool} = ScrollLock ; Property type: Boolean
	ShowConnectPoints	RW	<i>returns</i> {I2} = ShowConnectPoints ; Property type: Integer; Bool
	ShowGrid	RW	<i>returns</i> {I2} = ShowGrid ; Property type: Integer; Bool
	ShowGuides	RW	<i>returns</i> {I2} = ShowGuides ; Property type: Integer; Bool
	ShowPageBreaks	RW	<i>returns</i> {I2} = ShowPageBreaks ; Property type: Integer; Bool
	ShowPageOutline	RW	<i>returns</i> {Bool} = ShowPageOutline ; Property type: Boolean
	ShowRulers	RW	<i>returns</i> {I2} = ShowRulers ; Property type: Integer; Bool
	ShowScrollBars	RW	<i>returns</i> {I2} = ShowScrollBars ; Property type: Integer; Bool
	ViewFit	RW	<i>returns</i> {I4} = ViewFit ; Property type: Integer; VisWindowFit; Values: 0=visFitNone; 1=visFitPage; 2=visFitWidth;
	Zoom	RW	<i>returns</i> {R8} = Zoom ; Property type: Real
	ZoomBehavior	RW	<i>returns</i> {VisZoomBehavior} = ZoomBehavior ; Property type: VisZoomBehavior
	ZoomLock	RW	<i>returns</i> {Bool} = ZoomLock ; Property type: Boolean
Meth	GetViewRect		GetViewRect <i>pdLeft</i> {R8 [Out]}, <i>pdTop</i> {R8 [Out]}, <i>pdWidth</i> {R8 [Out]}, <i>pdHeight</i> {R8 [Out]}
	GetWindowRect		GetWindowRect <i>pnLeft</i> {I4 [Out]}, <i>pnTop</i> {I4 [Out]}, <i>pnWidth</i> {I4 [Out]}, <i>pnHeight</i> {I4 [Out]}
	Scroll		Scroll <i>nxFlags</i> {I4 [In]}, <i>nyFlags</i> {I4 [In]}
	ScrollViewTo		ScrollViewTo <i>x</i> {R8 [In]}, <i>y</i> {R8 [In]}
	SetViewRect		SetViewRect <i>dLeft</i> {R8 [In]}, <i>dTop</i> {R8 [In]}, <i>dWidth</i> {R8 [In]}, <i>dHeight</i> {R8 [In]}
	SetWindowRect		SetWindowRect <i>nLeft</i> {I4 [In]}, <i>nTop</i> {I4 [In]}, <i>nWidth</i> {I4 [In]}, <i>nHeight</i> {I4 [In]}
Core Associations			
Prop	Master	R	<i>returns</i> {Variant} = Master ; Property type: Variant
	MasterShortcut	R	<i>returns</i> {IVMasterShortcut} = MasterShortcut ; Property type: IVMasterShortcut
Meth	DockedStencils		DockedStencils <i>NameArray</i> {SafeArray -- BStr [Out]}

[Branch: UI&View] Window (Continued)			
<i>Interface to a window</i>			
P/M	Name	RW H	Syntax/Type
Core Associations: DiagramData			
Prop	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
	Page	RW	<i>returns</i> {Variant} = Page ; Property type: Variant
	PageAsObj	RH	<i>returns</i> {IVPage} = PageAsObj ; Property type: IVPage
	PageFromName	WH	PageFromName = {BStr} ; Property type: None
	SelectedCell	R	<i>returns</i> {IVCell} = SelectedCell ; Property type: IVCell
	SelectedMasters	R	<i>returns</i> {SafeArray -- Dispatch} = SelectedMasters ; Property type: Dispatch
	SelectedText	RW	<i>returns</i> {IVCharacters} = SelectedText ; Property type: IVCharacters
	Selection	RW	<i>returns</i> {IVSelection} = Selection ; Property type: IVSelection
	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape
Meth	AddToGroup	H	AddToGroup
	Combine	H	Combine
	DeselectAll		DeselectAll
	Duplicate	H	Duplicate
	Fragment	H	Fragment
	Group	H	Group
	Intersect	H	Intersect
	Join	H	Join
	RemoveFromGroup	H	RemoveFromGroup
	Select		Select <i>SheetObject</i> {IVShape [In]}, <i>SelectAction</i> {I2 [In]}
	SelectAll		SelectAll
	Subtract	H	Subtract
	Trim	H	Trim
	Union	H	Union
Core Associations: Windows			
Meth	NewWindow		<i>returns</i> {IVWindow} = NewWindow
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	Parent	R	<i>returns</i> {IVWindows} = Parent ; Property type: IVWindows
	ParentWindow	R	<i>returns</i> {IVWindow} = ParentWindow ; Property type: IVWindow
	Windows	R	<i>returns</i> {IVWindows} = Windows ; Property type: IVWindows
Icon			
	Icon	H	<i>returns</i> {IPictureDisp} = Icon
Clipboard			
Meth	Copy	H	Copy
	Cut	H	Cut
	Paste	H	Paste
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

[Branch: UI&View] EWindow	
<i>Event DispInterface. See Events Chapter for details.</i>	

[Branch: UI&View] Windows			
<i>Collection of Window objects</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeWindows
Containeer Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVWindow} = Item(<i>Index</i> {I2 [In]}) ; Property type: IVWindow
	ItemEx	R	<i>returns</i> {IVWindow} = ItemEx(<i>CaptionOrIndex</i> {Variant [In]}) ; Property type: IVWindow
	ItemFromID	R	<i>returns</i> {IVWindow} = ItemFromID(<i>nID</i> {I4 [In]}) ; Property type: IVWindow
Meth	Add		<i>returns</i> {IVWindow} = Add(<i>bstrCaption</i> {Variant [In Optional]}, <i>nFlags</i> {Variant [In Optional]}, <i>nType</i> {Variant [In Optional]}, <i>nLeft</i> {Variant [In Optional]}, <i>nTop</i> {Variant [In Optional]}, <i>nWidth</i> {Variant [In Optional]}, <i>nHeight</i> {Variant [In Optional]}, <i>bstrMergeID</i> {Variant [In Optional]}, <i>bstrMergeClass</i> {Variant [In Optional]}, <i>nMergePosition</i> {Variant [In Optional]})
	Add_WithoutMergeArgs	H	<i>returns</i> {IVWindow} = Add_WithoutMergeArgs(<i>bstrCaption</i> {Variant [In Optional]}, <i>nFlags</i> {Variant [In Optional]}, <i>nType</i> {Variant [In Optional]}, <i>nLeft</i> {Variant [In Optional]}, <i>nTop</i> {Variant [In Optional]}, <i>nWidth</i> {Variant [In Optional]}, <i>nHeight</i> {Variant [In Optional]})
	Arrange		Arrange <i>nArrangeFlags</i> {Variant [In Optional]}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool
Unknown/Undocumented			
Meth	VoidArrange	H	VoidArrange

[Branch: UI&View] EWindows	
<i>Event DisplInterface. See Events Chapter for details.</i>	

[Branch: Util] Addon			
<i>Keeps track of a Visio add-on application or VSL</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	Index	R	<i>returns</i> {I2} = Index ; Property type: Integer; Index
	Name	R	<i>returns</i> {BStr} = Name ; Property type: String
	NameU	R	<i>returns</i> {BStr} = NameU ; Property type: String
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeAddon
Object Life/Enable/Visible/State			
Prop	Enabled	R	<i>returns</i> {I2} = Enabled ; Property type: Integer; Bool
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
AddOnFunctionality			
Meth	Run		Run <i>ArgString</i> {BStr [In]}

[Branch: Util] Addons			
<i>Collection of Addons</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeAddons
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVAddOn} = Item(NameOrIndex {Variant [In]}) ; Property type: IVAddOn
	ItemU	R	<i>returns</i> {IVAddOn} = ItemU(NameOrIndex {Variant [In]}) ; Property type: IVAddOn
Meth	Add		<i>returns</i> {IVAddOn} = Add(FileName {BStr [In]})
	GetNames		GetNames NameArray {SafeArray -- BStr [Out]}
	GetNamesU		GetNamesU NameArray {SafeArray -- BStr [Out]}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication

[Branch: Util] ApplicationSettings			
<i>Application-level settings</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {VisObjectTypes} = ObjectType ; Property type: VisObjectTypes
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
Application Behavior			
Prop	DefaultSaveFormat	RW	<i>returns</i> {VisDefaultSaveFormats} = DefaultSaveFormat ; Property type: VisDefaultSaveFormats
	DeveloperMode	RW	<i>returns</i> {Bool} = DeveloperMode ; Property type: Boolean
	KanaFindAndReplace	RW	<i>returns</i> {VisRegionalUIOptions} = KanaFindAndReplace ; Property type: VisRegionalUIOptions
	RecentFilesListSize	RW	<i>returns</i> {I4} = RecentFilesListSize ; Property type: Integer; -
	ShowFileOpenWarnings	RW	<i>returns</i> {Bool} = ShowFileOpenWarnings ; Property type: Boolean
	ShowFileSaveWarnings	RW	<i>returns</i> {Bool} = ShowFileSaveWarnings ; Property type: Boolean
	ShowStartupDialog	RW	<i>returns</i> {Bool} = ShowStartupDialog ; Property type: Boolean
	UndoLevels	RW	<i>returns</i> {I4} = UndoLevels ; Property type: Integer; Count
Environment			
Prop	UserInitials	RW	<i>returns</i> {BStr} = UserInitials ; Property type: String
	UserName	RW	<i>returns</i> {BStr} = UserName ; Property type: String

[Branch: Util] ApplicationSettings (Continued)			
<i>Application-level settings</i>			
P/M	Name	RW H	Syntax/Type
Window Appearance			
Prop	AsianTextUI	RW	<i>returns</i> {VisRegionalUIOptions} = AsianTextUI ; Property type: VisRegionalUIOptions; Values: 0=VisRegionalUIOptionsHide; 1=VisRegionalUIOptionsShow; 65535=VisRegionalUIOptionsUseSystemSettings;
	ComplexTextUI	RW	<i>returns</i> {VisRegionalUIOptions} = ComplexTextUI ; Property type: VisRegionalUIOptions
	DrawingAids	RW	<i>returns</i> {Bool} = DrawingAids ; Property type: Boolean
	DrawingBackgroundColor	RW	<i>returns</i> {OLE_COLOR} = DrawingBackgroundColor ; Property type: OLE_COLOR
	DrawingBackgroundColorGradient	RW	<i>returns</i> {OLE_COLOR} = DrawingBackgroundColorGradient ; Property type: OLE_COLOR
	DrawingPageColor	RW	<i>returns</i> {OLE_COLOR} = DrawingPageColor ; Property type: OLE_COLOR
	FullScreenBackgroundColor	RW	<i>returns</i> {OLE_COLOR} = FullScreenBackgroundColor ; Property type: OLE_COLOR
	HigherQualityShapeDisplay	RW	<i>returns</i> {Bool} = HigherQualityShapeDisplay ; Property type: Boolean
	PrintPreviewBackgroundColor	RW	<i>returns</i> {OLE_COLOR} = PrintPreviewBackgroundColor ; Property type: OLE_COLOR
	ShowChooseDrawingTypePane	RW	<i>returns</i> {Bool} = ShowChooseDrawingTypePane ; Property type: Boolean
	ShowSmartTags	RW	<i>returns</i> {Bool} = ShowSmartTags ; Property type: Boolean
	SmoothDrawing	RW	<i>returns</i> {Bool} = SmoothDrawing ; Property type: Boolean
	StencilBackgroundColor	RW	<i>returns</i> {OLE_COLOR} = StencilBackgroundColor ; Property type: OLE_COLOR
	StencilBackgroundColorGradient	RW	<i>returns</i> {OLE_COLOR} = StencilBackgroundColorGradient ; Property type: OLE_COLOR
	StencilCharactersPerLine	RW	<i>returns</i> {14} = StencilCharactersPerLine ; Property type: Integer; Count
	StencilLinesPerMaster	RW	<i>returns</i> {14} = StencilLinesPerMaster ; Property type: Integer; Count
	StencilTextColor	RW	<i>returns</i> {OLE_COLOR} = StencilTextColor ; Property type: OLE_COLOR
	TextDisplayQuality	RW	<i>returns</i> {VisTextDisplayQualityTypes} = TextDisplayQuality ; Property type: VisTextDisplayQualityTypes

[Branch: Util] ApplicationSettings (Continued)			
<i>Application-level settings</i>			
P/M	Name	RW H	Syntax/Type
Window Behavior			
Prop	CenterSelection-OnZoom	RW	<i>returns</i> {Bool} = CenterSelectionOnZoom ; Property type: Boolean
	ConnectorSplittingEnabled	RW	<i>returns</i> {Bool} = ConnectorSplittingEnabled ; Property type: Boolean
	FreeformDrawingPrecision	RW	<i>returns</i> {I4} = FreeformDrawingPrecision ; Property type: Integer; ?
	FreeformDrawingSmoothing	RW	<i>returns</i> {I4} = FreeformDrawingSmoothing ; Property type: Integer; ?
	SnapStrengthExtensionsX	RW	<i>returns</i> {I4} = SnapStrengthExtensionsX ; Property type: Integer; -
	SnapStrengthExtensionsY	RW	<i>returns</i> {I4} = SnapStrengthExtensionsY ; Property type: Integer; -
	SnapStrengthGeometryX	RW	<i>returns</i> {I4} = SnapStrengthGeometryX ; Property type: Integer; -
	SnapStrengthGeometryY	RW	<i>returns</i> {I4} = SnapStrengthGeometryY ; Property type: Integer; -
	SnapStrengthGridX	RW	<i>returns</i> {I4} = SnapStrengthGridX ; Property type: Integer; -
	SnapStrengthGridY	RW	<i>returns</i> {I4} = SnapStrengthGridY ; Property type: Integer; -
	SnapStrengthGuidesX	RW	<i>returns</i> {I4} = SnapStrengthGuidesX ; Property type: Integer; -
	SnapStrengthGuidesY	RW	<i>returns</i> {I4} = SnapStrengthGuidesY ; Property type: Integer; -
	SnapStrengthPointsX	RW	<i>returns</i> {I4} = SnapStrengthPointsX ; Property type: Integer; -
	SnapStrengthPointsY	RW	<i>returns</i> {I4} = SnapStrengthPointsY ; Property type: Integer; -
	SnapStrengthRulerX	RW	<i>returns</i> {I4} = SnapStrengthRulerX ; Property type: Integer; -
	SnapStrengthRulerY	RW	<i>returns</i> {I4} = SnapStrengthRulerY ; Property type: Integer; -
	ZoomOnRoll	RW	<i>returns</i> {Bool} = ZoomOnRoll ; Property type: Boolean

[Branch: Util] Event			
<i>A single event notification subscription used in the EventList.mechanism.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ID	R	<i>returns</i> {I4} = ID ; Property type: Integer; ID
	Index	R	<i>returns</i> {I2} = Index ; Property type: Integer; Index
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeEvent
Object Life/Enable/Visible/State			
Prop	Enabled	RW	<i>returns</i> {I2} = Enabled ; Property type: Integer; Bool
Meth	Delete		Delete
Core Attributes			
Prop	Action	RW	<i>returns</i> {I2} = Action ; Property type: Integer; VisEventCodes_Action; Values: 1=visActionCodeRunAddon; 2=visActionCodeAdvise;
	Event	RW	<i>returns</i> {I2} = Event ; Property type: Integer; VisEventCodes; Values: -1=visEvtIDInval; -1=visScopeIDInval; 0=visEvtCodeInval; 0=visEvtIdMostRecent; 1=visEvtAppActivate; 1=visEvtCodeCreate; 1=visEvtCodeDocCreate; 1=visEvtWindow; 2=visEvtCodeDocOpen; 2=visEvtAppDeactivate; ... and 78 more.
	EventList	R	<i>returns</i> {IEventList} = EventList ; Property type: IEventList
	Persistable	R	<i>returns</i> {I2} = Persistable ; Property type: Integer; Bool
	Persistent	RW	<i>returns</i> {I2} = Persistent ; Property type: Integer; Bool
	Target	RW	<i>returns</i> {BStr} = Target ; Property type: String
	TargetArgs	RW	<i>returns</i> {BStr} = TargetArgs ; Property type: String

[Branch: Util] Event (Continued)			
<i>A single event notification subscription used in the EventList.mechanism.</i>			
P/M	Name	RW H	Syntax/Type
Meth	Trigger		Trigger <i>ContextString</i> {BStr [In]}
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
Event Filters			
Meth	GetFilterCommands		<i>returns</i> {SafeArray -- I4} = GetFilterCommands
	GetFilterObjects		<i>returns</i> {SafeArray -- I4} = GetFilterObjects
	GetFilterSRC		<i>returns</i> {SafeArray -- I2} = GetFilterSRC
	SetFilterCommands		SetFilterCommands <i>Commands</i> {SafeArray -- I4 [In]}
	SetFilterObjects		SetFilterObjects <i>Objects</i> {SafeArray -- I4 [In]}
	SetFilterSRC		SetFilterSRC <i>SRCStream</i> {SafeArray -- I2 [In]}

[Branch: Util] EventList			
<i>List of event subscriptions for this object, including Add/AddAdvise and WithEvents subscriptions</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeEventList
Containeer Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I2} = Count ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVEvent} = Item(<i>Index</i> {I2 [In]}) ; Property type: IVEvent
	ItemFromID	R	<i>returns</i> {IVEvent} = ItemFromID(<i>ObjectID</i> {I4 [In]}) ; Property type: IVEvent
Meth	Add		<i>returns</i> {IVEvent} = Add(<i>EventCode</i> {I2 [In]}, <i>Action</i> {I2 [In]}, <i>Target</i> {BStr [In]}, <i>TargetArgs</i> {BStr [In]})
	AddAdvise		<i>returns</i> {IVEvent} = AddAdvise(<i>EventCode</i> {I2 [In]}, <i>SinkUnkOrIDisp</i> {Variant [In]}, <i>IIDSink</i> {BStr [In]}, <i>TargetArgs</i> {BStr [In]})
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication

[Branch: Util] Extender			
<i>Defines the Shape-like properties and methods that Visio adds to an Active X control embedded in a Visio document</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ClassID	R	<i>returns</i> {BStr} = ClassID ; Property type: String
	Name	RW	<i>returns</i> {BStr} = Name ; Property type: String
	NameID	R	<i>returns</i> {BStr} = NameID ; Property type: String
	ProgID	R	<i>returns</i> {BStr} = ProgID ; Property type: String
	UniqueID	R	<i>returns</i> {BStr} = UniqueID(<i>fUniqueID</i> {I2 [In]}) ; Property type: String
Meth	Index	H	Index
Object Life/Enable/Visible/State			
Meth	Delete	H	Delete

[Branch: Util] Extender (Continued)			
<i>Defines the Shape-like properties and methods that Visio adds to an Active X control embedded in a Visio document</i>			
P/M	Name	RW H	Syntax/Type
Core Associations			
Prop	Connects	R	<i>returns</i> {IVConnects} = Connects ; Property type: IVConnects
	FromConnects	R	<i>returns</i> {IVConnects} = FromConnects ; Property type: IVConnects
	Layer	R	<i>returns</i> {IVLayer} = Layer(<i>Index</i> {I2 [In]}) ; Property type: IVLayer
	LayerCount	R	<i>returns</i> {I2} = LayerCount ; Property type: Integer; Count
	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape
	ShapeID	R	<i>returns</i> {I4} = ShapeID ; Property type: Integer; ID
	ShapeID16	RH	<i>returns</i> {I2} = ShapeID16 ; Property type: Integer; ID
	ShapeIndex	R	<i>returns</i> {I4} = ShapeIndex ; Property type: Integer; Index
	ShapeIndex16	RH	<i>returns</i> {I2} = ShapeIndex16 ; Property type: Integer; Index
	ShapeObject	R	<i>returns</i> {Dispatch} = ShapeObject ; Property type: Dispatch
	ShapeParent	R	<i>returns</i> {Dispatch} = ShapeParent ; Property type: Dispatch
Meth	BringForward		BringForward
	BringToFront		BringToFront
	SendBackward		SendBackward
	SendToBack		SendToBack
	ShapeCopy		ShapeCopy
	ShapeCut		ShapeCut
	ShapeDelete		ShapeDelete
	ShapeDuplicate		<i>returns</i> {IVShape} = ShapeDuplicate
	VoidGroup	H	VoidGroup
	VoidShapeDuplicate	H	VoidShapeDuplicate
Core Associations: Windows			
Meth	OpenSheetWindow		<i>returns</i> {IVWindow} = OpenSheetWindow
Containee Mgt			
Meth	ConvertToGroup		ConvertToGroup
	Group		<i>returns</i> {IVShape} = Group
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	ContainingMaster	R	<i>returns</i> {IVMaster} = ContainingMaster ; Property type: IVMaster
	ContainingPage	R	<i>returns</i> {IVPage} = ContainingPage ; Property type: IVPage
	ContainingShape	R	<i>returns</i> {IVShape} = ContainingShape ; Property type: IVShape
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
	Master	R	<i>returns</i> {IVMaster} = Master ; Property type: IVMaster
	Parent	R	<i>returns</i> {Unknown} = Parent ; Property type: Unknown
ShapeSheet			
Prop	CellExists	R	<i>returns</i> {I2} = CellExists(<i>localeSpecificCellName</i> {BStr [In]}, <i>fExistsLocally</i> {I2 [In]}) ; Property type: Integer; Bool
	Cells	R	<i>returns</i> {IVCell} = Cells(<i>localeSpecificCellName</i> {BStr [In]}) ; Property type: IVCell
	CellsSRC	R	<i>returns</i> {IVCell} = CellsSRC(<i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}, <i>Column</i> {I2 [In]}) ; Property type: IVCell
	CellsSRCExists	R	<i>returns</i> {I2} = CellsSRCExists(<i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}, <i>Column</i> {I2 [In]}, <i>fExistsLocally</i> {I2 [In]}) ; Property type: Integer; Bool
	RowCount	R	<i>returns</i> {I2} = RowCount(<i>Section</i> {I2 [In]}) ; Property type: Integer; Count
	RowExists	R	<i>returns</i> {I2} = RowExists(<i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}, <i>fExistsLocally</i> {I2 [In]}) ; Property type: Integer; Bool
	RowsCellCount	R	<i>returns</i> {I2} = RowsCellCount(<i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}) ; Property type: Integer; Count
	RowType	RW	<i>returns</i> {I2} = RowType(<i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}) ; Property type: Integer; VisRowTags
	SectionExists	R	<i>returns</i> {I2} = SectionExists(<i>Section</i> {I2 [In]}, <i>fExistsLocally</i> {I2 [In]}) ; Property type: Integer; Bool

[Branch: Util] Extender (Continued)			
<i>Defines the Shape-like properties and methods that Visio adds to an Active X control embedded in a Visio document</i>			
P/M	Name	RW H	Syntax/Type
Meth	AddNamedRow		<i>returns</i> {I2} = AddNamedRow(<i>Section</i> {I2 [In]}, <i>RowName</i> {BStr [In]}, <i>RowTag</i> {I2 [In]})
	AddRow		<i>returns</i> {I2} = AddRow(<i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}, <i>RowTag</i> {I2 [In]})
	AddRows		<i>returns</i> {I2} = AddRows(<i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}, <i>RowTag</i> {I2 [In]}, <i>RowCount</i> {I2 [In]})
	AddSection		<i>returns</i> {I2} = AddSection(<i>Section</i> {I2 [In]})
	DeleteRow		DeleteRow <i>Section</i> {I2 [In]}, <i>Row</i> {I2 [In]}
	DeleteSection		DeleteSection <i>Section</i> {I2 [In]}
	GetFormulas		GetFormulas <i>SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [Out]}
	GetResults		GetResults <i>SRCStream</i> {SafeArray -- I2 [In]}, <i>Flags</i> {I2 [In]}, <i>UnitsNamesOrCodes</i> {SafeArray -- Variant [In]}, <i>resultArray</i> {SafeArray -- Variant [Out]}
	SetFormulas		<i>returns</i> {I2} = SetFormulas(<i>SRCStream</i> {SafeArray -- I2 [In]}, <i>formulaArray</i> {SafeArray -- Variant [In]}, <i>Flags</i> {I2 [In]})
	SetResults		<i>returns</i> {I2} = SetResults(<i>SRCStream</i> {SafeArray -- I2 [In]}, <i>UnitsNamesOrCodes</i> {SafeArray -- Variant [In]}, <i>resultArray</i> {SafeArray -- Variant [In]}, <i>Flags</i> {I2 [In]})
Style/Format			
Prop	FillStyle	RW	<i>returns</i> {BStr} = FillStyle ; Property type: String
	FillStyleKeepFmt	W	FillStyleKeepFmt = {BStr} ; Property type: None
	LineStyle	RW	<i>returns</i> {BStr} = LineStyle ; Property type: String
	LineStyleKeepFmt	W	LineStyleKeepFmt = {BStr} ; Property type: None
	Style	RW	<i>returns</i> {BStr} = Style ; Property type: String
	StyleKeepFmt	W	StyleKeepFmt = {BStr} ; Property type: None
Descriptive/User Attribs			
Prop	Data1	RW	<i>returns</i> {BStr} = Data1 ; Property type: String
	Data2	RW	<i>returns</i> {BStr} = Data2 ; Property type: String
	Data3	RW	<i>returns</i> {BStr} = Data3 ; Property type: String
Foreign			
Meth	Export		Export <i>FileName</i> {BStr [In]}
Geometry			
Meth	BoundingBox		BoundingBox <i>Flags</i> {I2 [In]}, <i>lpr8Left</i> {R8 [Out]}, <i>lpr8Bottom</i> {R8 [Out]}, <i>lpr8Right</i> {R8 [Out]}, <i>lpr8Top</i> {R8 [Out]}
	HitTest		<i>returns</i> {I2} = HitTest(<i>xPos</i> {R8 [In]}, <i>yPos</i> {R8 [In]}, <i>Tolerance</i> {R8 [In]})
	SetCenter		SetCenter <i>xPos</i> {R8 [In]}, <i>yPos</i> {R8 [In]}
Hyperlink			
Prop	Hyperlink	R	<i>returns</i> {IVHyperlink} = Hyperlink ; Property type: IVHyperlink
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool
Help			
Prop	Help	RW	<i>returns</i> {BStr} = Help ; Property type: String
OLEActiveX			
Prop	Object	R	<i>returns</i> {Unknown} = Object ; Property type: Unknown
	ObjectIsInherited	R	<i>returns</i> {I2} = ObjectIsInherited ; Property type: Integer; Bool

[Branch: Util] IVAmbients			
<i>Allows Active-X control's internal code to access control's Visio-side Shape properties and methods.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	DisplayName	RH	<i>returns</i> {BStr} = DisplayName ; Property type: String
	LocaleID	RH	<i>returns</i> {I4} = LocaleID ; Property type: Integer; -
BehaviorVariants			
Prop	AutoClip	RH	<i>returns</i> {Bool} = AutoClip ; Property type: Boolean
	MessageReflect	RH	<i>returns</i> {Bool} = MessageReflect ; Property type: Boolean
	ShowGrabHandles	RH	<i>returns</i> {Bool} = ShowGrabHandles ; Property type: Boolean
	ShowHatching	RH	<i>returns</i> {Bool} = ShowHatching ; Property type: Boolean
	SupportsMnemonics	RH	<i>returns</i> {Bool} = SupportsMnemonics ; Property type: Boolean
Object Life/Enable/Visible/State			
Prop	UIDead	RH	<i>returns</i> {Bool} = UIDead ; Property type: Boolean
	UserMode	RH	<i>returns</i> {Bool} = UserMode ; Property type: Boolean
ShapeSheet			
Prop	Shape	R	<i>returns</i> {IVShape} = Shape ; Property type: IVShape
Style/Format			
Prop	BackColor	RH	<i>returns</i> {I4} = BackColor ; Property type: Integer; -
	Font	RH	<i>returns</i> {Dispatch} = Font ; Property type: Dispatch
	ForeColor	RH	<i>returns</i> {I4} = ForeColor ; Property type: Integer; -
	ScaleUnits	RH	<i>returns</i> {BStr} = ScaleUnits ; Property type: String
	TextAlign	RH	<i>returns</i> {I2} = TextAlign ; Property type: Integer; ???
Appearance			
Prop	Appearance	RH	<i>returns</i> {I4} = Appearance ; Property type: Integer; -
	DisplayAsDefault	RH	<i>returns</i> {Bool} = DisplayAsDefault ; Property type: Boolean

[Branch: Util] IVBUndoManager			
<i>Interface to the Visio Undo mechanism. See Application Undo methods.</i>			
P/M	Name	RW H	Syntax/Type
Containee Mgt			
Meth	Add		Add <i>pUnit</i> {IVBUndoUnit [In]}

[Branch: Util] IVBUndoUnit			
<i>An Item in the Visio Undo list</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	UnitSize	R	<i>returns</i> {I4} = UnitSize ; Property type: Integer; -
	UnitTypeCLSID	R	<i>returns</i> {BStr} = UnitTypeCLSID ; Property type: String
	UnitTypeLong	R	<i>returns</i> {I4} = UnitTypeLong ; Property type: Integer; ???
Core Attributes			
Meth	Do		Do <i>pMgr</i> {IVBUndoManager [In]}
	OnNextAdd		OnNextAdd
Descriptive/User Attribs			
Prop	Description	R	<i>returns</i> {BStr} = Description ; Property type: String

[Branch: Util] IVClientSite			
<i>IOleClientSite interface provided by Visio to OLE embedded objects (eg Active X controls).</i>			
P/M	Name	RW H	Syntax/Type
Contained By			
	Shape		<i>returns {HRESULT} = Shape(ppShape {Ptr -- IVShape []})</i>

[Branch: Util] IVisEventProc			
<i>Interface definition for event-response object that solution can supply to EventList.AddAdvise</i>			
P/M	Name	RW H	Syntax/Type
Core Attributes			
Meth	VisEventProc		<i>returns {Variant} = VisEventProc(nEventCode {I2 [In]}, pSourceObj {Dispatch [In]}, nEventID {I4 [In]}, nEventSeqNum {I4 [In]}, pSubjectObj {Dispatch [In]}, vMoreInfo {Variant [In]})</i>

[Branch: Util] IVisLibOcxSupport			
<i>Supports Visio Control</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
	HostID		<i>returns {HRESULT} = HostID(pbstr {BStr []})</i>
BehaviorVariants			
	NegotiateMenus		<i>returns {HRESULT} = NegotiateMenus(pbVal {Bool []})</i>
	NegotiateToolbars		<i>returns {HRESULT} = NegotiateToolbars(pbVal {Bool []})</i>
	PageSizingBehavior		<i>returns {HRESULT} = PageSizingBehavior(peVal {VisPageSizingBehaviors []})</i>
Containee Mgt			
	Document		<i>returns {HRESULT} = Document(ppDoc {Ptr -- IVDocument []})</i>
	Window		<i>returns {HRESULT} = Window(ppWin {Ptr -- IVWindow []})</i>
Descriptive/User Attribs			
	About		<i>returns {HRESULT} = About</i>
Doc-Window Relationship			
	Src		<i>returns {HRESULT} = Src(pbstr {BStr []})</i>

[Branch: Util] KeyboardEvent			
<i>Info from keyboard event</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
	ObjectType		<i>returns {HRESULT} = ObjectType(peType {VisObjectTypes []})</i>
Core Attributes			
	KeyAscii		<i>returns {HRESULT} = KeyAscii(pnKeyAscii {I4 []})</i>
	KeyButtonState		<i>returns {HRESULT} = KeyButtonState(pnKeyButtonState {I4 []})</i>
	KeyCode		<i>returns {HRESULT} = KeyCode(pnKeyCode {I4 []})</i>
	ToString		<i>returns {HRESULT} = ToString(pbstrString {BStr []})</i>
	Window		<i>returns {HRESULT} = Window(ppWindow {Ptr -- IVWindow []})</i>
Contained By			
	Application		<i>returns {HRESULT} = Application(lpdispRet {Ptr -- IVApplication []})</i>

[Branch: Util] MouseEvent			
<i>Info from mouse event</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
	ObjectType		<i>returns</i> {HResult} = ObjectType(<i>peType</i> {VisObjectTypes []})
Core Attributes			
	Button		<i>returns</i> {HResult} = Button(<i>pnButton</i> {I4 []})
	KeyButtonState		<i>returns</i> {HResult} = KeyButtonState(<i>pnKeyButtonState</i> {I4 []})
	ToString		<i>returns</i> {HResult} = ToString(<i>pbstrString</i> {BStr []})
	Window		<i>returns</i> {HResult} = Window(<i>ppWindow</i> {Ptr -- IVWindow []})
	x		<i>returns</i> {HResult} = x(<i>pdX</i> {R8 []})
	y		<i>returns</i> {HResult} = y(<i>pdY</i> {R8 []})
Contained By			
	Application		<i>returns</i> {HResult} = Application(<i>lpdispRet</i> {Ptr -- IVApplication []})

[Branch: Util] MSGWrap			
<i>Informational object passed by EApplication.OnKeystrokeMessageForAddon (V2002)</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	hwnd	RW	<i>returns</i> {I4} = hwnd ; Property type: Integer; Handle
	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeMSGWrap
Core Attributes			
Prop	IParam	RW	<i>returns</i> {I4} = IParam ; Property type: Integer; -
	message	RW	<i>returns</i> {I4} = message ; Property type: Integer; -
	posttime	RW	<i>returns</i> {I4} = posttime ; Property type: Integer; -
	ptx	RW	<i>returns</i> {I4} = ptx ; Property type: Integer; Pixels
	pty	RW	<i>returns</i> {I4} = pty ; Property type: Integer; Pixels
	wParam	RW	<i>returns</i> {I4} = wParam ; Property type: Integer; -
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication

[Branch: Util] Selection			
<i>A collection of Shapes, used in Window and elsewhere. Usually used to apply some function en masse.</i>			
P/M	Name	RW H	Syntax/Type
Id/Order/Label/Type			
Prop	ObjectType	R	<i>returns</i> {I2} = ObjectType ; Property type: Integer; =visObjTypeSelection
BehaviorVariants			
Prop	IterationMode	RW	<i>returns</i> {I4} = IterationMode ; Property type: Integer; VisSelectionMode; Values: 256=visSelModeSkipSuper; 512=visSelModeOnlySuper; 1024=visSelModeSkipSub; 2048=visSelModeOnlySub;
Object Life/Enable/Visible/State			
Prop	Stat	R	<i>returns</i> {I2} = Stat ; Property type: Integer; VisStatCodes; Values: 0=visStatNormal; 1=visStatAppHasShutdown; 2=visStatDeleted; 4=visStatTouched; 8=visStatClosed; 16=visStatSuspended;
Meth	Delete		Delete

[Branch: Util] Selection (Continued)			
A collection of Shapes, used in Window and elsewhere. Usually used to apply some function en masse.			
P/M	Name	RW H	Syntax/Type
Core Associations: DiagramData			
Meth	AddToGroup		AddToGroup
	BoundingBox		BoundingBox <i>Flags</i> {I2 [In]}, <i>lpr8Left</i> {R8 [Out]}, <i>lpr8Bottom</i> {R8 [Out]}, <i>lpr8Right</i> {R8 [Out]}, <i>lpr8Top</i> {R8 [Out]}
	BringForward		BringForward
	BringToFront		BringToFront
	Combine		Combine
	ConvertToGroup		ConvertToGroup
	DrawRegion		<i>returns</i> {IVShape} = DrawRegion(<i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]}, <i>x</i> {Variant [In Optional]}, <i>y</i> {Variant [In Optional]}, <i>ResultsMaster</i> {Variant [In Optional]})
	Duplicate		<i>returns</i> {IVSelection} = Duplicate
	FitCurve		FitCurve <i>Tolerance</i> {R8 [In]}, <i>Flags</i> {I2 [In]}
	Flip		Flip <i>FlipDirection</i> {VisFlipDirection [In]}, <i>FlipType</i> {VisFlipTypes []}, <i>BlastGuards</i> {Bool []}, <i>PinX</i> {R8 []}, <i>PinY</i> {R8 []}, <i>PinUnitsNameOrCode</i> {Variant [In Optional]}
	FlipHorizontal		FlipHorizontal
	FlipVertical		FlipVertical
	Fragment		Fragment
	Group		<i>returns</i> {IVShape} = Group
	Intersect		Intersect
	Join		Join
	Layout		Layout
	RemoveFromGroup		RemoveFromGroup
	ReverseEnds		ReverseEnds
	SendBackward		SendBackward
	SendToBack		SendToBack
	Subtract		Subtract
	SwapEnds		SwapEnds
	Trim		Trim
	Ungroup		Ungroup
	Union		Union
	VoidDuplicate	H	VoidDuplicate
	VoidGroup	H	VoidGroup
Containee Mgt			
Prop	_NewEnum	R	<i>returns</i> {Unknown} = _NewEnum ; Property type: Unknown
	Count	R	<i>returns</i> {I4} = Count ; Property type: Integer; Count
	Count16	RH	<i>returns</i> {I2} = Count16 ; Property type: Integer; Count
	Item	R	<i>returns</i> {IVShape} = Item(<i>Index</i> {I4 [In]}) ; Property type: IVShape
	Item16	RH	<i>returns</i> {IVShape} = Item16(<i>Index</i> {I2 [In]}) ; Property type: IVShape
	ItemStatus	R	<i>returns</i> {I2} = ItemStatus(<i>Index</i> {I4 [In]}) ; Property type: Integer; VisSelectItemStatus; Values: 1=visSelIsPrimaryItem; 2=visSelIsSubItem; 4=visSelIsSuperItem;
	PrimaryItem	R	<i>returns</i> {IVShape} = PrimaryItem ; Property type: IVShape

[Branch: Util] Selection (Continued)			
A collection of Shapes, used in Window and elsewhere. Usually used to apply some function en masse.			
P/M	Name	RW H	Syntax/Type
Meth	ConnectShapes		ConnectShapes
	DeselectAll		DeselectAll
	Distribute		Distribute <i>Distribute</i> {VisDistributeTypes [In]}, <i>GlueToGuide</i> {Bool []}
	Move		Move <i>dx</i> {R8 [In]}, <i>dy</i> {R8 [In]}, <i>UnitsNameOrCode</i> {Variant [In Optional]}
	Offset		Offset <i>Distance</i> {R8 [In]}
	Rotate		Rotate <i>Angle</i> {R8 [In]}, <i>AngleUnitsNameOrCode</i> {Variant [In Optional]}, <i>BlastGuards</i> {Bool []}, <i>RotationType</i> {VisRotationTypes []}, <i>PinX</i> {R8 []}, <i>PinY</i> {R8 []}, <i>PinUnitsNameOrCode</i> {Variant [In Optional]}
	Rotate90		Rotate90
	Select		Select <i>SheetObject</i> {IVShape [In]}, <i>SelectAction</i> {I2 [In]}
	SelectAll		SelectAll
	UpdateAlignmentBox		UpdateAlignmentBox
Contained By			
Prop	Application	R	<i>returns</i> {IVApplication} = Application ; Property type: IVApplication
	ContainingMaster	R	<i>returns</i> {IVMaster} = ContainingMaster ; Property type: IVMaster
	ContainingMasterID	R	<i>returns</i> {I4} = ContainingMasterID ; Property type: Integer; ID
	ContainingPage	R	<i>returns</i> {IVPage} = ContainingPage ; Property type: IVPage
	ContainingPageID	R	<i>returns</i> {I4} = ContainingPageID ; Property type: Integer; ID
	ContainingShape	R	<i>returns</i> {IVShape} = ContainingShape ; Property type: IVShape
	Document	R	<i>returns</i> {IVDocument} = Document ; Property type: IVDocument
Style/Format			
Prop	FillStyle	RW	<i>returns</i> {BStr} = FillStyle ; Property type: String
	FillStyleKeepFmt	W	FillStyleKeepFmt = {BStr} ; Property type: None
	LineStyle	RW	<i>returns</i> {BStr} = LineStyle ; Property type: String
	LineStyleKeepFmt	W	LineStyleKeepFmt = {BStr} ; Property type: None
	Style	RW	<i>returns</i> {BStr} = Style ; Property type: String
	StyleKeepFmt	W	StyleKeepFmt = {BStr} ; Property type: None
	TextStyle	RW	<i>returns</i> {BStr} = TextStyle ; Property type: String
	TextStyleKeepFmt	W	TextStyleKeepFmt = {BStr} ; Property type: None
Appearance			
Meth	Align		Align <i>AlignHorizontal</i> {VisHorizontalAlignTypes [In]}, <i>AlignVertical</i> {VisVerticalAlignTypes [In]}, <i>GlueToGuide</i> {Bool []}
Foreign			
Prop	Picture	R	<i>returns</i> {IPictureDisp} = Picture ; Property type: IPictureDisp
Meth	Export		Export <i>FileName</i> {BStr [In]}
Clipboard			
Meth	Copy		Copy <i>Flags</i> {Variant [In Optional]}
	Cut		Cut <i>Flags</i> {Variant [In Optional]}
	old_Copy	H	old_Copy
	old_Cut	H	old_Cut
Events/Actions/Commands			
Prop	EventList	R	<i>returns</i> {IVEventList} = EventList ; Property type: IVEventList
	PersistsEvents	R	<i>returns</i> {I2} = PersistsEvents ; Property type: Integer; Bool

Chapter 39

Events Table

In This Chapter...

- Events Table/Selection Guide
-

Since event-response plays a significantly part in defining what your solution does, it's crucially important to be able to quickly grasp the spectrum of events which Visio does and does not offer, and which objects to use to tap into those events.

On the following pages you will find a table which presents this information in the most concise and easy-to-navigate form. The table is basically organized by Event Subject and Event Name (what kind of object the event happened to, and what kind of event it was) versus Event Reporter (what objects report this event.)

At the intersections of Subject/Event Name and Reporter you will find a "Y" if the event is available to work with all of the event mechanisms discussed in Chapter 20: *Events and Other Notifications*. An "A" marks events which are available, but only through the EventList Add/AddAdvise mechanism.

Please also note the abbreviation schemes that have been used to make the listing more readable and compact. These are shown in the headers for the columns where they apply.

Also note that some of the EventCode constants are single constants, while others are the sum of two values (such as visEvtAdd + visEvtShape). However, the sum-of-two-values is not completely general: not every reasonable-looking combination results in an event that Visio actually provides.

Table 39-1: Visio 2003 Events by Subject and Reporter. Note indents for hierarchy.

Subject (Event happened to...)	Event Name QC- = QueryCancel	Event Code Hex	Constants _Xxx = visEvtCodeXxx ...Xxx = visEvtXxx QC- = QueryCancel	Event Reported by...															
				Application	Documents	Document	Masters	Master	Pages	Page	Shape	Characters	Styles	Style	Section	Row	Cell	Windows	Window
Application	AfterModal	H1040	...App + ...AfterModal	Y															
	AppActivated	H1001	...App + ...AppActivate	Y															
	AppDeactivated	H1002	...App + ...AppDeactivate	Y															
	AppObjActivated	H1004	...App + ...ObjActivate	Y															
	AppObjDeactivated	H1008	...App + ...ObjDeactivate	Y															
	BeforeModal	H1020	...App + ...BeforeModal	Y															
	BeforeQuit	H1010	...App + ...BeforeQuit	Y															
	DesignModeEntered	H0006	_DocDesign	Y	Y	Y													
	QC-Quit	H00CC	_QC-Quit	Y															
	QuitCanceled	H00CD	_CancelQuit	Y															
	RunModeEntered	H0005	_DocRunning	Y	Y	Y													
	VisioIsIdle	H1400	...App + ...Idle	Y															
App Evt Mgt	MarkerEvent	H1100	...App + ...Marker	Y															
	MustFlushScopeBeginning	H00C8	_BefForcedFlush	Y															
	MustFlushScopeEnded	H00C9	_AfterForcedFlush	Y															
	NoEventsPending	H1200	...App + ...NonePending	Y															
	OnKeystrokeMessageForAddon	H02C4	_WinOnAddonKeyMSG	2													2	2	
App Suspend	AfterResume	H00D1	_AfterResume	1															
	BeforeSuspend	H00D0	_BeforeSuspend	1															
	QC-Suspend	H00CE	_QC-Suspend	1															
	SuspendCanceled	H00CF	_CancelSuspend	1															
App Undo	EnterScope	H00CA	_EnterScope	Y															
	ExitScope	H00CB	_ExitScope	Y															
Document	BeforeDocumentClose	H4002	...Del + ...Doc	Y	Y	Y													
	BeforeDocumentSave	H0007	_BefDocSave	Y	Y	Y													
	BeforeDocumentSaveAs	H0008	_BefDocSaveAs	Y	Y	Y													
	DocumentAdded	H8002	...Add + ...Doc	A	A	A													
	DocumentChanged	H2002	...Mod + ...Doc	Y	Y	Y													
	DocumentCloseCanceled	H000A	_CancelDocClose	Y	Y	Y													
	DocumentCreated	H0001	_Create	Y	Y	Y													
	DocumentOpened	H0002	_Open	Y	Y	Y													
	DocumentSaved	H0003	_DocSave	Y	Y	Y													
	DocumentSavedAs	H0004	_DocSaveAs	Y	Y	Y													
	QC-DocumentClose	H0009	_QC-DocClose	Y	Y	Y													
	Page	BeforePageDelete	H4010	...Del + ...Page	Y	Y	Y			Y	Y								
BeforeWindowPageTurn		H02BF	_BefWinPageTurn	Y													Y	Y	
PageAdded		H8010	...Add + ...Page	Y	Y	Y			Y										
PageChanged		H2010	...Mod + ...Page	Y	Y	Y			Y	Y									
PageDeleteCanceled		H01F5	_CancelPageDel	Y	Y	Y			Y	Y									
QC-PageDelete		H01F4	_QC-PageDel	Y	Y	Y			Y	Y									

Table 39-1: Visio 2003 Events by Subject and Reporter. Note indents for hierarchy. (Continued)

Subject (Event hap- pened to...)	Event Name QC- = QueryCancel	Event Code Hex	Constants _Xxx = visEvtCodeXxx ...Xxx = visEvtXxx QC- = QueryCancel	Event Reported by...															
				Application	Documents	Document	Masters	Master	Pages	Page	Shape	Characters	Styles	Style	Section	Row	Cell	Windows	Window
Master	BeforeMasterDelete	H4008	...Del + ...Master	Y	Y	Y	Y	Y											
	MasterAdded	H8008	...Add + ...Master	Y	Y	Y	Y												
	MasterChanged	H2008	...Mod + ...Master	Y	Y	Y	Y	Y											
	MasterDeleteCanceled	H0191	_CancelMasterDel	Y	Y	Y	Y	Y											
	QC-MasterDelete	H0190	_QC-MasterDel	Y	Y	Y	Y	Y											
Shape	BeforeShapeDelete	H4040	...Del + ...Shape	Y	Y	A	Y	Y	Y	Y	Y								
	BeforeShapeTextEdit	H0323	_ShapeBeforeTextEdit	Y	Y	Y	Y	Y	Y	Y	Y								
	ShapeAdded	H8040	...Add + ...Shape	Y	Y	Y	Y	Y	Y	Y	Y								
	ShapeChanged	H2040	...Mod + ...Shape	Y	Y	A	Y	Y	Y	Y	Y								
	ShapeExitedTextEdit	H0324	_ShapeExitTextEdit	Y	Y	Y	Y	Y	Y	Y	Y								
	ShapeParentChanged	H0322	_ShapeParentChange	Y	Y	Y	Y	Y	Y	Y	Y								
	ShapesDeleted	H0321	_ShapeDelete			A													
	TextChanged	H2080	...Mod + ...Text	Y	Y	A	Y	Y	Y	Y	Y	Y							
Cell	CellChanged	H2800	...Mod + ...Cell	Y	Y	A	Y	Y	Y	Y	Y				Y	Y	Y		
	FormulaChanged	H3000	...Mod + ...Formula	Y	Y	A	Y	Y	Y	Y	Y				Y	Y	Y		
Group	ConvertToGroupCanceled	H038C	_CancelConvertToGroup	Y	Y	Y	Y	Y	Y	Y	Y								
	QC-ConvertToGroup	H038B	_QC-ConvertToGroup	Y	Y	Y	Y	Y	Y	Y	Y								
	QC-Ungroup	H0389	_QC-Ungroup	Y	Y	Y	Y	Y	Y	Y	Y								
	UngroupCanceled	H038A	_CancelUngroup	Y	Y	Y	Y	Y	Y	Y	Y								
Connec- tions	ConnectionsAdded	H8100	...Add + ...Connect	Y	Y	A	Y	Y	Y	Y									
	ConnectionsDeleted	H4100	...Del + ...Connect	Y	Y	A	Y	Y	Y	Y									
Style	BeforeStyleDelete	H4004	...Del + ...Style	Y	Y	Y							Y	Y					
	QC-StyleDelete	H012C	_QC-StyleDel	Y	Y	Y							Y	Y					
	StyleAdded	H8004	...Add + ...Style	Y	Y	Y							Y						
	StyleChanged	H2004	...Mod + ...Style	Y	Y	Y							Y	Y					
	StyleDeleteCanceled	H012D	_CancelStyleDel	Y	Y	Y							Y	Y					
Window	BeforeWindowClosed	H4001	...Del + ...Window	Y													Y	Y	
	QC-WindowClose	H02C2	_QC-WinClose	Y													Y	Y	
	ViewChanged	H02C1	_ViewChanged	Y													Y	Y	
	WindowActivated	H1080	...App + ...WinActivate	Y													Y	Y	
	WindowChanged	H2001	...Mod + ...Window	Y													Y	Y	
	WindowCloseCanceled	H02C3	_CancelWinClose	Y													Y	Y	
	WindowOpened	H8001	...Add + ...Window	Y													Y		
	WindowTurnedToPage	H02C0	_WinPageTurn	Y													Y	Y	

Table 39-1: Visio 2003 Events by Subject and Reporter. Note indents for hierarchy. (Continued)

Subject (Event happened to...)	Event Name QC- = QueryCancel	Event Code Hex	Constants _Xxx = visEvtCodeXxx ...Xxx = visEvtXxx QC- = QueryCancel	Event Reported by...															
				Application	Documents	Document	Masters	Master	Pages	Page	Shape	Characters	Styles	Style	Section	Row	Cell	Windows	Window
UserInput	KeyDown	H02C8	_KeyDown	3													3	3	
	KeyPress	H02C9	_KeyPress	3													3	3	
	KeyUp	H02CA	_KeyUp	3													3	3	
	MouseDown	H02C5	_MouseDown	3													3	3	
	MouseMove	H02C6	_MouseMove	3													3	3	
	MouseUp	H02C7	_MouseUp	3													3	3	
Selection	BeforeSelectionDelete	H0385	_BefSelDel	Y	Y	Y	Y	Y	Y	Y	Y								
	BeforeWindowSelDelete	H02BE	_BefWinSelDel	Y													Y	Y	
	QC-SelectionDelete	H0387	_QC-SelDel	Y	Y	Y	Y	Y	Y	Y	Y								
	SelectionAdded	H0386	_SelAdded	Y	Y	A	Y	Y	Y	Y	Y								
	SelectionChanged	H02BD	_WinSelChange	Y													Y	Y	
	SelectionDeleteCanceled	H0388	_CancelSelDel	Y	Y	Y	Y	Y	Y	Y	Y								

Key: Y = Yes; A = Only via Add/AddAdvise, 1 = Added V2000 SR1; 2 = Added V2002; 3 = Added V2003

Source: Data extracted from Type Library, except Add/AddAdvise added by hand from Help. GW_Events_V2003.mdb