

# NewValueProc

## Function

The function **NewValueProc** is called by the interface [D2000 ObjApi](#) in case of a change of a value or state of the object opened by the function [OpenObject](#).

## Declaration

```
void NewValueProc(HOBJ id, const UniValPtr value, unsigned int row,
unsigned int col, Object_Status status)
```

## Parameters

The parameter *id* is a unique identifier of the changed object and is returned back by the function [OpenObject](#) or the asynchronous function [NewDefProc](#). The parameter *value* describes a new value, status and time of the object. The parameters *row* and *col* are used for a value of *Structure* type (*Rec*) and describes new value in details:

- If *row* and *col* = 0, the parameter *value* contains all the value of *Rec* type.
- If *row* is other than 0 and *col* = 0, the parameter *value* contains one row of the structure value.
- If *row* and *col* are other than from 0, the parameter *value* contains one structure item.
- For value types other than *Rec*, the parameters *row* and *col* are equal to 0.

After return from the function, the dynamically allocated memory for a value will be freed by the interface [D2000 ObjApi](#). The parameter *status* can get one of two values: *Def* and *Deleted*. If the value of the parameter is *Deleted* it means that the object was deleted.



### Related pages:

[ObjApi - Asynchronous functions \(messages\)](#)