

Adobe Illustrator CS5 Type Library

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JavaScript Reference Guide

Scripting is one of the most powerful features in Illustrator. It can save lots of time: almost anything you can do with the user interface, you can do with scripts, and there are even a few things you can do in scripting that you cannot do from within the user interface. The contents on the right is categorized by function; in the index at the bottom, you can find all objects in alphabetical order. Each object description lists its elements, properties, and methods.

This entire site was entirely created automatically! Oh wow - [read more!](#)

Suite that applies to all applications

Scripting commands and classes for Adobe Illustrator

Color classes for Adobe Illustrator

Text processing commands and classes for Adobe Illustrator

Transformation matrix events and classes for Adobe Illustrator

Classes used only for creating path items.

Cannot be used to access page items.

File opening options classes for Adobe Illustrator

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About these pages

The ExtendScript Toolkit Editor comes with a built-in Help function, which displays all objects accessible in JavaScript for InDesign, Bridge, Illustrator, and Photoshop. It does so by sending a request to the target program to output an XML data file, containing the prototypes and definitions for all of its scriptable components. This XML file is saved in a cache (presumably because it's a lengthy operation) and subsequently displayed when requested. If it detects a new plugin, the request is sent again and the XML file is rebuilt from scratch. That means that online help for any new scriptable plugin commands are available *immediately* for your new scripts. Amazing!

XML is a very readable data format ... if you're a bithead like me! But wouldn't it be nice to be able to format this help text *just as you like*, and be readable (and

searchable!) in your favourite program, such as your web browser? Well, the XML format has a unique advantage over just about any other data file. It's highly structured, and this content can be manipulated using XSLT — the Extensible Stylesheet Language Transformations language, as defined by the World Wide Web Consortium (W3C). An XSLT stylesheet can sort and manipulate XML input, insert all kinds of extra data (such as, oh, a copyright manifest at the top of every output), and write the result to one or more output files. What has that to do with these 750 pages of HTML? I didn't create a single one of them. (*This page is created 'All By Hand*TM — but it's not part of Adobe's XML files.)

So I wrote an XSLT stylesheet to read, parse, split, and sort the huge input file, and to output it as formatted and hyperlinked HTML pages. This was no mean task at all — the input file is over

113,000 lines long, and the latest version of the style sheet contains just under a thousand lines. All in all, it took me more than 50 hours of hard work to create the output you see before you. But wait! couldn't I just have search-and-replaced the XML commands into HTML? Sure — manually sorting and such, but still doable. But if I ever want to change something — say, I want 4 columns of index instead of 3, or I don't want to use tables anymore, but real CSS3 columns — all I have to do is re-write a (small) part of the XSLT style sheet and let the Saxon XSLT interpreter go over the XML again. If my installation of InDesign is upgraded with some scriptable plugin, all I have to do is run Saxon again. Since the XML help for CS4 has the same formatting, I can run Saxon again on *its* help file. And there you have it! Another entirely new set of more than 750 files, all properly indexed and hyperlinked, without me doing any more than

changing how it should look!^a

Understanding XML is easy, especially if you are well-versed in HTML. If the latter, you should really know about XHTML — the well-formatted younger brother of that plain old tack-together-with-sticky-tape that grew so bloated over the years. XML is even more so structured, and the step over shouldn't be difficult. XSLT is something quite else. First off, it's defined in terms of XML (meaning: you can run an XSLT style sheet over an XSLT style sheet, for example to format it for printing or viewing). It's a programming language, but it doesn't work in the do-this-then-that sequential steps; instead, it's a *procedural* language, and it describes what to do on each and every XML element it encounters in the input XML document. Writing your first XSLT style sheet can be frustrating (usually, because your first attempts don't appear to do anything at all) until you

get into the proper mind set. Soon you will be scanning every folder on your computer for XML files to examine! (Mac OS X users: a `.plist` configuration file is also XML; lots of other files in that system are as well.)

So, why *did* I work so hard on writing the sheet for this? Well, it was fun to create something new — a good reason in itself. Besides, I needed the training. As a typesetter, one of my upcoming jobs includes a dictionary that is being assembled as Excel data. I experimented with a small data set, exporting it from Excel as XML, and then converting it to plain text, sorting entries and concatenating duplicates all in one go. After that I reckoned, "INX" — InDesign's compatibility file format — "is *also* an XML file", and went on to include all necessary formatting, from pages and paragraphs, right up to the style and formatting of individual words. Saxon still didn't break into a sweat — and now all I have to do if the

complete data comes in, is export it to XML, run my sheet over it to create an INX output file, and open that one with InDesign. The publisher will be amazed if he receives a complete set of proofs within a couple of hours (let's be generous), no matter if it's a hundred pages of output or a thousand. How does that sound for page throughput!?

Acknowledgements

The first CHM conversion of the files for CS3 was done by fellow scripting enthousiast ABC GREEN. Additionally, he helped me set up my system to compile other versions as well. Thanks, mate!

Note

^a Due to a hard disk crash of my Windows machine I lost all of my installed programs. Fortunately, my old friend René Kramer was able to rescue most (if not all) of my data. Thanks, René - that bottle of whiskey was well earned!
So *this* version - CS5 - is not created purely with Saxon, on a Windows computer. Working on my Mac, I downloaded [Kernow for Saxon](#). The older version 1.4 comes complete with a Java interface and Saxon 8B, and to my surprise (and relief) it took just a few clicks to regenerate the entire Help set anew. I

said it before and I'll say it again:
Support Open Source Software!

Jongware, 26-May-2010

This version: 27-Jun-2010

Jongware 2010
v3.0.0

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Class

Application

The Adobe Illustrator application.

QuickLinks

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Hierarchy

Object

Application

Properties

Property	Type
PDFPresetsList	Array of string
PPDFFileList	Array of PPDFFile

activeDocument Document

browserAvailable bool

buildNumber string

colorSettingsList Array of File

coordinateSystem CoordinateSystem:
CoordinateSystem.DOCUMENT
CoordinateSystem.ARTBOARD

defaultColorSettings File

documents Documents

flattenerPresetsList Array of string

freeMemory int

locale string

name string

parent Object

path File

preferences Preferences

printPresetsList Array of string

printerList	Array of Printer
scriptingVersion	string
selection	any
startupPresetsList	Array of string
textFonts	TextFonts
tracingPresetsList	Array of string
typename	string
userInteractionLevel	UserInteractionLevel : UserInteractionLevel.DONTDISPLAYALERTS UserInteractionLevel.DISPLAYALERTS

version	string
visible	bool

Methods Instances

`string aATAddItem (sessionIndex: int, destinationSequenceID: int, destinationIndex: int, srcItemIDData: string, type: string)`

Add the specified to the sequencer.

Parameter	Type	Description
sessionIndex	int	The index in the session.
destinationSequenceID	int	The UID for the owning sequence.
destinationIndex	int	The item UID where the item is located.
srcItemIDData	string	The item ID of the item to copy.
type	string	The source of the item.

`string aATClear ()`

Clear the sequencer.

`string aATDuplicateItem (sessionIndex: int, item: string)`

Duplicates the specified item(s) from the sequencer.

Parameter	Type	Description
sessionIndex	int	The index in the session of the item.
item	string	The item UID(s).

string aATEditItem (sessionIndex: int, item: string)
Opens the specified item from the sequencer in the ite

Parameter	Type	Description
sessionIndex	int	The index in the session of the item.
item	string	The item UID.

bool aATErrorsExist ()

Retrieves a boolean indicating the presence of errors in the sequencer.

void aATExecuteSession ()

Executes the active session in the sequencer.

void aATExecuteSessionFromFile (file: File)

Executes the active session in the sequencer.

Parameter	Type	Description
file	File	Execute the session from this file.

string aATFileRelativeChanged (path: string, relative: string)

Switches a files relative token and path.

Parameter	Type	Description
path	string	The path relative to the current relative path.
relative	string	The current relative path.
newRelative	string	The new relative path.

string aATFileSaveDialog (path: string, relative: string)

Prompts the user to save a file or choose a file or directory.

Parameter	Type	Description
path	string	The path relative to the current relative path.
relative	string	The current relative path.
type	string	The type of dialog to show.

File aATGetEditorDialogFile ()

Retrieves a file path to the AAT editor swf.

File aATGetErrorHandlerDialogFile ()

Retrieves a file path to the AAT error dialog swf.

string aATGetListOfRelativePaths ()

Gets an XML string listing the relative paths and the I

string aATGetSession ()

Get the active session for the sequencer.

string aATLoadLibExtension ()

Loads a session file as an extension to the editor.

string aATLoadModel ()

Loads the aat model to the editor.

string aATLoadSessionFile ()

Loads a session into the sequencer.

string aATLoadUIExtension ()

Loads a UI description as an extension to the editor.

string aATMoveItem (sessionIndex: int, moveThisID

destinationSequenceID: string, destinationIndex: int)

Moves the specified in the sequencer.

Parameter	Type	Description
sessionIndex	int	The index in the sess
moveThisID	string	The UID of the item
newSessionIndex	int	The index in the sess
destinationSequenceID	string	The UID for the owr
destinationIndex	int	The index where to i

string aATRemoveItem (sessionIndex: int, item: strin

Removes the specified item from the sequencer.

Parameter	Type	Description
sessionIndex	int	The index in the session of t
item	string	The item UID.

string aATReplaceItem (sessionIndex: int, replaceTh

Replaces the specified to the sequencer.

Parameter	Type	Description
sessionIndex	int	The index in the session of the item.
replaceThisID	int	The UID of the item to replace.
srcItemIDData	string	The item ID of the item to copy.
type	string	The source of the item to copy.

string aATSaveAsSession ()

Saves the active session in the sequencer to a new file.

string aATSaveSession ()

Saves the active session in the sequencer to a file.

string applyDataToItem (sessionIndex: int, item: string, data: string)

Applies the data used in the item editor to the item.

Parameter	Type	Description
sessionIndex	int	The index in the session of the item.
item	string	The item UID.
data	string	The data to apply in XML format.

bool applySingleDataPointToItem (sessionId: int, item: string, dataID: string, data: string)

Applies data to the specified item from the sequencer.

Parameter	Type	Description
sessionId	int	The index in the session of the item.
item	string	The item UID.
dataID	string	The data to apply in XML format.
data	string	The data to apply in XML format.

void beep ()

Matrix concatenateMatrix (matrix: Matrix, secondM: Matrix)

Concatenate two transformation matrices.

Parameter	Type	Description
matrix	Matrix	The matrix to be concatenated.

secondMatrix	Matrix	Second transformation matrix.
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Matrix concatenateRotationMatrix (matrix: Matrix[, angle: number])
Concatenate a rotation matrix to a transformation matrix.

Parameter	Type	Description
matrix	Matrix	The matrix to be concatenated.
angle	number	Angle of rotation in radians.

Matrix concatenateScaleMatrix (matrix: Matrix[, scaleX: number, scaleY: number])
Concatenate a scale matrix to a transformation matrix.

Parameter	Type	Description
matrix	Matrix	The matrix that is to be added to the transformation matrix.
scaleX	number	Horizontal scaling factor expressed in pixels. (Optional)
scaleY	number	Vertical scaling factor expressed in pixels. (Optional)

Matrix concatenateTranslationMatrix (matrix: Matrix[, deltaX: number, deltaY: number])
Concatenate a translation to a transformation matrix.

Parameter	Type	Description
matrix	Matrix	The matrix that is to be concatenated.
deltaX	number	Horizontal transformation.
deltaY	number	Vertical transformation.

Array of **number convertSampleColor (sourceColor: number, destColorSpace: ImageColorSpace, colorCornerRadius: number, sourceHasAlpha: bool=false)[, destHasAlpha: bool=false]**
Converts a sample-component color from one color space to another.

Parameter	Type
sourceColorSpace	ImageColorSpace: ImageColorSpace.GrayScale ImageColorSpace.RGB ImageColorSpace.CMYK ImageColorSpace.LAB

		ImageColorSpace.Separation ImageColorSpace.DeviceN ImageColorSpace.Indexed
sourceColor		Array of number
destColorSpace		ImageColorSpace : ImageColorSpace.GrayScale ImageColorSpace.RGB ImageColorSpace.CMYK ImageColorSpace.LAB ImageColorSpace.Separation ImageColorSpace.DeviceN ImageColorSpace.Indexed
colorConvertPurpose		ColorConvertPurpose : ColorConvertPurpose.defaultp ColorConvertPurpose.preview ColorConvertPurpose.exportp ColorConvertPurpose.dummy
sourceHasAlpha		bool
destHasAlpha		bool

void copy ()

Copy current selection to the clipboard.

void cut ()

Cut current selection to the clipboard.

string getExecutionOutput ()

Retrieves a string containing the results of the last scri

Matrix getIdentityMatrix ()

Returns an identity matrix.

PPDFFileInfo getPPDFFileInfo (name: string)

Get detailed info from the specified PPD file.

Parameter	Type	Description
name	string	The model na

File getPresetFileOfType (presetType: DocumentPresetType)
Given a preset type, returns the full path to the applica

Parameter	Type
presetType	DocumentPresetType: DocumentPresetType.Print DocumentPresetType.Web DocumentPresetType.Mobile DocumentPresetType.Video DocumentPresetType.BasicCMYK DocumentPresetType.BasicRGE

DocumentPreset getPresetSettings (preset: string)

Given a preset name, tries and retrieves the settings fr

Parameter	Type	Description
preset	string	The name of the p

Matrix getRotationMatrix ([angle: number=0.0])

Returns a rotation transformation matrix.

Parameter	Type	Description
angle	number	Angle of rotation (in degrees)

Matrix getScaleMatrix ([scaleX: number=100.0][, scaleY: number=100.0])

Returns a scale transformation matrix.

Parameter	Type	Description
scaleX	number	Horizontal scaling factor expressed as a percentage (Optional)
scaleY	number	Vertical scaling factor expressed as a percentage (Optional)

any getScriptableHelpGroup ()

Get the scriptable help group object that represents the

Matrix getTranslationMatrix ([deltaX: number=0.0])

Returns a translation matrix.

Parameter	Type	Description
deltaX	number	Horizontal transformation
deltaY	number	Vertical transformation

string getVersionString ()

Retrieves a string representing the AAT version.

Matrix invertMatrix (matrix: Matrix)

Invert a matrix.

Parameter	Type
matrix	Matrix

bool isEqualMatrix (matrix: Matrix, secondMatrix: Matrix)

Compares two matrices for equality.

Parameter	Type	Description
matrix	Matrix	First transform
secondMatrix	Matrix	Second transform

bool isSingularMatrix (matrix: Matrix)

Tests if a matrix is singular (cannot be inverted)

Parameter	Type
matrix	Matrix

void loadColorSettings (fileSpec: File)

Load the color settings from the file. If the file is an empty file, it will be off.

Parameter	Type	Description
fileSpec	File	File spec for color settings

Document open (file: File[, documentColorSpace: DocumentColorSpace])

Open the specified document file.

Parameter	Type
file	File

file	File
documentColorSpace	DocumentColorSpace : DocumentColorSpace.RGB DocumentColorSpace.CMYK
options	any

void paste ()

Paste clipboard into the current document.

void quit ()

Quit the application.

void redo ()

Redo the last transaction.

void redraw ()

Force Illustrator to redraw its window(s)

void runAPITest (testName: string)

Runs API Tests from the TestAPI Plug-in.

Parameter	Type	Description
testName	string	Arguments for Running

Array of string showPresets (fileSpec: File)

Get presets from the file.

Parameter	Type	Description
fileSpec	File	File sp

string translatePlaceholderText (text: string)

Translate the placeholder text to regular text. A method

Parameter	Type	Description
text	string	The placeholder

string translateString (key: string, source: string)

Returns a string translated from the key and source da

Parameter	Type	Description

key	string	The string to translate.
source	string	The plugin name from which the key originates.

void undo ()

Undo the last transaction.

Class

Document

A document.

QuickLinks

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Hierarchy

Obj

Docu

Properties

Property	Type
XMPString	string
activeDataSet	DataSet
activeLayer	Layer
activeView	View
artboards	Artboards
brushes	Brushes
characterStyles	CharacterStyles
compoundPathItems	CompoundPathItems
cropBox	Rect
cropStyle	CropOptions : CropOptions.Standard CropOptions.Japanese

dataSets	DataSets
defaultFillColor	Color
defaultFillOverprint	bool
defaultFilled	bool
defaultStrokeCap	StrokeCap: StrokeCap.BUTTENDCAP StrokeCap.ROUNDENDCAP StrokeCap.PROJECTINGEN
defaultStrokeColor	Color
defaultStrokeDashOffset	number
defaultStrokeDashes	Array of number
defaultStrokeJoin	StrokeJoin: StrokeJoin.MITERENDJOIN StrokeJoin.ROUNDENDJOIN StrokeJoin.BEVELENDJOIN
defaultStrokeMiterLimit	number
defaultStrokeOverprint	bool
defaultStrokeWidth	number
defaultStroked	bool
documentColorSpace	DocumentColorSpace: DocumentColorSpace.RGB DocumentColorSpace.CMYK
fullName	File

geometricBounds	Rect
gradients	Gradients
graphItems	GraphItems
graphicStyles	ArtStyles
groupItems	GroupItems
height	number
inkList	Array of Ink
kinsokuSet	Array of string
layers	Layers
legacyTextItems	LegacyTextItems
meshItems	MeshItems
mojikumiSet	Array of string
name	string
nonNativeItems	NonNativeItems
outputResolution	number
pageItems	PageItems
pageOrigin	Point
paragraphStyles	ParagraphStyles
parent	Object
path	File

pathItems	PathItems
patterns	Patterns
placedItems	PlacedItems
pluginItems	PluginItems
printTiles	bool
rasterEffectSettings	RasterEffectOptions
rasterItems	RasterItems
rulerOrigin	Point
rulerUnits	RulerUnits: RulerUnits.Unknown RulerUnits.Inches RulerUnits.Centimeters RulerUnits.Points RulerUnits.Picas RulerUnits.Millimeters RulerUnits.Qs RulerUnits.Pixels
saved	bool
selection	any
showPlacedImages	bool
splitLongPaths	bool
spots	Spots
stationery	bool
stories	Stories
swatchGroups	SwatchGroups

swatches	Swatches
symbolItems	SymbolItems
symbols	Symbols
tags	Tags
textFrames	TextFrameItems
tileFullPages	bool
typename	string
useDefaultScreen	bool
variables	Variables
variablesLocked	bool
views	Views
visibleBounds	Rect
width	number

Methods Instances

`void activate ()`

Activate the first window associated with the document.

`void close ([saving: SaveOptions])`

Close the specified document(s)

Parameter	Type
saving	<code>SaveOptions:</code> <code>SaveOptions.SAVECHANGES</code> <code>SaveOptions.DONOTSAVECHANGES</code> <code>SaveOptions.PROMPTTOSAVECHANGE</code>

Point convertCoordinate (coordinate: Point, source: CoordinateSystem, destination: CoordinateSystem)
Converts the coordinate system of a single point from one coordinate system to another.

Parameter	Type
coordinate	Point
source	CoordinateSystem: CoordinateSystem.DOCUMENTCOORDINATE CoordinateSystem.ARTBOARDCOORDINATE
destination	CoordinateSystem: CoordinateSystem.DOCUMENTCOORDINATE CoordinateSystem.ARTBOARDCOORDINATE

void exportFile (exportFile: File, exportFormat: ExportType, options: any)
Export the specified document(s).

Parameter	Type	Description
exportFile	File	Takes the file to be exported.
exportFormat	ExportType: ExportType.JPEG ExportType.PHOTOSHOP ExportType.SVG ExportType.PNG8 ExportType.PNG24 ExportType.GIF ExportType.FLASH ExportType.AUTOCAD	Takes the type of export.
options	any	Optional parameters for the export.

void exportPDFPreset (file: File)
Save all PDF presets to a file.

Parameter	Type
file	File

void exportPerspectiveGridPreset (file: File)
Saves all perspective grid presets to a file.

Parameter	Type

file	File
------	------

void exportPrintPreset (file: File)

Export the current print setting to the preset file.

Parameter	Type
file	File

void exportVariables (file: File)

Save datasets into an XML library. The datasets contain variables and their values.

Parameter	Type	Description
file	File	File

bool fitArtboardToSelectedArt ([index: int])

Change the artboard to selected art bounds.

Parameter	Type	Description
index	int	The index of the artboard.

PerspectiveGridPlaneType getPerspectiveActivePlane ()

Gets the active plane of the active perspective grid of the document.

bool hidePerspectiveGrid ()

Hides the current active perspective grid for the document.

void imageCapture (imageFile: File[, clipBounds: Rect]

Capture the artwork content inside the clip bound as raster image to the target image file.

Parameter	Type	Description
imageFile	File	The file to which the image is saved.
clipBounds	Rect	The rectangular region to capture. If omitted, the entire artboard is captured.
options	ImageCaptureOptions	Describes the image capture options.

void importCharacterStyles (fileSpec: File)

Load the character styles from the Illustrator file.

Parameter	Type	Description
fileSpec	File	File specification.

void importPDFPreset (fileSpec: File[, replacingPreset: bool])

Load all PDF presets from a file.

Parameter	Type	Description
fileSpec	File	File to import from.
replacingPreset	bool	Should existing editable pres

void importParagraphStyles (fileSpec: File)

Load the paragraph styles from the Illustrator file.

Parameter	Type	Description
fileSpec	File	File spe

void importPerspectiveGridPreset (fileSpec: File[, perspectivePreset: string])

Loads mentioned perspective grid preset, if preset name is not found in presets, from the specified file.

Parameter	Type	Description
fileSpec	File	File to import from.
perspectivePreset	string	Name of perspective

void importPrintPreset (printPreset: string, fileSpec: File)

Apply the named print preset from the file to the current document.

Parameter	Type	Description
printPreset	string	The name of a pr
fileSpec	File	File to import fro

void importVariables (fileSpec: File)

Import a library containing datasets, variables and their assignments. It will overwrite existing variables and datasets.

Parameter	Type	Description
fileSpec	File	File spe

void print ([options: PrintOptions])

Print the document.

Parameter	Type

options

PrintOptions

PageItem rasterize (**sourceArt**: *any*[, **clipBounds**: *Rect*][, **options**: *RasterizeOptions*])
Rasterize the source art(s) within the specified clip bounds and return the resulting rasterization.

Parameter	Type	Description
sourceArt	<i>any</i>	The page item(s) to be rasterized.
clipBounds	<i>Rect</i>	The rectangular region containing the source art(s). If omitted, the bounds of the source art(s) are used.
options	<i>RasterizeOptions</i>	Describes the rasterization options.

bool rearrangeArtboards ([**artboardLayout**: *DocumentArtboardLayout*=**DocumentArtboardLayout**.**Grid**, **artboardSpacing**: *number*=**20.0**][, **artboardMoveArtwork**: *bool*]
Rearrange Artboards in the document.

Parameter	Type
artboardLayout	<i>DocumentArtboardLayout</i> : <i>DocumentArtboardLayout.Grid</i> <i>DocumentArtboardLayout.Grid</i> <i>DocumentArtboardLayout.Row</i> <i>DocumentArtboardLayout.Column</i> <i>DocumentArtboardLayout.RLG</i> <i>DocumentArtboardLayout.RLG</i> <i>DocumentArtboardLayout.RLR</i>
artboardRowsOrCols	<i>int</i>
artboardSpacing	<i>number</i>
artboardMoveArtwork	<i>bool</i>

void save ()

Save the document.

void saveAs (saveIn: File[, options: any])

Save the document with specific save options.

Parameter	Type	Description
saveIn	File	The file to save the document to.
options	any	Options for the file type.

bool selectObjectsOnActiveArtboard ()

Select art objects in active artboard.

bool selectPerspectivePreset (perspectivePreset: string)
Selects a predefined preset to define grid for the current document.

Parameter	Type	Description
perspectivePreset	string	Name of the perspective preset.

bool setPerspectiveActivePlane (perspectiveGridPlane: PerspectiveGridPlaneType)
Sets the active perspective plane for the active grid of the document.

Parameter	Type
perspectiveGridPlane	PerspectiveGridPlaneType: PerspectiveGridPlaneType.NC PerspectiveGridPlaneType.LE PerspectiveGridPlaneType.RI PerspectiveGridPlaneType.FL

bool showPerspectiveGrid ()

Shows the current active perspective grid for the document. This command applies to the active grid for the document.

void windowCapture (imageFile: File, windowSize: Point)
Capture the current document window to the target TIFF file.

Parameter	Type	Description
imageFile	File	The TIFF file to which the window is captured.
windowSize	Point	The size to make the window.

Element of Application.activeDocument

Return **Document** [Application.open \(file: File\[, documentColorSpace: DocumentColorSpace\]\): Document](#)
Document [Documents.add \(\[documentColorSpace: DocumentColorSpace, width: number=612.0\]\[, height: number=792.0\]\[, name: string, DocumentArtboardLayout=DocumentArtboardLayout, artboardRowsOrCols: int=1\]\): Document](#)
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	DocumentPresetType
	DocumentPreviewMode
	DocumentRasterResolution
	DocumentTransparencyGrid
	DownsampleMethod
	EPSPostScriptLevelEnum

Illustrator	EPSPreview
File export options	FXGVersion
classes for Adobe	FiltersPreservePolicy
Illustrator	FlashExportStyle
Commands and	FlashExportVersion
classes for	FlashImageFormat
controling Adobe	FlashJPEGMethod
Illustrator's dynamic	FlashPlaybackSecurity
publishing behavior	Gradient
Miscellaneous	GradientStop
standard events and	GradientType
classes	GradientsPreservePolicy
Printing classes for	GraphItem
Adobe Illustrator	GroupItem
Tracing classes for	ImageColorSpace
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Collections	Justification
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	Layer
	LayerOrderType
	LegacyTextItem
	MeshItem
	MonochromeCompression
	NonNativeItem
	OutputFlattening
	PDFBoxType
	PDFChangesAllowedEnum
	PDFCompatibility
	PDFOverprint
	PDFPrintAllowedEnum
	PDFTrimMarkWeight
	PDFXStandard
	PageItem
	PathItem
	PathPoint
	PathPointSelection
	PerspectiveGridPlaneType
	PhotoshopCompatibility
	PlacedItem

PluginItem
PointType
PolarityValues
Preferences
PrinterPostScriptLevelEnum
RasterEffectOptions
RasterItem
RasterLinkState
RasterizationColorModel
RasterizeOptions
RulerUnits
SVGCSSPropertyLocation
SVGDTDVersion
SVGDocumentEncoding
SVGFontSubsetting
SVGFontType
SaveOptions
ScreenMode
SpotColorKind
StrokeCap
StrokeJoin
Symbol
SymbolItem
SymbolRegistrationPoint
TabStopAlignment
TabStopInfo
Tag
TextAntialias
TextFont
TextFrameItem
TextOrientation
TextPreservePolicy
TextType
Transformation
UserInteractionLevel
VariableKind
View
ZOrderMethod

Enumeration

AntiAliasingMethod

Controls the type of antialiasing method used during rasterization.

Value

Name

AntiAliasingMethod.ARTOPTIM

AntiAliasingMethod.None

AntiAliasingMethod.TYPEOPTIM

Usage As property

RasterizeOptions.antiAliasingMeth

Enumeration

ArtClippingOption

How the arts should be clipped.

Value

Name

ArtClippingOption.OUTPUTARTBC

ArtClippingOption.OUTPUTARTBC

ArtClippingOption.OUTPUTCROPF

Usage As property

[ExportOptionsFlash.artClipping](#)

Class

ArtStyle

An art style.

QuickLinks [applyTo](#), [mergeTo](#), [remove](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
name	string	r/w	The art style's name.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

void applyTo (artItem: any)

Apply a brush or art style to object(s)

Parameter	Type	Description
artItem	any	The page item(s) to apply to.

void mergeTo (artItem: any)

Merge an art style to object(s) current style(s)

Parameter	Type	Description
artItem	any	The page item(s) to merge to.

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Return **ArtStyle** [ArtStyles.getByName \(name: string\)](#)

Class

Artboard

An artboard object.

QuickLinks [remove](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
artboardRect	Rect	r/w	Size and position of artboard.
name	string	r/w	The name of the artboard.
parent	Object	readonly	The object's container.
rulerOrigin	Point	r/w	Ruler origin of artboard. It is relative to left-bottom corner of the Artboard.
rulerPAR	number (range: 0.1 - 10.0)	r/w	Pixel aspect ratio, used in ruler visualization if the units are pixels.
showCenter	bool	r/w	Show center mark.
showCrossHairs	bool	r/w	Show cross hairs.
showSafeAreas	bool	r/w	Show title and action safe areas (for video)

typename	string	readonly	The class name of the object.
----------	--------	----------	-------------------------------

Methods Instances

`void remove ()`

Deletes this object.

`void removeAll ()`

Deletes all elements.

Return `Artboard Artboards.add (artboardRect: Rect)`
`Artboard Artboards.getByName (artboardName: string)`

Enumeration

AutoCADColors

Value	Name	Descrip
	AutoCADColors.Max16Colors	
	AutoCADColors.Max256Colors	
	AutoCADColors.Max8Colors	
	AutoCADColors.TrueColors	

Usage As property

`ExportOptionsAutoCAD.colors`

Enumeration

AutoCADCompatibility

Value	Name
	AutoCADCompatibility.Ai
	AutoCADCompatibility.Ai
	AutoCADCompatibility.Ai
	AutoCADCompatibility.Ai

Usage As property

[ExportOptionsAutoCAD.ve](#)

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Enumeration

AutoCADExportFileFormat

Value	Name
AutoCADExport	AutoCADExport
AutoCADExport	AutoCADExport

Usage [As property](#)
[ExportOptionsAut](#)

Enumeration

AutoCADExportOption

Value

Name

AutoCADExportOption.M

AutoCADExportOption.P1

Usage As property

[ExportOptionsAutoCAD.es](#)

Enumeration

AutoCADGlobalScaleOption

Value	Name
	AutoCADGlobalScaleOption
	AutoCADGlobalScaleOption
	AutoCADGlobalScaleOption

Usage As property
[OpenOptionsAut](#)

Enumeration

AutoCADRasterFormat

Value

Name
AutoCADRasterFormat.JI
AutoCADRasterFormat.P]

Usage As property

[ExportOptionsAutoCAD.ras](#)

Enumeration

AutoCADUnit

Value	Name	Description	Value
	AutoCADUnit.Centimeters		int 4
	AutoCADUnit.Inches		int 2
	AutoCADUnit.Millimeters		int 3
	AutoCADUnit.Picas		int 1
	AutoCADUnit.Pixels		int 5
	AutoCADUnit.Points		int 0

Usage As property

[ExportOptionsAutoCAD.unit](#)

[OpenOptionsAutoCAD.unit](#)

Enumeration

BlendAnimationType

Value

Name

BlendAnimationType.INBUILD

BlendAnimationType.INSEQUENCE

BlendAnimationType.NOBLENCE

Usage As property

ExportOptionsFlash.blendAnimationType

Enumeration

BlendModes

Blend modes used when compositing an object.

Value	Name	Description
	BlendModes.COLORBLEND	
	BlendModes.COLORBURN	
	BlendModes.COLORDODGE	
	BlendModes.DARKEN	
	BlendModes.DIFFERENCE	
	BlendModes.EXCLUSION	
	BlendModes.HARDLIGHT	
	BlendModes.HUE	
	BlendModes.LIGHTEN	
	BlendModes.LUMINOSITY	
	BlendModes.MULTIPLY	
	BlendModes.NORMAL	
	BlendModes.OVERLAY	
	BlendModes.SATURATIONBLEND	
	BlendModes.SCREEN	
	BlendModes.SOFTLIGHT	

Usage As property

[Layer.blendingMode](#)
[PageItem.blendingMode](#)
[TextPath.blendingMode](#)

Enumeration

BlendsExpandPolicy

Blends Expand policy used by FXGSaveOptions

Value

Name

BlendsExpandPolicy.AUTOMAT

BlendsExpandPolicy.RASTERIZ

Usage As property

`FXGSaveOptions.blendsPolicy`

Class

Brush

A brush.

QuickLinks [applyTo](#)

Hierarchy

Object

Brush

Properties

Property	Type	Access	Description
name	string	r/w	The brush's name.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

void applyTo (artItem: any)

Apply a brush or art style to object(s)

Parameter	Type	Description
artItem	any	The page item(s) to apply to.

Return Brush `Brushes.getByName (name: string)`

Enumeration

ColorConversion

PDF color conversion policy.

Value

Name

ColorConversion.COLORCONVERSIO

ColorConversion.COLORCONVERSIO

ColorConversion.None

Usage As property

[PDFSaveOptions.colorConversionID](#)

Enumeration

ColorDestination

PDF destination profile.

Value	Name
	ColorDestination.COLORDESTINATIO
	ColorDestination.COLORDESTINATIO
	ColorDestination.COLORDESTINATIO

ColorDestination.COLORDESTINATION

ColorDestination.COLORDESTINATION

ColorDestination.None

Usage As property

[PDFSaveOptions.colorDestinationID](#)

Enumeration

ColorModel

Color model of the custom color.

Value	Name	Description	Value
	ColorModel.PROCESS	Process color (mixed ink)	int 1
	ColorModel.REGISTRATION	Registration color (prints on in all separations)	int 0
	ColorModel.SPOT	Spot color (separate ink)	int 2

Usage As property
`Spot.colorType`

Enumeration

ColorProfile

PDF ICC profile inclusion.

Value	Name	Description
	ColorProfile.INCLUDEALLPROFILE	Even get (en ==
	ColorProfile.INCLUDEDESTPROFILE	Even end tag the des prc
	ColorProfile.INCLUDERGBPROFILE	Tag lea unc
	ColorProfile.LEAVEPROFILEUNCHANGED	Leave item un item un
	ColorProfile.None	All ren (en ==

Usage As property

[PDFSaveOptions.colorProfileID](#)

Enumeration

Compatibility

The compatibility type.

Value	Name	Descrip
	Compatibility.ILLUSTRATOR10	
	Compatibility.ILLUSTRATOR11	
	Compatibility.ILLUSTRATOR12	
	Compatibility.ILLUSTRATOR13	
	Compatibility.ILLUSTRATOR14	
	Compatibility.ILLUSTRATOR15	
	Compatibility.ILLUSTRATOR3	
	Compatibility.ILLUSTRATOR8	
	Compatibility.ILLUSTRATOR9	
	Compatibility.JAPANESEVERSION3	

Usage As property

[EPSSaveOptions.compatibility](#)
[IllustratorSaveOptions.compatibility](#)

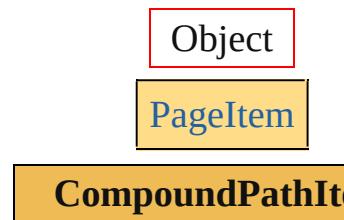
Class

CompoundPathItem

Compound path artwork item. Base

QuickLinks [duplicate](#), [move](#), [remove](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
parent	Object	readonly	The parent object.
pathItems	PathItems	readonly	The path items.
typename	string	readonly	The typename.

Methods Instances

CompoundPathItem [duplicate](#) ([relativeObject](#), [insertionLocation](#): *Element*)
Duplicate this object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

CompoundPathItem [move](#) ([relativeObject](#), [insertionLocation](#): *ElementPlacement*)
Move the object.

Parameter	Type

relativeObject	Object
insertionLocation	ElementPlacement

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Return CompoundPathItem

CompoundPathItem.duplicate(
Object, insertionLocation: ElementPlacement)

CompoundPathItem CompoundPathItem.

CompoundPathItem CompoundPathItem.
*(relativeObject: Object, insert
ElementPlacement)*

CompoundPathItem CompoundPathItem.

CompoundPathItem

CompoundPathItem CompoundPathItem.

CompoundPathItem CompoundPathItem.

CompoundPathItems.getItemsByName(

Enumeration

CompressionQuality

The compression type.

CompressionQuality.AUTOMATI

CompressionQuality.AUTOMATI

CompressionQuality.AUTOMATI

CompressionQuality.AUTOMATI

CompressionQuality.JPEG2000H

CompressionQuality.JPEG2000L

CompressionQuality.JPEG2000L

CompressionQuality.JPEG2000M

CompressionQuality.JPEG2000M

CompressionQuality.JPEG2000M

CompressionQuality.JPEGHIGH

CompressionQuality.JPEGLOW

CompressionQuality.JPEGMAXI

CompressionQuality.JPEGMEDI

`CompressionQuality.JPEGMINIM`

`CompressionQuality.None`

`CompressionQuality.ZIP4BIT`

`CompressionQuality.ZIP8BIT`

Usage As property

`PDFSaveOptions.colorCompressio`

`PDFSaveOptions.grayscaleCompre`

Enumeration

CoordinateSystem

Coordinate system used by Illustrator.

Value

Name

CoordinateSystem.ARTBOARDCOO

CoordinateSystem.DOCUMENTCOO

Usage In function

Point Document.convertCoordinate (`co`
`CoordinateSystem, destination: C`)

As property

Application.coordinateSystem

Enumeration

CropOptions

The crop style.

Value	Name	Description	Value
	CropOptions.Japanese	Japanese crop style.	int 2
	CropOptions.Standard	Standard crop style.	int 1

Usage As property

[Document.cropStyle](#)

Enumeration

DocumentArtboardLayout

The layout of artboards

Value

Name

DocumentArtboardL

DocumentArtboardL

DocumentArtboardL

DocumentArtboardL

DocumentArtboardL

DocumentArtboardL

DocumentArtboardL

Usage In function

bool Document.rearrangeArtboards(
 DocumentArtboardLayout layout,

[, artboardRows] rows,

[, artboardMoveActions] moveActions)

Document Document

DocumentColor
number=612.0][
artboardLayout:
DocumentArtboard
, artboardSpacing]

As property
DocumentPreset.artbo

Enumeration

DocumentColorSpace

The color spaces available for documents.

Value

Name

DocumentColorSpace.CMYK

DocumentColorSpace.RGB

Usage In function

```
Document Application.open (file: string): Document
DocumentColorSpace] [, colorMode: number]
Document Documents.add ([doc: Document, width: number, height: number, colorSpace: DocumentColorSpace=DocumentColorSpace.CMYK, number=612.0] [, height: number, colorSpace: DocumentColorSpace=DocumentColorSpace.CMYK, width: number, number=612.0], artboardLayout: ArtboardLayout)
DocumentArtboardLayout=ArtboardLayout] [, artboardSpacing: number]
```

As property

```
Document.documentElementColorSpace: DocumentColorSpace
DocumentPreset.colorMode: number
```

Class

DocumentPreset

The new document preset to use for creating documents.

Class	Property	Type
	artboardLayout	DocumentArtboardLayout
	DocumentArtboardLayout	DocumentArtboardLayout
	artboardRowsOrCols	int
	artboardSpacing	number
	colorMode	DocumentColorSpace
	DocumentColorSpace	DocumentColorSpace
	DocumentColorSpace	DocumentColorSpace
	height	number
	numArtboards	int
	previewMode	DocumentPreviewMode
	DocumentPreviewMode	DocumentPreviewMode
	DocumentPreviewMode	DocumentPreviewMode
	DocumentPreviewMode	DocumentPreviewMode
	rasterResolution	DocumentRasterResolution
	DocumentRasterResolution	DocumentRasterResolution
	DocumentRasterResolution	DocumentRasterResolution
	DocumentRasterResolution	DocumentRasterResolution
	title	string

transparencyGrid	DocumentTranspare DocumentTranspare DocumentTranspare DocumentTranspare DocumentTranspare DocumentTranspare DocumentTranspare DocumentTranspare DocumentTranspare DocumentTranspare
units	RulerUnits: RulerUnits.Unknow RulerUnits.Inches RulerUnits.Centime RulerUnits.Points RulerUnits.Picas RulerUnits.Millimet RulerUnits.Qs RulerUnits.Pixels
width	number

Used in: [Document](#) [Documents.addDocument](#) ([startu](#)

Return [DocumentPreset](#) [Application.getPresetSett](#)

Enumeration

DocumentPresetType

The preset types available for new documents.

Value	Name
	DocumentPresetType.BasicCMYK
	DocumentPresetType.BasicRGE
	DocumentPresetType.Mobile
	DocumentPresetType.Print
	DocumentPresetType.Video
	DocumentPresetType.Web

Usage In function

File [Application.getPresetFileOf\(\)](#)
DocumentPresetType)

Enumeration

DocumentPreviewMode

The preview modes availab

Value

Name
DocumentPreviewMode.D
DocumentPreviewMode.O
DocumentPreviewMode.P

Usage As property

[DocumentPreset.previewM](#)

Enumeration

DocumentRasterResolution

The raster resolution

Value

Name

DocumentRasterRe

DocumentRasterRe

DocumentRasterRe

Usage As property

DocumentPreset.ras

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Enumeration

Document Transparency Grid

The transparency

Usage As property DocumentPreset.

Enumeration

DownsampleMethod

The resample type.

Value

Name

DownsampleMethod.AVERAGEI

DownsampleMethod.BICUBICD

DownsampleMethod.NODOWNS

DownsampleMethod.SUBSAMPI

Usage As property

[PDFSaveOptions.colorDownsamp](#)

[PDFSaveOptions.grayscaleDowns](#)

[PDFSaveOptions.monochromeDo](#)

Enumeration

EPSPostScriptLevelEnum

The PostScript levels are:

Value	Name
EPSPostScriptLevelE	EPSPostScriptLevelE
EPSPostScriptLevelF	EPSPostScriptLevelF

Usage As property
EPSSaveOptions.postScriptLevel

Enumeration

EPSPreview

The preview type.

Value	Name	Description
	EPSPreview.BWMACINTOSH	Black white Macin previe
	EPSPreview.BWTIFF	Black white previe
	EPSPreview.COLORMACINTOSH	Color Macin previe
	EPSPreview.COLORTIFF	Color previe
	EPSPreview.None	No pre
	EPSPreview.TRANSPARENTCOLORTIFF	Trans color previe or late

Usage As property

`EPSSaveOptions.preview`

Enumeration

FXGVersion

The FXG file format version.

Value	Name	Description	Value
	FXGVersion.VERSION1PT0	FXG version 1.0.	int 1
	FXGVersion.VERSION2PT0	FXG version 2.0.	int 2

Usage As property

[FXGSaveOptions.version](#)

Enumeration

FiltersPreservePolicy

Filters preserve policy used by FXGSaveOptions

Value

Name

FiltersPreservePolicy.EXPAND

FiltersPreservePolicy.KEEPFILE

FiltersPreservePolicy.RASTERI

Usage As property

[FXGSaveOptions.filtersPolicy](#)

Enumeration

FlashExportStyle

Value	Name
	FlashExportStyle.ARTBOARDSTOFIL
	FlashExportStyleASFFLASHFILE
	FlashExportStyleLAYERSASFILES
	FlashExportStyleLAYERSASFRAMES
	FlashExportStyleLAYERSASSYMBOL

Usage As property

`ExportOptionsFlash.exportStyle`

Enumeration

FlashExportVersion

Version of the SWF File to be exported

Value

Name

FlashExportVersion.FLASHVERS

FlashExportVersion.FLASHVERS

FlashExportVersion.FLASHVERS

FlashExportVersion.FLASHVERS

FlashExportVersion.FLASHVERS

FlashExportVersion.FLASHVERS

FlashExportVersion.FLASHVERS

FlashExportVersion.FLASHVERS

FlashExportVersion.FLASHVERS

Usage As property

`ExportOptionsFlash.exportVersion`

Enumeration

FlashImageFormat

Value	Name	Des
	FlashImageFormat.LOSSLESS	
	FlashImageFormat.LOSSY	

Usage As property

[ExportOptionsFlash.imageFormat](#)

Enumeration

FlashJPEGMethod

Value	Name	Desc
	FlashJPEGMethod.Optimized	
	FlashJPEGMethod.Standard	

Usage As property

`ExportOptionsFlash.jpegMethod`

Enumeration

FlashPlaybackSecurity

Value

Name

FlashPlaybackSecurity.Playb

FlashPlaybackSecurity.Playb

Usage As property

[ExportOptionsFlash.playback](#)

Class

Gradient

A gradient.

QuickLinks [remove](#), [removeAll](#)

Hierarchy

Object

Gradient

Properties

Property	Type	Access	Description
gradientStops	GradientStops	readonly	The stops in this gradient.
name	string	r/w	The gradient's name.
parent	Object	readonly	The object containing this gradient.
type	GradientType: GradientType.LINEAR GradientType.RADIAL	r/w	The gradient type.
typename	string	readonly	The class name of the object.

Methods Instances

[void remove \(\)](#)

Deletes this object.

[void removeAll \(\)](#)

Deletes all elements.

Element of [GradientColor.gradient](#)

Return `Gradient Gradients.add ()`
`Gradient Gradients.getByName (name: string)`

Class

GradientStop

A gradient stop.

QuickLinks [remove](#), [removeAll](#)

Hierarchy

Object

GradientStop

Properties	Property	Type	Access	Description
	color	Color	r/w	The color linked to this gradient stop.
	midPoint	number (range: 13 - 87)	r/w	Midpoint key value in percent.
	opacity	number (range: 0 - 100)	r/w	The opacity (between 0.0 and 100.0) value for the gradient stop.
	parent	Object	readonly	The object's container.
	rampPoint	number (range: 0 - 100)	r/w	Location of color in the blend (in percent)
	typename	string	readonly	The class name of the object.

Methods Instances

void remove ()
Deletes this object.

void removeAll ()
Deletes all elements.

Return **GradientStop** [GradientStops.add \(\)](#)
GradientStop [GradientStops.getByName \(name: string\)](#)

Enumeration

GradientType

The gradient type.

Value	Name	Description	Value
	GradientType.LINEAR	Linear gradient.	int 1
	GradientType.RADIAL		int 2

Usage As property
`Gradient.type`

Enumeration

GradientsPreservePolicy

Gradients preserve policy

Value

Name

GradientsPreservePolicy.

GradientsPreservePolicy.

Usage As property

`FXGSaveOptions.gradientPreservePolicy`

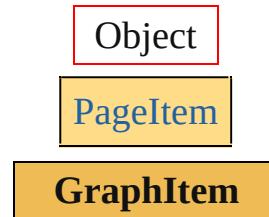
Class

GraphItem

Graph artwork item. Base Class: [PageItem](#)

QuickLinks [duplicate](#), [move](#), [remove](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
contentVariable	any	r/w	The content variable bound to this graph.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

[GraphItem](#) **duplicate** ([relativeObject](#): *Object*, [insertionLocation](#): *ElementPlacement*)

Duplicate this object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

[GraphItem](#) **move** ([relativeObject](#): *Object*, [insertionLocation](#): *ElementPlacement*)

Move the object.

Parameter	Type	Description

relativeObject	Object
insertionLocation	ElementPlacement

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Return **GraphItem** **GraphItem.duplicate** (*relativeObject: Object, insertionLocation: ElementPlacement*)
GraphItem **GraphItem.move** (*relativeObject: Object, insertionLocation: ElementPlacement*)
GraphItem **GraphItems.getByName** (*name: string*)

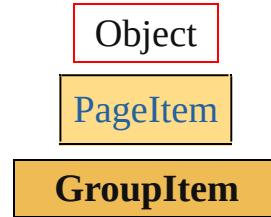
Class

GroupItem

An artwork group item. Base Class: [PageItem](#)

QuickLinks [duplicate](#), [move](#), [remove](#), [removeAll](#)

Hierarchy



Properties

	Property	Type	Access
	clipped	bool	r/w
	compoundPathItems	CompoundPathItems	readonly
	graphItems	GraphItems	readonly
	groupItems	GroupItems	readonly
	legacyTextItems	LegacyTextItems	readonly
	meshItems	MeshItems	readonly

nonNativeItems	NonNativeItems	readonly
pageItems	PageItems	readonly
parent	Object	readonly
pathItems	PathItems	readonly
placedItems	PlacedItems	readonly
pluginItems	PluginItems	readonly
rasterItems	RasterItems	readonly
symbolItems	SymbolItems	readonly
textFrames	TextFrameItems	readonly
typename	string	readonly

Methods Instances

GroupItem **duplicate** (*relativeObject*: *Object*, *insertionElementPlacement*)

Duplicate this object.

Parameter	Type	Description
relativeObject	Object	The object to duplicate.
insertionLocation	ElementPlacement	The location where the duplicate object will be inserted.

GroupItem **move** (*relativeObject*: *Object*, *insertionElementPlacement*)

Move the object.

Parameter	Type	Description
relativeObject	Object	The object to move.
insertionLocation	ElementPlacement	The location where the object will be moved.

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Return **GroupItem** **GroupItem.duplicate** (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)
GroupItem **GroupItem.move** (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)
GroupItem **GroupItems.add** ()
GroupItem **GroupItems.createFromFile** (*imageFile*: *File*)
GroupItem **GroupItems.getByName** (*name*: *string*)
GroupItem **LegacyTextItem.convertToNative** ()
GroupItem **TextFrameItem.createOutline** ()
GroupItem **TracingObject.expandTracing** ([*viewed*: *bool*])

Enumeration

ImageColorSpace

The color space.

Value	Name	Description
ImageColorSpace.CMYK	CMYK color spa	CMYK color space.
ImageColorSpace.DeviceN	DeviceN color spa	DeviceN color space.
ImageColorSpace.GrayScale	Gray color space.	Gray color space.
ImageColorSpace.Indexed	Indexed color spa	Indexed color space.
ImageColorSpace.LAB	LAB color space.	LAB color space.
ImageColorSpace.RGB	RGB color space.	RGB color space.
ImageColorSpace.Separation	Separation color spa	Separation color space.

Usage In function

Array of number [Application.convertSan](#)
(sourceColorSpace: **ImageColorSpace**,
sourceColor: Array of *number*,
destColorSpace: **ImageColorSpace**,
colorConvertPurpose: [ColorConvertPurpose](#),
sourceHasAlpha: *bool*=**false**][, destHasAlpha: *bool*=**false**])

As property

[ExportOptionsPhotoshop.imageColorSpace](#)
[RasterItem.imageColorSpace](#)

Enumeration

JavaScriptExecutionMode

When should a JavaScript

Value	Name
JavaScriptExecutionMode	JavaScriptExecutionMode
JavaScriptExecutionMode	JavaScriptExecutionMode
JavaScriptExecutionMode	JavaScriptExecutionMode

Usage

Enumeration

Justification

The paragraph alignment.

Value	Name
	Justification.CENTER
	Justification.FULLJUSTIFY
	Justification.FULLJUSTIFYLASTLINECENTER
	Justification.FULLJUSTIFYLASTLINELEFT
	Justification.FULLJUSTIFYLASTLINERIGHT
	Justification.LEFT
	Justification.RIGHT

Usage	As property
	ParagraphAttributes.justification
	ParagraphAttributes.singleWordJustification

Enumeration

KnockoutState

Knockout state of a page item.

Value	Name	Description
	KnockoutState.DISABLED	Knockout off.
	KnockoutState.ENABLED	Knockout off.
	KnockoutState.INHERITED	Knockout state inherited from §
	KnockoutState.Unknown	Unknown/uninitialized knockout state.

Usage *As property*

[Layer.artworkKnockout](#)

[PageItem.artworkKnockout](#)

Class

Layer

A layer.

QuickLinks [move](#), [remove](#), [removeAll](#), [zOrder](#)

Hierarchy

Object

Layer

Properties	Property	Type	Actions
	artworkKnockout	KnockoutState : KnockoutState.Unknown KnockoutState.DISABLED KnockoutState.ENABLED KnockoutState.INHERITED	r/v
	blendingMode	BlendModes : BlendModes.NORMAL BlendModes.MULTIPLY BlendModes.SCREEN BlendModes.OVERLAY BlendModes.SOFTLIGHT BlendModes.HARDLIGHT BlendModes.COLORDODGE BlendModes.COLORBURN BlendModes.DARKEN BlendModes.LIGHTEN BlendModes.DIFFERENCE BlendModes.EXCLUSION BlendModes.HUE BlendModes.SATURATIONBLEND BlendModes.COLORBLEND BlendModes.LUMINOSITY	r/v
	color	RGBColor	r/v

compoundPathItems	CompoundPathItems	re
dimPlacedImages	bool	r/v
graphItems	GraphItems	re
groupItems	GroupItems	re
hasSelectedArtwork	bool	r/v
isIsolated	bool	r/v
layers	Layers	re
legacyTextItems	LegacyTextItems	re

locked	bool	r/v
meshItems	MeshItems	re
name	string	r/v
nonNativeItems	NonNativeItems	re
opacity	number	r/v
pageItems	PageItems	re
parent	Object	re
pathItems	PathItems	re
placedItems	PlacedItems	re
pluginItems	PluginItems	re
preview	bool	r/v

printable	bool	r/v
rasterItems	RasterItems	read
sliced	bool	r/v
symbolItems	SymbolItems	read
textFrames	TextFrameItems	read
typename	string	read
visible	bool	r/v
zOrderPosition	int	read

Methods Instances

[Layer move](#) (`relativeObject: Object, insertionLocation: Element`)
 Move the object.

Parameter	Type	

relativeObject	Object
insertionLocation	ElementPlacement

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

void zOrder (zOrderCmd: ZOrderMethod)

Arranges the layer relative to other layers.

Parameter	Type	Description
zOrderCmd	ZOrderMethod: ZOrderMethod.BRINGTOFRONT ZOrderMethod.BRINGFORWARD ZOrderMethod.SENDBACKWARD ZOrderMethod.SENDTOBACK	How to

Element of Document.activeLayer

ExportOptionsFlash.backgroundLayers

PageItem.layer

Return Layer Layer.move (relativeObject: Object, insertionLocation: ElementPlacement)

Layer Layers.add ()

Layer Layers.getByName (name: string)

Enumeration

LayerOrderType

Value	Name	Description
	LayerOrderType.BOTTOMUP	
	LayerOrderType.TOPDOWN	

Usage As property

`ExportOptionsFlash.layerOrder`

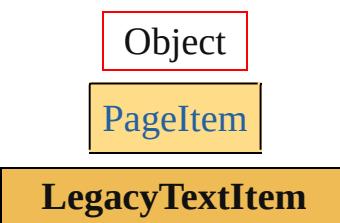
Class

LegacyTextItem

Unconverted legacy text items from document pre-version 11 formats. Base Class: [PageItem](#)

QuickLinks [convertToNative](#), [move](#), [remove](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
converted	bool	readonly	Has the legacy item been updated to a native text frame?
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

[GroupItem convertToNative \(\)](#)

Create a native text frame from a legacy text item. The original legacy text item is deleted.

[LegacyTextItem move \(relativeObject: Object, insertionLocation: ElementPlacement\)](#)

Move the object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

void remove ()
Deletes this object.

void removeAll ()
Deletes all elements.

Return **LegacyTextItem** **LegacyTextItem.move**
(**relativeObject**: *Object*, **insertionLocati**
ElementPlacement)
LegacyTextItem **LegacyTextItems.getByN**
(**name**: *string*)

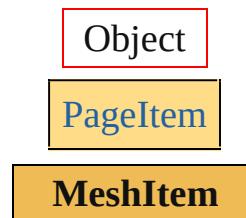
Class

MeshItem

Mesh artwork item. Base Class: [PageItem](#)

QuickLinks [duplicate](#), [move](#), [remove](#), [removeAll](#)

Hierarchy



Properties

	Property	Type	Access	Description
	parent	Object	readonly	The object's container.
	typename	string	readonly	The class name of the object.

Methods Instances

MeshItem [duplicate](#) (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)

Duplicate this object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

MeshItem [move](#) (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)

Move the object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

void [remove](#) ()

Deletes this object.

`void removeAll ()`

Deletes all elements.

Return `MeshItem MeshItem.duplicate (relativeObject: Object, insertionLocation: ElementPlacement)`
`MeshItem MeshItem.move (relativeObject: Object, insertionLocation: ElementPlacement)`
`MeshItem MeshItems.getByName (name: string)`

Enumeration

MonochromeCompression

The monochrome compression

Value

Name

MonochromeCompre

MonochromeCompre

MonochromeCompre

MonochromeCompre

MonochromeCompre

Usage As property

[PDFSaveOptions.monochromeCompression](#)

Class

NonNativeItem

Non-native artwork item. Base Class: [PageItem](#)

QuickLinks [duplicate](#), [move](#), [remove](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

NonNativeItem [duplicate](#) (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)
Duplicate this object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

NonNativeItem [move](#) (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)
Move the object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

void remove ()
Deletes this object.

void removeAll ()
Deletes all elements.

Return **NonNativeItem NonNativeItem.duplicate**
(relativeObject: Object, insertionLocation: ElementPlacement)
NonNativeItem NonNativeItem.move
(relativeObject: Object, insertionLocation: ElementPlacement)
NonNativeItem NonNativeItems.getByName
(name: string)

Enumeration

OutputFlattening

How should transparency be flattened for

Value

Name

OutputFlattening.PRESERVEAPPEARANCE

OutputFlattening.PRESERVEPATHS

Usage As property

[EPSSaveOptions.flattenOutput](#)

[IllustratorSaveOptions.flattenOutput](#)

Enumeration

PDFBoxType

Crop box.

Value	Name	Description
PDFBoxType.PDFARTBOX		Crop to ArtBox. T art box defines the extent of the page's meaningful content (including potential white space as intended by the page creator).
PDFBoxType.PDFBLEEDBOX		Crop to BleedBox. The bleed box defines the region which the contents of the page should be clipped when output in a production environment.
PDFBoxType.PDFBOUNDINGBOX		Crop to Bounding Box. The

bounding box is the rectangle that encloses all text, graphics, and images on the page.

PDFBoxType.PDFCROPBOX

Crop to CropBox. The crop box is the region of the page to display and to print.

PDFBoxType.PDMEDIABOX

Crop to MediaBox. The media box is a natural size of the page. For example, the dimension of A4 sheet of paper.

PDFBoxType.PDFTRIMBOX

Crop to TrimBox. The trim box specifies the positioning of the page content within the imposition.

Usage As property

[OpenOptionsPDF.pDFCropToBox](#)

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Enumeration

PDFChangesAllowedEnum

Options available fo

Name

PDFChangesAllow

Usage As property

[PDFSaveOptions.pL](#)

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Enumeration

PDFCompatibility

The PDF compatibility type.

Value	Name	Desc
	PDFCompatibility.ACROBAT4	Acro version 4
	PDFCompatibility.ACROBAT5	Acro version 5
	PDFCompatibility.ACROBAT6	Acro version 6
	PDFCompatibility.ACROBAT7	Acro version 7
	PDFCompatibility.ACROBAT8	Acro version 8

Usage *As property*

`PDFSaveOptions.compatibility`

Enumeration

PDFOverprint

Pdf overprint options.

Value

Name

PDFOverprint.DISCARDPDFOVERPRINT

PDFOverprint.PRESERVEPDFOVERPRINT

Usage As property

[EPSSaveOptions](#).overprint

[PrintFlattenerOptions](#).overprint

Enumeration

PDFPrintAllowedEnum

Pdf print permissions.

Value	Name
	PDFPrintAllowedEnum.PI

Usage As property

[PDFSaveOptions.pDFAllow](#)

Enumeration

PDFTrimMarkWeight

Pdf trim mark weight options.

Value

Name
PDFTrimMarkWeight.TRIMN
PDFTrimMarkWeight.TRIMM
PDFTrimMarkWeight.TRIML

Usage As property

`PDFSaveOptions.trimMarkWeight`

Enumeration

PDFXStandard

This provides a means for matching the color characteristics of a PDF document.

Value	Name	Description
	PDFXStandard.PDFX1A2001	Supports only a CMYK and spot color workflow, targeted to a specific output device.
	PDFXStandard.PDFX1A2003	Supports only a CMYK and spot color workflow, targeted to a specific output device.
	PDFXStandard.PDFX32001	Supports a color-managed workflow, allowing the use of device-independent color in addition to CMYK and spot colors.

	PDFXStandard.PDFX32002	Supports a color-managed workflow, allowing the use of device-independent color in addition to CMYK and spot colors.
	PDFXStandard.PDFX32003	Supports a color-managed workflow, allowing the use of device-independent color in addition to CMYK and spot colors.
	PDFXStandard.PDFX42007	Supports a color-managed workflow, allowing the use of device-independent color in addition to CMYK and spot colors.
	PDFXStandard.PDFXNONE	The user

isn't
complying
with any
PDF
standard.

Usage As property

[PDFSaveOptions.pDFXStandard](#)

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Class

PageItem

A page item object.

Superclass of [CompoundPathItem](#), [GraphItem](#), [GroupItem](#), [NonNativeItem](#), [PathItem](#), [PlacedItem](#), [PluginItem](#), [Raster](#), [TextFrameItem](#)

QuickLinks [bringInPerspective](#), [duplicate](#), [move](#), [remove](#), [removeAll](#), [zOrder](#)

Hierarchy

Object

PageItem

[CompoundPathItem](#) | [GraphItem](#) | [GroupItem](#) | [NonNativeItem](#) | [PathItem](#) | [PlacedItem](#) | [PluginItem](#) | [TextFrameItem](#)

Properties

Property	Type
URL	string
artworkKnockout	KnockoutState : KnockoutState.Unknown KnockoutState.DISABLED KnockoutState.ENABLED KnockoutState.INHERITED
blendingMode	BlendModes : BlendModes.NORMAL BlendModes.MULTIPLY BlendModes.SCREEN BlendModes.OVERLAY BlendModes.SOFTLIGHT BlendModes.HARDLIGHT BlendModes.COLORDODGE BlendModes.COLORBURN

BlendModes.DARKEN
BlendModes.LIGHTEN
BlendModes.DIFFERENCE
BlendModes.EXCLUSION
BlendModes.HUE
BlendModes.SATURATIONBLEND
BlendModes.COLORBLEND
BlendModes.LUMINOSITY

controlBounds Rect

editable bool

geometricBounds Rect

height number (range: 0.0 - 16348.0)

hidden bool

isIsolated bool

layer Layer

left number

locked bool

name string

note string

opacity number (range: 0.0 - 100.0)

parent	Object
pixelAligned	bool
position	Point
selected	bool
sliced	bool
tags	Tags
top	number
typename	string
visibilityVariable	any
visibleBounds	Rect
width	number (range: 0.0 - 16348.0)
wrapInside	bool
wrapOffset	number

wrapped	bool
---------	------

| zOrderPosition | int |

Methods Instances

void bringInPerspective (positionX: number, positionY: number, perspectiveGridPlaneType: PerspectiveGridPlaneType)

Place art object(s)in perspective grid at spedified perspective grid plane.

Parameter	Type
positionX	number
positionY	number
perspectiveGridPlane	PerspectiveGridPlaneType: PerspectiveGridPlaneType.NOPL/ PerspectiveGridPlaneType.LEFTP/ PerspectiveGridPlaneType.RIGHTP/ PerspectiveGridPlaneType.FLOOR

PageItem duplicate (relativeObject: Object, insertionLocation: ElementPlacement)

Duplicate this object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

PageItem move (relativeObject: Object, insertionLocation: ElementPlacement)

Move the object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

void resize (scaleX: number, scaleY: number[, changePositions: bool=true][, changeFillPatterns: bool=true][, changeFillGradients: bool=true][, changeLineWidths: number=100.0][, scaleAtTransformation=Transformation.CENTER])

Scale art object(s)

Parameter	Type
scaleX	number
scaleY	number
changePositions	bool
changeFillPatterns	bool
changeFillGradients	bool
changeStrokePattern	bool

changeLineWidths number

scaleAbout Transformation:
Transformation.DOCUMENTORIC
Transformation.TOPLEFT
Transformation.LEFT
Transformation.BOTTOMLEFT
Transformation.TOP
Transformation.CENTER
Transformation.BOTTOM
Transformation.TOPRIGHT
Transformation.RIGHT
Transformation.BOTTOMRIGHT

void **rotate** (angle: number[, changePositions: bool=true][, changeFillGradients: bool=true][, changeStrokePattern: bool=true][, Transformation=Transformation.CENTER])
Rotate art object(s)

Parameter	Type
angle	number
changePositions	bool
changeFillPatterns	bool
changeFillGradients	bool

changeStrokePattern bool

rotateAbout

Transformation:

Transformation.DOCUMENTORIC
Transformation.TOPLEFT
Transformation.LEFT
Transformation.BOTTOMLEFT
Transformation.TOP
Transformation.CENTER
Transformation.BOTTOM
Transformation.TOPRIGHT
Transformation.RIGHT
Transformation.BOTTOMRIGHT

void **transform** (transformationMatrix: Matrix[, changePositions: bool=**true**][, changeFillPatterns: bool=**true**][, changeFillGradients: bool=**true**][, changeLineWidths: number=**100.0**][, transformation: Transformation=**Transformation.CENTER**])

Transform art object(s) using a transformation matrix.

Parameter	Type
transformationMatrix	Matrix
changePositions	bool
changeFillPatterns	bool
changeFillGradients	bool

changeStrokePattern bool

changeLineWidths number

transformAbout Transformation:
Transformation.DOCUMENTORI
Transformation.TOPLEFT
Transformation.LEFT
Transformation.BOTTOMLEFT
Transformation.TOP
Transformation.CENTER
Transformation.BOTTOM
Transformation.TOPRIGHT
Transformation.RIGHT
Transformation.BOTTOMRIGHT

void translate ([deltaX: number=0.0][, deltaY: number=0, transformFillPatterns: bool=true][, transformFillGradients transformStrokePattern: bool=true])
Reposition art object(s)

Parameter	Type	Description
deltaX	number	Horizontal transformation.
deltaY	number	Vertical transformation.
transformObjects	bool	Are art object positions (default: true) (Optional)
transformFillPatterns	bool	Are the fill patterns assigned (default: true) (Optional)
transformFillGradients	bool	Are the fill gradients assigned (default: true) (Optional)

<code>transformStrokePattern</code>	<code>bool</code>	Are the stroke patterns transformed? (default: true)
-------------------------------------	-------------------	--

void zOrder (zOrderCmd: ZOrderMethod)

Arranges the art relative to other art in the group or layer.

Parameter	Type
<code>zOrderCmd</code>	<code>ZOrderMethod:</code> <code>ZOrderMethod.BRINGTOFRONT</code> <code>ZOrderMethod.BRINGFORWARD</code> <code>ZOrderMethod.SENDBACKWARD</code> <code>ZOrderMethod.SENDTOBACK</code>

Element of `TracingObject.sourceArt`

Used in: `Symbol Symbols.add (sourceArt: PageItem[, registrationF
SymbolRegistrationPoint=SymbolRegistrationPoint]`

Return `PageItem Document.rasterize (sourceArt: any[, clipBound
RasterizeOptions])`
`PageItem PageItem.duplicate (relativeObject: Object, ins`
`PageItem PageItem.move (relativeObject: Object, insertio`
`PageItem PageItems.getByName (name: string)`
`PageItem TracingObject.releaseTracing ()`

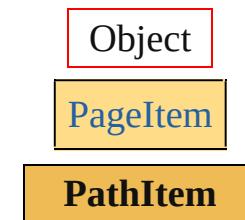
Class

PathItem

An artwork path item. Base Class: [PageItem](#)

QuickLinks [duplicate](#), [move](#), [remove](#), [removeAll](#), [setEntirePath](#)

Hierarchy



Properties

Property	Type
area	number
clipping	bool
closed	bool
evenodd	bool
fillColor	Color
fillOverprint	bool

	filled	bool
	guides	bool
	length	number
	parent	Object
	pathPoints	PathPoints
	polarity	PolarityValues : PolarityValues.POSITIVE PolarityValues.NEGATIVE
	resolution	number
	selectedPathPoints	ObjectArray
	strokeCap	StrokeCap : StrokeCap.BUTTENDCAP StrokeCap.ROUNDENDCAP StrokeCap.PROJECTINGENDCAP
	strokeColor	Color
	strokeDashOffset	number

strokeDashes	Array of number
strokeJoin	StrokeJoin: StrokeJoin.MITERENDJOIN StrokeJoin.ROUNDENDJOIN StrokeJoin.BEVELENDJOIN

strokeMiterLimit	number
------------------	--------

strokeOverprint	bool
-----------------	------

strokeWidth	number
-------------	--------

stroked	bool
---------	------

typename	string
----------	--------

Methods Instances

PathItem **duplicate** (`relativeObject: Object, insertionLocat`

ElementPlacement)
Duplicate this object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

PathItem move (relativeObject: Object, insertionLocation: ElementPlacement)
Move the object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

void remove ()
Deletes this object.

void removeAll ()
Deletes all elements.

void setEntirePath (pathPoints: Array of any)
Set the path using the provided array of path point (x, y) coordinates.

Parameter	Type	Description
pathPoints	Array of any	Array of (x, y) coordinate pairs.

Used in: [TextFrameItem](#) [TextFrameItems.areaText \(textPath: PathItem, text: string, TextOrientation=TextOrientation.HORIZONTAL\)\[, TextFrameItem\]\[, postFix: bool=true\]](#)
[TextFrameItem](#) [TextFrameItems.pathText \(textPath: PathItem, startAngle=number=0.0\)\[, endTValue: number=0.0\]\[, orientation: TextOrientation=TextOrientation.HORIZONTAL\]\[, TextFrameItem\]\[, postFix: bool=true\]](#)

Return **PathItem** [PathItem.duplicate \(relativeObject: Object, insertionLocation: ElementPlacement\)](#)

PathItem [PathItem.move \(relativeObject: Object, insertionLocation: ElementPlacement\)](#)

PathItem [PathItems.add \(\)](#)

PathItem [PathItems.ellipse \(\[top: number=100\]\[, left: number=100\]\[, right: number=100\]\[, fill: string\]\[, stroke: string\]\[, strokeWidth: number=1\]\[, rotation: number=0\]\[, fillRule: FillRule=FillRule.EVENODD\]\[, evenOdd: bool=false\]\)](#)

```
number=50][, height: number=100][, reversed: bool=false  
bool=true])  
PathItem PathItems.getByName (name: string)  
PathItem PathItems.polygon ([centerX: number=200][, ce  
radius: number=50][, sides: int=8][, reversed: bool=false  
bool=false])  
PathItem PathItems.rectangle (top: number, left: number,  
number[, reversed: bool=false])  
PathItem PathItems.roundedRectangle (top: number, left:  
number, height: number[, horizontalRadius: number=  
number=20][, reversed: bool=false])  
PathItem PathItems.star ([centerX: number=200][, centerY:  
radius: number=50][, innerRadius: number=20][, pointOrder:  
bool=false])
```

Class

PathPoint

A point on a path.

QuickLinks [remove](#), [removeAll](#)

Hierarchy

Object

PathPoint

Properties

	Property	Type
	anchor	Point
	leftDirection	Point
	parent	Object
	pointType	PointType : PointType.SMOOTH PointType.CORNER
	rightDirection	Point
	selected	PathPointSelection : PathPointSelection.NOSELECTION PathPointSelection.ANCHORPOINT PathPointSelection.LEFTDIRECTION PathPointSelection.RIGHTDIRECTION PathPointSelection.LEFTRIGHTPOINT

typename	string
----------	--------

Methods Instances

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Return **PathPoint** `PathPoints.add ()`

PathPoint `PathPoints.getByName (name: string)`

Enumeration

PathPointSelection

The path point selection state.

Value

Name

PathPointSelection.ANCHORPOINT

PathPointSelection.LEFTDIRECTIO

PathPointSelection.LEFTRIGHTPOI

PathPointSelection.NOSELECTION

PathPointSelection.RIGHTDIRECTI

Usage As property

`PathPoint.selected`

Enumeration

PerspectiveGridPlaneType

Perspective grid plane

Value

Name

PerspectiveGridPlane

PerspectiveGridPlane

PerspectiveGridPlane

PerspectiveGridPlane

Usage Return

PerspectiveGridPlane
()

In function

bool **Document.setPerspectiveGridPlane**

PerspectiveGridPlane

void **PageItem.bringInPerspectiveGridPlane**
number, perspectiveGridPlane

Enumeration

PhotoshopCompatibility

The Photoshop compatibility

Value

Name

PhotoshopCompatibility.F

PhotoshopCompatibility.F

Usage

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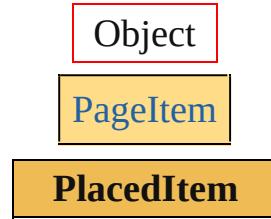
Class

PlacedItem

Placed artwork item. Base Class: [PageItem](#)

QuickLinks [duplicate](#), [embed](#), [move](#), [remove](#), [removeAll](#), [trace](#)

Hierarchy



Properties

Property	Type	Access	Description
boundingBox	Rect	readonly	Dimensions of placed art object, regardless of transformations.
contentVariable	any	r/w	The content variable bound to this placed art object.
file	File	r/w	The file containing the placed artwork.
matrix	Matrix	r/w	The transformation matrix of the placed art object.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

`PlacedItem duplicate (relativeObject: Object, insertionLocation: ElementPlacement)`

Duplicate this object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

`void embed ()`

Embed the placed art within the illustration.

`PlacedItem move (relativeObject: Object, insertionLocation: ElementPlacement)`

Move the object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

`void remove ()`

Deletes this object.

`void removeAll ()`

Deletes all elements.

`PluginItem trace ()`

Trace this raster object using default options.

Reorders this placed to the source art.

Return `PlacedItem PlacedItem.duplicate (relativeObject: Object, insertionLocation: ElementPlacement)`

`PlacedItem PlacedItem.move (relativeObject: Object, insertionLocation: ElementPlacement)`

`PlacedItem PlacedItems.add ()`

`PlacedItem PlacedItems.getByName (name: string)`

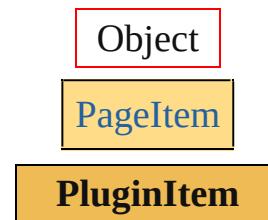
Class

PluginItem

Plugin artwork item. Base Class: [PageItem](#)

QuickLinks [duplicate](#), [move](#), [remove](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
isTracing	bool	readonly	Is the plugin group a tracing?
parent	Object	readonly	The object's container.
tracing	TracingObject	readonly	The tracing object associated with this plugin item.
typename	string	readonly	The class name of the object.

Methods Instances

[PluginItem](#) **duplicate** (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)
Duplicate this object.

Parameter	Type	Description
relativeObject	Object	

insertionLocation ElementPlacement

**PluginItem move (relativeObject: Object,
insertionLocation: ElementPlacement)**

Move the object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Return **PluginItem PlacedItem.trace ()**
**PluginItem PluginItem.duplicate (relativeObject:
Object, insertionLocation: ElementPlacement)**
**PluginItem PluginItem.move (relativeObject:
Object, insertionLocation: ElementPlacement)**
PluginItem PluginItems.getByName (name: string)
PluginItem RasterItem.trace ()

Enumeration

PointType

The path point type: smooth/corner.

Value	Name	Description	Value
	PointType.CORNER	Corner point.	int 2
	PointType.SMOOTH	Smooth path point.	int 1

Usage As property

[PathPoint](#).pointType

Enumeration

PolarityValues

Value	Name	Description	Value
	PolarityValues.NEGATIVE	int -1	-1
	PolarityValues.POSITIVE	int 1	1

Usage As property

[PathItem.polarity](#)
[TextPath.polarity](#)

Class

Preferences

Preferences for Illustrator.

QuickLinks [getBooleanPreference](#), [getIntegerPreference](#), [getRealPreference](#), [getStringPreference](#), [removePreference](#), [setBooleanPreference](#), [setIntegerPreference](#), [setRealPreference](#), [setStringPreference](#)

Hierarchy

Object

Preferences

Properties

Property	Type	Access
AutoCADFileOptions	OpenOptionsAutoCAD	read
FreeHandFileOptions	OpenOptionsFreeHand	read
PDFFFileOptions	OpenOptionsPDF	read
parent	Object	read
photoshopFileOptions	OpenOptionsPhotoshop	read

typename	string	read
----------	--------	------

Methods Instances

`bool getBooleanPreference (key: string)`

Retrieve the value of the application preference key as

Parameter	Type	Description
key	string	The preference key.

`int getIntegerPreference (key: string)`

Retrieve the value of the application preference key as

Parameter	Type	Description
key	string	The preference key.

`number getRealPreference (key: string)`

Retrieve the value of the application preference key as

Parameter	Type	Description
key	string	The preference key.

`string getStringPreference (key: string)`

Retrieve the value of the application preference key as

Parameter	Type	Description
key	string	The preference key.

`void removePreference (key: string)`

Delete the application preference key.

Parameter	Type	Description
key	string	The preference key.

`void setBooleanPreference (key: string, value: bool)`

Set the value of the application preference key as bool

Parameter	Type	Description
key	string	The preference key.
value	bool	The boolean value of the pref

void setIntegerPreference (key: string, value: int)

Set the value of the application preference key as integer

Parameter	Type	Description
key	string	The preference key.
value	int	The boolean value of the pref

void setRealPreference (key: string, value: number)

Set the value of the application preference key as real

Parameter	Type	Description
key	string	The preference key.
value	number	The real value of the pref

void setStringPreference (key: string, value: string)

Set the value of the application preference key as string

Parameter	Type	Description
key	string	The preference key.
value	string	The string value of the pref

Element of [Application.preferences](#)

Enumeration

PrinterPostScriptLevelEnum

The PostScript level

Value	Name
0	PrinterPostScriptLevel0
1	PrinterPostScriptLevel1
2	PrinterPostScriptLevel2

Usage As property
PrintPostScriptC
PrinterInfo.postS

Class

RasterEffectOptions

The document raster effects setting

Class	Property	Type
	antiAliasing	bool
	clippingMask	bool
	colorModel	Rasterization Rasterization Rasterization Rasterization
	convertSpotColors	bool
	padding	number
	resolution	number (range)
	transparency	bool

Element of [Document.rasterEffectSettings](#)

Class

RasterItem

Raster artwork item. Base Class: [PageItem](#)

QuickLinks [colorize](#), [duplicate](#), [move](#), [remove](#), [removeAll](#), [trace](#)

Hierarchy

Object

PageItem

RasterItem

Properties

Property	Type
bitsPerChannel	int
boundingBox	Rect
channels	int
colorants	Array of string
colorizedGrayscale	bool
contentVariable	any
embedded	bool

file	File
imageColorSpace	ImageColorSpace: ImageColorSpace.GrayScale ImageColorSpace.RGB ImageColorSpace.CMYK ImageColorSpace.LAB ImageColorSpace.Separation ImageColorSpace.DeviceN ImageColorSpace.Indexed
matrix	Matrix
overprint	bool
parent	Object
status	RasterLinkState: RasterLinkState.NODATA RasterLinkState.DATAFROMFILE RasterLinkState.DATAMODIFIED
transparent	bool
typename	string

Methods **Instances**

void colorize (rasterColor: Color)

Colorize the RasterItem with a CMYK or RGB Color.

Parameter	Type	Description
rasterColor	Color	The color to use for coloring.

RasterItem **duplicate** (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)
Duplicate this object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

RasterItem **move** (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)
Move the object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

void remove ()
Deletes this object.

void removeAll ()
Deletes all elements.

PluginItem **trace ()**
Trace this raster object using default options. Reorders

Return **RasterItem** **RasterItem.duplicate** (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)
RasterItem **RasterItem.move** (*relativeObject*: *Object*, *insertionLocation*: *ElementPlacement*)
RasterItem **RasterItems.getByName** (*name*: *string*)

Enumeration

RasterLinkState

The raster link state.

Value	Name	Description
	RasterLinkState.DATAFROMFILE	Image is from linked file
	RasterLinkState.DATAMODIFIED	Image has been modified
	RasterLinkState.NODATA	Image is not valid

Usage As property
[RasterItem.status](#)

Enumeration

RasterizationColorModel

Controls the color mode.

Value

Name

RasterizationColorMod

RasterizationColorMod

RasterizationColorMod

Usage As property

[RasterEffectOptions.colorMode](#)
[RasterizeOptions.colorMode](#)

Class

RasterizeOptions

Options which may be supplied when rast

Class	Property	Type
	antiAliasingMethod	AntiAliasingMethod
	backgroundBlack	bool
	clippingMask	bool
	colorModel	RasterizationColorModel
	convertSpotColors	bool
	convertTextToOutlines	bool
	includeLayers	bool
	padding	number
	resolution	number (range: 72 to 300)
	transparency	bool

Used in: [PageItem Document.rasterize](#) ([sourceArt:](#)

Enumeration

RulerUnits

Value	Name	Description	Value
	RulerUnits.Centimeters	Ruler units are measured in centimeters.	int 3
	RulerUnits.Inches	Ruler units are unknown.	int 2
	RulerUnits.Millimeters	Ruler units are measured in millimeters.	int 6
	RulerUnits.Picas	Ruler units are measured in picas.	int 5
	RulerUnits.Pixels	Ruler units are measured in pixels.	int 8
	RulerUnits.Points	Ruler units are measured in points.	int 4
	RulerUnits.Qs	Ruler units are measured in Qs.	int 7
	RulerUnits.Unknown	Ruler units are unknown.	int 1

Usage As property

[Document.rulerUnits](#)

[DocumentPreset.units](#)

Enumeration

SVGCSSPropertyLocation

Value

Name

SVGCSSPropertyLoc

SVGCSSPropertyLoc

SVGCSSPropertyLoc

SVGCSSPropertyLoc

Usage As property

[ExportOptionsSVG.c](#)

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Enumeration

SVGDTDVersion

The version of the SVG DTD.

Value

Name

SVGDTDVersion.SVG1_0

SVGDTDVersion.SVG1_1

SVGDTDVersion.SVGBASIC1_1

SVGDTDVersion.SVGTINY1_1

SVGDTDVersion.SVGTINY1_1PLUS

SVGDTDVersion.SVGTINY1_2

Usage As property

[ExportOptionsSVG.DTD](#)

Enumeration

SVGDocumentEncoding

Value

Name

SVGDocumentEncoding.

SVGDocumentEncoding.

SVGDocumentEncoding.

Usage As property

ExportOptionsSVG.docun

Enumeration

SVGFontSubsetting

What fonts to include with the file?

Value

Name

SVGFontSubsetting.ALLGLYPHS
SVGFontSubsetting.COMMONEN
SVGFontSubsetting.COMMONRC
SVGFontSubsetting.GLYPHSUSE
SVGFontSubsetting.GLYPHSUSE
SVGFontSubsetting.GLYPHSUSE
SVGFontSubsetting.None

Usage As property

ExportOptionsSVG.fontSubsetting

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Enumeration

SVGFontType

What font type to include with the file?

Value	Name	Description
	SVGFontType.CEFFONT	Adobe Compact Embedded Font (CEF)
	SVGFontType.OUTLINEFONT	
	SVGFontType.SVGFONT	

Usage As property

`ExportOptionsSVG.fontType`

Enumeration

SaveOptions

The options that may be applied when saving a file.

Value	Name	Description
	SaveOptions.DONOTSAVECHANGES	Do not save changes.
	SaveOptions.PROMPTTOSAVECHANGES	Ask whether to save.
	SaveOptions.SAVECHANGES	Save changes.

Usage In function

void [Document.close](#) ([saving: SaveOptions])

As property

[ExportOptionsFlash.replaceing](#)

Enumeration

ScreenMode

The screen mode.

Value	Name	Description	Value
	ScreenMode.DESKTOP	Full screen with menu bar.	int 2
	ScreenMode.FULLSCREEN	Full screen without menu bar.	int 3
	ScreenMode.MULTIWINDOW	Display multiple windows.	int 1

Usage As property

[View.screenMode](#)

Enumeration

SpotColorKind

Custom color kind of the spot color.

Value	Name	Description
	SpotColorKind.SPOTCMYK	Solid ink, expressed in four CMYK values.
	SpotColorKind.SPOTLAB	Lab color. Only valid for spot colors.
	SpotColorKind.SPOTRGB	Solid color, expressed as three RGB values.

Usage **As property**

[Spot.spotKind](#)

Enumeration

StrokeCap

The stroke cap.

Value	Name	Description	Value
	StrokeCap.BUTTENDCAP	Butted cap.	int
	StrokeCap.PROJECTINGENDCAP	Projecting cap.	int
	StrokeCap.ROUNDENDCAP	Rounded cap.	int

Usage As property

[Document.defaultStrokeCap](#)

[PathItem.strokeCap](#)

[TextPath.strokeCap](#)

Enumeration

StrokeJoin

The stroke joint.

Value	Name	Description	Value
	StrokeJoin.BEVELENDJOIN	Beveled joints.	int 3
	StrokeJoin.MITERENDJOIN	Mitered joints.	int 1
	StrokeJoin.ROUNDENDJOIN	Rounded joints.	int 2

Usage As property

[Document.defaultStrokeJoin](#)

[PathItem.strokeJoin](#)

[TextPath.strokeJoin](#)

Class

Symbol

A symbol.

QuickLinks [duplicate](#), [remove](#), [removeAll](#)

Hierarchy

Object

Symbol

Properties

Property	Type	Access	Description
name	string	r/w	The symbol's name.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the symbol.

Methods Instances

Symbol [duplicate](#) (`relativeObject: Object, insertionLocation: IElementPlacement`)
Duplicate this object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Element of [SymbolItem.symbol](#)

Used in: [SymbolItem](#) [SymbolItems.add](#) (`symbol: Symbol`)

Return **Symbol** [Symbol.duplicate](#) (`relativeObject: Object, insertionLocation: IElementPlacement`)
Symbol [Symbols.add](#) (`sourceArt: PageItem[, registrationPoint: String]`)

SymbolRegistrationPoint=**SymbolRegistrationPoint.SY**
Symbol **Symbols.getByName** (**name**: string)

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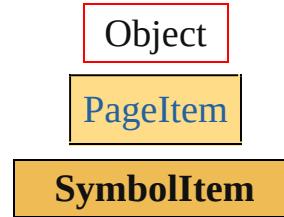
Class

SymbolItem

An instance of a Symbol. Base Class: [PageItem](#)

QuickLinks [duplicate](#), [move](#), [remove](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
parent	Object	readonly	The object's container.
symbol	Symbol	r/w	The symbol that was used to create this symbol item.
typename	string	readonly	The class name of the object.

Methods Instances

[SymbolItem](#) **duplicate** (*relativeObject: Object, insertionLocation: ElementPlacement*)

Duplicate this object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

[SymbolItem](#) **move** (*relativeObject: Object, insertionLocation: ElementPlacement*)

Move the object.

Parameter	Type	Description

relativeObject Object

insertionLocation ElementPlacement

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Return **SymbolItem** **SymbolItem.duplicate** (*relativeObject:*
Object, *insertionLocation:* *ElementPlacement*)
SymbolItem **SymbolItem.move** (*relativeObject:*
Object, *insertionLocation:* *ElementPlacement*)
SymbolItem **SymbolItems.add** (*symbol:* *Symbol*)
SymbolItem **SymbolItems.getByName** (*name:*
string)

Enumeration

SymbolRegistrationPoint

The symbol registration point

Value

Name

SymbolRegistrationPoir

SymbolRegistrationPoir

SymbolRegistrationPoir

SymbolRegistrationPoir

SymbolRegistrationPoir

SymbolRegistrationPoir

SymbolRegistrationPoir

SymbolRegistrationPoir

SymbolRegistrationPoir

Usage In function

[Symbol](#) [Symbols.add](#) ([so](#)

[SymbolRegistration](#)

Enumeration

TabStopAlignment

The tab alignment.

Value	Name	Descrip
	TabStopAlignment.Center	
	TabStopAlignment.Decimal	
	TabStopAlignment.Left	
	TabStopAlignment.Right	

Usage As property

`TabStopInfo.alignment`

Class

TabStopInfo

Tab stop information (returned by tab stops from a paragraph)

Class	Property	Type	Access
	alignment	TabStopAlignment: TabStopAlignment.Left TabStopAlignment.Center TabStopAlignment.Right TabStopAlignment.Decimal	r/v
	decimalCharacter	string	r/v
	leader	string	r/v
	position	number	r/v

Element of [ParagraphAttributes.tabStops](#)

Class

Tag

A tag associated with a piece of artwork.

QuickLinks [remove](#), [removeAll](#)

Hierarchy

Object

Tag

Properties

	Property	Type	Access	Description
	name	string	r/w	The tag's name.
	parent	Object	readonly	The object's container.
	typename	string	readonly	The class name of the object.
	value	string	r/w	The data stored in this tag.

Methods Instances

[void remove \(\)](#)

Deletes this object.

[void removeAll \(\)](#)

Deletes all elements.

Return

[Tag Tags.add \(\)](#)

[Tag Tags.getByName \(name: string\)](#)

Enumeration

TextAntialias

The type of text antialiasing.

Value	Name	Description	Value
	TextAntialias.CRISP	Text on a path.	int 3
	TextAntialias.NONE	Text from a point.	int 1
	TextAntialias.SHARP	Text within an area.	int 2
	TextAntialias.STRONG	Text on a path.	int 4

Usage As property

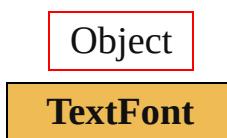
`TextFrameItem.antialias`

Class

TextFont

An installed font.

Hierarchy



Properties

Property	Type	Access	Description
family	string	readonly	The font's family name.
name	string	readonly	The font's full name.
parent	Object	readonly	The object's container.
style	string	readonly	The font's style name.
typename	string	readonly	The class name of the object.

Element of [CharacterAttributes.textFont](#)

Return [TextFont](#) `TextFonts.getByName (name: string)`

Class

TextFrameItem

Text frame item. Base Class: [PageItem](#)

QuickLinks [createOutline](#), [duplicate](#), [move](#), [remove](#), [remc](#)

Hierarchy

Object

PageItem

TextFrame

Properties

Property	Type
anchor	Point
antialias	TextAntialias : TextAntialias.NONI TextAntialias.SHAF TextAntialias.CRIS TextAntialias.STRC
characters	Characters
columnCount	int
columnGutter	number

contentVariable any

contents string

endTValue number

flowLinksHorizontally bool

insertionPoints [InsertionPoints](#)

kind [TextType](#):
TextType.POINTTE
TextType.ACREATE
TextType.PATHTE

lines [Lines](#)

matrix	Matrix
nextFrame	TextFrameItem
opticalAlignment	bool
orientation	TextOrientation : TextOrientation.HO TextOrientation.VE
paragraphs	Paragraphs
parent	Object
previousFrame	TextFrameItem
rowCount	int
rowGutter	number

spacing number

startTValue number

story Story

textPath TextPath

textRange TextRange

textRanges TextRanges

textSelection Array of TextRange

typename string

words Words

Methods Instances

GroupItem **createOutline ()**

Convert text item to path items.

TextFrameItem **duplicate (relativeObject: Object)**

Duplicate this object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

TextFrameItem **move (relativeObject: Object)**

Move the object.

Parameter	Type
relativeObject	Object
insertionLocation	ElementPlacement

void **remove ()**

Deletes this object.

void **removeAll ()**

Deletes all elements.

Element of [TextFrameItem.nextFrame](#)
[TextFrameItem.previousFrame](#)

Used in: [TextFrameItem](#) [TextFrameItems.areaText \(text: String, TextOrientation=TextOrientation.HORIZONTAL, TextFrameItem\)\[\]](#), [TextFrameItem](#) [TextFrameItems.pathText \(text: String, number=0.0\)\[\]](#), [TextFrameItem](#) [TextFrameItems.pathText \(text: String, endTValue: number=0.0, TextOrientation=TextOrientation.HORIZONTAL, TextFrameItem\)\[\]](#)

Return [TextFrameItem](#) [TextFrameItem.duplicate \(insertionLocation: ElementPlacement\)](#)

TextFrameItem **TextFrameItem.move** (*relativeElementPlacement*)
TextFrameItem **TextFrameItems.add** ()
TextFrameItem **TextFrameItems.areaText** (*textString*, *textOrientation*=**TextOrientation.HOR**, *textFrameItem*[], *postFix*: *bool*=true])
TextFrameItem **TextFrameItems.getByIndex** (*index*)
TextFrameItem **TextFrameItems.pathText** (*textString*, *startTValue*: *number*=0.0, *endTValue*: *number*=1.0, *textOrientation*=**TextOrientation.HOR**, *textFrameItem*[], *postFix*: *bool*=true])
TextFrameItem **TextFrameItems.pointText** (*textString*, *textOrientation*=**TextOrientation.HOR**, *textFrameItem*[], *postFix*: *bool*=true])

Enumeration

TextOrientation

The orientation.

Value	Name	Description
	TextOrientation.HORIZONTAL	Horizontal orientation
	TextOrientation.VERTICAL	Vertical orientation

Usage In function

```
TextFrameItem TextFrameItems.areaText (te
    PathItem[, orientation:
        TextOrientation=TextOrientation.HC
        [, baseFrame: TextFrameItem][, postFix
TextFrameItem TextFrameItems.pathText (te
    PathItem[, startTValue: number=0.0][, e
        number=0.0][, orientation:
        TextOrientation=TextOrientation.HC
        [, baseFrame: TextFrameItem][, postFix
TextFrameItem TextFrameItems.pointText (e
    orientation:
        TextOrientation=TextOrientation.HC
```

As property

```
TextFrameItem.orientation
```

Enumeration

TextPreservePolicy

Text preserve policy used by FXG file

Value

Name

TextPreservePolicy.AUTOMATICAI

TextPreservePolicy.KEEPTEXTEDI

TextPreservePolicy.OUTLINETEXT

TextPreservePolicy.RASTERIZETE

Usage As property

[FXGSaveOptions.textPolicy](#)

Enumeration

TextType

The type of text art.

Value	Name	Description	Value
	TextType.AREATEXT	Text within an area.	int 1
	TextType.PATHTEXT	Text on a path.	int 2
	TextType.POINTTEXT	Text from a point.	int 0

Usage As property

[TextFrameItem.kind](#)

Enumeration

Transformation

The transformation type.

Value	Name	Description
	Transformation.BOTTOM	Transforms relative to the bottom edge.
	Transformation.BOTTOMLEFT	Transforms relative to the bottom-left corner.
	Transformation.BOTTOMRIGHT	Transforms relative to the bottom-right corner.
	Transformation.CENTER	Transforms relative to the center.
	Transformation.DOCUMENTORIGIN	Transforms relative to the top-left corner of the page.
	Transformation.LEFT	Transforms relative to the left edge.
	Transformation.RIGHT	Transforms relative to the right edge.

		rela the right
Transformation.TOP		Tr rela the top
Transformation.TOLEFT		Tr rela the top cori
Transformation.TOPRIGHT		Tr rela the top cori

Usage In function

```
void PageItem.resize (scaleX: number, scaleY: number[, changePositions: bool=true][, changeFillPatterns: bool=true][, changeFillGradients: bool=true][, changeStrokePattern: bool=true][, chan  
number=100.0][, scaleAbout: Transformation=Transformation.CE])  
void PageItem.rotate (angle: number[, changePositions: bool=true][, changeFillPatterns: bool=true][, changeFillGradients: bool=true][, changeStrokePattern: bool=true][, chan  
bool=true][, rotateAbout: Transformation=Transformation.CE])  
void PageItem.transform (transformationMatrix: Transformation[, changePositions: bool=true][, changeFillPatterns: bool=true][, changeFillGradients: bool=true][, changeStrokePattern: bool=true][, chan  
number=100.0][, transformAbout: Transformation=Transformation.CE])
```


Enumeration

UserInteractionLevel

COM user interaction enumeratic

Value

Name

UserInteractionLevel.DISPLAY

UserInteractionLevel.DONTDIS

Usage As property

[Application.userInteractionLevel](#)

Enumeration

VariableKind

Value	Name	Description	Value
	VariableKind.GRAPH		int 5
	VariableKind.IMAGE		int 4
	VariableKind.TEXTUAL		int 3
	VariableKind.Unknown		int 1
	VariableKind.VISIBILITY		int 2

Usage As property
`Variable.kind`

Class

View

A view.

Hierarchy

Object

View

Properties

Property	Type	Access	Description
bounds	Rect	readonly	The bounds of this view.
centerPoint	Point	r/w	The center point of this view.
parent	Object	readonly	The object containing this view.
screenMode	ScreenMode: ScreenMode.MULTIWINDOW ScreenMode.DESKTOP ScreenMode.FULLSCREEN	r/w	The mode of displaying this view.
typename	string	readonly	The class name of this object.
zoom	number	r/w	The zoom factor of this view.

Element [Document.activeView](#)
of

Return View [Views.getByName \(name: string\)](#)

Enumeration

ZOrderMethod

How to re-arrange the art item.

Value	Name	Description
ZOrderMethod.BRINGFORWARD	Move one step forward in it's group layer.	
ZOrderMethod.BRINGTOFRONT	Move front of group layer.	
ZOrderMethod.SENDBACKWARD	Move one step backward in it's group layer.	
ZOrderMethod.SENDTOBACK	Move back of group layer.	

Usage In function

```
void Layer.zOrder (zOrderCmd: ZOrderMet  
void PageItem.zOrder (zOrderCmd: ZOrderM
```

Adobe Illustrator CS5 Type Library

Contents

Color classes for Adobe Illustrator

Suite that applies to all applications	CMYKColor
Scripting commands and classes for Adobe Illustrator	Color
Color classes for Adobe Illustrator	ColorConvertPurpose
Text processing commands and classes for Adobe Illustrator	GradientColor
Transformation matrix events and classes for Adobe Illustrator	GrayColor
Classes used only for creating path items. Cannot be used to access page items.	LabColor
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[Collections](#)

[Other Classes](#)

Class

CMYKColor

A CMYK color specification. Base Class: [Color](#)

Class	Property	Type	Access	Description
	black	number (range: 0.0 - 100.0)	r/w	The black color value (between 0.0 and 100.0) (default: 0.0)
	cyan	number (range: 0.0 - 100.0)	r/w	The cyan color value (between 0.0 and 100.0) (default: 0.0)
	magenta	number (range: 0.0 - 100.0)	r/w	The magenta color value (between 0.0 and 100.0) (default: 0.0)
	yellow	number (range: 0.0 - 100.0)	r/w	The yellow color value (between 0.0 and 100.0) (default: 0.0)

Class

Color

The parent class for all color values used in Illustrator. See the specific color classes for more information.

Superclass of [CMYKColor](#), [GradientColor](#), [GrayColor](#), [LabColor](#), [NoColor](#), [PatternColor](#), [RGBColor](#), and [SpotColor](#)

Element of	CharacterAttributes.fillColor CharacterAttributes.strokeColor Document.defaultFillColor Document.defaultStrokeColor GradientStop.color InkInfo.customColor PathItem.fillColor PathItem.strokeColor Spot.color Swatch.color TextPath.fillColor TextPath.strokeColor
-----------------------	---

Used in: void [RasterItem.colorize \(rasterColor: Color\)](#)

Enumeration

ColorConvertPurpose

Denotes the purpose of color conversion in the `ConvertSmapleColor` method.

Value	Name
	<code>ColorConvertPurpose.defaultpurpose</code>
	<code>ColorConvertPurpose.dummypurpose</code>
	<code>ColorConvertPurpose.exportpurpose</code>
	<code>ColorConvertPurpose.previewpurpose</code>

Usage In function

Array of number `Application.createImage`
`(sourceColorSpace: ImageColorSpace, destColorSpace: ImageColorSpace, width: number, height: number, colorConvertPurpose: ColorConvertPurpose, sourceHasAlpha: bool=false, destHasAlpha: bool=false)`

Class

GradientColor

A Gradient color specification. Base Class:
[Color](#)

Class	Property	Type	Access	Description
	angle	number	r/w	The gradient vector angle. (default: 0)
	gradient	Gradient	r/w	Reference to the object defining the gradient.
	hiliteAngle	number	r/w	The gradient hilite vector angle. (default: 0)
	hiliteLength	number	r/w	The gradient hilite vector length. (default: 0)
	length	number	r/w	The gradient vector length. (default: 0)
	matrix	Matrix	r/w	Additional transformation arising from manipulating the path.
	origin	Point	r/w	The gradient vector origin.

Class

GrayColor

A gray color specification. Base Class: [Color](#)

Class	Property	Type	Access	Description
	gray	number (range: 0.0 - 100.0)	r/w	The gray value (between 0.0 and 100.0) (default: 0.0)

Class

LabColor

An Lab color specification. Base Class: [Color](#)

Class	Property	Type	Access	Description
	a	number (range: -128.0 - 127.0)	r/w	The a color value (between -128.0 and 127.0) (default: 0.0)
	b	number (range: -128.0 - 127.0)	r/w	The b color value (between -128.0 and 127.0) (default: 0.0)
	l	number (range: 0.0 - 100.0)	r/w	The L color value (between 0.0 and 100.0) (default: 0.0)

Class

NoColor

Represents the 'none' color. Base Class: [Color](#)

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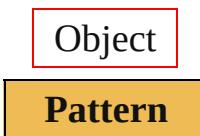
Class

Pattern

A pattern.

QuickLinks [remove](#), [removeAll](#)

Hierarchy



Properties

	Property	Type	Access	Description
	name	string	r/w	The pattern's name.
	parent	Object	readonly	The object's container.
	typename	string	readonly	The class name of the object.

Methods Instances

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Element of [PatternColor.pattern](#)

Return **Pattern** [Patterns.add \(\)](#)

Pattern [Patterns.getByName \(name: string\)](#)

Class

PatternColor

A Pattern color specification. Base Class: [Color](#)

Class	Property	Type	Access	Description
	matrix	Matrix	r/w	Additional transformation arising from manipulating the path.
	pattern	Pattern	r/w	
	reflect	bool	r/w	Whether or not the prototype is reflected before filling. (default: false)
	reflectAngle	number	r/w	The axis around which to reflect. (default: 0)
	rotation	number	r/w	The angle to rotate the before filling. (default: 0)
	scaleFactor	Point	r/w	The fraction to scale the prototype before filling.
	shearAngle	number	r/w	The angle to slant the shear by. (default: 0)
	shearAxis	number	r/w	The axis to

			shear with respect to. (default: 0)
shiftAngle	number r/w	The angle to translate the (unscaled) prototype before filling. (default: 0)	
shiftDistance	number r/w	The distance to translate the (unscaled) prototype before filling. (default: 0)	

Class

RGBColor

An RGB color specification. Base Class: [Color](#)

Class	Property	Type	Access	Description
	blue	number (range: 0.0 - 255.0)	r/w	The blue color value (between 0.0 and 255.0) (default: 0.0)
	green	number (range: 0.0 - 255.0)	r/w	The green color value (between 0.0 and 255.0) (default: 0.0)
	red	number (range: 0.0 - 255.0)	r/w	The red color value (between 0.0 and 255.0) (default: 0.0)

Element of [ExportOptionsFlash.backgroundColor](#)
[ExportOptionsGIF.matteColor](#)
[ExportOptionsJPEG.matteColor](#)
[ExportOptionsPNG24.matteColor](#)
[ExportOptionsPNG8.matteColor](#)
[ImageCaptureOptions.matteColor](#)
[Layer.color](#)

Class

Spot

A custom color.

QuickLinks [getInternalColor](#), [remove](#), [removeAll](#)

Hierarchy

Object

Spot

Properties

	Property	Type	Access	Description
	color	Color	r/w	
	colorType	ColorModel: ColorModel.REGISTRATION ColorModel.PROCESS ColorModel.SPOT	r/w	Type of the custom color.
	name	string	r/w	The custom color's name.
	parent	Object	readonly	The object container.
	spotKind	SpotColorKind: SpotColorKind.SPOTCMYK SpotColorKind.SPOTRGB SpotColorKind.SPOTLAB	readonly	Kind of the spot color (i.e. RGB CMYK or LAB), it is the name of the color kind contained in the spot.
	typename	string	readonly	The class name of the object.

Methods Instances

Array of **number** **getInternalColor ()**

Gets the internal color of a spot.

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Element of [SpotColor.spot](#)

Used in: [void SwatchGroup.addSpot \(spot: Spot\)](#)

Return [Spot Spots.add \(\)](#)

[Spot Spots.getByName \(name: string\)](#)

Class

SpotColor

Information about the spot color. Base Class: [Color](#)

Class	Property	Type	Access	Description
	spot	Spot	r/w	
	tint	number (range: 0.0 - 100.0)	r/w	Percentage level of tint to be applied to the spot color. (default: 100.0)

Class

Swatch

A color swatch.

QuickLinks [remove](#), [removeAll](#)

Hierarchy

Object

Swatch

Properties

Property	Type	Access	Description
color	Color	r/w	The color information of the swatch.
name	string	r/w	The swatch's name.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

[void remove \(\)](#)

Deletes this object.

[void removeAll \(\)](#)

Deletes all elements.

Used in: [void SwatchGroup.addSwatch \(swatch: Swatch\)](#)

Return Array of **Swatch** [SwatchGroup.getAllSwatches \(\)](#)

Swatch [Swatches.add \(\)](#)

Swatch [Swatches.getByName \(name: string\)](#)

Array of **Swatch** [Swatches.getSelected \(\)](#)

Class

SwatchGroup

A Swatch group.

QuickLinks [addSpot](#), [addSwatch](#), [getAllSwatches](#), [remove](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
name	string	r/w	Name of the swatch group.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

`void addSpot (spot: Spot)`

Add a spot swatch to the group.

Parameter	Type	Description
spot	Spot	The spot swatch to be added to the group.

`void addSwatch (swatch: Swatch)`

Add a swatch to the group.

Parameter	Type	Description
swatch	Swatch	The swatch to be added to the group.

Array of `Swatch getAllSwatches ()`

Get all swatches in the swatch group.

void remove ()
Deletes this object.

void removeAll ()
Deletes all elements.

Return **SwatchGroup** [SwatchGroups.add \(\)](#)
SwatchGroup [SwatchGroups.getByName \(name: string\)](#)

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Enumeration

AlternateGlyphsForm

The alternate glyphs form of text.

Value	Name
	AlternateGlyphsForm.DEFAU
	AlternateGlyphsForm.EXPER
	AlternateGlyphsForm.FULLW
	AlternateGlyphsForm.HALFW
	AlternateGlyphsForm.JIS04FC
	AlternateGlyphsForm.JIS78FC
	AlternateGlyphsForm.JIS83FC
	AlternateGlyphsForm.JIS90FC
	AlternateGlyphsForm.PROPO
	AlternateGlyphsForm.QUARI
	AlternateGlyphsForm.THIRD'
	AlternateGlyphsForm.TRADI

Usage **As property**
`CharacterAttributes.alternateGl`

Enumeration

AutoKernType

The auto kern type.

Value	Name	D
AutoKernType.AUTO	A kε	
AutoKernType.METRICSROMANONLY	M ro	
AutoKernType.NOAUTOKERN	N kε	
AutoKernType.OPTICAL	O kε	

Usage As property

[CharacterAttributes.kerningMethod](#)

Enumeration

AutoLeadingType

The auto leading type.

Value

Name

AutoLeadingType.BOTTOMTOBOTTOM

AutoLeadingType.TOPTOTOP

Usage As property

ParagraphAttributes.leadingType

Enumeration

BaselineDirectionType

The baseline direction type.

Value

Name
BaselineDirectionType.Standard
BaselineDirectionType.TateChikan
BaselineDirectionType.Vertical

Usage As property

[CharacterAttributes.baselineDirectionType](#)

Enumeration

BurasagariTypeEnum

The Burasagari type.

Value	Name
	BurasagariTypeEnum.Forced
	BurasagariTypeEnum.None
	BurasagariTypeEnum.Standard

Usage As property

`ParagraphAttributes.burasagari'`

Enumeration

CaseChangeType

The case change type.

Value	Name	Description
CaseChangeType.LOWERCASE	Cl_low	Lowercase
CaseChangeType.SENTENCECASE	Cl_se_ca	Sentencecase
CaseChangeType.TITLECASE	Cl_tit	Titlecase
CaseChangeType.UPPERCASE	Cl_up	Uppercase

Usage In function

void [TextRange.changeCaseTo](#) (**type**: CaseChangeType)

Class

CharacterAttributes

Properties of a character.

Hierarchy

Properties

Property

Tsume

I

akiLeft

I

akiRight

I

alignment

C
C
C
C
C
C
C
C

alternateGlyphs

L
L
L

	I
	I
	I
	I
	I
	I
	I
	I
	I
autoLeading	I
baselineDirection	I
baselinePosition	I
baselineShift	I
capitalization	I
connectionForms	I

contextualLigature

t

discretionaryLigature

t

figureStyle

l

l

l

l

l

fillColor

c

fractions

f

horizontalScale

h

italics

i

	I	I
leading	I	I
ligature	I	I
noBreak	I	I
openTypePosition	I	I
ordinals	I	I
ornaments	I	I
overprintFill	I	I

overprintStroke t

parent (

proportionalMetrics t

rotation I

size I

strikeThrough t

strokeColor (

strokeWeight I

stylisticAlternates t

swash

t

tateChuYokoHorizontal

i

tateChuYokoVertical

i

textFont

f

titling

t

tracking

i

typename

s

underline	t
verticalScale	i
wariChuCharactersAfterBreak	i
wariChuCharactersBeforeBreak	i
wariChuEnabled	t
wariChuJustification	t v r l c f e
wariChuLineGap	i
wariChuLines	i

Element of [CharacterStyle.characterAttributes](#)
[ParagraphStyle.characterAttributes](#)
[TextRange.characterAttributes](#)

Class

CharacterStyle

A named style that remembers character attributes.

QuickLinks [add](#), [applyTo](#), [remove](#), [removeAll](#)

Hierarchy

Object

CharacterStyle

Properties

Property	Type	Access
characterAttributes	CharacterAttributes	read/write
name	string	r/w
parent	Object	read
typename	string	read

Methods Instances

[CharacterStyle add \(\)](#)

Adds an element.

[void applyTo \(textItem: any\[, clearingOverride: boolean\]\): void](#)

Apply the character style to text object(s).

Parameter	Type	Description
textItem	any	The text object(s) to apply the style to.

to.

clearingOverrides	bool	Whether to clear ar before apply the sty (Optional)
-------------------	------	---

void remove ()

Deletes this object.

void removeAll ()

Deletes all elements.

Return	CharacterStyle CharacterStyle.add () CharacterStyle CharacterStyles.add (name: string) CharacterStyle CharacterStyles.getByName (name: string)
---------------	---

Enumeration

FigureStyleType

The figure style type.

Value

Name

FigureStyleType.DEFAULTFIGURESTYI

FigureStyleType.PROPORTIONAL

FigureStyleType.PROPORTIONALOLDS'

FigureStyleType.TABULAR

FigureStyleType.TABULAROLDSTYLE

Usage As property

[CharacterAttributes.figureStyle](#)

Enumeration

FontBaselineOption

The font baseline option.

Value

Name

FontBaselineOption.NORMALBA

FontBaselineOption.SUBSCRIPT

FontBaselineOption.SUPERSCRIPT

Usage As property

[CharacterAttributes.baselinePosition](#)

Enumeration

FontCapsOption

The font capitalization option.

Value	Name	Description
	FontCapsOption.ALLCAPS	All caps
	FontCapsOption.ALLSMALLCAPS	All small caps
	FontCapsOption.NORMALCAPS	Normal caps
	FontCapsOption.SMALLCAPS	Small caps

Usage As property

[CharacterAttributes.capitalization](#)

Enumeration

FontOpenTypePositionOption

The OpenType

Value	Name
FontOpenTyp	

Usage As property
CharacterAttribute

Class

InsertionPoint

A location between characters, used to insert new text objects.

Hierarchy



Properties	Property	Type	Access	Description
	characters	Characters	readonly	All the characters in this text range.
	lines	Lines	readonly	All the lines in this text range.
	paragraphs	Paragraphs	readonly	All the paragraphs in this text range.
	parent	Object	readonly	The object's container.
	story	Story	readonly	The story containing the text range.
	textRanges	TextRanges	readonly	All the text ranges in this text range.
	typename	string	readonly	The class name of the object.
	words	Words	readonly	All the words in this text range.

words in
this text
range.

Return **InsertionPoint** `InsertionPoints.getByName`
`(name: string)`

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Enumeration

KinsokuOrderEnum

The preferred Kinsoku order.

Value

Name

KinsokuOrderEnum.PUSHIN

KinsokuOrderEnum.PUSHOUTF

KinsokuOrderEnum.PUSHOUTC

Usage As property

[ParagraphAttributes.kinsokuOrder](#)

Enumeration

LanguageType

The language of text.

Value	Name
	LanguageType.BOKMALNORWEGIAN
	LanguageType.BRAZILLIANPORTUGUESE
	LanguageType.BULGARIAN
	LanguageType.CANADIANFRENCH
	LanguageType.CATALAN
	LanguageType.CHINESE
	LanguageType.CZECH
	LanguageType.DANISH
	LanguageType.DUTCH
	LanguageType.DUTCH2005REFORM
	LanguageType.ENGLISH
	LanguageType.FINNISH
	LanguageType.GERMAN2006REFORM
	LanguageType.GREEK
	LanguageType.HUNGARIAN
	LanguageType.ICELANDIC
	LanguageType.ITALIAN
	LanguageType.JAPANESE
	LanguageType.NYNORSKNORWEGIAN
	LanguageType.OLDGERMAN

LanguageType.POLISH
LanguageType.RUMANIAN
LanguageType.RUSSIAN
LanguageType.SERBIAN
LanguageType.SPANISH
LanguageType.STANDARDFRENCH
LanguageType.STANDARDGERMAN
LanguageType.STANDARDPORTUGUESE
LanguageType.SWEDISH
LanguageType.SWISSGERMAN
LanguageType.SWISSGERMAN2006REFOR
LanguageType.TURKISH
LanguageType.UKENGLISH
LanguageType.UKRANIAN

Usage *As property*
[CharacterAttributes.language](#)

Class

ParagraphAttributes

Properties of a paragraph.

Hierarchy

Properties

Property

autoLeadingAmount

bunriKinshi

burasagariType

desiredGlyphScaling

desiredLetterSpacing

desiredWordSpacing

everyLineComposer

firstLineIndent

hyphenateCapitalizedWords

hyphenation

hyphenationPreference

hyphenationZone

justification

kinsoku

kinsokuOrder

kurikaeshiMojiShori

leadingType

leftIndent

maximumConsecutiveHyphens

maximumGlyphScaling

maximumLetterSpacing

maximumWordSpacing

minimumAfterHyphen

minimumBeforeHyphen

minimumGlyphScaling

minimumHyphenatedWordSize

minimumLetterSpacing

minimumWordSpacing

mojikumi

parent

rightIndent

romanHanging

singleWordJustification

spaceAfter

spaceBefore

tabStops

typename

Element of [ParagraphStyle.paragraphAttribut](#)
[TextRange.paragraphAttributes](#)

Class

ParagraphStyle

A named style that remembers paragraph attributes.

QuickLinks [add](#), [applyTo](#), [remove](#), [removeAll](#)

Hierarchy

Object

ParagraphStyle

Properties

Property	Type	Description
characterAttributes	CharacterAttributes	Read-only.
name	string	Read-only.
paragraphAttributes	ParagraphAttributes	Read-only.
parent	Object	Read-only.
typename	string	Read-only.

Methods Instances

[ParagraphStyle add \(\)](#)

Adds an element.

void applyTo (`textItem: any`[, `clearingOverrides: bool`])
Apply the paragraph style to text object(s)

Parameter	Type	Description
<code>textItem</code>	<code>any</code>	The text object(s)
<code>clearingOverrides</code>	<code>bool</code>	Whether to clear a before apply the s (Optional)

void remove ()
Deletes this object.

void removeAll ()
Deletes all elements.

Return `ParagraphStyle` `ParagraphStyle.add ()`
`ParagraphStyle` `ParagraphStyles.add (name: string)`
`ParagraphStyle` `ParagraphStyles.getByName (name: string)`

Class

Story

A contiguous block of text.

Hierarchy

Object

Story

Properties	Property	Type	Access	Description
	characters	Characters	readonly	All the characters in this text range.
	insertionPoints	InsertionPoints	readonly	All the insertion points in this text range.
	length	int	readonly	The number of characters in the story.
	lines	Lines	readonly	All the lines in this text range.
	paragraphs	Paragraphs	readonly	All the paragraphs in this text range.
	parent	Object	readonly	The object's container.
	textFrames	TextFrameItems	readonly	The text frame items in this story.
	textRange	TextRange	readonly	The text range of the story.
	textRanges	TextRanges	readonly	All the text in this text range.
	textSelection	Array of TextRange	readonly	The selected text (ranges) in the story.

typename	string	readonly	The class name of the object.
words	Words	readonly	All the words in this text range.

Element of [InsertionPoint.story](#)
[TextFrameItem.story](#)
[TextRange.story](#)

Return Story [Stories.getByName \(name: string\)](#)

Enumeration

StyleRunAlignmentType

The style run alignment.

Value	Name
	StyleRunAlignmentType.

Usage As property

[CharacterAttributes.alignr](#)

Class

TextPath

A text path item.

QuickLinks [setEntirePath](#)

Hierarchy

Object

TextPath

Properties

Property	Type
area	number
blendingMode	<code>BlendModes:</code> BlendModes.NORMAL BlendModes.MULTIPLY BlendModes.SCREEN BlendModes.OVERLAY BlendModes.SOFTLIGHT BlendModes.HARDLIGHT BlendModes.COLORDODGE BlendModes.COLORBURN BlendModes.DARKEN BlendModes.LIGHTEN BlendModes.DIFFERENCE BlendModes.EXCLUSION BlendModes.HUE BlendModes.SATURATIONBLEND BlendModes.COLORBLEND BlendModes.LUMINOSITY
clipping	bool

closed	bool
editable	bool
evenodd	bool
fillColor	Color
fillOverprint	bool
filled	bool
guides	bool
height	number (range: 0.0 - 16348.0)
left	number
note	string
opacity	number (range: 0.0 - 100.0)

parent	Object
pathPoints	PathPoints
polarity	PolarityValues: PolarityValues.POSITIVE PolarityValues.NEGATIVE
position	Point
resolution	number
selectedPathPoints	ObjectArray
strokeCap	StrokeCap: StrokeCap.BUTTENDCAP StrokeCap.ROUNDENDCAP StrokeCap.PROJECTINGENDCAP
strokeColor	Color
strokeDashOffset	number

strokeDashes	Array of number
--------------	-----------------

strokeJoin	StrokeJoin : StrokeJoin.MITERENDJOIN StrokeJoin.ROUNDENDJOIN StrokeJoin.BEVELENDJOIN
------------	---

strokeMiterLimit	number
------------------	--------

strokeOverprint	bool
-----------------	------

strokeWidth	number
-------------	--------

stroked	bool
---------	------

top	number
-----	--------

typename	string
----------	--------

width	number (range: 0.0 - 16348.0)
-------	-------------------------------

Methods Instances

void setEntirePath (pathPoints: Array of *any*)

Set the path using the provided array of anchor points.

Parameter	Type	Description
pathPoints	Array of <i>any</i>	Array of anchor values for

Element of [TextFrameItem.textPath](#)

Class

TextRange

A range of characters from a text item.

QuickLinks [changeCaseTo](#), [deSelect](#), [duplicate](#), [move](#), [remove](#), [removeFormat](#), [select](#)

Hierarchy

Object

TextRange

Properties

Property	Type	Access	Description
characterAttributes	CharacterAttributes	readonly	The character attributes of the selected text.
characterOffset	int	r/w	The character offset of the selected text.
characterStyles	CharacterStyles	readonly	The character styles of the selected text.
characters	Characters	readonly	The characters of the selected text.

	contents	string	r/w	T st
	insertionPoints	InsertionPoints	readonly	A in pc th ra
	kerning	int	r/w	C sp be tv cl (i) er
	length	int (min: 0)	r/w	L te
	lines	Lines	readonly	A in ra
	paragraphAttributes	ParagraphAttributes	readonly	T pa pi fc ra
	paragraphStyles	ParagraphStyles	readonly	Li re pa st te
	paragraphs	Paragraphs	readonly	A pa in ra
	parent	Object	readonly	T

			cc
story	Story	readonly	T th ra
textRanges	TextRanges	readonly	A in ra
textSelection	Array of TextRange	readonly	T se (r th ra
typename	string	readonly	T na ot
words	Words	readonly	A w th ra

Methods Instances

void changeCaseTo (type: CaseChangeType)

Change the capitalization of text.

Parameter	Type	Description
type	CaseChangeType: CaseChangeType.UPPERCASE CaseChangeType.LOWERCASE CaseChangeType.TITLECASE CaseChangeType.SENTENCECASE	The case type.

void deSelect ()

Deselect the text range.

**TextRange duplicate (relativeObject: Object, insertionL
ElementPlacement)**

Duplicate this object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

`TextRange move (relativeObject: Object, insertionLocation: ElementPlacement)`

Move the object.

Parameter	Type	Description
relativeObject	Object	
insertionLocation	ElementPlacement	

`void remove ()`

Deletes this object.

`void removeAll ()`

Deletes all elements.

`void select ([addToDocument: bool=false])`

Select the text range.

Parameter	Type	Description
addToDocument	bool	Whether to add the text range to the document text selection. (default is false) (Optional)

Element of

`Story.textRange`

`Story.textSelection`

`TextFrameItem.textRange`

`TextFrameItem.textSelection`

`TextRange.textSelection`

Return

`TextRange Characters.add (contents: string)`

`TextRange Characters.addBefore (contents: string)`

`TextRange Characters.getByName (name: string)`

`TextRange Lines.getByName (name: string)`

`TextRange Paragraphs.add (contents: string)`

`TextRange Paragraphs.addBefore (contents: string)`

TextRange [Paragraphs.getByName \(name: string\)](#)
TextRange [TextRange.duplicate \(relativeObject: Object, insertionLocation: ElementPlacement\)](#)
TextRange [TextRange.move \(relativeObject: Object, insertionLocation: ElementPlacement\)](#)
TextRange [TextRanges.getByName \(name: string\)](#)
TextRange [Words.add \(contents: string\)](#)
TextRange [Words.addBefore \(contents: string\)](#)
TextRange [Words.getByName \(name: string\)](#)

Enumeration

WariChuJustificationType

The Wari-Chu alignment type

Value

Name

WariChuJustification

WariChuJustification

WariChuJustification

WariChuJustification

WariChuJustification

WariChuJustification

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Usage As property
[CharacterAttributes.wml](#)

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Class

Matrix

Class	Property	Type	Access	Description
	mValueA	number	r/w	
	mValueB	number	r/w	
	mValueC	number	r/w	
	mValueD	number	r/w	
	mValueTX	number	r/w	
	mValueTY	number	r/w	

Element of [GradientColor.matrix](#)
[PatternColor.matrix](#)
[PlacedItem.matrix](#)
[RasterItem.matrix](#)
[TextFrameItem.matrix](#)

Used in: [Matrix Application.concatenateMatrix \(matrix: Matrix, secondMatrix: Matrix\)](#)
[Matrix Application.concatenateRotationMatrix \(matrix: Matrix, angle: number\)](#)
[Matrix Application.concatenateScaleMatrix \(matrix: Matrix\[, scaleX: number=100.0\]\[, scaleY: number=100.0\]\)](#)
[Matrix Application.concatenateTranslationMatrix \(matrix: Matrix\[, deltaX: number=0.0\]\[, deltaY: number=0.0\]\)](#)
[Matrix Application.invertMatrix \(matrix: Matrix\)](#)
bool [Application.isEqualMatrix \(matrix: Matrix, secondMatrix: Matrix\)](#)
bool [Application.isSingularMatrix \(matrix: Matrix\)](#)
void [PageItem.transform \(transformationMatrix: Matrix\[, changePositions: bool=true\]\[, changeFillPatterns: bool=true\]\[, changeFillGradients: bool=true\]\[, changeStrokePattern: bool=true\]\[, changeLineWidths: number=100.0\]\[, transformAbout:](#)

Transformation=Transformation.CENTER])

Return **Matrix** Application.concatenateMatrix (**matrix**: **Matrix**,
secondMatrix: **Matrix**)
Matrix Application.concatenateRotationMatrix (**matrix**:
Matrix, **angle**: *number*)
Matrix Application.concatenateScaleMatrix (**matrix**: **Matrix**[,
scaleX: *number*=**100.0**][, **scaleY**: *number*=**100.0**])
Matrix Application.concatenateTranslationMatrix (**matrix**:
Matrix[, **deltaX**: *number*=**0.0**][, **deltaY**: *number*=**0.0**])
Matrix Application.getIdentityMatrix ()
Matrix Application.getRotationMatrix ([**angle**: *number*=**0.0**])
Matrix Application.getScaleMatrix ([**scaleX**: *number*=**100.0**]
[, **scaleY**: *number*=**100.0**])
Matrix Application.getTranslationMatrix ([**deltaX**:
number=**0.0**][, **deltaY**: *number*=**0.0**])
Matrix Application.invertMatrix (**matrix**: **Matrix**)

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Enumeration

LibraryType

Illustrator library types.

Value	Name	Description
LibraryType.BRUSHES		Illustrator brush library
LibraryType.GRAPHICSTYLES		Illustrator graphic styles library
LibraryType.ILLUSTRATORARTWORK		Illustrator artwork library
LibraryType.SWATCHES		Illustrator swatch library
LibraryType.SYMBOLS		Illustrator symbol library

Usage As property

[OpenOptions.openAs](#)

Class

OpenOptions

Options which may be supplied when opening a file.

Class	Property	Type
	convertCropAreaToArtboard	bool
	convertTilesToArtboard	bool
	createArtboardWithArtworkBoundingBox	bool
	openAs	Library
		Library
	preserveLegacyArtboard	bool
	updateLegacyGradientMesh	bool
	updateLegacyText	bool

Class

OpenOptionsAutoCAD

Options which may be supplied

Hierarchy

Properties	Property	Type
	centerArtwork	bool
	globalScaleOption	AutoCADGlobalScaleOption
	globalScalePercent	number
	mergeLayers	bool

parent Object

scaleLineweights bool

selectedLayoutName string

typename string

unit AutoUnit

AutoUnit

AutoUnit

AutoUnit

AutoUnit

AutoUnit

AutoUnit

unitScaleRatio number

Element of Preferences.AutoCADFileOp

Class

OpenOptionsFreeHand

Options which may be supplied to a FreeHand file.

Hierarchy

Object

OpenOptions

Properties

Property	Type
----------	------

convertTextToOutlines	boolean
-----------------------	---------

importSinglePage	boolean
------------------	---------

pageToOpen	int
------------	-----

parent	Ob
--------	----

typename	stri
----------	------

Element of [Preferences.FreeHandFileOp](#)

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Class

OpenOptionsPDF

Options which may be supplied when opening a PDF file.

Hierarchy

Object

OpenOptions

Properties

Property	Type
pDFCropToBox	PDFBoxType: PDFBoxType.PDFAR PDFBoxType.PDFCR PDFBoxType.PDFTR PDFBoxType.PDFBL PDFBoxType.PDFMI PDFBoxType.PDFBC
pageToOpen	int
parent	Object
typename	string

Element of [Preferences.PDFFFileOptions](#)

Class

OpenOptionsPhotoshop

Options which are applied via Photoshop file.

Hierarchy

Options

OpenOptionsPhotoshop

Properties	Property	Type
	layerComp	string
	parent	Object
	preserveHiddenLayers	boolean
	preserveImageMaps	boolean
	preserveLayers	boolean

preserveSlices boolean

typename string

Element of [Preferences.photoshopFileC](#)

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Class

EPSSaveOptions

Options which may be supplied when saving to EPS.

Class	Property	Type
	artboardRange	string
	cmykPostScript	bool
	compatibility	Compatibility
	compatibleGradientPrinting	bool
	embedAllFonts	bool
	embedLinkedFiles	bool
	flattenOutput	OutputFlat
	includeDocumentThumbnails	bool

overprint	PDFOverp PDFOverp PDFOverp	
postScript	EPSPostSc EPSPostSc EPSPostSc	
preview	EPSPrevie EPSPrevie EPSPrevie EPSPrevie EPSPrevie EPSPrevie EPSPrevie	
saveMultipleArtboards	bool	

Class

FXGSaveOptions

Options which may be supplied when saving.

Class	Property	Type
	artboardRange	string
	blendsPolicy	BlendsExp BlendsExp BlendsExp
	downsampleLinkedImages	bool
	filtersPolicy	FiltersPres FiltersPres FiltersPres FiltersPres
	gradientsPolicy	GradientsP GradientsP GradientsP
	includeMetadata	bool
	includeUnusedSymbols	bool
	preserveEditingCapabilities	bool
	saveMultipleArtboards	bool
	textPolicy	TextPreserv TextPreserv TextPreserv TextPreserv TextPreserv
	version	FXGVersio FXGVersio FXGVersio

Class

IllustratorSaveOptions

Options which may be supplied

Class	Property	Type
	artboardRange	string
	compatibility	Con
		Con
	compressed	bool
	embedICCProfile	bool
	embedLinkedFiles	bool
	flattenOutput	Out
		Out
		Out
	fontSubsetThreshold	num

pdfCompatible bool

saveMultipleArtboards bool

Class

PDFSaveOptions

Options which may be supplied when saving a document.

Class	Property
	acrobatLayers
	artboardRange
	bleedLink
	bleedOffsetRect
	colorBars
	colorCompression

colorConversionID

colorDestinationID

colorDownsampling

colorDownsamplingImageThreshold

colorDownsamplingMethod

colorProfileID

colorTileSize

compatibility

compressArt

documentPassword

enableAccess

enableCopy

enableCopyAccess

enablePlainText

flattenerOptions

flattenerPreset

fontSubsetThreshold

generateThumbnails

grayscaleCompression

grayscaleDownsampling

grayscaleDownsamplingImageThreshold

grayscaleDownsamplingMethod

grayscaleTileSize

monochromeCompression

monochromeDownsampling

monochromeDownsamplingImageThresh

monochromeDownsamplingMethod

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pDFAllowPrinting

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pDFPreset

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pDFXStandardDescription

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pageMarksType

permissionPassword

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Enumeration

ColorDitherMethod

Method used to dither colors for PN

Value

Name

ColorDitherMethod.DIFFUSION

ColorDitherMethod.NOISE

ColorDitherMethod.NOREDUCTI

ColorDitherMethod.PATTERNDIT

Usage As property

[ExportOptionsGIF](#).colorDither

[ExportOptionsPNG8](#).colorDither

Enumeration

ColorReductionMethod

Method used to reduce color.

Value	Name
	ColorReductionMethod.AI
	ColorReductionMethod.PE
	ColorReductionMethod.SE
	ColorReductionMethod.WI

Usage As property

[ExportOptionsGIF.colorReductionMethod](#)
[ExportOptionsPNG8.colorReductionMethod](#)

Enumeration

DocumentType

Savable document types.

Value	Name	Description
	DocumentType.EPS	EPS file format.
	DocumentType.FXG	FXG file format.
	DocumentType.ILLUSTRATOR	Illustrator file format.
	DocumentType.PDF	Acrobat PDF file format.

Usage

Class

ExportOptionsAutoCAD

Options which may be set:

Class	Property
	alterPathsForAppearance
	colors
	convertTextToOutlines
	exportFileFormat
	exportOption
	exportSelectedArtOnly
	rasterFormat
	scaleLineweights
	unit

[unitScaleRatio](#)

[version](#)

Class

ExportOptionsFlash

Options which may be supplied when creating a new `ExportOptionsFlash` object.

Class	Property	Type
	artClipping	ArtClipping
	artboardRange	string
	backgroundColor	RGBColor
	backgroundLayers	Array of ILayer
	blendAnimation	BlendAnimation
	compressed	bool
	convertTextToOutlines	bool
	curveQuality	int (range 0-100)
	exportAllSymbols	bool
	exportStyle	FlashExportStyle
	FlashExportStyle	FlashExportStyle
	FlashExportStyle	FlashExportStyle
	FlashExportStyle	FlashExportStyle

	FlashExport	FlashExport
exportVersion	FlashExport	FlashExport
	FlashExport	FlashExport
frameRate	number (range)	number (range)
ignoreTextKerning	bool	bool
imageFormat	FlashImageFormat	FlashImageFormat
	FlashImageFormat	FlashImageFormat
includeMetadata	bool	bool
jpegMethod	FlashJPEGMethod	FlashJPEGMethod
	FlashJPEGMethod	FlashJPEGMethod
jpegQuality	int (range)	int (range)
layerOrder	LayerOrder	LayerOrder
	LayerOrder	LayerOrder
looping	bool	bool
playbackAccess	FlashPlaybackAccess	FlashPlaybackAccess
	FlashPlaybackAccess	FlashPlaybackAccess
	FlashPlaybackAccess	FlashPlaybackAccess

	preserveAppearance	bool
	readOnly	bool
	replacing	SaveOptions SaveOptions SaveOptions SaveOptions
	resolution	number (ranging from 1 to 100)
	saveMultipleArtboards	bool

Class

ExportOptionsGIF

Options which may be supplied when

Class	Property	Type
	antiAliasing	bool
	artBoardClipping	bool
	colorCount	int (range: 2 - 256)
	colorDither	ColorDitherMethc ColorDitherMethc ColorDitherMethc ColorDitherMethc ColorDitherMethc
	colorReduction	ColorReductionM ColorReductionM ColorReductionM ColorReductionM ColorReductionM
	ditherPercent	int (range: 0 - 100)
	horizontalScale	number
	infoLossPercent	int (range: 0 - 100)
	interlaced	bool
	matte	bool
	matteColor	RGBColor

saveAsHTML	bool
transparency	bool
verticalScale	number
webSnap	int (range: 0 - 100)

Class

ExportOptionsJPEG

Options which may be supplied when saving a document as a JPEG file.

Class	Property	Type	A
	antiAliasing	bool	r/w
	artBoardClipping	bool	r/w
	blurAmount	number (range: 0.0 - 2.0)	r/w
	horizontalScale	number (range: 0.0 - 776.19)	r/w
	matte	bool	r/w

matteColor [RGBColor](#) r/w

optimization bool r/w

qualitySetting int (range: 0.0 - 100.0) r/w

saveAsHTML bool r/w

verticalScale number r/w
(range: 0.0 - 776.19)

Class

ExportOptionsPNG24

Options which may be supplied document as an 24 bit PNG file

Class	Property	Type
	antiAliasing	bool
	artBoardClipping	bool
	horizontalScale	number
	matte	bool
	matteColor	RGBColor

saveAsHTML bool

transparency bool

verticalScale number

Class

ExportOptionsPNG8

Options which may be supplied when creating a new ExportOptionsPNG8 object.

Class	Property	Type
	antiAliasing	bool
	artBoardClipping	bool
	colorCount	int (range: 2 -
	colorDither	ColorDitherM
		ColorDitherM
	colorReduction	ColorReduction
		ColorReduction
	ditherPercent	int (range: 0 -
	horizontalScale	number
	interlaced	bool
	matte	bool
	matteColor	RGBColor
	saveAsHTML	bool

transparency	bool
verticalScale	number
webSnap	int (range: 0 -

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Class

ExportOptionsPhotoshop

Options which may be set:

Class

Property

antiAliasing

artboardRange

editableText

embedICCProfile

imageColorSpace

maximumEditability

resolution

saveMultipleArtboards

warnings

writeLayers

Class

ExportOptionsSVG

Options which may be supplied when

Class	Property	Type
	DTD	SVG
	fontFamily	SVG
	fontSize	SVG
	fontWeight	SVG
	fontStyle	SVG
	fontVariant	SVG
	fontStretch	SVG
	fontBaseline	SVG
	fontIdentifier	SVG
	compressed	bool
	coordinatePrecision	int (read/write)
	cssProperties	SVG
	documentEncoding	SVG
	embedRasterImages	bool
	fontSubsetting	SVG

	SVG
fontType	SVG
	SVG
	SVG
	SVG
includeFileInfo	bool
includeVariablesAndDatasets	bool
optimizeForSVGViewer	bool
preserveEditability	bool
sVGAutoKerning	bool
sVGTextOnPath	bool
slices	bool

Enumeration

ExportType

Export file types.

Value	Name	Description	Value
	ExportType.AUTOCAD	AutoCAD export file format.	int 8
	ExportType.FLASH	Flash export file format.	int 7
	ExportType.GIF	GIF export file format.	int 6
	ExportType.JPEG	JPEG export file format.	int 1
	ExportType.PHOTOSHOP	Photoshop export file format.	int 2
	ExportType.PNG24	PNG 24-bit export file format.	int 5
	ExportType.PNG8	PNG 8-bit export file format.	int 4
	ExportType.SVG	SVG export file format.	int 3

Usage In function

```
void Document.exportFile (exportFile: File,  
                         exportFormat: ExportType[, options: any])
```

Class

ImageCaptureOptions

Options which may be supplied to capture a portion of the artwork as an 24-bit image.

Class	Property	Type	Access
	antiAliasing	bool	r/w
	matte	bool	r/w
	matteColor	RGBColor	r/w
	resolution	number (range: 72.0 - 2400.0)	r/w
	transparency	bool	r/w

Used in: void [Document.imageCapture](#)(
 clipBounds: Rect[], *options: ImageCaptureOptions*)

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Class

DataSet

A set of variables and their associated dynamic data which will be used for dynamic publishing.

QuickLinks [display](#), [remove](#), [removeAll](#), [update](#)

Hierarchy



Properties	Property	Type	Access	Description
	name	string	r/w	The name of this dataset.
	parent	Object	readonly	The object's container.
	typename	string	readonly	The class name of the object.

Methods Instances

[void display \(\)](#)

Displays the dynamic data that has been captured in the dataset.

[void remove \(\)](#)

Deletes this object.

[void removeAll \(\)](#)

Deletes all elements.

[void update \(\)](#)

Re-apply the dynamic data of the active dataset to the artboard.

Element of [Document.activeDataSet](#)

Return [DataSet DataSets.add \(\)](#)

[DataSet DataSets.getByName \(name: string\)](#)

Class

Variable

Dynamic object used to create data-driven graphics.

QuickLinks [remove](#), [removeAll](#)

Hierarchy



Properties	Property	Type	Access	Description
	kind	VariableKind: VariableKind.Unknown VariableKind.VISIBILITY VariableKind.TEXTUAL VariableKind.IMAGE VariableKind.GRAPH	r/w	The variable's type.
	name	string	r/w	The name of this variable.
	pageItems	PageItems	readonly	All the artwork in this document.
	parent	Object	readonly	The object's container.
	typename	string	readonly	The class name of the object.

Methods Instances

[void remove \(\)](#)

Deletes this object.

[void removeAll \(\)](#)

Deletes all elements.

Return **Variable** [Variables.add \(\)](#)
Variable [Variables.getByName \(name: string\)](#)

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File save options classes for Adobe	PageMarksTypes
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	PaperInfo
	PostScriptImageCompressionType
	PrintArtworkDesignation
	PrintColorIntent
	PrintColorManagementOptions
	PrintColorProfile
	PrintColorSeparationMode
	PrintColorSeparationOptions
	PrintCoordinateOptions
	PrintFlattenerOptions
	PrintFontDownloadMode
	PrintFontOptions
	PrintJobOptions
	PrintOptions
	PrintOrientation
	PrintPageMarksOptions
	PrintPaperOptions
	PrintPosition
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	PrintTiling
	Printer
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	PrinterInfo
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Enumeration

FontSubstitutionPolicy

The font substitution policy.

Value

Name

FontSubstitutionPolicy.SUBSTITUTE

FontSubstitutionPolicy.SUBSTANTIATE

FontSubstitutionPolicy.SUBSTANTIATE

Usage As property

`PrintFontOptions.fontSubstitutionPolicy`

Class

Ink

Printer's ink.

Class	Property	Type	Access	Description
	inkInfo	InkInfo	r/w	The ink information.
	name	string	r/w	The ink's name.

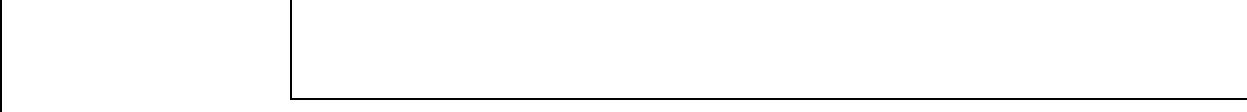
Element of [Document.inkList](#)
[PrintColorSeparationOptions.inkList](#)

Class

InkInfo

Ink information.

Class	Property	Type	Access
	angle	number	r/w
	customColor	Color	r/w
	density	number (min: 0)	r/w
	dotShape	string	r/w
	frequency	number (min: 0)	r/w
	kind	InkType: InkType.CYANINK InkType.MAGENTAINK InkType.YELLOWINK InkType.BLACKINK InkType.CUSTOMINK	r/w
	printingStatus	InkPrintStatus: InkPrintStatus.DISABLEINK InkPrintStatus.ENABLEINK InkPrintStatus.CONVERTINK	r/w
	trapping	TrappingType: TrappingType.NORMALTRAPPING TrappingType.TRANSPARENT TrappingType.OPAQUE TrappingType.IGNOREOPAQUE	r/w
	trappingOrder	int (min: 1)	r/w



Element of [Ink.inkInfo](#)

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Enumeration

InkPrintStatus

The ink printing status.

Value	Name	Description
	InkPrintStatus.CONVERTINK	Convert to process color during print.
	InkPrintStatus.DISABLEINK	Disable the ink during print.
	InkPrintStatus.ENABLEINK	Enable the ink during print.

Usage As property

[InkInfo.printingStatus](#)

Enumeration

InkType

The ink type.

Value	Name	Description	Value
	InkType.BLACKINK	Black color ink.	int 3
	InkType.CUSTOMINK	Custom color ink.	int 4
	InkType.CYANINK	Cyan color ink.	int 0
	InkType.MAGENTAINK	Magenta color ink.	int 1
	InkType.YELLOWINK	Yellow color ink.	int 2

Usage As property
`InkInfo.kind`

Class

PPDFile

A PPD file.

Class	Property	Type	Access	Description
	PPDInfo	PPDFileInfo	r/w	The PPD file information.
	name	string	r/w	The PPD model name.

Element of [Application.PPDFileDialog](#)

Class

PPDFileInfo

PPD file information.

Class	Property	Type	Acc
	PPDFilePath	File	r/w
	languageLevel	string	r/w
	screenList	Array of Screen	r/w
	screenSpotFunctionList	Array of ScreenSpotFunction	r/w

Element of [PPDFile.PPDInfo](#)

Return [PPDFileInfo](#) Application.getPPDFileInfo ([name: string](#))

Enumeration

PageMarksTypes

The page marks style type.

Value	Name	Description
	PageMarksTypes.Japanese	Japanese page marks style.
	PageMarksTypes.Roman	Roman page marks style.

Usage As property

[PDFSaveOptions.pageMarksType](#)
[PrintPageMarksOptions.pageMarksType](#)

Class

Paper

Paper size.

Class	Property	Type	Access	Description
	name	string	r/w	The paper name.
	paperInfo	PaperInfo	r/w	The paper information.

Element of [PrinterInfo.paperSizes](#)

Class

PaperInfo

Paper information.

Class	Property	Type	Access	Description
	customPaper	bool	r/w	Is it a custom paper?
	height	number	r/w	The paper's height (in points)
	imageableArea	Rect	r/w	The imageable area.
	width	number	r/w	The paper's width (in points)

Element of [Paper.paperInfo](#)

Enumeration

PostScriptImageCompressionType

The]

Value	Name
PostscriptImageCompressionTypeNone	None
PostscriptImageCompressionTypeRLE	RLE
PostscriptImageCompressionTypeJBIG2	JBIG2

Usage [As PDF](#)

[Print](#)

Enumeration

PrintArtworkDesignation

The artwork layers/obje

Value

Name

PrintArtworkDesignati

PrintArtworkDesignati

PrintArtworkDesignati

Usage As property

`PrintJobOptions.designat`

Enumeration

PrintColorIntent

The color intent type.

Value	Name
	PrintColorIntent.ABSOLUTECOLORIM
	PrintColorIntent.PERCEPTUALINTENT
	PrintColorIntent.RELATIVECOLORIME
	PrintColorIntent.SATURATIONINTENT

Usage As property

[PrintColorManagementOptions.intent](#)

Class

PrintColorManagementOptions

The color management options for printing.

Class

Property

colorProf

intent

name

Element of [PrintOptions](#)

Enumeration

PrintColorProfile

The color profile type.

Value

Name

PrintColorProfile.CUSTOMPROFILE

PrintColorProfile.OLDSTYLEPROFILE

PrintColorProfile.PRINTERPROFILE

PrintColorProfile.SOURCEPROFILE

Usage As property

[PrintColorManagementOptions.colorProfile](#)

Enumeration

PrintColorSeparationMode

The color separation mode.

Value

Name

PrintColorSeparationMode

PrintColorSeparationMode

PrintColorSeparationMode

Usage As property

[PrintColorSeparationMode](#)

Class

PrintColorSeparationOptions

Print color separation options.

Class

Property

colorSeparation

convertSpotColors

inkList

overPrintBlack

Element of [PrintOptions.class](#)

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Class

PrintCoordinateOptions

The print coordinate options

Class	Property	Type
	emulsion	bool
	fitToPage	bool
	horizontalScale	number (float)
	orientation	PrintOrientation PrintOrientation PrintOrientation PrintOrientation PrintOrientation PrintOrientation
	position	PrintPosition PrintPosition PrintPosition PrintPosition PrintPosition PrintPosition PrintPosition PrintPosition PrintPosition
	tiling	PrintTiling PrintTiling PrintTiling PrintTiling
	verticalScale	number (float)

Element of PrintOptions.coordinateOf

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Class

PrintFlattenerOptions

The transparency flattening options.

Class	Property	Type
	clipComplexRegions	boolean
	convertStrokesToOutlines	boolean
	convertTextToOutlines	boolean
	flatteningBalance	int
	gradientResolution	number
	overprint	PI PI PI
	rasterizationResolution	number

Element of [PDFSaveOptions.flattenerOptions](#)
[PrintOptions.flattenerOptions](#)

Enumeration

PrintFontDownloadMode

The printer font download mode.

Value	Name
PrintFontDownloadMode	PrintFontDownloadMode
PrintFontDownloadMode	PrintFontDownloadMode
PrintFontDownloadMode	PrintFontDownloadMode

Usage As property
`PrintFontOptions.downloadMode`

Class

PrintFontOptions

The font options for printing.

Class	Property	Type
	downloadFonts	PrintFontDownloadMethod PrintFontDownloadMethod PrintFontDownloadMethod PrintFontDownloadMethod
	fontSubstitution	FontSubstitutionPolicy FontSubstitutionPolicy FontSubstitutionPolicy FontSubstitutionPolicy

Element of [PrintOptions.fontOptions](#)

Class

PrintJobOptions

The print job options.

Class	Property	Type
	artboardRange	string
	bitmapResolution	number (min: 0)
	collate	bool
	copies	int (min: 1)
	designation	PrintArtworkDesignati PrintArtworkDesignati PrintArtworkDesignati PrintArtworkDesignati
	file	File
	name	string
	printAllArtboards	bool
	printArea	PrintingBounds: PrintingBounds.ARTB PrintingBounds.ARTW PrintingBounds.CROP
	printAsBitmap	bool
	reversePages	bool

Element of [PrintOptions.jobOptions](#)

Class

PrintOptions

The print options.

Class	Property	Type
	PPDName	string
	colorManagementOptions	PrintColorManagementOptions
	colorSeparationOptions	PrintColorSeparationOptions
	coordinateOptions	PrintCoordinateOptions
	flattenerOptions	PrintFlattenerOptions
	flattenerPreset	string
	fontOptions	PrintFontOptions
	jobOptions	PrintJobOptions
	pageMarksOptions	PrintPageMarksOptions

paperOptions	PrintPaperOptions
postScriptOptions	PrintPostScriptOptions
printPreset	string
printerName	string

Used in: [void Document.print \(\[options: PrintOptions\]\)](#)

Enumeration

PrintOrientation

The artwork printing orientation.

Value	Name
	PrintOrientation.AUTORotate
	PrintOrientation.LANDSCAPE
	PrintOrientation.PORTRAIT
	PrintOrientation.REVERSELANDSCAPE
	PrintOrientation.REVERSEPORTRAIT

Usage As property

[PrintCoordinateOptions.orientation](#)

Class

PrintPageMarksOptions

The page marks options.

Class	Property	Type
	bleedOffsetRect	Rect
	colorBars	bool
	marksOffsetRect	Rect
	pageInfoMarks	bool
	pageMarksType	PageMarkType
		PageMarkType
		PageMarkType
	registrationMarks	bool
	trimMarks	bool
	trimMarksWeight	number

Element of [PrintOptions.pageMarksOptions](#)

Class

PrintPaperOptions

The paper options.

Class	Property	Type	Access	Description
	height	number	r/w	The custom height (in points) using the custom paper. (default: 1158)
	name	string	r/w	The page name.
	offset	number	r/w	Custom offset (in points) using the custom paper. (default: 0)
	transverse	bool	r/w	Whether transverse the artwork (rotate 90 degrees) the custom paper. (default: false)
	width	number	r/w	The custom width (in points) using the custom paper. (default: 842)

paper.
(default)

Element of [PrintOptions.paperOptions](#)

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Enumeration

PrintPosition

The artwork printing position on media.

Value	Name	D
PrintPosition.TRANSLATEBOTTOM	Tr th ce m	
PrintPosition.TRANSLATEBOTTOMLEFT	Tr th le m	
PrintPosition.TRANSLATEBOTTOMRIGHT	Tr th ri g m	
PrintPosition.TRANSLATECENTER	Tr th m	
PrintPosition.TRANSLATELEFT	Tr th ce m	
PrintPosition.TRANSLATERIGHT	Tr th ce m	
PrintPosition.TRANSLATETOP	Tr th ce m	
PrintPosition.TRANSLATETOLEFT	Tr	

th
of

Tr
th
of

PrintPosition.TRANSLATETOPRIGHT

Usage As property

[PrintCoordinateOptions.position](#)

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Class

PrintPostScriptOptions

The PostScript options.

Class	Property	Type
	binaryPrinting	bool
	compatibleShading	bool
	forceContinuousTone	bool
	imageCompression	PostScriptLevel
		PostScriptLevel
		PostScriptLevel
		PostScriptLevel
	negativePrinting	bool
	postScriptLevel	PrintOptions
		PrintOptions
		PrintOptions
		PrintOptions
	shadingResolution	number

Element of [PrintOptions.postScriptOptions](#)

Enumeration

PrintTiling

The page tiling type.

Value	Name	Description
	PrintTiling.TILEFULLPAGES	Tile full pages.
	PrintTiling.TILEIMAGEABLEAREAS	Tile imageable areas.
	PrintTiling.TILESINGLEFULLPAGE	Tile single full page.

Usage As property

[PrintCoordinateOptions](#).tiling

Class

Printer

An installed printer.

Class	Property	Type	Access	Description
	name	string	r/w	The printer name.
	printerInfo	PrinterInfo	r/w	The printer information.

Element of [Application.printerList](#)

Enumeration

PrinterColorMode

The printer color mode.

Value	Name
	PrinterColorMode.BLACKANDWHITE
	PrinterColorMode.COLORPRINTER
	PrinterColorMode.GRAYSCALEPRINT

Usage *As property*

`PrinterInfo.colorSupport`

Class

PrinterInfo

Printer information.

Class	Property	Type
	binaryPrintingSupport	bool
	colorSupport	PrinterColorMode: PrinterColorMode.C PrinterColorMode.C PrinterColorMode.B
	customPaperSupport	bool
	customPaperTransverseSupport	bool
	deviceResolution	number
	inRIPSeparationSupport	bool
	maxDeviceResolution	number

maxPaperHeight number

maxPaperHeightOffset number

maxPaperWidth number

maxPaperWidthOffset number

minPaperHeight number

minPaperHeightOffset number

minPaperWidth number

	minPaperWidthOffset	number
	paperSizes	Array of Paper
	postScriptLevel	PrinterPostScriptLevel PrinterPostScriptLevel PrinterPostScriptLevel PrinterPostScriptLevel
	printerType	PrinterTypeEnum: PrinterTypeEnum.U PrinterTypeEnum.P PrinterTypeEnum.N
Element of Printer.printerInfo		

Enumeration

PrinterTypeEnum

The printer type.

Value

Name

PrinterTypeEnum.NONPOSTSCRIPT

PrinterTypeEnum.POSTSCRIPTPRIN

PrinterTypeEnum.Unknown

Usage As property

[PrinterInfo.printerType](#)

Enumeration

PrintingBounds

The printing bounds type.

Value	Name	Description
	PrintingBounds.ARTBOARDBOUNDS	Used for artboard bounds.
	PrintingBounds.ARTWORKBOUNDS	Used for artwork bounds.
	PrintingBounds.CROPBOUNDS	Used for crop bounds.

Usage **As property**

`PrintJobOptions.printArea`

Class

Screen

Color separation screen.

Class	Property	Type	Access	Description
	name	string	r/w	The color separation screen name.
	screenInfo	ScreenInfo	r/w	The color separation screen information.

Element of [PPDFileInfo.screenList](#)

Class

ScreenInfo

Screen information.

Class	Property	Type	Access	Description
	angle	number	r/w	The screen's angle (in degrees)
	defaultScreen	bool	r/w	Is it the default screen?
	frequency	number	r/w	The screen's frequency.

Element of [Screen.screenInfo](#)

Class

ScreenSpotFunction

Color separation screen spot function

Class	Property	Type	Access	Description
	name	string	r/w	The name of the color separation screen spot function.
	spotFunction	string	r/w	The function term of the color separation screen spot function.

Element of [PPDFileInfo.screenSpotFunctionList](#)

Enumeration

TrappingType

The trapping type.

Value	Name	Description
	TrappingType.IGNOREOPAQUE	Ignore opaque trapping type.
	TrappingType.NORMALTRAPPING	Normal trapping type.
	TrappingType.OPAQUE	Opaque trapping type.
	TrappingType.TRANSPARENT	Transparent trapping type.

Usage As property

[InkInfo.trapping](#)

Adobe Illustrator CS5 Type Library

Contents

Tracing classes for Adobe Illustrator

Suite that applies to all applications	TracingModeType
Scripting commands and classes for Adobe Illustrator	TracingObject
Color classes for Adobe Illustrator	TracingOptions
Text processing commands and classes for Adobe Illustrator	ViewRasterType
Transformation matrix events and classes for Adobe Illustrator	ViewVectorType
Classes used only for creating path items. Cannot be used to access page items.	
File opening options classes for Adobe Illustrator	
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[Illustrator](#)
[Commands and classes for controlling Adobe Illustrator's dynamic publishing behavior](#)
[Miscellaneous standard events and classes](#)
[Printing classes for Adobe Illustrator](#)
[Tracing classes for Adobe Illustrator](#)
[Collections](#)
[Other Classes](#)

Enumeration

TracingModeType

The tracing mode: color, grayscale, black and white.

Value	Name
	TracingModeType.TRACINGMODEEE
	TracingModeType.TRACINGMODEC
	TracingModeType.TRACINGMODECC

Usage As property

`TracingOptions.tracingMode`

Class

TracingObject

A tracing object.

QuickLinks [expandTracing](#), [releaseTracing](#)

Hierarchy

Object

TracingObject

Properties

Property	Type	Access	I
anchorCount	int	readonly	T o i t r
areaCount	int	readonly	T o t r
imageResolution	number	readonly	T r o s i p i
parent	Object	readonly	T c
pathCount	int	readonly	T o t r
sourceArt	PageItem	readonly	T

a
v
c
n
o

tracingOptions	TracingOptions	readonly	I u t a
----------------	----------------	----------	------------------

typename	string	readonly	I n o
----------	--------	----------	-------------

usedColorCount	int	readonly	I o u t r
----------------	-----	----------	-----------------------

Methods Instances

[GroupItem expandTracing \(\[viewed: bool=false\]\)](#)
Expand the tracing to paths. Deletes this tracing

Parameter	Type	Description
viewed	bool	Expand as viewed with the vector view modes. (default false) (Optional)

[PageItem releaseTracing \(\)](#)

Release the source artwork for the tracing object. Deletes this tracing object.

Element of [PluginItem.tracing](#)

Class

TracingOptions

Tracing options that guide the tracing process

QuickLinks [loadFromPreset](#), [storeToPreset](#)

Hierarchy

Properties

Property	Type
cornerAngle	number
fills	bool
ignoreWhite	bool
livePaintOutput	bool
maxColors	int
maxStrokeWeight	number

minArea int

minStrokeLength number

outputToSwatches bool

palette string

parent Object

pathFitting number

preprocessBlur number

preset string

resample bool

resampleResolution number

strokes	bool
threshold	int (range: 0 - 255)
tracingMode	<p>TracingModeType:</p> <p>TracingModeType.TR/ TracingModeType.TR/ TracingModeType.TR/</p>
typename	string
viewRaster	<p>ViewRasterType:</p> <p>ViewRasterType.TRA/ ViewRasterType.TRA/ ViewRasterType.TRA/ ViewRasterType.TRA/</p>
viewVector	<p>ViewVectorType:</p> <p>ViewVectorType.TRA/ ViewVectorType.TRA/ ViewVectorType.TRA/ ViewVectorType.TRA/</p>

Methods [Instances](#)

`bool loadFromPreset (presetName: string)`
Load options from preset.

Parameter	Type
presetName	string

bool **storeToPreset** (**presetName**: *string*)
Store options to a preset. Will overwrite an existing preset.

Parameter	Type
presetName	<i>string</i>

Element of [TracingObject.tracingOptions](#)

Enumeration

ViewRasterType

Controls the type of raster image visualizati

Value

Name

ViewRasterType.TRACINGVIEWRASTE

ViewRasterType.TRACINGVIEWRASTE

ViewRasterType.TRACINGVIEWRASTE

ViewRasterType.TRACINGVIEWRASTE

Usage As property

TracingOptions.viewRaster

Enumeration

ViewVectorType

Controls the type of vector view.

Value

Name

ViewVectorType.TRACINGVIEWVECTC

ViewVectorType.TRACINGVIEWVECTC

ViewVectorType.TRACINGVIEWVECTC

ViewVectorType.TRACINGVIEWVECTC

Usage

As property

TracingOptions.viewVector

Adobe Illustrator CS5 Type Library

Contents	Collections
Suite that applies to all applications	ArtStyles
Scripting commands and classes for Adobe Illustrator	Artboards
Color classes for Adobe Illustrator	Brushes
Text processing commands and classes for Adobe Illustrator	CharacterStyles
Transformation matrix events and classes for Adobe Illustrator	Characters
Classes used only for creating path items.	CompoundPathItems
Cannot be used to access page items.	DataSets
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File export options classes for Adobe Illustrator	Gradients
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	GroupItems
	InsertionPoints
	Layers
	LegacyTextItems
	Lines
	MeshItems
	NonNativeItems
	PageItems
	ParagraphStyles
	Paragraphs
	PathItems
	PathPoints
	Patterns
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	Stories
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Commands and
classes for controlling
Adobe Illustrator's
dynamic publishing
behavior

Miscellaneous
standard events and
classes

Printing classes for
Adobe Illustrator

Tracing classes for
Adobe Illustrator

Collections

Other Classes

TextRanges
Variables
Views
Words

Class

ArtStyles

A collection of art styles.

QuickLinks [getByName](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

ArtStyle getByName (name: string)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void removeAll ()

Deletes all elements.

Element of [Document.graphicStyles](#)

Class

Artboards

A collection of artboards.

QuickLinks [add](#), [getActiveArtboardIndex](#), [getByName](#), [insert](#), [remove](#), [removeAll](#), [setActiveArtboardIndex](#)

Hierarchy



Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

Artboard add (artboardRect: Rect)

Add artboard object.

Parameter	Type	Description
artboardRect	Rect	Size and position of artboard.

Instances

int getActiveArtboardIndex ()

Retrieves the index position of the active artboard in the document's list.

Artboard getByName (artboardName: string)

Get the first Artboard with specified name.

Parameter	Type	Description
artboardName	string	The name of the artboard.

void insert (artboardRect: Rect, index: int)

Insert an Artboard at specified location.

Parameter	Type	Description
artboardRect	Rect	Size and position of artboard.
index	int	Index position where artboard should be inserted.

void remove (index: int)

Delete artboard object.

Parameter	Type	Description
index	int	Index of the crop area to be deleted.

void removeAll ()

Deletes all elements.

void setActiveArtboardIndex (index: int)

Makes a specific artboard active, and makes it current in the iteration order.

Parameter	Type	Description
index	int	The 0-based index position of the artboard in the document list.

Element of [Document.artboards](#)

Class

Brushes

A collection of brushes.

QuickLinks [getByName](#)

Hierarchy



Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

`Brush getByName (name: string)`

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Element of [Document.brushes](#)

Class

CharacterStyles

A collection of character styles.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy

Object

CharacterStyles

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[CharacterStyle](#) **add** (`name: string`)

Create a named character style.

Parameter	Type	Description
name	string	The character style name.

Instances

[CharacterStyle](#) **getByName** (`name: string`)

Get the first element in the collection with the provided name.

Parameter	Type	Description

name	string
------	--------

void removeAll ()

Deletes all elements.

Element of [Document.characterStyles](#)
[TextRange.characterStyles](#)

Class

Characters

A collection of characters.

QuickLinks [add](#), [addBefore](#), [getByName](#), [removeAll](#)

Hierarchy

Object

Characters

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Class

[TextRange](#) **add** (`contents: string`)

Create a character.

Parameter	Type	Description
contents	string	The text string.

[TextRange](#) **addBefore** (`contents: string`)

Parameter	Type	Description
contents	string	The text string.

Instances

[TextRange](#) **getByName** (`name: string`)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void removeAll ()
Deletes all elements.

Element of [InsertionPoint.characters](#)
[Story.characters](#)
[TextFrameItem.characters](#)
[TextRange.characters](#)

Class

CompoundPathItems

A collection of compound path items.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy

Object

CompoundPathItems

Properties

Property	Type	Access	Description
length	int	readonly	The number of elements in the collection.
parent	Object	readonly	The parent object.
typename	string	readonly	The name of the object.

Methods

Class

[CompoundPathItem add \(\)](#)

Create a compound path item.

Instances

[CompoundPathItem getByName \(string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

[void removeAll \(\)](#)

Deletes all elements.

Element of [Document.compoundPathItems](#)
[GroupItem.compoundPathItems](#)
[Layer.compoundPathItems](#)

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Class

DataSets

A collection of datasets.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy



Properties

	Property	Type	Access	Description
	length	int	readonly	Number of elements in the collection.
	parent	Object	readonly	The object's container.
	typename	string	readonly	The class name of the object.

Methods

Class

[DataSet](#) **add ()**

Create a data set.

Instances

[DataSet](#) **getByName (name: string)**

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void removeAll ()

Deletes all elements.

Element of [Document.dataSets](#)

Class

Documents

A collection of documents.

QuickLinks [add](#), [addDocument](#), [getByName](#)

Hierarchy

Object

Document

Properties

Property	Type	Access	Description
length	int	readonly	Number of documents in the collection.
parent	Object	readonly	The object's parent document.
typename	string	readonly	The class name of the object.

Methods

Class

Document [add](#) ([**documentColorSpace**: [DocumentColorSpace](#): **width**: *number=612.0*][, **height**: *number=792.0*][, **numArtboards**: *int=1*], **DocumentArtboardLayout**=[DocumentArtboardLayout](#), **artboardRowsOrCols**: *int=1*)

A document.

Parameter	Type
documentColorSpace	DocumentColorSpace : DocumentColorSpace.RGB DocumentColorSpace.CMYK
width	number
height	number
numArtboards	int

artboardLayout	DocumentArtboardLayout: DocumentArtboardLayout.Grid DocumentArtboardLayout.GridWithMargin DocumentArtboardLayout.Rover DocumentArtboardLayout.Column DocumentArtboardLayout.RLColumn DocumentArtboardLayout.RLGrid DocumentArtboardLayout.RLJustify
artboardSpacing	number
artboardRowsOrCols	int

Document **addDocument** (*startupPreset*: *string*, *preset*)
Create a document from the preset.

Parameter	Type	Description
<i>startupPreset</i>	<i>string</i>	The name of the preset to use.
<i>presetSettings</i>	DocumentPreset	The settings for the preset.

Instances

Document **getByName** (*name*: *string*)

Get the first element in the collection with the provided name.

Parameter	Type
<i>name</i>	<i>string</i>

Element of [Application.documents](#)

Class

GradientStops

A collection of gradient stops.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[GradientStop add \(\)](#)

Create a gradient stop.

Instances

[GradientStop getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

[void removeAll \(\)](#)

Deletes all elements.

[Gradient.gradientStops](#)

Element of

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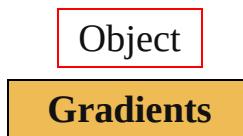
Class

Gradients

A collection of gradients.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[Gradient add \(\)](#)

Create a gradient.

Instances

[Gradient getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

[void removeAll \(\)](#)

Deletes all elements.

Element of [Document.gradients](#)

Class

GraphItems

QuickLinks [getByName](#), [removeAll](#)

Hierarchy

Object

GraphItems

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

GraphItem [getByName](#) (`name: string`)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void [removeAll](#) ()

Deletes all elements.

Element of

[Document](#).graphItems

[GroupItem](#).graphItems

[Layer](#).graphItems

Class

GroupItems

A collection of group items.

QuickLinks [add](#), [createFromFile](#), [getByName](#), [removeAll](#)

Hierarchy

Object

GroupItems

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

GroupItem add ()

Create a group item.

GroupItem createFromFile (imageFile: File)

Create a group item from a vector graphics file.

Parameter	Type	Description
imageFile	File	The vector graphics file to be embedded.

Instances

GroupItem getByName (name: string)

Get the first element in the collection with the provided name.

Parameter	Type	Description

name	string
------	--------

void removeAll ()

Deletes all elements.

Element of [Document.groupItems](#)
[GroupItem.groupItems](#)
[Layer.groupItems](#)

Class

InsertionPoints

A collection of insertion points.

QuickLinks [getByName](#)

Hierarchy

Object

InsertionPoints

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

InsertionPoint **getByName** (`name: string`)
Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Element of

[Story.insertionPoints](#)

[TextFrameItem.insertionPoints](#)

[TextRange.insertionPoints](#)

Class

Layers

A collection of layers.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy

Object

Layers

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[Layer](#) **add ()**

Create a layer.

Instances

[Layer](#) **getByName (name: string)**

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void removeAll ()

Deletes all elements.

Element of

[Document](#).layers

[Layer](#).layers

Class

LegacyTextItems

A collection of legacy text items.

QuickLinks [convertToNative](#), [getByName](#)

Hierarchy

Object

LegacyTextItems

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

bool convertToNative ()

Create text frames from all legacy text items. The original legacy text items will be deleted.

[LegacyTextItem getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

[Document.legacyTextItems](#)

Element of [GroupItem.legacyTextItems](#)
[Layer.legacyTextItems](#)

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Class

Lines

A collection of lines.

QuickLinks [getByName](#)

Hierarchy

Object

Lines

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

`TextRange getByName (name: string)`

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Element of

[InsertionPoint.lines](#)

[Story.lines](#)

[TextFrameItem.lines](#)

[TextRange.lines](#)

Class

MeshItems

QuickLinks [getByName](#), [removeAll](#)

Hierarchy

Object

MeshItems

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

MeshItem **getByName** (`name: string`)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void removeAll ()

Deletes all elements.

Element of

[Document](#).meshItems

[GroupItem](#).meshItems

[Layer](#).meshItems

Class

NonNativeItems

QuickLinks [getByName](#)

Hierarchy

Object

NonNativeItems

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

`NonNativeItem getByName (name: string)`
Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Element of

[Document.nonNativeItems](#)
[GroupItem.nonNativeItems](#)
[Layer.nonNativeItems](#)

Class

PageItems

A collection of page items.

QuickLinks [getByName](#)

Hierarchy

Object

PageItems

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

[PageItem](#) **getByName** (`name: string`)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Element of

[Document](#).pageItems
[GroupItem](#).pageItems
[Layer](#).pageItems
[Variable](#).pageItems

Class

ParagraphStyles

A collection of paragraph styles.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy

Object

ParagraphStyles

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Class

ParagraphStyle **add** (`name: string`)

Create a named paragraph style.

Parameter	Type	Description
name	string	The paragraph style name.

Instances

ParagraphStyle **getByName** (`name: string`)

Get the first element in the collection with the provided name.

Parameter	Type	Description

name	string
------	--------

void removeAll ()

Deletes all elements.

Element of [Document.paragraphStyles](#)
[TextRange.paragraphStyles](#)

Class

Paragraphs

A collection of Paragraphs.

QuickLinks [add](#), [addBefore](#), [getByName](#), [removeAll](#)

Hierarchy

Object

Paragraphs

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[TextRange add \(contents: string\)](#)

Create a text art item.

Parameter	Type	Description
contents	string	The text string.

[TextRange addBefore \(contents: string\)](#)

Parameter	Type	Description
contents	string	The text string.

Instances

[TextRange getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description

name	string
------	--------

void removeAll ()

Deletes all elements.

Element of [InsertionPoint.paragraphs](#)
[Story.paragraphs](#)
[TextFrameItem.paragraphs](#)
[TextRange.paragraphs](#)

Class

PathItems

A collection of path items.

QuickLinks [add](#), [ellipse](#), [getByName](#), [polygon](#), [rectangle](#), [removeAll](#), [roundedRectangle](#), [star](#)

Hierarchy

Object

PathItems

Properties

	Property	Type	Access	Description
	length	int	readonly	Number of elements in the collection.
	parent	Object	readonly	The object's container.
	typename	string	readonly	The class name of the object.

Methods Class

[PathItem add \(\)](#)

Create a path.

[PathItem ellipse \(\[top: number=100\]\[, left: number=100\]\[, width: number=50\]\[, height: number=100\]\[, reversed: bool=false\]\[, inscribed: bool=true\]\)](#)

Create an elliptical path item.

Parameter	Type	Description
top	number	The ellipse's bounds. (default: 100) (Optional)
left	number	The ellipse's bounds. (default: 100) (Optional)
width	number	The ellipse's bounds. (default: 50) (Optional)

height	number	The height of the ellipse. (default: 100) (Optional)
reversed	bool	Is the ellipse path reversed? (default: false) (Optional)
inscribed	bool	Is the ellipse path inscribed? (default: true) (Optional)

PathItem **polygon** ([centerX: *number*=**200**][, centerY: *number*=**300**][, radius: *number*=**50**][, sides: *int*=**8**][, reversed: *bool*=**false**])

Used to create a regular polygon path item. Not for path item access.

Parameter	Type	Description
centerX	number	(default: 200) (Optional)
centerY	number	(default: 300) (Optional)
radius	number	The radius of the polygon points. (default: 50) (Optional)
sides	int	The number of sides on the polygon. (default: 8) (Optional)
reversed	bool	Is the polygon path reversed? (default: false) (Optional)

PathItem **rectangle** (*top*: *number*, *left*: *number*, width: *number*, height: *number*[, reversed: *bool*=**false**])

Used to create a rectangular path item. Not for path item access.

Parameter	Type	Description
top	number	The top coordinate of the rectangle's bounds.
left	number	The left coordinate of the rectangle's bounds.
width	number	The width of the rectangle.

height	number	The height of the rectangle.
reversed	bool	Is the rectangle path reversed? (default: false) (Optional)

PathItem roundedRectangle (*top*: *number*, *left*: *number*, *width*: *number*, *height*: *number*[, *horizontalRadius*: *number*=**15**][, *verticalRadius*: *number*=**20**][, *reversed*: *bool*=**false**])

Used to create a rounded-corner rectangular path item.
Not for path item access.

Parameter	Type	Description
<i>top</i>	number	
<i>left</i>	number	
<i>width</i>	number	
<i>height</i>	number	
<i>horizontalRadius</i>	number	Horizontal corner radius. (default: 15) (Optional)
<i>verticalRadius</i>	number	Vertical corner radius. (default: 20) (Optional)
<i>reversed</i>	bool	Is the rectangle path reversed? (default: false) (Optional)

PathItem star ([*centerX*: *number*=**200**][, *centerY*: *number*=**300**][, *radius*: *number*=**50**][, *innerRadius*: *number*=**20**][, *points*: *int*=**5**][, *reversed*: *bool*=**false**])

Used to create a star-shaped path item. Not for path item access.

Parameter	Type	Description
<i>centerX</i>	number	(default: 200) (Optional)
<i>centerY</i>	number	(default: 300) (Optional)
<i>radius</i>	number	The outside radius of the star

		points. (default: 50) (Optional)
innerRadius	number	The inside radius of the star points. (default: 20) (Optional)
points	int	The number of points on the star. (default: 5) (Optional)
reversed	bool	Is the star path reversed? (default: false) (Optional)

Instances

[PathItem](#) **getByName** (*name: string*)

Get the first element in the collection with the provided name.

Parameter	Type	Description
<i>name</i>	string	

[void](#) **removeAll** ()

Deletes all elements.

Element of [CompoundPathItem](#).pathItems

[Document](#).pathItems

[GroupItem](#).pathItems

[Layer](#).pathItems

Class

PathPoints

A collection of path points.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy

Object

PathPoints

Properties

	Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.	
parent	Object	readonly	The object's container.	
typename	string	readonly	The class name of the object.	

Methods Class

[PathPoint add \(\)](#)

Create a path point.

Instances

[PathPoint getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

[void removeAll \(\)](#)

Deletes all elements.

Element of [PathItem.pathPoints](#)
[TextPath.pathPoints](#)

Class

Patterns

A collection of patterns.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy



Properties

	Property	Type	Access	Description
	length	int	readonly	Number of elements in the collection.
	parent	Object	readonly	The object's container.
	typename	string	readonly	The class name of the object.

Methods

Class

[Pattern add \(\)](#)

Create a pattern.

Instances

[Pattern getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

[void removeAll \(\)](#)

Deletes all elements.

Element of [Document.patterns](#)

Class

PlacedItems

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[PlacedItem add \(\)](#)

Create a placed item.

Instances

[PlacedItem getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

[void removeAll \(\)](#)

Deletes all elements.

Element of

[Document.placedItems](#)

[GroupItem.placedItems](#)

[Layer.placedItems](#)

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Class

PluginItems

QuickLinks [getByName](#), [removeAll](#)

Hierarchy

Object

PluginItems

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

PluginItem [getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void [removeAll \(\)](#)

Deletes all elements.

Element of

[Document.pluginItems](#)

[GroupItem.pluginItems](#)

[Layer.pluginItems](#)

Class

RasterItems

QuickLinks [getByName](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

RasterItem `getByName (name: string)`

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

`void removeAll ()`

Deletes all elements.

Element of

[Document.rasterItems](#)

[GroupItem.rasterItems](#)

[Layer.rasterItems](#)

Class

Spots

A collection of custom spot colors.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy

Object

Spots

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[Spot add \(\)](#)

Create a spot color.

Instances

[Spot getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

[void removeAll \(\)](#)

Deletes all elements.

Element of

[Document.spots](#)

Class

Stories

A collection of stories.

QuickLinks [getByName](#)

Hierarchy

Object

Stories

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

Story `getByName (name: string)`

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Element of [Document.stories](#)

Class

SwatchGroups

A collection of Swatch groups.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy

Object

SwatchGroups

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Class

[SwatchGroup add \(\)](#)

Create a Swatch group.

Instances

[SwatchGroup getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void removeAll ()

Deletes all elements.

[Document.swatchGroups](#)

Element of

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Class

Swatches

A collection of swatches.

QuickLinks [add](#), [getByName](#), [getSelected](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[Swatch add \(\)](#)

Create a swatch.

Instances

[Swatch getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Array of [Swatch getSelected \(\)](#)

Get selected swatches in the document.

[void removeAll \(\)](#)

Deletes all elements.

Element of [Document.swatches](#)

Class

SymbolItems

A collection of symbol items.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy



Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[SymbolItem add \(symbol: Symbol\)](#)

An instance of a symbol item.

Parameter	Type	Description
symbol	Symbol	The symbol to make an instance of.

Instances

[SymbolItem getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void removeAll()
Deletes all elements.

Element of [Document.symbolItems](#)
[GroupItem.symbolItems](#)
[Layer.symbolItems](#)

Class

Symbols

A collection of symbols.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy

Properties

Property	Type	Access
length	int	readonly
parent	Object	readonly
typename	string	readonly

Methods

Class

[Symbol](#) **add** ([sourceArt](#): [PageItem](#)[, [registrationPoint](#): [SymbolRegistrationPoint](#)])
Create a symbol.

Parameter	Type
sourceArt	PageItem
registrationPoint	SymbolRegistrationPoint : SymbolRegistrationPoint.SYMBOLTOPI SymbolRegistrationPoint.SYMBOLTOPN SymbolRegistrationPoint.SYMBOLTOPF SymbolRegistrationPoint.SYMBOLMIDI SymbolRegistrationPoint.SYMBOLCEN SymbolRegistrationPoint.SYMBOLMIDI SymbolRegistrationPoint.SYMBOLBOT SymbolRegistrationPoint.SYMBOLBOT' SymbolRegistrationPoint.SYMBOLBOT''

Instances

[Symbol](#) **getByName** ([name](#): *string*)

Get the first element in the collection with the provided name.

Parameter	Type
name	string

void removeAll ()

Deletes all elements.

Element of [Document.symbols](#)

Class

Tags

The collection of tags associated with a page item.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy

Object

Tags

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

[Tag](#) **add ()**

Create a tag.

Instances

[Tag](#) **getByName (name: string)**

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

void removeAll ()

Deletes all elements.

Element of

[Document.tags](#)

[PageItem.tags](#)

Class

TextFonts

A collection of fonts.

QuickLinks [getByName](#)

Hierarchy

Object

TextFonts

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

[TextFont](#) **getByName** (`name: string`)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Element of [Application.textFonts](#)

Class

TextFrameItems

A collection of text frame items.

QuickLinks [add](#), [areaText](#), [getByName](#), [pathText](#), [pointText](#)

Hierarchy

Object

TextFrame

Properties

Property	Type	Access	Description
length	int	readonly	Number of items in the collection.
parent	Object	readonly	The object containing this item.
typename	string	readonly	The class name of the item.

Methods

Class

[TextFrameItem add \(\)](#)

Create a point text frame item.

[TextFrameItem areaText \(textPath: PathItem\)](#)

[TextOrientation=TextOrientation.HORIZONTAL \[, postFix: bool=true\]\)](#)

Create an area text frame item.

Parameter	Type
textPath	PathItem
orientation	TextOrientation: TextOrientation.HORIZONTAL / TextOrientation.VERTICAL
baseFrame	TextFrameItem
postFix	bool

TextFrameItem **pathText** (`textPath: PathItem`,
`endTValue: number=0.0`[, `orientation: TextOrientation=TextOrientation.HORIZONTAL`,
[, `postFix: bool=true`])

Create an on-path text frame item.

Parameter	Type
textPath	PathItem
startTValue	number
endTValue	number
orientation	<code>TextOrientation:</code> <code>TextOrientation.HORIZONTAL</code> <code>TextOrientation.VERTICAL</code>
baseFrame	TextFrameItem
postFix	bool

TextFrameItem **pointText** (`anchor: Point`[, `TextOrientation=TextOrientation.HORIZONTAL`])

Create a point text frame item.

Parameter	Type
anchor	Point

orientation [TextOrientation](#):
TextOrientation.HORIZONTAL
TextOrientation.VERTICAL

Instances

[TextFrameItem](#) **getByName** (`name: string`)
Get the first element in the collection with t

Parameter	Type
name	string

void removeAll ()
Deletes all elements.

Element of [Document.textFrames](#)
[GroupItem.textFrames](#)
[Layer.textFrames](#)
[Story.textFrames](#)

Class

TextRanges

A collection of text range items.

QuickLinks [getByName](#)

Hierarchy

Object

TextRanges

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

[TextRange](#) [getByName](#) (`name: string`)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Element of

[InsertionPoint](#).textRanges

[Story](#).textRanges

[TextFrameItem](#).textRanges

[TextRange](#).textRanges

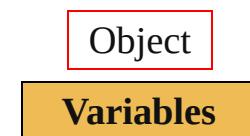
Class

Variables

A collection of variables.

QuickLinks [add](#), [getByName](#), [removeAll](#)

Hierarchy



Properties

	Property	Type	Access	Description
	length	int	readonly	Number of elements in the collection.
	parent	Object	readonly	The object's container.
	typename	string	readonly	The class name of the object.

Methods

Class

[Variable add \(\)](#)

Create a variable.

Instances

[Variable getByName \(name: string\)](#)

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

[void removeAll \(\)](#)

Deletes all elements.

Element of [Document.variables](#)

Class

Views

A collection of views.

QuickLinks [getByName](#)

Hierarchy

Object

Views

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods Instances

[View](#) `getByName (name: string)`

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

Element of [Document.views](#)

Class

Words

A collection of words.

QuickLinks [add](#), [addBefore](#), [getByName](#), [removeAll](#)

Hierarchy

Object

Words

Properties

Property	Type	Access	Description
length	int	readonly	Number of elements in the collection.
parent	Object	readonly	The object's container.
typename	string	readonly	The class name of the object.

Methods

Class

`TextRange add (contents: string)`

Create a word.

Parameter	Type	Description
contents	string	The text string.

`TextRange addBefore (contents: string)`

Parameter	Type	Description
contents	string	The text string.

Instances

`TextRange getByName (name: string)`

Get the first element in the collection with the provided name.

Parameter	Type	Description
name	string	

`void removeAll ()`

Deletes all elements.

Element of [InsertionPoint.words](#)
[Story.words](#)
[TextFrameItem.words](#)
[TextRange.words](#)

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Class

Point

Describes a point. This class is also a two-element collection.

Properties	Property	Type	Access	Description
	left	number	r/w	The left coordinate.
	length	number	readonly	The array length. (default: 2)
	top	number	r/w	The top coordinate.
	x	number	r/w	The left coordinate.
	y	number	r/w	The top coordinate.

Element of [Artboard.rulerOrigin](#)
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[PageItem.position](#)
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Used in: [Point Document.convertCoordinate \(coordinate: Point, source: CoordinateSystem, destination: CoordinateSystem\)](#)
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[TextFrameItem TextFrameItems.pointText \(anchor: Point\[, orientation: TextOrientation=TextOrientation.HORIZONTAL\]\)](#)

Return [Point Document.convertCoordinate \(coordinate: Point, source: CoordinateSystem, destination: CoordinateSystem\)](#)

Class

Rectangle

Describes a rectangle. This class is also a four-element collection.

Properties

Property	Type	Access	Description
bottom	number	r/w	The bottom coordinate.
height	number	r/w	The height.
left	number	r/w	The left coordinate.
length	number	readonly	The array length. (default: 4)
right	number	r/w	The right coordinate.
top	number	r/w	The top coordinate.
width	number	r/w	The width.
x	number	r/w	The left coordinate.
y	number	r/w	The top coordinate.

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Enumeration

PerspectiveGridPlaneType

Perspective grid plane

Value

Name

PerspectiveGridPlane

PerspectiveGridPlane

PerspectiveGridPlane

PerspectiveGridPlane

Usage Return

PerspectiveGridPlane
()

In function

bool **Document.setPerspectiveGridPlane**

PerspectiveGridPlane

void **PageItem.bringInPerspectiveGridPlane**
number, perspectiveGridPlane

Enumeration

ColorType

The color model.

Value	Name	Description	Value
	ColorType.CMYK		int 1
	ColorType.GRADIENT		int 4
	ColorType.GRAY		int 0
	ColorType.None		int 6
	ColorType.PATTERN		int 2
	ColorType.RGB		int 5
	ColorType.SPOT		int 3

Usage