

# **Adobe InDesign CS (3.0) Object Model**

# Contents

## JavaScript Reference Guide

Scripting is one of the most powerful features in InDesign. 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!](#)

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# **Adobe InDesign CS**

## 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*<sup>TM</sup> — 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!<sup>a</sup>

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

<sup>a</sup> 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 - CS - 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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# **Adobe InDesign CS (3.0) Object Model**

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**Class**

# Application

The InDesign application

**QuickLinks** [activate](#), [cascadeWindows](#), [copy](#), [cut](#), [deleteUnusedTags](#), [loadXMLTags](#), [open](#), [paste](#), [pasteInPlace](#), [pasteInto](#), [p](#)

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## Properties

Property	Type
activeDocument	Document
activeScript	File
activeWindow	LayoutWindowStorage, Window

books	Books
buttonPreferences	ButtonPreference
changePreferences	ChangePreference
characterStyles	CharacterStyles
clipboardPreferences	ClipboardPreference
colorSettings	ColorSetting
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documents	Documents
dottedStrokeStyles	DottedStrokeStyles
epsExportPreferences	EPSExportPreferences
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indexGenerationOptions	<a href="#">IndexOptions</a>
inks	<a href="#">Inks</a>
jpegExportPreferences	<a href="#">JPEGExportPrefere</a>
languagesWithVendors	<a href="#">LanguagesWithVen</a>
layoutAdjustmentPreferences	<a href="#">LayoutAdjustmentF</a>
layoutWindows	<a href="#">LayoutWindows</a>
libraries	<a href="#">Libraries</a>
locale	<a href="#">Locale: Locale.DANISH_L</a>

Locale.ENGLISH\_I  
Locale.INTERNAT  
Locale.FINNISH\_L  
Locale.FRENCH\_L  
Locale.GERMAN\_I  
Locale.ITALIAN\_I  
Locale.PORTUGUI  
Locale.SPANISH\_I  
Locale.SWEDISH\_I  
Locale.JAPANESE\_I

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marginPreferences                    [MarginPreference](#)

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mixedInkGroups                    [MixedInkGroups](#)

---

mixedInks                            [MixedInks](#)

---

name                                string

---

notePreferences                    [NotePreference](#)

---

packageForGoLivePreferences    [PackageForGoLive](#)

---

palettesVisible                    bool

paragraphStyles	<a href="#">ParagraphStyles</a>
parent	<b>Application</b>
pasteboardPreferences	<a href="#">PasteboardPreferences</a>
pdfExportPreferences	<a href="#">PDFExportPreferences</a>
pdfExportPresets	<a href="#">PDFExportPresets</a>
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polygonPreferences	<a href="#">PolygonPreference</a>
printerPresets	<a href="#">PrinterPresets</a>
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scriptPreferences	ScriptPreference
selection	Array of Objects NothingEnum Object
spellPreferences	SpellPreference
storyExportPreferences	StoryExportPrefere
storyPreferences	StoryPreference
storyWindows	StoryWindows
stripedStrokeStyles	StripedStrokeStyles
strokeStyles	StrokeStyles
svgExportPreferences	SVGExportPreferer
swatches	Swatches
taggedTextExportPreferences	TaggedTextExportP

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taggedTextImportPreferences      TaggedTextImportP

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textDefaults                          TextDefault

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textFramePreferences                TextFramePrefere

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textImportPreferences                TextImportPreferen

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textPreferences                      TextPreference

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tints                                Tints

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tocStyles                            TOCStyles

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transformPreferences                TransformPrefere

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transparencyPreferences	<a href="#">TransparencyPreference</a>
trapPresets	<a href="#">TrapPresets</a>
unusedSwatches	Array of <a href="#">Swatch</a>
userDictionaries	<a href="#">UserDictionaries</a>
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visible	bool
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xmlExportMaps	<a href="#">XMLExportMaps</a>
xmlExportPreferences	<a href="#">XMLExportPrefere</a>
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xmlImportPreferences	<a href="#">XMLImportPrefere</a>
xmlTags	<a href="#">XMLTags</a>
xmlViewPreferences	<a href="#">XMLViewPrefere</a>

## Methods Instances

**void activate ()**

Makes the application the front-most or active window

**void cascadeWindows ()**

Cascades all document windows.

**void copy ()**

Copies the selection in the active document window to

**void cut ()**

Cuts the selection in the active document window and

**void deleteUnusedTags ()**

Deletes unused XML markup tags.

**void doScript (script: any[, language: ScriptLanguage])**  
Run a script in a specific language

Parameter	Type	Description
script	File String	The script to run.
language	ScriptLanguage: ScriptLanguage.UNKNOWN ScriptLanguage.VISUAL_BASIC ScriptLanguage.JAVASCRIPT	The language to run the script in.

**void exportPresets (format: ExportPresetFormat, to: File)**  
Export the file's presets to the specified file.

Parameter	Type
format	ExportPresetFormat: ExportPresetFormat.PDF_EXPORT_PI ExportPresetFormat.PRINTER_PRESE ExportPresetFormat.FLATTENER_PR ExportPresetFormat.DOCUMENT_PR
to	File

**void importFile (format: ExportPresetFormat, from: File)**  
Imports presets from the specified file.

Parameter	Type
format	ExportPresetFormat: ExportPresetFormat.PDF_EXPORT_PI ExportPresetFormat.PRINTER_PRESE ExportPresetFormat.FLATTENER_PR ExportPresetFormat.DOCUMENT_PR
from	File

**void importStyles (format: ImportFormat, from: File)**  
Import styles.

Parameter	Type
format	ImportFormat:

ImportFormat.CHARACTER\_STYLE  
ImportFormat.PARAGRAPH\_STYLE  
ImportFormat.TEXT\_STYLES\_FORMAT  
ImportFormat.TOC\_STYLES\_FORMAT

from File

**void loadXMLTags (from: File)**

Loads a set of XML markup tags from the specified file.

Parameter	Type	Description
from	File	The path to the file.

**any open (from: any[, showingWindow: bool=true])**

Opens a document, book, or library.

Parameter	Type	Description
from	Array of Files File	The file path to the file to open.
showingWindow	bool	If true, opens the document. If false, the document is not displayed in a window.

**void paste ()**

Pastes data from the clipboard into the active document.

**void pasteInPlace ()**

Pastes data from the clipboard into the active document's original document.

**void pasteInto ()**

Pastes data from the clipboard into the selected object.

**void print (from: any[, printDialog: bool][, using: any])**

Prints the specified file(s).

Parameter	Type	Description
from	Array of Files File	One or more file paths or files.
printDialog	bool	Whether to invoke the Print dialog.

using	<code>PrinterPreset</code>	Printer preset to use
	<code>PrinterPresetTypes</code>	<code>PrinterPreset.</code> (Optional)

**void quit ([saving: SaveOptions=SaveOptions.ASK])**  
Quits the application.

Parameter	Type	Description
saving	<code>SaveOptions:</code> <code>SaveOptions.NO</code> (Optional) (default: <code>SaveOptions.ASK</code> <code>SaveOptions.YES</code>	The option to use for saving. <code>SaveOptions.NO</code> (Optional) (default: <code>SaveOptions.ASK</code> <code>SaveOptions.YES</code>

**void saveXMLTags (to: File)**  
Saves the XML markup tags as an XML file.

Parameter	Type	Description
to	File	The name and location of the XML file.

Array of **Text search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])**  
Look for occurrences of text that matches specific criteria.

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard partial matches.
caseSensitive	bool	If true, then search or replace case sensitively.
replacingWith	string	What to replace the found text with. (Optional)
withFindAttributes	Object	A record of find preferences.
withChangeAttributes	Object	A record of change preferences.

**void select (selectableItems: any[], existingSelection: Selection)**  
Select one or more objects.

Parameter	Type
selectableItems	Array of Objects <code>NothingEnum</code>

Object
existingSelection <a href="#">SelectionOptions</a> :
<a href="#">SelectionOptions.ADD_TO</a>
<a href="#">SelectionOptions.REMOVE_FRO</a>
<a href="#">SelectionOptions.REPLACE</a>

**void tileWindows ()**  
Tiles all document windows.

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<b>Element of</b>	<a href="#">Application.parent</a> <a href="#">Book.parent</a> <a href="#">ButtonPreference.parent</a> <a href="#">ChangePreference.parent</a> <a href="#">CharacterStyle.parent</a> <a href="#">ClipboardPreference.parent</a> <a href="#">Color.parent</a> <a href="#">ColorSetting.parent</a> <a href="#">DashedStrokeStyle.parent</a> <a href="#">DataMergeOption.parent</a> <a href="#">Dialog.parent</a> <a href="#">DictionaryPreference.parent</a> <a href="#">DisplayPerformancePreference.parent</a> <a href="#">DisplaySetting.parent</a> <a href="#">Document.parent</a> <a href="#">DocumentPreference.parent</a> <a href="#">DocumentPreset.parent</a> <a href="#">DottedStrokeStyle.parent</a> <a href="#">EPSExportPreference.parent</a> <a href="#">EPSImportPreference.parent</a> <a href="#">ExcelImportPreference.parent</a> <a href="#">FindPreference.parent</a> <a href="#">FlattenerPreset.parent</a> <a href="#">Font.parent</a> <a href="#">GalleyPreference.parent</a> <a href="#">GeneralPreference.parent</a> <a href="#">Gradient.parent</a> <a href="#">GridPreference.parent</a> <a href="#">GuidePreference.parent</a>
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`ImageIOPreference.parent`  
`IndexOptions.parent`  
`Ink.parent`  
`JPEGExportPreference.parent`  
`LanguageWithVendors.parent`  
`LayoutAdjustmentPreference.parent`  
`LayoutWindow.parent`  
`Library.parent`  
`MixedInk.parent`  
`MixedInkGroup.parent`  
`NotePreference.parent`  
`PDFExportPreference.parent`  
`PDFExportPreset.parent`  
`PDFPlacePreference.parent`  
`PackageForGoLivePreference.parent`  
`ParagraphStyle.parent`  
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`TOCStyle.parent`  
`TaggedTextExportPreference.parent`  
`TaggedTextImportPreference.parent`  
`TextDefault.parent`  
`TextExportPreference.parent`  
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**Class**

# Document

A document.

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## Hierarchy

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DictionaryPreference | DocumentPreference | Dotte  
Gradient | GraphicLine | GridPreference | G  
HyperlinkExternalPageDestination | Hyperlin  
HyperlinkTextDestination | HyperlinkTextSource | Hyp  
IndexOptions | Ink | Language | Layer | LayoutAdjust  
MasterSpread | MetadataPreference | MixedInk | Mixed  
PageItem | ParagraphStyle | PasteboardPreference | Pol  
Section | Spread | Story | StoryPreference | StoryWind  
| TextDefault | TextFrame | TextFramePreference | Text  
Validation | ValidationError | ViewPreference | Window | XI  
XMLExportPreference | XMLImportMap | XMLImpc  
XMLView

## Properties

Property	Type
afterBlendingIntent	RenderingIntent: RenderingIntent.U RenderingIntent.PI RenderingIntent.SA RenderingIntent.RI RenderingIntent.A]
allGraphics	Array of Graphic

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allPageItems	Array of <a href="#">PageItem</a>
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associatedXMLElement	<a href="#">XMLElement</a>
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bookmarks	<a href="#">Bookmarks</a>
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buttonPreferences	<a href="#">ButtonPreference</a>
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buttons	<a href="#">Buttons</a>
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characterStyles	<a href="#">CharacterStyles</a>
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cmykProfile	<a href="#">string</a>
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cmykProfileList	Array of <a href="#">string</a>
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colors	<a href="#">Colors</a>
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dashedStrokeStyles	<a href="#">DashedStrokeStyle</a>
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dataMergeProperties	DataMerge
defaultImageIntent	<b>RenderingIntent:</b> RenderingIntent.U RenderingIntent.PI RenderingIntent.S RenderingIntent.RJ RenderingIntent.AJ
dictionaryPreferences	DictionaryPreferences
documentPreferences	DocumentPreferences
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dtds	DTDs
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fonts	Fonts
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gradients	<a href="#">Gradients</a>
graphicLines	<a href="#">GraphicLines</a>
gridPreferences	<a href="#">GridPreference</a>
groups	<a href="#">Groups</a>
guidePreferences	<a href="#">GuidePreference</a>
guides	<a href="#">Guides</a>
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hyperlinkPageDestinations	<a href="#">HyperlinkPageDestinations</a>
hyperlinkPageItemSources	<a href="#">HyperlinkPageItemSources</a>

hyperlinkTextDestinations	HyperlinkTextDest
hyperlinkTextSources	HyperlinkTextSour
hyperlinkURLDestinations	HyperlinkURLDes
hyperlinks	Hyperlinks
hyphenationExceptions	HyphenationExcep
index	number
indexGenerationOptions	IndexOptions
indexes	Indexes
inks	Inks

label	string
languages	Languages
layers	Layers
layoutAdjustmentPreferences	LayoutAdjustment
layoutWindows	LayoutWindows
links	Links
marginPreferences	MarginPreference
masterSpreads	MasterSpreads
metadataPreferences	MetadataPreference
mixedInkGroups	MixedInkGroups
mixedInks	MixedInks

modified	bool
name	string
ovals	Ovals
packageForGoLivePreferences	PackageForGoLive
pageItems	PageItems
pages	Pages

paragraphStyles	ParagraphStyles
parent	Application
pasteboardPreferences	PasteboardPreferer
polygonPreferences	PolygonPreference
polygons	Polygons
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properties	Object
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redoName	string

rgbProfile	string
rgbProfileList	Array of string
saved	bool
sections	<a href="#">Sections</a>
selection	Array of Objects <a href="#">NothingEnum</a> Object
solidColorIntent	<a href="#">RenderingIntent:</a> <a href="#">RenderingIntent.U</a> <a href="#">RenderingIntent.PI</a> <a href="#">RenderingIntent.SA</a> <a href="#">RenderingIntent.RI</a> <a href="#">RenderingIntent.AJ</a>
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stories	<a href="#">Stories</a>
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textFrames	TextFrames
textPreferences	TextPreference
tints	Tints
tocStyles	TOCStyles
transparencyPreferences	TransparencyPrefe
trapPresets	TrapPresets

undoName	string
unusedSwatches	Array of <a href="#">Swatch</a>
validationErrors	<a href="#">ValidationErrors</a>
viewPreferences	<a href="#">ViewPreference</a>
visible	bool
windows	<a href="#">Windows</a>
xmlComments	<a href="#">XMLComments</a>
xmlElements	<a href="#">XMLElements</a>
xmlExportMaps	<a href="#">XMLExportMaps</a>
xmlExportPreferences	<a href="#">XMLExportPreferences</a>

xmlImportMaps	<a href="#">XMLImportMaps</a>
xmlImportPreferences	<a href="#">XMLImportPreferences</a>
xmlInstructions	<a href="#">XMLInstructions</a>
xmlItems	<a href="#">XMLItems</a>
xmlTags	<a href="#">XMLTags</a>
xmlViewPreferences	<a href="#">XMLViewPreferences</a>
zeroPoint	Array of Measures

## Methods Instances

[void autoStyle \(\)](#)

Auto styles the document based on the tag-to-style map.

[void autoTag \(\)](#)

Auto tags the document based on the style-to-tag map.

[void close \(\[saving: SaveOptions=SaveOptions.ASK\]\[, :\]\)](#)

Closes the Document.

Parameter	Type	Description

saving	<code>SaveOptions:</code>	The option for saving c SaveOptions.NO SaveOptions.ASK SaveOptions.YES
savingIn	File	The file path of the sav document for the first t specifying a path saves

`TextFrame createTOC (using: TOCStyle[, replacing: bool, fromBook: Book, placePoint: Array of Measurement Unit (Number or String)][, includeOverset: bool, destinationLayer: Layer])`  
Create a table of contents for a document or book

Parameter	Type
using	<code>TOCStyle</code>
replacing	bool
fromBook	<code>Book</code>
placePoint	Array of Measurement Unit (Number or String)
includeOverset	bool
destinationLayer	<code>Layer</code>

`void deleteUnusedTags ()`  
Deletes unused XML markup tags.

`void exportFile (format: any, to: File[, showingOptions: bool][, using: PDFExportPreset])`  
Exports the object(s) to a file.

Parameter	Type	Description
format	<code>ExportFormat</code> String	The export format.
to	File	The path of the exp
showingOptions	bool	If true, prompts the
using	<code>PDFExportPreset</code>	The export style to

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void importDtd (from: File)**

Imports a DTD to use for validation.

Parameter	Type	Description
from	File	The path to the DTD file.

**void importStyles (format: ImportFormat, from: File)**

Import styles.

Parameter	Type
format	ImportFormat: ImportFormat.CHARACTER_STYLES_FORMAT ImportFormat.PARAGRAPH_STYLES_FORMAT ImportFormat.TEXT_STYLES_FORMAT ImportFormat.TOC_STYLES_FORMAT
from	File

**void importXML (from: File)**

Imports an XML file.

Parameter	Type	Description
from	File	The path to the XML file.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**void loadXMLTags (from: File)**

Loads a set of XML markup tags from the specified file.

Parameter	Type	Description

from	File	The path to the file.
------	------	-----------------------

**bool packageForGoLive (location: File)**

Packages for GoLive

Parameter	Type	Description
location	File	File location.

**bool packageForPrint (to: File, copyingFonts: bool, copyingLinkedGraphics: bool, includingHiddenLayers: bool, ignorePreflightErrors: bool, creatingReport: bool)**

Parameter	Type	Description
to	File	The folder, alias, or path to save the package.
copyingFonts	bool	If true, copies fonts used in the document.
copyingLinkedGraphics	bool	If true, copies linked graphics.
copyingProfiles	bool	If true, copies color profiles.
updatingGraphics	bool	If true, updates graphics.
includingHiddenLayers	bool	If true, copies fonts and layers from hidden layers.
ignorePreflightErrors	bool	If true, ignores preflight errors and cancels the packaging process.
creatingReport	bool	If true, creates a package report listing settings, lists of fonts, links, and more.

**void print ([printDialog: bool][, using: any])**

Prints the Document(s).

Parameter	Type	Description
printDialog	bool	Whether to invoke the print dialog.
using	PrinterPreset PrinterPresetTypes	Printer preset to use. Can be a PrinterPreset or a PrinterPresetType. (Optional)

**void redo ()**

Redoes the last action.

**void save ([to: File][, stationery: bool=false])**

## Save the document

Parameter	Type	Description
to	File	The file path. Note: Required only if the document has previously been saved as a document. (Optional)
stationery	bool	If true, saves the file as stationery (N/A extension for stationery and template). (Optional) (default: <b>false</b> )

**void saveXMLTags (to: File)**

Saves the XML markup tags as an XML file.

Parameter	Type	Description
to	File	The name and location of the XML file.

Array of **Text search** ([**for**: *string*][, **wholeWord**: *bool*][, **caseSensitive**: *bool*][, **replacingWith**: *string*][, **withFindAttributes**: *Object*][, **withChangeAttributes**: *Object*])

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard text boundaries. (Optional)
caseSensitive	bool	If true, then search only case sensitively. (Optional)
replacingWith	string	What to replace the found text with. (Optional)
withFindAttributes	Object	A record of find preferences.
withChangeAttributes	Object	A record of change preferences.

**void select (selectableItems: any[, existingSelection: Selection]**

Select one or more objects.

Parameter	Type
selectableItems	Array of Objects <a href="#">NothingEnum</a> Object

existingSelection [SelectionOptions](#):  
    [SelectionOptions.ADD\\_TO](#)  
    [SelectionOptions.REMOVE\\_FROM](#)  
    [SelectionOptions.REPLACE](#)

---

**void undo ()**  
Undoes the last action.

---

**Element of** [Application.activeDocument](#)  
[Book.styleSourceDocument](#)  
[Bookmark.parent](#)  
[ButtonPreference.parent](#)  
[CharacterStyle.parent](#)  
[Color.parent](#)  
[DashedStrokeStyle.parent](#)  
[DataMerge.parent](#)  
[DictionaryPreference.parent](#)  
[DocumentPreference.parent](#)  
[DottedStrokeStyle.parent](#)  
[Font.parent](#)  
[GalleyPreference.parent](#)  
[Gradient.parent](#)  
[GridPreference.parent](#)  
[GuidePreference.parent](#)  
[Hyperlink.parent](#)  
[HyperlinkExternalPageDestination.parent](#)  
[HyperlinkPageDestination.parent](#)  
[HyperlinkPageItemSource.parent](#)  
[HyperlinkTextDestination.parent](#)  
[HyperlinkTextSource.parent](#)  
[HyperlinkURLDestination.parent](#)  
[HyphenationException.parent](#)  
[Index.parent](#)  
[IndexOptions.parent](#)  
[Ink.parent](#)  
[Language.parent](#)  
[Layer.parent](#)  
[LayoutAdjustmentPreference.parent](#)  
[LayoutWindow.parent](#)

`MarginPreference.parent`  
`MasterSpread.parent`  
`MetadataPreference.parent`  
`MixedInk.parent`  
`MixedInkGroup.parent`  
`PackageForGoLivePreference.parent`  
`Page.parent`  
`ParagraphStyle.parent`  
`PasteboardPreference.parent`  
`PolygonPreference.parent`  
`PrintPreference.parent`  
`Section.parent`  
`Spread.parent`  
`Story.parent`  
`StoryPreference.parent`  
`StoryWindow.parent`  
`StripedStrokeStyle.parent`  
`StrokeStyle.parent`  
`Swatch.parent`  
`TOCStyle.parent`  
`TextDefault.parent`  
`TextFramePreference.parent`  
`TextPreference.parent`  
`Tint.parent`  
`TransparencyPreference.parent`  
`TrapPreset.parent`  
`ValidationError.parent`  
`ViewPreference.parent`  
`Window.parent`  
`XMLExportMap.parent`  
`XMLExportPreference.parent`  
`XMLImportMap.parent`  
`XMLImportPreference.parent`  
`XMLTag.parent`  
`XMLViewPreference.parent`

---

**Used in:** array of any `Asset.placeAsset (on: Document)`  
`Bookmark Bookmark.move ([to: LocationOptions=Location])`  
`Button Buttons.add ([layer: Layer][, at: LocationOptions])`

```
    withProperties: Object])
GraphicLine GraphicLines.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, reference: any][, withProperties: Object])
Group Groups.add (groupItems: Array of PageItem[, layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, withProperties: Object])
Movie Movies.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, withProperties: Object])
Oval Ovals.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, withProperties: Object])
Page Pages.add ([at: LocationOptions=LocationOptions.UNKNOWN][, withProperties: Object])
Polygon Polygons.add ([layer: Layer][, numberOfSides: number][, location: LocationOptions=LocationOptions.UNKNOWN][, withProperties: Object])
Rectangle Rectangles.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, withProperties: Object])
Section Sections.add ([at: LocationOptions=LocationOptions.UNKNOWN][, withProperties: Object])
Sound Sounds.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, withProperties: Object])
Spread Spread.duplicate ([to: LocationOptions=LocationOptions.UNKNOWN])
Spread Spread.move ([to: LocationOptions=LocationOptions.UNKNOWN])
Spread Spreads.add ([at: LocationOptions=LocationOptions.UNKNOWN][, withProperties: Object])
TextFrame TextFrames.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, reference: any][, withProperties: Object])
```

---

**Return** Document Documents.add ([showingWindow: bool=true][, withProperties: Object])

---

**Class**

# Documents

A collection of documents.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

**Document add ([`showingWindow: bool=true`][, `documentPreset: DocumentPreset`][, `withProperties: Object`])**

Creates a new document.

Parameter	Type	Description
showingWindow	bool	If true, displays the document. (Optional) (default: <b>true</b> )
documentPreset	<a href="#">DocumentPreset</a>	The document preset to use. (Optional)
withProperties	Object	Initial values for properties of the new Document (Optional)

**number count ()**

Displays the number of elements in the Document.

**Element of** [Application.documents](#)



**Class**

# LayoutWindow

A layout window. Base Class: [Window](#)

**QuickLinks** [bringToFront](#), [close](#), [maximize](#), [minimize](#), [res](#)

## Hierarchy

Application

W

Layout

## Properties

Property	Type
activeLayer	Layer
activePage	Page
activeSpread	Spread
bounds	Array of MeasureString)
index	number
name	string
overprintPreview	bool

	parent	<a href="#">ApplicationDocument</a>
	proofingProfile	string
	proofingType	<b>ProofingType:</b> ProofingType.PRC ProofingType.DOC ProofingType.WC ProofingType.CU
	properties	Object
	selection	Array of Objects <a href="#">NothingEnum</a> Object
	simulateInkBlack	bool

---

simulatePaperWhite	bool
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---

transformReferencePoint	<a href="#">AnchorPoint</a> Array of 2 Units
-------------------------	---

---

viewDisplaySetting	<a href="#">ViewDisplaySetting</a> <a href="#">ViewDisplaySetting</a> <a href="#">ViewDisplaySetting</a> <a href="#">ViewDisplaySetting</a>
--------------------	--

---

zoomPercentage	number
----------------	--------

---

## Methods [Instances](#)

[void bringToFront \(\)](#)

Brings the LayoutWindow to the front.

[void close \(\)](#)

Closes the LayoutWindow.

**void maximize ()**

Maximizes the window.

**void minimize ()**

Minimizes the window.

**void restore ()**

Restores the window.

**void select (selectableItems: any[, existingSel  
SelectionOptions=SelectionOptions.REPLA**  
Select one or more objects.

Parameter	Type
selectableItems	Array of Objects <a href="#">NothingEnum</a> Object
existingSelection	<a href="#">SelectionOptions:</a> SelectionOptions.ADD_T SelectionOptions.REMOV SelectionOptions.REPLA

**void zoom (given: ZoomOptions)**

Magnifies or reduces the window to the specified size.

Parameter	Type
given	<a href="#">ZoomOptions:</a> ZoomOptions.ZOOM_IN ZoomOptions.ZOOM_OUT ZoomOptions.FIT_SPREAD ZoomOptions.FIT_PAGE ZoomOptions.SHOW_PAS ZoomOptions.ACTUAL_SIZE

**Element of** [Application.activeWindow](#)

**Class**

# LayoutWindows

A collection of layout windows.

## QuickLinks [count](#)

### Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

### Methods [Instances](#)

[number count \(\)](#)

Displays the number of elements in the LayoutWindow.

### Element of

[Application.layoutWindows](#)  
[Document.layoutWindows](#)

**Class**

# StoryWindow

A story window. Base Class: [Window](#)

**QuickLinks** [bringToFront](#), [close](#), [maximize](#), [minimize](#), [restore](#)

## Hierarchy



## Properties

Property	Type	Access
bounds	Array of Measurement Unit (Number or String)	r/w
index	number	readonly
name	string	readonly
parent	<a href="#">ApplicationDocument</a>	readonly
properties	Object	r/w
selection	Array of Objects <a href="#">NothingEnum</a> Object	r/w

## Methods Instances

**void bringToFront ()**

Brings the StoryWindow to the front.

**void close ()**

Closes the StoryWindow.

**void maximize ()**

Maximizes the window.

**void minimize ()**

Minimizes the window.

**void restore ()**

Restores the window.

**void select (selectableItems: any[, existingSelecti  
SelectionOptions=SelectionOptions.REPLACE**

Select one or more objects.

Parameter	Type
selectableItems	Array of Objects <a href="#">NothingEnum</a> Object
existingSelection	<a href="#">SelectionOptions:</a> <a href="#">SelectionOptions.ADD_TO</a> <a href="#">SelectionOptions.REMOVE_</a> <a href="#">SelectionOptions.REPLACE</a>

**Element of** [Application.activeWindow](#)

**Class**

# StoryWindows

A collection of story windows.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods [Instances](#)

[number count \(\)](#)

Displays the number of elements in the StoryWindow.

## Element of

[Application.storyWindows](#)  
[Document.storyWindows](#)

**Class**

# Window

A window.

Superclass of [LayoutWindow](#), [StoryWindow](#)

**QuickLinks** [bringToFront](#), [close](#), [maximize](#), [minimize](#), [restore](#), [select](#)

## Hierarchy

[Application](#) | [Document](#)

**Window**

[LayoutWindow](#) | [StoryWindow](#)

## Properties

Property	Type	Access	Description
bounds	Array of Measurement Unit (Number or String)	r/w	The bounds format [y1, x1, y2, x2]
index	number	readonly	The index of the window containing the object
name	string	readonly	The name of the window
parent	<a href="#">ApplicationDocument</a>	readonly	The parent Document
properties	Object	r/w	A property object containing several properties
selection	Array of Objects <a href="#">NothingEnum</a> Object	r/w	The selection object. An array of objects returned by the enumerator

## Methods Instances

**void bringToFront ()**

Brings the Window to the front.

**void close ()**

Closes the Window.

**void maximize ()**  
Maximizes the window.

**void minimize ()**  
Minimizes the window.

**void restore ()**  
Restores the window.

**void select (selectableItems: any[, existingSelection: SelectionOptions=SelectionOptions.REPLACE])**  
Select one or more objects.

Parameter	Type	Description
selectableItems	Array of Objects <a href="#">NothingEnum</a> Object	The selectable items to select. Can be an array of objects, or a single object with the <a href="#">NothingEnum</a> value.
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	The existing selection to modify. If no value is provided, the selection will be replaced by the new selection.

---

**Element of** [Application.activeWindow](#)

---

**Return** **Window** [Windows.add \(\[withProperties: Object\]\)](#)

---

**Class**

# Windows

A collection of windows.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[Window add \(\[withProperties: Object\]\)](#)

Creates a new Window.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new Window (Optional)

[number count \(\)](#)

Displays the number of elements in the Window.

## Element of [Application.windows](#)

[Document.windows](#)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

### Book Suite

One document does not make a book. A Book file does.

[Basics Suite](#)

[Book](#)

[Book Suite](#)

[BookContent](#)

[Color Suite](#)

[BookContents](#)

[Enum Suite](#)

[Books](#)

[Hyperlinks Suite](#)

[SynchronizeOption](#)  
[SynchronizeOptions](#)

[Indexing Suite](#)

[Interactive Elements Suite](#)

[Layout Suite](#)

[Libraries Suite](#)

[Links Suite](#)

[Preferences Suite](#)

[Stroke Styles Suite](#)

[Table Of Contents Suite](#)

[Tables Suite](#)

[Text Suite](#)

[UI Suite](#)

[XML Suite](#)

**Class**

# Book

A book.

**QuickLinks** [close](#), [exportFile](#), [packageForGoLive](#), [packageForPrint](#), [print](#), [save](#)

## Hierarchy

Application

Book

[BookContent](#) | [PrintPreference](#) | [Sync](#)

## Properties

Property	Type
automaticDocumentConversion	bool
automaticPagination	bool
bookContents	<a href="#">BookContents</a>
filePath	File
fullName	File

---

index	number
-------	--------

---

insertBlankPage	bool
-----------------	------

---

modified	bool
----------	------

---

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

---

parent	Application
--------	-------------

---

printPreferences	PrintPreference
------------------	-----------------

---

properties	Object
------------	--------

repaginationOption	<a href="#">RepaginateOption</a> : RepaginateOption.NEXT_PA RepaginateOption.NEXT_OI RepaginateOption.NEXT_EV
saved	bool
styleSourceDocument	<a href="#">Document</a>
synchronizeOptions	<a href="#">SynchronizeOptions</a>

## Methods Instances

**void close ([saving: SaveOptions=SaveOptions.ASK][, savingIn]**  
Closes the Book.

Parameter	Type	Description
saving	<a href="#">SaveOptions</a> : SaveOptions.NO SaveOptions.ASK SaveOptions.YES	The option for saving changes <a href="#">SaveOptions.ASK</a> )
savingIn	File	The file path of the saved document. saving the document for the first time or previously been saved, specify the original document. (Optional)

**void exportFile ([to: File])**  
Exports the book to PDF.

Parameter	Type	Description
-----------	------	-------------

to	File	The full path name, including the file exten
----	------	--

**bool packageForGoLive (location: File)**

Packages for GoLive

Parameter	Type	Description
location	File	File location for pa

**bool packageForPrint (to: File, copyingFonts: bool, copyingLinkedGraphics: bool, updatingGraphics: bool, includingHiddenLayers: bool, ignorePreflightErrors: bool, creatingReport: bool)**

Packages the document for handoff to a service provider.

Parameter	Type	Description
to	File	The folder, alias, or path in wh
copyingFonts	bool	If true, copies fonts used in the
copyingLinkedGraphics	bool	If true, copies linked graphics
copyingProfiles	bool	If true, copies color profiles to
updatingGraphics	bool	If true, updates graphics links i
includingHiddenLayers	bool	If true, copies fonts and links f
ignorePreflightErrors	bool	If true, ignores preflight errors false, cancels the packaging w
creatingReport	bool	If true, creates a package repo print settings, lists of fonts, lin information.

**void print ([printDialog: bool][, using: any])**

Prints the Book(s).

Parameter	Type	Description
printDialog	bool	Whether to invoke the print d
using	PrinterPreset PrinterPresetTypes	Printer preset to use. Can acc PrinterPreset. (Optional)

**void save ([to: File])**

Saves the book.

Parameter	Type	Description
to	File	The full path name, including the book file to save the book. (Optional)
<b>void synchronize ()</b>		
Synchronizes the entire book to the style source document.		
<b>Element of</b> <a href="#">BookContent.parent</a> <a href="#">PrintPreference.parent</a> <a href="#">SynchronizeOption.parent</a>		
<b>Used in:</b> <a href="#">TextFrame</a> <a href="#">Document.createTOC</a> ( <a href="#">using: TOCStyle</a> [, <a href="#">replacing: placePoint</a> : Array of <i>Measurement Unit (Number or String</i> , <a href="#">destinationLayer</a> : <a href="#">Layer</a> ])		
<b>Return</b> <a href="#">Book</a> <a href="#">Books.add</a> ( <a href="#">fullName: File</a> [, <a href="#">withProperties: Object</a> ])		

**Class**

# BookContent

A document added to a book.

**QuickLinks** [extractLabel](#), [insertLabel](#), [move](#), [remove](#), [replace](#), [sort](#)

## Hierarchy

B

BookContent

## Properties

Property	Type
date	Date
documentPageRange	string
fullName	File
id	number
index	number

label	string
parent	Book
properties	Object
size	number
status	<p><b>BookContentStatus:</b></p> <p>BookContentStatus.NORM          BookContentStatus.MISSI          BookContentStatus.DOCU          BookContentStatus.DOCU          BookContentStatus.DOCU</p>

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type
key	string

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type
key	string

value	string
-------	--------

**BookContent move ([to: LocationOptions=LocationOptions.BEFORE])**  
Moves the book content object.

Parameter	Type
to	<b>LocationOptions:</b> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN
reference	<b>BookContent</b>

**void remove ()**

Deletes the BookContent.

**BookContent replace (using: File)**

Replaces a book content object with a new file. No document, the new file becomes the style source document.

Parameter	Type	Description
using	File	The full path name of the file.

**void synchronize ()**

Matches the formatting of the book content object.

**Used in:** **BookContent** **BookContent.move ([to: LocationOptions=LocationOptions.BEFORE])**

**Return** **BookContent** **BookContent.move ([to: LocationOptions=LocationOptions.BEFORE])**

**BookContent** **BookContent.replace (using: File)**

**BookContent** **BookContents.add (fullName: File[0..n])**

**Class**

# BookContents

A collection of book content objects.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**BookContent add** (`fullName: File[, withProperties: Object]`)

Adds a book content object to the book.

Parameter	Type	Description
fullName	File	The full path name of the document file to add to the book.
withProperties	Object	Initial values for properties of the new BookContent (Optional)

**number count ()**

Displays the number of elements in the BookContent.

**Element of** [Book.bookContents](#)

**Class**

# Books

A collection of books.

**QuickLinks** [add](#), [count](#)

## Properties

	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods Instances

**Book add (fullName: File[, withProperties: Object])**

Creates a new book.

Parameter	Type	Description
fullName	File	The full path name of the new book file, including the book file extension '.indb'.
withProperties	Object	Initial values for properties of the new Book (Optional)

**number count ()**

Displays the number of elements in the Book.

**Element of** [Application.books](#)

**Class**

# SynchronizeOption

A book synchronization option style.

## Hierarchy

Book

SynchronizeOption

## Properties

Property	Type	Access	Description
groupName	string	readonly	The name of the synchronization style.
index	number	readonly	The index of the synchronization with the current one.
name	string	readonly	The name of the synchronization.
parent	Book	readonly	The parent synchronization (a Book).
properties	Object	r/w	A properties object allocated by several synchronizations.
useStyle	bool	r/w	If true, book synchronization is optimized using styles.

**Class**

# SynchronizeOptions

A collection of book synchronization styles.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of elements in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in SynchronizeOption.

**Element of** [Book.synchronizeOptions](#)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

## Color Suite

Color Marks The Spot.  
Spot Color even more  
so. And then there are  
tints, gradients, swatches  
...

Basics Suite	Color
Book Suite	Colors
<b>Color Suite</b>	Gradient
Enum Suite	GradientStop
Hyperlinks Suite	GradientStops
Indexing Suite	Gradients
Interactive Elements Suite	Ink
Layout Suite	Inks
Libraries Suite	MixedInk
Links Suite	MixedInkGroup
Preferences Suite	MixedInkGroups
Stroke Styles Suite	MixedInks
Table Of Contents Suite	Swatch
Tables Suite	Swatches
Text Suite	Tint
UI Suite	Tints
XML Suite	TrapPreset
	TrapPresets

**Class**

# Color

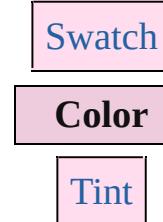
A color swatch. Base Class: [Swatch](#)

Superclass of [Tint](#)

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [merge](#), [remove](#)

## Hierarchy

[Application](#) | [Document](#)



## Properties

Property	Type	Access	Description
colorValue	Array of number	r/w	The value created by color specification and percentage for each ink. The type of values required and its range depends on the color space. RGB specifies three values.

each  
in th  
0 to  
CM<sup>1</sup>  
spec  
valu  
repre  
C, M  
and L  
each  
in th  
0 to  
LAE  
spec  
three  
repre  
L (R  
to 10  
(Ran  
-128  
127)  
(Ran  
-128  
127)  
mixe  
spec  
valu  
each  
the i  
with  
valu  
rang  
100.

id	number	readonly	The ID o Colc
index	number	readonly	The of th

				with cont obj
label	string	r/w	A pro that set to strin	
model	<a href="#">ColorModel</a> :	r/w	The mod	
	ColorModel.SPOT			
	ColorModel.PROCESS			
	ColorModel.REGISTRATION			
	ColorModel.MIXEDINKMODEL			
name	string	r/w	The of th Colc	
parent	<a href="#">Application Document</a>	readonly	The of th (a App or Doc	
properties	Object	r/w	A pro that setti seve prop the s time	
space	<a href="#">ColorSpace</a> :	r/w	The spac	
	ColorSpace.RGB			
	ColorSpace.CMYK			
	ColorSpace.LAB			
	ColorSpace.MIXEDINK			

## Methods Instances

**Color** **duplicate ()**

Duplicates the Color.

**string** **extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

**void** **insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

**void** **merge (with: any)**

Merge one or more other swatches into this one.

Parameter	Type	Description
with	Array of Swatches String Swatch	The swatches to merge. Can accept: A Swatches, Swatch or String.

**void** **remove (replacingWith: Swatch)**

Delete swatch.

Parameter	Type	Description
replacingWith	Swatch	The swatch to apply in place of this

**Element of** [GradientStop.stopColor](#)

**Used in:** [Tint Tints.add \(\[color: Color\]\[, withProperties: Object\]\)](#)

**Return** [Color](#) [Color.duplicate \(\)](#)

[Color](#) [Colors.add \(\[withProperties: Object\]\)](#)

**Class**

# Colors

A collection of colors.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

`Color add ([withProperties: Object])`

Creates a new Color.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new Color (Optional)

`number count ()`

Displays the number of elements in the Color.

## Element of [Application.colors](#)

[Document.colors](#)

**Class**

# Gradient

A gradient. Base Class: Swatch

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [merge](#), [remove](#)

## Hierarchy

Application | Document

Swatch

Gradient

GradientStop

## Properties

Property	Type	Access	Description
gradientStops	GradientStops	readonly	A collection of gradient stops.
id	number	readonly	The unique ID of the Gradient.
index	number	readonly	The index of the Gradient within its containing object.
label	string	r/w	A property that can be set to any string.
name	string	r/w	The name of the Gradient.
parent	ApplicationDocument	readonly	The parent

				of the Gradient Application or Documentation
properties	Object	r/w	A property that allows setting several properties at the same time.	
type	<code>GradientType:</code> <code>GradientType.LINEAR</code> <code>GradientType.RADIAL</code>	r/w	The gradient type.	

## Methods Instances

### `Gradient duplicate ()`

Duplicates the Gradient.

### `string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

### `void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

### `void merge (with: any)`

Merge one or more other swatches into this one.

Parameter	Type	Description
with	Array of	The swatches to merge. Can accept

**Swatches** Array of Swatches, Swatch or String  
**String**  
**Swatch**

---

**void remove (replacingWith: Swatch)**

Delete swatch.

Parameter	Type	Description
replacingWith	Swatch	The swatch to apply in place of the one

---

**Element of** [GradientStop.parent](#)

---

**Return** [Gradient Gradient.duplicate \(\)](#)

[Gradient Gradients.add \(\[withProperties: Object\]\)](#)

---

**Class**

# GradientStop

A gradient stop in a gradient.

**QuickLinks** [remove](#)

## Hierarchy

Gradient

GradientStop

Properties	Property	Type	Access	Description
	index	number	readonly	The index of the GradientStop within its containing object.
	location	number	r/w	The location of the gradient stop.
	midpoint	number	r/w	The mid-point of the gradient stop.
	parent	Gradient	readonly	The parent of the GradientStop (a Gradient).
	properties	Object	r/w	A property that allows setting of several properties at the same time.
	stopColor	Color	r/w	The color of

the gradient stop.

## Methods Instances

`void remove ()`

Deletes the GradientStop.

**Return** `GradientStop GradientStops.add ([withProperties: Object])`

**Class**

# GradientStops

A collection of gradient stops.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[GradientStop add \(\[withProperties: Object\]\)](#)  
Creates a new GradientStop.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new GradientStop (Optional)

[number count \(\)](#)

Displays the number of elements in the GradientStop.

**Element of** [Gradient.gradientStops](#)

**Class**

# Gradients

A collection of gradients.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**Gradient add ([withProperties: Object])**

Creates a new Gradient.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new Gradient (Optional)

**number count ()**

Displays the number of elements in the Gradient.

**Element of** [Application.gradients](#)

[Document.gradients](#)

**Class**

# Ink

An ink.

**QuickLinks** [extractLabel](#), [insertLabel](#)

## Hierarchy

[Application](#) | [Document](#)

Ink

## Properties

Property	Type	Access	Description
aliasInkName	string	r/w	The name of the ink.
angle	number	r/w	The angle of the ink.
convertToProcess	bool	r/w	Converts the ink to process colors.
frequency	number	r/w	The frequency of the ink.
id	number	readonly	The ID of the ink.
index	number	readonly	The index of the ink.

inkType	InkTypes: InkTypes.NORMAL InkTypes.OPAQUE InkTypes.TRANSPARENT InkTypes.OPAQUE_IGNORE	r/w	T
isProcessInk	bool	readonly	If ir p]
label	string	r/w	A th Se st
name	string	readonly	T o:
neutralDensity	number	r/w	T d
parent	Application Document	readonly	T o: A o: D
printInk	bool	r/w	If p] ir v p] Se
properties	Object	r/w	A th Se st p] th ti

solidity	number	readonly	T Va ir
trapOrder	number	r/w	T th th Se

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

**Element of** `MixedInk.inkList`  
`MixedInkGroup.inkList`

**Used in:** `MixedInkGroup MixedInkGroups.add (inkList: Array of Ink[], inkPercentages: Array of number][, repeatValues: Array of incrementValues: Array of number][, withProperties: Object)`

**Class**

# Inks

A collection of inks.

## QuickLinks

[count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the Ink.

## Element of

[Application.inks](#)

[Document.inks](#)

**Used in:** [MixedInk](#) [MixedInks.add \(inkList: any, inkPercentages: Array of number\[, withProperties: Object\]\)](#)

**Class**

# MixedInk

A mixed ink swatch. Base Class: [Swatch](#)

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [merge](#), [remove](#)

## Hierarchy

[Application](#) | [Document](#)

[Swatch](#)

**MixedInk**

Properties	Property	Type	Acc
	baseColor	<a href="#">MixedInkGroup</a>	read
	id	number	read
	index	number	read
	inkList	Array of <a href="#">Ink</a>	read
	inkPercentages	Array of number	r/w

label	string	r/w
model	<b>ColorModel:</b> ColorModel.SPOT ColorModel.PROCESS ColorModel.REGISTRATION ColorModel.MIXEDINKMODEL	r/w
name	string	r/w
parent	<a href="#">Application</a> <a href="#">Document</a>	read
properties	Object	r/w
space	<b>ColorSpace:</b> ColorSpace.RGB ColorSpace.CMYK ColorSpace.LAB ColorSpace.MIXEDINK	r/w

## Methods Instances

**MixedInk duplicate ()**

Duplicates the MixedInk.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

**void merge (with: any)**

Merge one or more other swatches into this one.

Parameter	Type	Description
with	Array of Swatches, String, Swatch	The swatches to merge. Can accept Swatches, Swatch or String.

**void remove (replacingWith: Swatch)**

Delete swatch.

Parameter	Type	Description
replacingWith	Swatch	The swatch to apply in place

**Return MixedInk MixedInk.duplicate ()**

**MixedInk MixedInks.add (inkList: any, inkPercentages: number[], withProperties: Object])**

**Class**

# MixedInkGroup

A mixed ink group. Base Class: [Swatch](#)

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [merge](#),

## Hierarchy

[Application](#) | [Doc](#)

[Swatch](#)

[MixedInkGroup](#)

## Properties

Property	Type
id	number
index	number
inkList	Array of <a href="#">Ink</a>
label	string
model	<a href="#">ColorModel</a> : ColorModel.SPOT ColorModel.PROCESS ColorModel.REGISTRATION ColorModel.MIXEDINKMOD
name	string
parent	<a href="#">Application</a>

## Document

### properties Object

## Methods Instances

### MixedInkGroup **duplicate ()**

Duplicates the MixedInkGroup.

### string **extractLabel (key: string)**

Gets the label value associated with the spe

Parameter	Type
key	string

### void **insertLabel (key: string, value: string)**

Sets the label to the value associated with th

Parameter	Type
key	string
value	string

### void **merge (with: any)**

Merge one or more other swatches into this

Parameter	Type	Description
with	Array of Swatches String Swatch	The swatches to Swatches, Swatc String Swatch

### void **remove (replacingWith: Swatch)**

Delete swatch.

--	--	--

Parameter	Type	Description
replacingWith	<a href="#">Swatch</a>	The swatch to

**Element of** [MixedInk.baseColor](#)

**Used in:** [MixedInk](#) [MixedInks.add](#) (*inkList*: *any*, *ink* withProperties: *Object*])

**Return** [MixedInkGroup](#) [MixedInkGroup.duplicate](#)  
[MixedInkGroup](#) [MixedInkGroups.add](#) (*ink*, *inkPercentages*: Array of *number*][, *replaceWith*, *incrementValues*: Array of *number*][, *version*)

**Class**

# MixedInkGroups

A collection of mixed ink groups.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

`MixedInkGroup add (inkList: Array of Ink, inkPercentages: Array of number][, repeatValues: Array of number][, incrementValues: Array of number][, withProperties: Object])`

Creates a new mixed ink group.

Parameter	Type	Description
inkList	Array of Ink	The inks to include in the mix.
inkPercentages	Array of number	The percentage of each ink in the ink list. (Range 0 to 100 for each ink) (Optional)
repeatValues	Array of number	The number of repetitions for each ink in the ink list. (Range 0 to 100 for

			each ink) (Optional)
incrementValues	Array of number	The incremer percent per number repetition for each ink. (Range: 0 to 100) Note: Tl cumulative ir percentage pe ink cannot exceed 100.) (Optional)	
withProperties	Object	Initial values for properties the new MixedInkGr (Optional)	
<b>number count ()</b> Displays the number of elements in the MixedInkGroup.			
<b>Element of</b> <a href="#">Application.mixedInkGroups</a> <a href="#">Document.mixedInkGroups</a>			

**Class**

# MixedInks

A collection of mixed inks.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[MixedInk](#) **add** (*inkList*: *any*, *inkPercentages*: Array of *number*[, *withProperties*: *Object*])  
Creates a new mixed ink swatch.

Parameter	Type	Description
inkList	Array of <a href="#">Inks</a> <a href="#">MixedInkGroup</a>	The inks to mix. Note: Must contain at least two process inks and one spot ink. Can accept: Array of Inks or MixedInkGroup.
inkPercentages	Array of <i>number</i>	The percent to use of each ink in the ink list. (Range: 0 to 100 for each ink)
withProperties	<i>Object</i>	Initial values for properties of the new MixedInk (Optional)

[number](#) **count** ()

Displays the number of elements in the MixedInk.

**Element of** [Application.mixedInks](#)  
[Document.mixedInks](#)

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**Class**

# Swatch

A swatch (color, gradient, tint, or mixed ink).

Superclass of [Color](#), [Gradient](#), [MixedInk](#), and [MixedInkGroup](#)

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [merge](#), [remove](#)

## Hierarchy

Application | Document

Swatch

Color | Gradient | MixedInk | MixedInkGroup

## Properties

Property	Type	Access	Description
id	number	readonly	The unique ID of the Swatch.
index	number	readonly	The index of the Swatch within its containing object.
label	string	r/w	A property that can be set to any string.
name	string	r/w	The name of the Swatch.
parent	<a href="#">ApplicationDocument</a>	readonly	The parent of the Swatch (a Application or Document).
properties	Object	r/w	A property that allows setting of

several properties at the same time.

## Methods Instances

### `Swatch duplicate ()`

Duplicates the Swatch.

### `string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

### `void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

### `void merge (with: any)`

Merge one or more other swatches into this one.

Parameter	Type	Description
with	Array of Swatches String Swatch	The swatches to merge. Can accept: Array of Swatches, Swatch or String.

### `void remove (replacingWith: Swatch)`

Delete swatch.

Parameter	Type	Description
replacingWith	Swatch	The swatch to apply in place of this one

**Element of** `Application.unusedSwatches`  
`Button.fillColor`

`Button.gapColor`  
`Button.shadowColor`  
`Button.strokeColor`  
`Cell.bottomEdgeStrokeColor`  
`Cell.bottomEdgeStrokeGapColor`  
`Cell.diagonalLineStrokeColor`  
`Cell.diagonalLineStrokeGapColor`  
`Cell.fillColor`  
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`Cell.innerRowStrokeColor`  
`Cell.innerRowStrokeGapColor`  
`Cell.leftEdgeStrokeColor`  
`Cell.leftEdgeStrokeGapColor`  
`Cell.rightEdgeStrokeColor`  
`Cell.rightEdgeStrokeGapColor`  
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`Column.innerRowStrokeColor`  
`Column.innerRowStrokeGapColor`  
`Column.leftEdgeStrokeColor`  
`Column.leftEdgeStrokeGapColor`  
`Column.rightEdgeStrokeColor`  
`Column.rightEdgeStrokeGapColor`  
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`GraphicLine.strokeColor`  
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`Group.gapColor`  
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`Image.shadowColor`  
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`InsertionPoint.ruleBelowGapColor`  
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`Line.bulletsAndNumberingColor`  
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`Paragraph.ruleBelowGapColor`  
`Paragraph.strikeThroughColor`  
`Paragraph.strikeThroughGapColor`  
`Paragraph.strokeColor`  
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`ParagraphStyle.strikeThroughColor`  
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`ParagraphStyle.strokeColor`  
`ParagraphStyle.underlineColor`  
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`Row.diagonalLineStrokeGapColor`  
`Row.fillColor`  
`Row.innerColumnStrokeColor`  
`Row.innerColumnStrokeGapColor`  
`Row.innerRowStrokeColor`  
`Row.innerRowStrokeGapColor`  
`Row.leftEdgeStrokeColor`  
`Row.leftEdgeStrokeGapColor`  
`Row.rightEdgeStrokeColor`  
`Row.rightEdgeStrokeGapColor`  
`Row.topEdgeStrokeColor`

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`Story.ruleBelowColor`  
`Story.ruleBelowGapColor`  
`Story.strikeThroughColor`  
`Story.strikeThroughGapColor`  
`Story.strokeColor`  
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`Table.bottomBorderStrokeGapColor`  
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`Table.endColumnStrokeColor`  
`Table.endColumnStrokeGapColor`  
`Table.endRowFillColor`  
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`Table.endRowStrokeGapColor`  
`Table.leftBorderStrokeColor`  
`Table.leftBorderStrokeGapColor`  
`Table.rightBorderStrokeColor`  
`Table.rightBorderStrokeGapColor`  
`Table.startColumnFillColor`  
`Table.startColumnStrokeColor`  
`Table.startColumnStrokeGapColor`  
`Table.startRowFillColor`  
`Table.startRowStrokeColor`  
`Table.startRowStrokeGapColor`  
`Table.topBorderStrokeColor`  
`Table.topBorderStrokeGapColor`  
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`Text.ruleAboveGapColor`  
`Text.ruleBelowColor`  
`Text.ruleBelowGapColor`  
`Text.strikeThroughColor`

`Text.strikeThroughGapColor`  
`Text.strokeColor`  
`Text.underlineColor`  
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`TextColumn.bulletsAndNumberingColor`  
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`TextDefault.bulletsAndNumberingColor`  
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`TextDefault.ruleBelowColor`  
`TextDefault.ruleBelowGapColor`  
`TextDefault.strikeThroughColor`  
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`TextDefault.underlineGapColor`  
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`TextStyleRange.fillColor`  
`TextStyleRange.ruleAboveColor`  
`TextStyleRange.ruleAboveGapColor`  
`TextStyleRange.ruleBelowColor`  
`TextStyleRange.ruleBelowGapColor`  
`TextStyleRange.strikeThroughColor`  
`TextStyleRange.strikeThroughGapColor`  
`TextStyleRange.strokeColor`

`TextStyleRange.underlineColor`  
`TextStyleRange.underlineGapColor`  
`WMF.shadowColor`  
`Word.bulletsAndNumberingColor`  
`Word.fillColor`  
`Word.ruleAboveColor`  
`Word.ruleAboveGapColor`  
`Word.ruleBelowColor`  
`Word.ruleBelowGapColor`  
`Word.strikeThroughColor`  
`Word.strikeThroughGapColor`  
`Word.strokeColor`  
`Word.underlineColor`  
`Word.underlineGapColor`

**Used in:** `void Character.applyBullets ([bulletChar: number][,`  
`bulletType: Bulletcharactertype][, bulletFont: any][,`  
`bulletFontSize: string][, bulletSize: number][,`  
`bulletColor: Swatch][, bulletAlignment:`  
`ListAlignment=ListAlignment.HANGING_LIST][,`  
`listLeftIndent: number][, listFirstLineIndent: number][,`  
`listFirstTabPosition: number])`  
`void Character.applyNumbers ([numberingStyle:`  
`NumberingStyle][, numberingSeparator: number][,`  
`startingValue: number][, numberFont: any][,`  
`numberFontSize: string][, numberSize: number][,`  
`numberColor: Swatch][, numberAlignment:`  
`ListAlignment=ListAlignment.HANGING_LIST][,`  
`listLeftIndent: number][, listFirstLineIndent: number][,`  
`listFirstTabPosition: number])`  
`void Color.merge (with: any)`  
`void Color.remove (replacingWith: Swatch)`  
`void Gradient.merge (with: any)`  
`void Gradient.remove (replacingWith: Swatch)`  
`void InsertionPoint.applyBullets ([bulletChar: number][,`  
`bulletType: Bulletcharactertype][, bulletFont: any][,`  
`bulletFontSize: string][, bulletSize: number][,`  
`bulletColor: Swatch][, bulletAlignment:`  
`ListAlignment=ListAlignment.HANGING_LIST][,`

```
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void InsertionPoint.applyNumbers ([numberingStyle:
NumberingStyle][, numberingSeparator: number][,
startingValue: number][, numberFont: any][,
numberFontStyle: string][, numberSize: number][,
numberColor: Swatch][, numberAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void Line.applyBullets ([bulletChar: number][, bulletType:
Bulletcharactertype][, bulletFont: any][, bulletFontStyle:
string][, bulletSize: number][, bulletColor: Swatch][,
bulletAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void Line.applyNumbers ([numberingStyle: NumberingStyle]
[, numberingSeparator: number][, startingValue: number]
[, numberFont: any][, numberFontStyle: string][,
numberSize: number][, numberColor: Swatch][,
numberAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void MixedInk.merge (with: any)
void MixedInk.remove (replacingWith: Swatch)
void MixedInkGroup.merge (with: any)
void MixedInkGroup.remove (replacingWith: Swatch)
void Paragraph.applyBullets ([bulletChar: number][,
bulletType: Bulletcharactertype][, bulletFont: any][,
bulletFontStyle: string][, bulletSize: number][,
bulletColor: Swatch][, bulletAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void Paragraph.applyNumbers ([numberingStyle:
NumberingStyle][, numberingSeparator: number][,
startingValue: number][, numberFont: any][,
```

```
numberFontStyle: string][, numberSize: number][,
numberColor: Swatch][, numberAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void Story.applyBullets ([bulletChar: number][, bulletType:
Bulletcharactertype][, bulletFont: any][, bulletFontStyle:
string][, bulletSize: number][, bulletColor: Swatch][,
bulletAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void Story.applyNumbers ([numberingStyle:
NumberingStyle][, numberingSeparator: number][,
startingValue: number][, numberFont: any][,
numberFontStyle: string][, numberSize: number][,
numberColor: Swatch][, numberAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void Swatch.merge (with: any)
void Swatch.remove (replacingWith: Swatch)
void Text.applyBullets ([bulletChar: number][, bulletType:
Bulletcharactertype][, bulletFont: any][, bulletFontStyle:
string][, bulletSize: number][, bulletColor: Swatch][,
bulletAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void Text.applyNumbers ([numberingStyle: NumberingStyle]
[, numberingSeparator: number][, startingValue: number]
[, numberFont: any][, numberFontStyle: string][,
numberSize: number][, numberColor: Swatch][,
numberAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void TextColumn.applyBullets ([bulletChar: number][,
bulletType: Bulletcharactertype][, bulletFont: any][,
```

```
bulletFontStyle: string][, bulletSize: number][,
bulletColor: Swatch][, bulletAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void TextColumn.applyNumbers ([numberingStyle:
NumberingStyle][, numberingSeparator: number][,
startingValue: number][, numberFont: any][,
numberFontStyle: string][, numberSize: number][,
numberColor: Swatch][, numberAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void TextStyleRange.applyBullets ([bulletChar: number][,
bulletType: Bulletcharactertype][, bulletFont: any][,
bulletFontStyle: string][, bulletSize: number][,
bulletColor: Swatch][, bulletAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void TextStyleRange.applyNumbers ([numberingStyle:
NumberingStyle][, numberingSeparator: number][,
startingValue: number][, numberFont: any][,
numberFontStyle: string][, numberSize: number][,
numberColor: Swatch][, numberAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void Tint.merge (with: any)
void Tint.remove (replacingWith: Swatch)
void Word.applyBullets ([bulletChar: number][, bulletType:
Bulletcharactertype][, bulletFont: any][, bulletFontStyle:
string][, bulletSize: number][, bulletColor: Swatch][,
bulletAlignment:
ListAlignment=ListAlignment.HANGING_LIST][,
listLeftIndent: number][, listFirstLineIndent: number][,
listFirstTabPosition: number])
void Word.applyNumbers ([numberingStyle:
NumberingStyle][, numberingSeparator: number][,
```

```
startingValue: number][, numberFont: any][,  
numberFontStyle: string][, numberSize: number][,  
numberColor: Swatch][, numberAlignment:  
ListAlignment=ListAlignment.HANGING_LIST][,  
listLeftIndent: number][, listFirstLineIndent: number][,  
listFirstTabPosition: number])
```

**Return** **Swatch** **Swatch.duplicate ()**

**Class**

# Swatches

A collection of swatches.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Swatch.

**Element of** [Application.swatches](#)  
[Document.swatches](#)

**Used in:** [void Color.merge \(with: any\)](#)  
[void Gradient.merge \(with: any\)](#)  
[void MixedInk.merge \(with: any\)](#)  
[void MixedInkGroup.merge \(with: any\)](#)  
[void Swatch.merge \(with: any\)](#)  
[void Tint.merge \(with: any\)](#)

**Class**

# Tint

A tint swatch. Base Class: [Color](#)

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [merge](#), [remove](#)

## Hierarchy

[Application](#) | [Document](#)



## Properties

Property	Type	Access	Description
colorValue	Array of number	r/w	The value creates color specification percentages for each ink. The values required range depends on the spacing range specified three values each in the 0 to

CM  
spec  
valu  
repr  
C, M  
and I  
each  
in th  
0 to  
LAE  
spec  
three  
repr  
L (R  
to 10  
(Ran  
-128  
127)  
(Ran  
-128  
127)  
mixe  
spec  
valu  
each  
the i  
with  
valu  
rang  
100.

id	number	readonly	The ID o Tint.
index	number	readonly	The of th with cont obje

label	string	r/w	A pr... that... set to... strin...
model	<b>ColorModel:</b> ColorModel.SPOT ColorModel.PROCESS ColorModel.REGISTRATION ColorModel.MIXEDINKMODEL	r/w	The... mod...
name	string	r/w	The... of th...
parent	<a href="#">Application</a> <a href="#">Document</a>	readonly	The... of th... (a... App... or... Doc...
properties	Object	r/w	A pr... that... setti... seve... prop... the s... time...
space	<b>ColorSpace:</b> ColorSpace.RGB ColorSpace.CMYK ColorSpace.LAB ColorSpace.MIXEDINK	r/w	The... spac...
tintValue	number	r/w	The... perc... of th... color...

## Methods Instances

**Tint duplicate ()**

Duplicates the Tint.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

**void merge (with: any)**

Merge one or more other swatches into this one.

Parameter	Type	Description
with	Array of Swatches String Swatch	The swatches to merge. Can accept: A Swatches, Swatch or String.

**void remove (replacingWith: Swatch)**

Delete swatch.

Parameter	Type	Description
replacingWith	Swatch	The swatch to apply in place of this

**Return Tint Tint.duplicate ()**

**Tint Tints.add ([color: Color][, withProperties: Object])**

**Class**

# Tints

A collection of tints.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**Tint add ([color: Color][, withProperties: Object])**

Creates a new tint swatch.

Parameter	Type	Description
color	Color	The color that the tint is based upon. (Optional)
withProperties	Object	Initial values for properties of the new Tint (Optional)

**number count ()**

Displays the number of elements in the Tint.

**Element of** [Application.tints](#)  
[Document.tints](#)

**Class**

# TrapPreset

A trap preset.

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

[Application](#)

[TrapPreset](#)

## Properties

Property	Type
blackColorThreshold	number
blackDensity	number
blackWidth	number

---

colorReduction      number

---

defaultTrapWidth      number

id	number
imagePlacement	<code>TrapImagePlacementTypes:</code> <code>TrapImagePlacementTypes.CE</code> <code>TrapImagePlacementTypes.CH</code> <code>TrapImagePlacementTypes.IM</code> <code>TrapImagePlacementTypes.IM</code>
imagesToImages	bool
index	number
internalImages	bool

label	string
name	string
objectsToImages	bool
oneBitImages	bool
parent	<a href="#">Application Document</a>
properties	Object
slidingTrapThreshold	number

stepThreshold	number
trapEnd	<p><a href="#">TrapEndTypes</a>:</p> <p>TrapEndTypes.MITER_TRAP          TrapEndTypes.OVERLAP_TR</p>
trapJoin	<p><a href="#">EndJoin</a>:</p> <p>EndJoin.MITER_END_JOIN          EndJoin.ROUND_END_JOIN          EndJoin.BEVEL_END_JOIN</p>

## Methods Instances

### [TrapPreset](#) **duplicate ()**

Duplicates the TrapPreset.

### **string extractLabel (*key*: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified

Parameter	Type
key	string
value	string

**void remove (replacingWith: TrapPreset)**

Deletes the trap preset.

Parameter	Type	Description
replacingWith	TrapPreset	The trap preset to

**Element of** [Page.appliedTrapPreset](#)

**Used in:** [void TrapPreset.remove \(replacingWith: TrapPreset\)](#)

**Return** [TrapPreset](#) [TrapPreset.duplicate \(\)](#)  
[TrapPreset](#) [TrapPresets.add \(\[withProperties: Object\]\)](#)

**Class**

# TrapPresets

A collection of trap presets.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**TrapPreset add ([withProperties: Object])**

Creates a new TrapPreset.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new TrapPreset (Optional)

**number count ()**

Displays the number of elements in the TrapPreset.

## Element of

[Application.trapPresets](#)  
[Document.trapPresets](#)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

Not so much methods and properties - this is the complete list of all predefined constants. Yep, it's a lot.

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TagVector  
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## **Enumeration**

# AcrobatCompatibility

The exported PDF document's /

## Value

## Name

AcrobatCompatibility.ACROB

AcrobatCompatibility.ACROB

AcrobatCompatibility.ACROB

## Usage As property

`PDFExportPreference.acrobatC`

`PDFExportPreset.acrobatComp`

## **Enumeration**

# AlignmentStyle

Options for alignment style

Value	Name	Description
	AlignmentStyle.CENTER_ALIGN	Use Center alignment
	AlignmentStyle.LEFT_ALIGN	Use Left alignment
	AlignmentStyle.RIGHT_ALIGN	Use Right alignment
	AlignmentStyle.SPREADSHEET	Use Spreadsheet alignment

**Usage** As property

[ExcelImportPreference.alignmentStyle](#)

## **Enumeration**

# AlternatingFillsTypes

Pattern options for alternating fil

## Value

### Name

AlternatingFillsTypes.ALTERN

AlternatingFillsTypes.ALTERN

AlternatingFillsTypes.NO\_ALT

## Usage As property

[Table.alternatingFills](#)

## **Enumeration**

# AnchorPoint

The reference point on the object's bounding box that is used for transformation operations. Note: Transformations ignore flipping, and shearing.

Value	Name	Description
AnchorPoint.BOTTOM_CENTER_ANCHOR	Top center of the bounding box	The reference point on the object's bounding box that is used for transformation operations. Note: Transformations ignore flipping, and shearing.
AnchorPoint.BOTTOM_LEFT_ANCHOR	Bottom-left corner of the bounding box	
AnchorPoint.BOTTOM_RIGHT_ANCHOR	Bottom-right corner of the bounding box	
AnchorPoint.CENTER_ANCHOR	Center of the bounding box	
AnchorPoint.LEFT_CENTER_ANCHOR	Left center of the bounding box	
AnchorPoint.RIGHT_CENTER_ANCHOR	Right center of the bounding box	
AnchorPoint.TOP_CENTER_ANCHOR	Top center of the bounding box	

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	to]
	bo
	bo
AnchorPoint.TOP_LEFT_ANCHOR	Tl
	co
AnchorPoint.TOP_RIGHT_ANCHOR	Tl
	ri§

## Usage In function

```
void Button.resize ([horizontalScale: number][, ver  
around: any][, consideringCurrentScale: bool=  
transformingContent: bool=true][, considering  
bool=false])
```

```
void Button.rotate (by: number[, around: any][,  
consideringCurrentRotation: bool=false][, tran  
bool=true][, consideringParentsRotation: bool
```

```
void Button.shear (by: number[, around: any][, con  
bool=false][, transformingContent: bool=true  
consideringParentsShear: bool=false])
```

```
void EPS.resize ([horizontalScale: number][, vertic  
around: any][, consideringCurrentScale: bool=  
transformingContent: bool=true][, considering  
bool=false])
```

```
void EPS.rotate (by: number[, around: any][, consi  
bool=false][, transformingContent: bool=true  
consideringParentsRotation: bool=false])
```

```
void EPS.shear (by: number[, around: any][, consid  
bool=false][, transformingContent: bool=true  
consideringParentsShear: bool=false])
```

```
void FormField.resize ([horizontalScale: number][,  
around: any][, consideringCurrentScale: bool=  
transformingContent: bool=true][, considering  
bool=false])
```

```
void FormField.rotate (by: number[, around: any][,  
consideringCurrentRotation: bool=false][, tran  
bool=true][, consideringParentsRotation: bool
```

```
void FormField.shear (by: number[, around: any][, consideringCurrentShear: bool=false][, transformingContent: bool=true][, consideringParentsShear: bool=false][, consideringParentsRotation: bool=false])
void Graphic.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])
void Graphic.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transformingContent: bool=true][, consideringParentsRotation: bool=false])
void Graphic.shear (by: number[, around: any][, consideringCurrentShear: bool=false][, transformingContent: bool=true][, consideringParentsShear: bool=false])
void GraphicLine.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])
void GraphicLine.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transformingContent: bool=true][, consideringParentsRotation: bool=false])
void GraphicLine.shear (by: number[, around: any][, consideringCurrentShear: bool=false][, transformingContent: bool=true][, consideringParentsShear: bool=false])
void Group.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])
void Group.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transformingContent: bool=true][, consideringParentsRotation: bool=false])
void Group.shear (by: number[, around: any][, consideringCurrentShear: bool=false][, transformingContent: bool=true][, consideringParentsShear: bool=false])
void Image.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])
void Image.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transformingContent: bool=true][, consideringParentsRotation: bool=false])
```

```
    consideringParentsRotation: bool=false])
void Image.shear (by: number[, around: any][, consider
    bool=false][, transformingContent: bool=true]
    consideringParentsShear: bool=false])
void Movie.resize ([horizontalScale: number][, vert
    around: any][, consideringCurrentScale: bool=
        transformingContent: bool=true][, considerin
        bool=false])
void Oval.resize ([horizontalScale: number][, vertic
    around: any][, consideringCurrentScale: bool=
        transformingContent: bool=true][, considerin
        bool=false])
void Oval.rotate (by: number[, around: any][, consid
    bool=false][, transformingContent: bool=true]
    consideringParentsRotation: bool=false])
void Oval.shear (by: number[, around: any][, consid
    bool=false][, transformingContent: bool=true]
    consideringParentsShear: bool=false])
void PDF.resize ([horizontalScale: number][, vertic
    around: any][, consideringCurrentScale: bool=
        transformingContent: bool=true][, considerin
        bool=false])
void PDF.rotate (by: number[, around: any][, consid
    bool=false][, transformingContent: bool=true]
    consideringParentsRotation: bool=false])
void PDF.shear (by: number[, around: any][, consid
    bool=false][, transformingContent: bool=true]
    consideringParentsShear: bool=false])
void PICT.resize ([horizontalScale: number][, vertic
    around: any][, consideringCurrentScale: bool=
        transformingContent: bool=true][, considerin
        bool=false])
void PICT.rotate (by: number[, around: any][, consid
    bool=false][, transformingContent: bool=true]
    consideringParentsRotation: bool=false])
void PICT.shear (by: number[, around: any][, consid
    bool=false][, transformingContent: bool=true]
    consideringParentsShear: bool=false])
void PageItem.resize ([horizontalScale: number][, v
```

```
around: any][, consideringCurrentScale: bool=transformingContent: bool=true][, considering bool=false])
void PageItem.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transform bool=true][, consideringParentsRotation: bool=false])
void PageItem.shear (by: number[, around: any][, considering bool=false][, transformingContent: bool=true][, consideringParentsShear: bool=false])
void Polygon.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=transformingContent: bool=true][, considering bool=false])
void Polygon.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transform bool=true][, consideringParentsRotation: bool=false])
void Polygon.shear (by: number[, around: any][, considering bool=false][, transformingContent: bool=true][, consideringParentsShear: bool=false])
void Rectangle.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=transformingContent: bool=true][, considering bool=false])
void Rectangle.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transform bool=true][, consideringParentsRotation: bool=false])
void Rectangle.shear (by: number[, around: any][, considering bool=false][, transformingContent: bool=true][, consideringParentsShear: bool=false])
void Sound.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=transformingContent: bool=true][, considering bool=false])
void TextFrame.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=transformingContent: bool=true][, considering bool=false])
void TextFrame.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transform bool=true])
```

```
bool=true][, consideringParentsRotation: bool  
void TextFrame.shear (by: number[, around: any][,  
    consideringCurrentShear: bool=false][, transformContent: bool=true]  
bool=true][, consideringParentsShear: bool=false])  
void WMF.resize ([horizontalScale: number][, verticalScale: number][,  
    around: any][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsRotation: bool=false])  
void WMF.rotate (by: number[, around: any][, consideringCurrentShear: bool=false][, transformContent: bool=true][, consideringParentsRotation: bool=false])  
void WMF.shear (by: number[, around: any][, consideringCurrentScale: bool=false][, transformContent: bool=true][, consideringParentsShear: bool=false])
```

As property

[LayoutWindow.transformReferencePoint](#)

## **Enumeration**

# ArrangeBy

The order in which to arrange records in the target document.

Value	Name	Description	Value
	ArrangeBy.COLUMNS_FIRST	Arranges records by column.	168488 = 'dmC'
	ArrangeBy.ROWS_FIRST	Arranges records by row.	168489 = 'dmF'

**Usage** As property

[DataMergePreference.arrangeBy](#)

## **Enumeration**

# ArrowHead

The shape of one or both ends of an open path.

Value	Name
	ArrowHead.BARBED_ARROW_HEAD
	ArrowHead.BAR_ARROW_HEAD
	ArrowHead.CIRCLE_ARROW_HEAD

---

ArrowHead.CIRCLE\_SOLID\_ARROW\_HEAD

---

ArrowHead.CURVED\_ARROW\_HEAD

---

ArrowHead.NONE

---

ArrowHead.SIMPLE\_ARROW\_HEAD

---

ArrowHead.SIMPLE\_WIDE\_ARROW\_HEAD

---

ArrowHead.SQUARE\_ARROW\_HEAD

---

ArrowHead.SQUARE\_SOLID\_ARROW\_HEAD

---

ArrowHead.TRIANGLE\_ARROW\_HEAD

---

---

ArrowHead.TRIANGLE\_WIDE\_ARROW\_HEAD

---

---

## Usage As property

[Button.leftLineEnd](#)  
[Button.rightLineEnd](#)  
[FormField.leftLineEnd](#)  
[FormField.rightLineEnd](#)  
[GraphicLine.leftLineEnd](#)  
[GraphicLine.rightLineEnd](#)  
[Group.leftLineEnd](#)  
[Group.rightLineEnd](#)  
[Oval.leftLineEnd](#)  
[Oval.rightLineEnd](#)  
[PageItem.leftLineEnd](#)  
[PageItem.rightLineEnd](#)  
[Polygon.leftLineEnd](#)  
[Polygon.rightLineEnd](#)  
[Rectangle.leftLineEnd](#)  
[Rectangle.rightLineEnd](#)  
[TextFrame.leftLineEnd](#)  
[TextFrame.rightLineEnd](#)

---

## **Enumeration**

# AssetType

Asset type options.

Value	Name	Description	Value
	AssetType.EPS_TYPE	The asset is cataloged as an EPS asset.	1952400 = 't_EP'
	AssetType.GEOMETRY_TYPE	The asset is cataloged as a geometric page item asset.	1952409 = 't_ge'
	AssetType.IMAGE_TYPE	The asset is cataloged as an image asset.	1952409 = 't_im'
	AssetType.PAGE_TYPE	The asset is cataloged as a page asset.	1952411 = 't_pa'
	AssetType.PDF_TYPE	The asset is cataloged as a PDF asset.	1952403 = 't_PD'
	AssetType.TEXT_TYPE	The asset is cataloged as a text asset.	1952412 = 't_te'

**Usage** As property

`Asset.assetType`

## **Enumeration**

# BehaviorEvents

Behavior trigger event options.

Value	Name	Description
	BehaviorEvents.MOUSE_DOWN	Triggers behavior when the mouse button is clicked (without being released).
	BehaviorEvents.MOUSE_ENTER	Triggers behavior when the mouse pointer enters the area defined by the bounding box of the object.
	BehaviorEvents.MOUSE_EXIT	Triggers behavior when the mouse pointer leaves the area defined by the bounding box of the object.

	BehaviorEvents.MOUSE_UP	Triggers behavior when the mouse is released after a click.
	BehaviorEvents.ON_BLUR	Triggers behavior when the focus moves to a different interacting object.
	BehaviorEvents.ON_FOCUS	Triggers behavior when the object receives focus, either through mouse action or pressing the Tab key.

## Usage As property

[Behavior.event](#)  
[CloseWindowBehavior.event](#)  
[GotoAnchorBehavior.event](#)  
[GotoFirstPageBehavior.event](#)  
[GotoLastPageBehavior.event](#)  
[GotoNextPageBehavior.event](#)  
[GotoNextViewBehavior.event](#)  
[GotoPreviousPageBehavior.event](#)  
[GotoPreviousViewBehavior.event](#)  
[GotoURLBehavior.event](#)

[MovieBehavior.event](#)  
[OpenFileBehavior.event](#)  
[QuitBehavior.event](#)  
[ShowHideFieldsBehavior.event](#)  
[SoundBehavior.event](#)  
[ViewZoomBehavior.event](#)

---

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## **Enumeration**

# BindingOptions

The location of the binding spine in a spread.

Value	Name	Description
	BindingOptions.DEFAULT_VALUE	Uses default binding side.
	BindingOptions.LEFT_ALIGN	Moves page to left side of the spread binding spine.
	BindingOptions.RIGHT_ALIGN	Moves page to right side of the spread binding spine.

## Usage In function

```
Page Page.move ([to:  
    LocationOptions=LocationOptions.AT  
    any][, binding:  
    BindingOptions=BindingOptions.DE]
```

## **Enumeration**

# BitmapCompresssion

Bitmap compression type

## Value

## Name

BitmapCompresssion.AUTO\_C

BitmapCompresssion.JPEG

BitmapCompresssion.JPEG\_20C

BitmapCompresssion.NONE

BitmapCompresssion.ZIP

## Usage As property

[PDFExportPreference.colorBitmap](#)

[PDFExportPreference.grayscaleE](#)

[PDFExportPreset.colorBitmapC](#)

[PDFExportPreset.grayscaleBitma](#)

## **Enumeration**

# BlendMode

Blend mode options.

Value	Name	Description	Value
	BlendMode.COLOR	<p>Creates a color with the luminance of the base color and the hue and saturation of the blend color. Note: Preserves gray levels and is useful for coloring monochrome images or tinting color images.</p> <p>Creates the inverse effect of the luminosity blend mode.</p>	16682 = 'coli'
	BlendMode.COLOR_BURN	<p>Darkens the base color to reflect the blend color.</p> <p>Note: Blending with white produces no change.</p>	20206 = 'xpN'

BlendMode.COLOR_DODGE	Brightens the base color to reflect the blend color.  Note: Blending with pure black produces no change.	20206 = 'xpN
BlendMode.DARKEN	Selects the darker of the base or blend colors as the resulting color; replaces areas lighter than the blend color but does not change areas darker than the blend color.	20206 = 'xpN
BlendMode.DIFFERENCE	Subtracts either the blend color from the base color or vice versa, depending on which has the greater brightness	20206 = 'xpN

value. Note:  
Blending  
with white  
inverts the  
base color  
values;  
blending  
with black  
produces no  
change.

---

BlendMode.EXCLUSION

Creates an effect similar to--but lower in contrast than--the difference blend mode.  
Note:  
Blending with white inverts the base color values; blending with black produces no change

---

BlendMode.HARD\_LIGHT

For blend colors lighter than 50% gray, lightens the artwork as if it were screened; for blend colors darker than 50% gray,

darkens the artwork as if it were multiplied.  
Note:  
Painting with pure black or white results in pure black or white.

BlendMode.HUE	Creates a color with the luminance and saturation of the base color and the hue of the blend color.	20206 = 'xpN'
BlendMode.LIGHTEN	Selects the lighter of the base or blend colors as the resulting color; replaces areas darker than the blend color but does not change areas lighter than the blend color	20206 = 'xpN'

	BlendMode.LUMINOSITY	Creates a color with the hue and saturation of the base color and the luminance of the blend color. Note: Creates the inverse effect of the color blend mode.	20206 = 'xpL'
	BlendMode.MULTIPLY	Multiplies the base color by the blend color, resulting in a darker color.  Note: Multiplying with black produces black; multiplying with white leaves the color unchanged.	20206 = 'xpM'
	BlendMode.NORMAL	Colors the object with the blend color, without interaction with the base color.	18527 = 'norM'

<p><code>BlendMode.OVERLAY</code></p>	<p>Multiplies or screens the colors, depending on the base color; patterns or colors overlay the existing artwork, preserving base color highlights and shadows while mixing in the blend color to reflect the lightness or darkness of the original color.</p>	<p>20206 = 'xpN</p>
<p><code>BlendMode.SATURATION</code></p>	<p>Creates a color with the luminance and hue of the base color and the saturation of the blend color. Note: Does not change areas with no saturation</p>	<p>13805 = 'RIs</p>

	(0% gray).
BlendMode.SCREEN	<p>Multiplies the inverse of the blend and base colors, resulting in a lighter color.</p> <p>Note:</p> <p>Screening with white produces white; screening with black leaves the color unchanged.</p>
BlendMode.SOFT_LIGHT	<p>For blend colors lighter than 50% gray, lightens the artwork as if it were dodged; for blend colors darker than 50% gray, darkens the artwork as if it were burned.</p> <p>Note:</p> <p>Painting with pure black or white</p>

produces a distinctly darker or lighter area, but does not result in pure black or white.

---

## Usage As property

`Button.blendMode`  
`Button.shadowBlendMode`  
`EPS.blendMode`  
`EPS.shadowBlendMode`  
`FormField.blendMode`  
`FormField.shadowBlendMode`  
`GraphicLine.blendMode`  
`GraphicLine.shadowBlendMode`  
`Group.blendMode`  
`Group.shadowBlendMode`  
`Image.blendMode`  
`Image.shadowBlendMode`  
`Oval.blendMode`  
`Oval.shadowBlendMode`  
`PDF.blendMode`  
`PDF.shadowBlendMode`  
`PICT.blendMode`  
`PICT.shadowBlendMode`  
`PageItem.blendMode`  
`PageItem.shadowBlendMode`  
`Polygon.blendMode`  
`Polygon.shadowBlendMode`  
`Rectangle.blendMode`  
`Rectangle.shadowBlendMode`  
`TextFrame.blendMode`  
`TextFrame.shadowBlendMode`  
`WMF.blendMode`  
`WMF.shadowBlendMode`

---



## **Enumeration**

# BlendingSpace

Transparency blending space options.

Value	Name	Description
	BlendingSpace.CMYK	Uses the CMYK profile.
	BlendingSpace.DEFAULT_VALUE	Defaults the current color profile.
	BlendingSpace.RGB	Uses the RGB color profile.

**Usage** *As property*

`TransparencyPreference.blendingSpace`

## **Enumeration**

# Bnautocolor

Auto value for bullets and numbering color.

Value	Name	Description
	Bnautocolor.TEXT_COLOR_VALUE	Text color value.

## Usage As property

[ChangePreference.bulletsAndNumberingColor](#)  
[Character.bulletsAndNumberingColor](#)  
[FindPreference.bulletsAndNumberingColor](#)  
[InsertionPoint.bulletsAndNumberingColor](#)  
[Line.bulletsAndNumberingColor](#)  
[Paragraph.bulletsAndNumberingColor](#)  
[ParagraphStyle.bulletsAndNumberingColor](#)  
[Story.bulletsAndNumberingColor](#)  
[Text.bulletsAndNumberingColor](#)  
[TextColumn.bulletsAndNumberingColor](#)  
[TextDefault.bulletsAndNumberingColor](#)  
[TextStyleRange.bulletsAndNumberingColor](#)  
[Word.bulletsAndNumberingColor](#)

## **Enumeration**

# Bnautofont

Auto value for bullets and numbering font family.

Value	Name	Description	V
	Bnautofont.TEXT_FONT_FAMILY	Text font family.	16 =

## Usage As property

[ChangePreference.bulletsAndNumberingFont](#)  
[Character.bulletsAndNumberingFont](#)  
[FindPreference.bulletsAndNumberingFont](#)  
[InsertionPoint.bulletsAndNumberingFont](#)  
[Line.bulletsAndNumberingFont](#)  
[Paragraph.bulletsAndNumberingFont](#)  
[ParagraphStyle.bulletsAndNumberingFont](#)  
[Story.bulletsAndNumberingFont](#)  
[Text.bulletsAndNumberingFont](#)  
[TextColumn.bulletsAndNumberingFont](#)  
[TextDefault.bulletsAndNumberingFont](#)  
[TextStyleRange.bulletsAndNumberingFont](#)  
[Word.bulletsAndNumberingFont](#)

## **Enumeration**

# Bnautofontstyle

Auto value for bullets and numbering font style

Value	Name	Description
	Bnautofontstyle.TEXT_FONT_STYLE	Text font style

## Usage As property

[ChangePreference.bulletsAndNumberingFontStyle](#)  
[Character.bulletsAndNumberingFontStyle](#)  
[FindPreference.bulletsAndNumberingFontStyle](#)  
[InsertionPoint.bulletsAndNumberingFontStyle](#)  
[Line.bulletsAndNumberingFontStyle](#)  
[Paragraph.bulletsAndNumberingFontStyle](#)  
[ParagraphStyle.bulletsAndNumberingFontStyle](#)  
[Story.bulletsAndNumberingFontStyle](#)  
[Text.bulletsAndNumberingFontStyle](#)  
[TextColumn.bulletsAndNumberingFontStyle](#)  
[TextDefault.bulletsAndNumberingFontStyle](#)  
[TextStyleRange.bulletsAndNumberingFontStyle](#)  
[Word.bulletsAndNumberingFontStyle](#)

## **Enumeration**

# Bnautosize

Auto value for bullets and numbering size.

Value	Name	Description	Value
	Bnautosize.TEXT_FONT_SIZE	Text font size.	165189 = 'buT'

## Usage As property

[ChangePreference.bulletsAndNumberingSize](#)  
[Character.bulletsAndNumberingSize](#)  
[FindPreference.bulletsAndNumberingSize](#)  
[InsertionPoint.bulletsAndNumberingSize](#)  
[Line.bulletsAndNumberingSize](#)  
[Paragraph.bulletsAndNumberingSize](#)  
[ParagraphStyle.bulletsAndNumberingSize](#)  
[Story.bulletsAndNumberingSize](#)  
[Text.bulletsAndNumberingSize](#)  
[TextColumn.bulletsAndNumberingSize](#)  
[TextDefault.bulletsAndNumberingSize](#)  
[TextStyleRange.bulletsAndNumberingSize](#)  
[Word.bulletsAndNumberingSize](#)

## **Enumeration**

# BookContentStatus

Book content file status options.

Value	Name
	BookContentStatus.DOCUMENT_I
	BookContentStatus.DOCUMENT_I
	BookContentStatus.DOCUMENT_C
	BookContentStatus.MISSING_DOC
	BookContentStatus.NORMAL

---

## **Usage** As property

[BookContent.status](#)

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## **Enumeration**

# Bulletcharactertype

## Bullet character type options.

Value	Name
1	Bulletcharactertype.GLYPH_WITHIN
2	Bulletcharactertype.UNICODE_ON
3	Bulletcharactertype.UNICODE_WITHIN

## Usage In function

```
void Character.applyBullets ([bulletChar:  
    Bulletcharactertype][, bulletF...]  
    bulletSize: number][, bulletCol...]  
    ListAlignment=ListAlignment  
    number][, listFirstLineIndent: n...]  
  
void InsertionPoint.applyBullets ([bu...]  
    Bulletcharactertype][, bulletF...]  
    bulletSize: number][, bulletCol...]  
    ListAlignment=ListAlignment  
    number][, listFirstLineIndent: n...]  
  
void Line.applyBullets ([bulletChar:  
    Bulletcharactertype][, bulletF...]  
    bulletSize: number][, bulletCol...]  
    ListAlignment=ListAlignment  
    number][, listFirstLineIndent: n...]  
  
void Paragraph.applyBullets ([bullet...]  
    Bulletcharactertype][, bulletF...]  
    bulletSize: number][, bulletCol...]  
    ListAlignment=ListAlignment  
    number][, listFirstLineIndent: n...]  
  
void Story.applyBullets ([bulletChar:  
    Bulletcharactertype][, bulletF...]
```

```
bulletSize: number][, bulletColor: string]
ListAlignment=ListAlignment
number][, listFirstLineIndent: number]
void Text.applyBullets ([bulletCharType: string,
bulletSize: number][, bulletColor: string]
ListAlignment=ListAlignment
number][, listFirstLineIndent: number])
void TextColumn.applyBullets ([bulletCharType: string,
bulletSize: number][, bulletColor: string]
ListAlignment=ListAlignment
number][, listFirstLineIndent: number])
void TextStyleRange.applyBullets ([bulletCharType: string,
bulletSize: number][, bulletColor: string]
ListAlignment=ListAlignment
number][, listFirstLineIndent: number])
void Word.applyBullets ([bulletCharType: string,
bulletSize: number][, bulletColor: string]
ListAlignment=ListAlignment
number][, listFirstLineIndent: number])
```

## As property

## Bullet.characterType

## **Enumeration**

# Capitalization

Capitalization options.

Value	Name	Descr
	Capitalization.ALL_CAPS	Use all uppercase letters
	Capitalization.CAP_TO_SMALL_CAP	Use OpenType small caps
	Capitalization.NORMAL	Do not change capital of the first letter
	Capitalization.SMALL_CAPS	Use small caps for lowercase letters

**Usage** As property

[ChangePreference.capitalization](#)  
[Character.capitalization](#)  
[CharacterStyle.capitalization](#)  
[FindPreference.capitalization](#)  
[InsertionPoint.capitalization](#)  
[Line.capitalization](#)  
[Paragraph.capitalization](#)  
[ParagraphStyle.capitalization](#)  
[Story.capitalization](#)  
[Text.capitalization](#)  
[TextColumn.capitalization](#)  
[TextDefault.capitalization](#)  
[TextStyleRange.capitalization](#)  
[Word.capitalization](#)



## **Enumeration**

# ChangecaseMode

Text case options.

Value	Name	Description
ChangecaseMode.LOWERCASE	M le lc	Lowercase mode.
ChangecaseMode.SENTENCECASE	M fi ea se u	Sentence case mode.
ChangecaseMode.TITLECASE	M fi ea u	Title case mode.
ChangecaseMode.UPPERCASE	M le u	Uppercase mode.

## Usage In function

```
void Character.changecase (using: ChangecaseMode)
void InsertionPoint.changecase (using: ChangecaseMode)
void Line.changecase (using: ChangecaseMode)
void Paragraph.changecase (using: ChangecaseMode)
void Story.changecase (using: ChangecaseMode)
void Text.changecase (using: ChangecaseMode)
void TextColumn.changecase (using: ChangecaseMode)
void TextStyleRange.changecase (using: ChangecaseMode)
void Word.changecase (using: ChangecaseMode)
```

## **Enumeration**

# CharacterDirectionOptions

Character direction.

Value	Name
	CharacterDirection
	CharacterDirection
	CharacterDirection

**Usage** As property

[Character.characterDirection](#)  
[Character.keyboardDirection](#)  
[CharacterStyle.characterDirection](#)  
[CharacterStyle.keyboardDirection](#)  
[InsertionPoint.characterDirection](#)  
[InsertionPoint.keyboardDirection](#)  
[Line.characterDirection](#)  
[Line.keyboardDirection](#)  
[Paragraph.characterDirection](#)  
[Paragraph.keyboardDirection](#)  
[ParagraphStyle.characterDirection](#)  
[ParagraphStyle.keyboardDirection](#)  
[Story.characterDirection](#)  
[Story.keyboardDirection](#)  
[Text.characterDirection](#)  
[Text.keyboardDirection](#)  
[TextColumn.characterDirection](#)  
[TextColumn.keyboardDirection](#)  
[TextDefault.characterDirection](#)  
[TextDefault.keyboardDirection](#)  
[TextStyleRange.characterDirection](#)  
[TextStyleRange.keyboardDirection](#)

[Word.characterDir](#)  
[Word.keyboardDir](#)

---

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## **Enumeration**

# ClippingPathType

The type of clipping path to create.

Value	Name
	ClippingPathType.ALPHA_CHANNEL
	ClippingPathType.DECTECT_EDGES
	ClippingPathType.NONE
	ClippingPathType.PHOTOSHOP_PATH
	ClippingPathType.USER_MODIFIED

**Usage** *As property*

`ClippingPathSettings.clippingType`

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## **Enumeration**

# ColorModel

The color model

Value	Name	Description	Value
	ColorModel.MIXEDINKMODEL	Mixed ink color type	17 = '
	ColorModel.PROCESS	Process color	18 = '
	ColorModel.REGISTRATION	Registration color	19 = '
	ColorModel.SPOT	Spot color	19 = '

**Usage** As property

[Color.model](#)  
[MixedInk.model](#)  
[MixedInkGroup.model](#)  
[Tint.model](#)

## **Enumeration**

# ColorOutputModes

Color output mode options for composite images.

Value	Name
ColorOutputModes.COMPOSITE_C	ColorOutputModes.COMPOSITE_C
ColorOutputModes.COMPOSITE_I	ColorOutputModes.COMPOSITE_I
ColorOutputModes.COMPOSITE_L	ColorOutputModes.COMPOSITE_L

---

ColorOutputModes.COMPOSITE\_I

---

ColorOutputModes.INRIP\_SEPARATIONS

---

ColorOutputModes.SEPARATIONS

---

## **Usage** As property

[PrintPreference.colorOutput](#)  
[PrinterPreset.colorOutput](#)

---

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## **Enumeration**

# ColorRenderingDictionary

The color-rendering dictionary

Value	Name
ColorRenderingDict	ColorRenderingDict
ColorRenderingDict	ColorRenderingDict
ColorRenderingDict	ColorRenderingDict

**Usage** As property

[PrintPreference.crd](#)  
[PrinterPreset.crd](#)

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## **Enumeration**

# ColorSettingsPolicy

The policy for handling mismatched

## Value

## Name

ColorSettingsPolicy.COLOR\_POLI

ColorSettingsPolicy.CONVERT\_TC

ColorSettingsPolicy.PRESERVE\_E

---

**Usage As property**

[ColorSetting.cmykPolicy](#)

[ColorSetting.rgbPolicy](#)

---

## **Enumeration**

# ColorSpace

Color space options.

Value	Name	Description	Value
	ColorSpace.CMYK	CMYK.	1129142603 = 'CMYK'
	ColorSpace.LAB	LAB.	1665941826 = 'cLAB'
	ColorSpace.MIXEDINK	Mixed ink.	1666009432 = 'cMIX'
	ColorSpace.RGB	RGB.	1666336578 = 'cRGB'

**Usage** As property

[Color.space](#)  
[MixedInk.space](#)  
[Tint.space](#)

## **Enumeration**

# ComposeUsing

Hyphenation exceptions list options for composition

Value	Name
	ComposeUsing.BOTH
	ComposeUsing.USE_DOCUMENT
	ComposeUsing.USE_USER_DICTIONARY

**Usage** As property

[DictionaryPreference.composition](#)

## **Enumeration**

# CompressionQuality

The amount and type of compression.

## Value

### Name

CompressionQuality.EIGHT\_BIT

CompressionQuality.FOUR\_BIT

CompressionQuality.HIGH

CompressionQuality.LOW

CompressionQuality.MAXIMUM

---

CompressionQuality.MEDIUM

---

CompressionQuality.MINIMUM

---

## Usage As property

[PDFExportPreference.colorBitmap](#)  
[PDFExportPreference.grayscaleBitmap](#)  
[PDFExportPreset.colorBitmapQuality](#)  
[PDFExportPreset.grayscaleBitmapQuality](#)

## **Enumeration**

# ContainerType

The container type.

Value	Name	Description	Value
	ContainerType.ALT	The container contains alternative values of which only one can be used.	12984241 = 'Mdat'
	ContainerType.BAG	The container contains unordered items.	12984244 = 'Mdbg'
	ContainerType.SEQ	The container contains ordered or sequential items.	12984287 = 'Mdsq'

## Usage In function

```
void MetadataPreference.createContainerItem
    (namespace: string, path: string[], index:
     number=0][, container:
     ContainerType=ContainerType.BAG])
```

## **Enumeration**

# ContentType

The content type of an object.

Value	Name	Description	Value
	ContentType.GRAPHIC_TYPE	The frame is a graphics frame.	17 = 'G'
	ContentType.TEXT_TYPE	The frame is a text frame.	19 = 'T'
	ContentType.UNASSIGNED	No content type assigned.	19 = 'U'

**Usage** As property

[GraphicLine](#).contentType

[Oval](#).contentType

[Polygon](#).contentType

[Rectangle](#).contentType

[TextFrame](#).contentType

## **Enumeration**

# ContourOptionsTypes

The path on which to base the contour options.

Value	Name
	ContourOptionsTypes.ALPHA
	ContourOptionsTypes.BOUNI
	ContourOptionsTypes.DETEC
	ContourOptionsTypes.GRAPF
	ContourOptionsTypes.PHOTC

---

ContourOptionsTypes.SAME\_

---

## Usage As property

[ContourOption.contourType](#)

---

## **Enumeration**

# ConvertPageBreaks

Options for converting manual page

## Value

### Name

ConvertPageBreaks.COLUMN\_BF

ConvertPageBreaks.NONE

ConvertPageBreaks.PAGE\_BREAK

## Usage As property

[WordRTFImportPreference.convertI](#)

## **Enumeration**

# ConvertTablesTo

Options for converting tables.

## Value

### Name

ConvertTablesTo.UNFORMATTED\_TAI

ConvertTablesTo.UNFORMATTED\_TAI

## Usage As property

`WordRTFImportPreference.convertTables'`

## **Enumeration**

# CopyrightStatus

The copyright status of the document.

Value	Name	Description
	CopyrightStatus.NO	The document is in the public domain.
	CopyrightStatus.UNKNOWN	The copyright status is unknown.
	CopyrightStatus.YES	The document is copyrighted.

**Usage** As property

`MetadataPreference.copyrightStatus`

## **Enumeration**

# CornerEffects

Corner effects options.

Value	Name
	CornerEffects.BEVEL_CORNER
	CornerEffects.FANCY_CORNER
	CornerEffects.INSET_CORNER
	CornerEffects.INVERSE_ROUNDED_CORNER
	CornerEffects.NONE
	CornerEffects.ROUNDED_CORNER

## Usage As property

[Button.cornerEffect](#)  
[FormField.cornerEffect](#)  
[GraphicLine.cornerEffect](#)  
[Group.cornerEffect](#)  
[Oval.cornerEffect](#)  
[PageItem.cornerEffect](#)  
[Polygon.cornerEffect](#)  
[Rectangle.cornerEffect](#)  
[TextFrame.cornerEffect](#)



## **Enumeration**

# CreateProxy

Options for creating preview images.

Value	Name	Description	Value
	CreateProxy.ALWAYS	Always creates preview images.	1699301 = 'eLaw'
	CreateProxy.AS_NEEDED	Creates preview images as needed.	1699311 = 'eInd'

**Usage** As property

[EPSImportPreference.epsProxy](#)

## **Enumeration**

# CrossReferenceType

Instructional text options for cross reference type

Value	Name
	CrossReferenceType.CUSTOM_C
	CrossReferenceType.CUSTOM_C
	CrossReferenceType.CUSTOM_C

---

CrossReferenceType.SEE

---

CrossReferenceType.SEE\_ALSO

---

CrossReferenceType.SEE\_ALSO\_

---

CrossReferenceType.SEE\_HEREI

---

CrossReferenceType.SEE\_OR\_AI

---

## **Usage** In function

[CrossReference](#) [CrossReferences.a](#)

**CrossReferenceType[**, [custom](#)

## As property

[CrossReference](#).[crossReferenceTy](#)

## **Enumeration**

# CursorTypes

Cursor types.

Value	Name	Description
	CursorTypes.BARBELL_CURSOR	Uses a barbell cursor.
	CursorTypes.BLOCK_CURSOR	Uses a block cursor.
	CursorTypes.STANDARD_CURSOR	Uses a standard cursor.
	CursorTypes.THICK_CURSOR	Uses a thick cursor.

**Usage** As property

[GalleyPreference.cursorType](#)

## **Enumeration**

# DTDFileEncoding

File encoding options for loading an ext

Value	Name	Description
	DTDFileEncoding.SHIFT_JIS	Shift_JIS encoding
	DTDFileEncoding.UTF16	UTF-16 encoding
	DTDFileEncoding.UTF8	UTF-8 encoding

## Usage

## **Enumeration**

# DataFormat

Format options for image data.

Value	Name	Description	Value
	DataFormat.ASCII	Uses ASCII format.	1095975753 = 'ASCI'
	DataFormat.BINARY	Uses binary format.	1114534521 = 'Bnry'

**Usage** *As property*

[EPSExportPreference.dataFormat](#)  
[PrintPreference.dataFormat](#)  
[PrinterPreset.dataFormat](#)

## **Enumeration**

# DataSourceType

The data source file format.

## Value

### Name

DataSourceType.COMMA\_SEPARATED

DataSourceType.TAB\_DELIMITED

## Usage In function

```
void DataMerge.selectDataSource (dataSou  
dataSourceType:  
DataSourceType=DataSourceType.C
```

## **Enumeration**

# DiacriticPositionOptions

Diacritic position.

Value	Name
	DiacriticPositionOptions.

## Usage As property

[Character.diacriticPosition](#)  
[CharacterStyle.diacriticPosition](#)  
[InsertionPoint.diacriticPosition](#)  
[Line.diacriticPosition](#)  
[Paragraph.diacriticPosition](#)  
[ParagraphStyle.diacriticPosition](#)  
[Story.diacriticPosition](#)  
[Text.diacriticPosition](#)  
[TextColumn.diacriticPosition](#)  
[TextDefault.diacriticPosition](#)  
[TextStyleRange.diacriticPosition](#)  
[Word.diacriticPosition](#)

## **Enumeration**

# DigitsTypeOptions

Digits type options.

Value	Name
	DigitsTypeOptions.ARABIC_DIGITS
	DigitsTypeOptions.BENGALI_DIGIT
	DigitsTypeOptions.BURMESE_DIGIT
	DigitsTypeOptions.DEFAULT_DIGIT
	DigitsTypeOptions.DEVANAGARI_I
	DigitsTypeOptions.FARSI_DIGITS
	DigitsTypeOptions.FULL_FARSI_DIGIT
	DigitsTypeOptions.GUJARATI_DIGIT
	DigitsTypeOptions.Gurmukhi_DIGIT
	DigitsTypeOptions.HINDI_DIGITS
	DigitsTypeOptions.KANNADA_DIGIT
	DigitsTypeOptions.KHMER_DIGITS
	DigitsTypeOptions.LAO_DIGITS

---

DigitsTypeOptions.MALAYALAM\_I

---

DigitsTypeOptions.NATIVE\_DIGITS

---

DigitsTypeOptions.ORIYA\_DIGITS

---

DigitsTypeOptions.TAMIL\_DIGITS

---

DigitsTypeOptions.TELUGU\_DIGITS

---

DigitsTypeOptions.THAI\_DIGITS

---

DigitsTypeOptions.TIBETAN\_DIGIT

---

---

## Usage As property

[Character.digitsType](#)  
[CharacterStyle.digitsType](#)  
[InsertionPoint.digitsType](#)  
[Line.digitsType](#)  
[Paragraph.digitsType](#)  
[ParagraphStyle.digitsType](#)  
[Story.digitsType](#)  
[Text.digitsType](#)  
[TextColumn.digitsType](#)  
[TextDefault.digitsType](#)  
[TextStyleRange.digitsType](#)  
[Word.digitsType](#)

---

## **Enumeration**

# DisplaySettingOptions

Display performance options.

Value	Name
	DisplaySettingOptions.DEFA
	DisplaySettingOptions.HIGH
	DisplaySettingOptions.OPTIM
	DisplaySettingOptions.TYPIC

---

## **Usage** *As property*

[Button.localDisplaySetting](#)  
[EPS.localDisplaySetting](#)  
[FormField.localDisplaySetting](#)  
[Graphic.localDisplaySetting](#)  
[GraphicLine.localDisplaySetting](#)  
[Group.localDisplaySetting](#)  
[Image.localDisplaySetting](#)  
[Oval.localDisplaySetting](#)  
[PDF.localDisplaySetting](#)  
[PICT.localDisplaySetting](#)  
[PageItem.localDisplaySetting](#)  
[Polygon.localDisplaySetting](#)  
[Rectangle.localDisplaySetting](#)  
[TextFrame.localDisplaySetting](#)  
[WMF.localDisplaySetting](#)

## **Enumeration**

# EPSColorSpace

Color space options for representing color in

Value	Name
	EPSColorSpace.CMYK
	EPSColorSpace.GRAY
	EPSColorSpace.RGB

---

---

EPSColorSpace.UNCHANGED\_COLOR\_S

---

---

**Usage** *As property*

[EPSExportPreference.epsColor](#)

---

## **Enumeration**

# EPSImageData

Options for exporting image data to the EPS d

Value	Name	Description
	EPSImageData.ALL_IMAGE_DATA	Exports all image data.
	EPSImageData.PROXY_IMAGE_DATA	Exports proxy image data.

## **Usage** As property

[EPSExportPreference](#).imageData

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## **Enumeration**

# EndCap

End cap types.

Value	Name	Description	Value
	EndCap.BUTT_END_CAP	A squared end that stops at the path's endpoint.	1650680 = 'bcap'
	EndCap.PROJECTING_END_CAP	A squared end that extends beyond the endpoint by half the stroke-width.	1886020 = 'pjcp'
	EndCap.ROUND_END_CAP	A semicircular end that extends beyond the endpoint by half the stroke-width.	1919115 = 'rcap'

## Usage As property

[Button.endCap](#)  
[DashedStrokeStyle.endCap](#)  
[FormField.endCap](#)  
[GraphicLine.endCap](#)  
[Group.endCap](#)  
[Oval.endCap](#)

[PageItem.endCap](#)  
[Polygon.endCap](#)  
[Rectangle.endCap](#)  
[TextFrame.endCap](#)

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## **Enumeration**

# EndJoin

End join types.

Value	Name	Description	Value
	EndJoin.BEVEL_END_JOIN	Beveled end join.	1651142510 = 'bjon'
	EndJoin.MITER_END_JOIN	Miter end join.	1835691886 = 'mjon'
	EndJoin.ROUND_END_JOIN	Rounded end join.	1919577966 = 'rjon'

## Usage As property

[Button.endJoin](#)  
[FormField.endJoin](#)  
[GraphicLine.endJoin](#)  
[Group.endJoin](#)  
[Oval.endJoin](#)  
[PageItem.endJoin](#)  
[Polygon.endJoin](#)  
[Rectangle.endJoin](#)  
[TextFrame.endJoin](#)  
[TrapPreset.trapJoin](#)

## **Enumeration**

# ExportFormat

Export format options.

Value	Name	Descrip
	ExportFormat.EPS_TYPE	Exports EPS for
	ExportFormat.INCOPY	Exports InCopy story (INCD) format.
	ExportFormat.JPG	Exports JPEG format.
	ExportFormat.PDF_TYPE	Exports PDF for
	ExportFormat.RTF	Exports rich text format (RTF).
	ExportFormat.SVG	Exports SVG format.
	ExportFormat.SVG_COMPRESSED	Exports SVGZ format.
	ExportFormat.TAGGED_TEXT	Exports tagged t file with TXT extensic
	ExportFormat.TEXT_TYPE	Exports

	text (TX format.
ExportFormat.XML	Exports document tagged content XML.

## Usage In function

```
void Button.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void Character.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void Document.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void EPS.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void FormField.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void Graphic.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void GraphicLine.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void Group.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void Image.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void InsertionPoint.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void Line.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void Oval.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void PDF.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
void PICT.exportFile (format: any, to: File[, showingOptions: bool=false][, using: PDFExportPreset])
```

```
void PageItem.exportFile (format: any, to: File[  
    bool=false][, using: PDFExportPreset])  
void Paragraph.exportFile (format: any, to: File[  
    bool=false][, using: PDFExportPreset])  
void Polygon.exportFile (format: any, to: File[  
    bool=false][, using: PDFExportPreset])  
void Rectangle.exportFile (format: any, to: File[  
    bool=false][, using: PDFExportPreset])  
void Story.exportFile (format: any, to: File[, show:  
    bool=false][, using: PDFExportPreset])  
void Text.exportFile (format: any, to: File[, show:  
    bool=false][, using: PDFExportPreset])  
void TextColumn.exportFile (format: any, to: File[  
    showingOptions: bool=false][, using: PDFExportPreset])  
void TextFrame.exportFile (format: any, to: File[  
    showingOptions: bool=false][, using: PDFExportPreset])  
void TextStyleRange.exportFile (format: any, to: File[  
    showingOptions: bool=false][, using: PDFExportPreset])  
void WMF.exportFile (format: any, to: File[, show:  
    bool=false][, using: PDFExportPreset])  
void Word.exportFile (format: any, to: File[, show:  
    bool=false][, using: PDFExportPreset])  
void XMLElement.exportFile (format: any, to: File[  
    showingOptions: bool=false][, using: PDFExportPreset])
```

## **Enumeration**

# ExportPresetFormat

The type of preset to import or export.

## Value

### Name

ExportPresetFormat.DOCUMENT\_P

ExportPresetFormat.FLATTENEJ

ExportPresetFormat.PDF\_EXPOI

ExportPresetFormat.PRINTER\_P

## Usage In function

void Application.exportPresets (form)

void Application.importFile (form)

## **Enumeration**

# FeatherCornerType

Corner type options.

## Value

### Name

FeatherCornerType.DIFFUSION

FeatherCornerType.ROUNDED

FeatherCornerType.SHARP

## Usage As property

[Button.featherCornerType](#)

[EPS.featherCornerType](#)

[FormField.featherCornerType](#)

[GraphicLine.featherCornerType](#)

[Group.featherCornerType](#)

[Image.featherCornerType](#)

[Oval.featherCornerType](#)

[PDF.featherCornerType](#)

[PICT.featherCornerType](#)  
[PageItem.featherCornerType](#)  
[Polygon.featherCornerType](#)  
[Rectangle.featherCornerType](#)  
[TextFrame.featherCornerType](#)  
[WMF.featherCornerType](#)

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## **Enumeration**

# FeatherMode

On/off options for feathering.

Value	Name	Description	Value
	FeatherMode.NONE	Does not use feathering.	18527 = 'non
	FeatherMode.STANDARD	Uses standard feathering.	20206 = 'xpF

## Usage As property

[Button.featherMode](#)  
[EPS.featherMode](#)  
[FormField.featherMode](#)  
[GraphicLine.featherMode](#)  
[Group.featherMode](#)  
[Image.featherMode](#)  
[Oval.featherMode](#)  
[PDF.featherMode](#)  
[PICT.featherMode](#)  
[PageItem.featherMode](#)  
[Polygon.featherMode](#)  
[Rectangle.featherMode](#)  
[TextFrame.featherMode](#)  
[WMF.featherMode](#)

## **Enumeration**

# FileEncoding

File encoding options.

Value	Name	Description	Value
	FileEncoding.ASCII	ASCII. Note: Suitable for European languages.	1095975753 = 'ASCI'
	FileEncoding.UTF16	UTF-16. Note: Suitable for European or Chinese languages as well as Japanese and Hebrew.	1937125686 = 'sv16'
	FileEncoding.UTF8	UTF-8. Note: Suitable for European or Chinese languages as well as Japanese and Hebrew.	1937134904 = 'svU8'

**Usage** As property

[SVGExportPreference.fileEncoding](#)

## **Enumeration**

# FirstBaseline

Starting point options for the first baseline of text.

Value	Name	Description
	FirstBaseline.ASCENT_OFFSET	The tallest character in the font falls below the top inset of the object.
	FirstBaseline.CAP_HEIGHT	The tops of upper case letters touch the top inset of the object.
	FirstBaseline.EMBOX_HEIGHT	The text em box height is the distance between the baseline of the text and the top inset of the object.
	FirstBaseline.FIXED_HEIGHT	Use the minimum first baseline offset value as the distance between the

	baseline of the text and the top inset of the frame
FirstBaseline.LEADING_OFFSET	The text leading value defines the distance between the baseline of the text and the top inset of the object.
FirstBaseline.X_HEIGHT	The tops of lower case letters touch the top inset of the object.

---

## Usage As property

[Cell.firstBaselineOffset](#)

[Column.firstBaselineOffset](#)

[Row.firstBaselineOffset](#)

[TextFramePreference.firstBaselineOffset](#)

---

## **Enumeration**

# FitOptions

Options for fitting content to a frame.

Value	Name	Description	V
	FitOptions.CENTER_CONTENT	Centers content in the frame; preserves the frame size as well as content size and proportions. Note: If the content is larger than the frame, content around the edges is obscured.	16 =
	FitOptions.CONTENT_TO_FRAME	Resizes content to fit the frame. Note: Content that is a different size than the frame appears stretched or squeezed.	16 =
	FitOptions.FRAME_TO_CONTENT	Resizes the	17

	frame so it fits the content.
FitOptions.PROPORTIONALLY	Resizes content to fit the frame while preserving content proportions. If the content and frame have different proportions, some empty space appears in the frame.

## Usage In function

```
void Button.fit (given: FitOptions)
void FormField.fit (given: FitOptions)
void GraphicLine.fit (given: FitOptions)
void Group.fit (given: FitOptions)
void Movie.fit (given: FitOptions)
void Oval.fit (given: FitOptions)
void PageItem.fit (given: FitOptions)
void Polygon.fit (given: FitOptions)
void Rectangle.fit (given: FitOptions)
void Sound.fit (given: FitOptions)
void TextFrame.fit (given: FitOptions)
```

## **Enumeration**

# Fitting

Options for fitting content to a frame.

Value	Name	Description	Value
	Fitting.FIT_CONTENT_TO_FRAME	Resizes content to fit the frame.  Note: Content that is a different size than the frame appears stretched or squeezed.	16848830 = 'dmFc'
	Fitting.FIT_FRAME_TO_CONTENT	Resizes the frame to fit the content.	16848830 = 'dmFf'
	Fitting.PRESERVE_SIZES	Preserves the original sizes of the frame and the content.  Note: Content that is larger than the frame is obscured around the edges.	16848856 = 'dmPs'
	Fitting.PROPORTIONAL	Resizes content to	16848856 = 'dmPr'

fit the frame while preserving content proportions. If the content and frame have different proportions, some empty space occurs in the frame.

---

## Usage As property

[DataMergeOption.fittingOption](#)

---

## **Enumeration**

# FlattenerLevel

Rasterization options.

Value	Name	Description
	FlattenerLevel.HIGH	Keeps as much artwork as possible vector data.
	FlattenerLevel.LOW	Rasterizes all artwork.
	FlattenerLevel.MEDIUM	Rasterizes a medium amount of artwork.
	FlattenerLevel.MEDIUM_HIGH	Rasterizes more than a medium amount of artwork.
	FlattenerLevel.MEDIUM_LOW	Rasterizes almost all artwork.

**Usage** *As property*

[FlattenerPreference.rasterVectorBalance](#)  
[FlattenerPreset.rasterVectorBalance](#)

## **Enumeration**

# Flip

Flip direction options.

Value	Name	Description	Value
	Flip.HORIZONTAL	Flips the printed image horizontally.	1752134266 = 'horz'
	Flip.HORIZONTAL_AND_VERTICAL	Flips the printed image horizontally and vertically (same as rotate 180).	1215977068 = 'HzVl'
	Flip.NONE	The printed image is not flipped.	1852796517 = 'none'
	Flip.VERTICAL	Flips the printed image vertically.	1986359924 = 'vert'

## Usage As property

`PrintPreference.flip`  
`PrinterPreset.flip`

## **Enumeration**

# FlipValues

Options for flipping or unflipping text relative to the path.

Value	Name	Description
	FlipValues.FLIPPED	Flips the text across the path.
	FlipValues.NOT_FLIPPED	No flip effect applied.
	FlipValues.UNDEFINED_FLIP_VALUE	Undefined flip effect.

**Usage** As property

[TextPath.flipPathEffect](#)

## **Enumeration**

# FloatingWindowPosition

## Options for specifying the

Value	Name
FloatingWindowPosition	

---

FloatingWindowPosition

---

FloatingWindowPosition

---

FloatingWindowPosition

---

FloatingWindowPosition

---

**Usage** As property



## **Enumeration**

# FloatingWindowSize

Options for specifying the size of a floating window.

## Value

### Name

FloatingWindowSize.DOUBLE

FloatingWindowSize.FULL

FloatingWindowSize.MAX

FloatingWindowSize.ONE\_FIFTY\_FOURTH

FloatingWindowSize.ONE\_FOURTH

---

FloatingWindowSize.ONE\_HAL]

---

FloatingWindowSize.QUADRUP

---

FloatingWindowSize.TRIPLE

## **Usage** As property

`Movie.floatingWindowSize`

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## **Enumeration**

# FontDownloading

Options for downloading fonts to the primary font face.

Value	Name
FontDownloading.COMPLETE	Downloads the entire font.
FontDownloading.NONE	Downloads no font.
FontDownloading.SUBSET	Downloads a subset of the font.
FontDownloading.SUBSET_LARGE	Downloads a large subset of the font.

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1  
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C  
C

---

## Usage As property

[PrintPreference.fontDownloading](#)  
[PrinterPreset.fontDownloading](#)

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## **Enumeration**

# FontEmbedding

Options for embedding fonts in the exported

Value	Name	Description
FontEmbedding.COMPLETE	Embeds all fonts once per page.	
FontEmbedding.NONE	Embeds only references to fonts.	
FontEmbedding.SUBSET	Embeds only the characters (glyphs) used in the document. Glyphs are downloaded once per page.	

**Usage** As property

[EPSExportPreference.fontEmbedding](#)

## **Enumeration**

# FontStatus

Font status options.

Value	Name	Description	Value
	FontStatus.FAUXED	The font has been fauxed.	171883 = 'fsFa'
	FontStatus.INSTALLED	The font is installed.	171883 = 'fsIn'
	FontStatus.NOT_AVAILABLE	The font is not available.	171883 = 'fsNA'
	FontStatus.SUBSTITUTED	The font is a substitute.	171883 = 'fsSu'
	FontStatus.UNKNOWN	The font's status is unknown.	143329 = 'Unknown'

**Usage** As property

`Font.status`

## **Enumeration**

# FontSubsetting

Font subsetting options.

Value	Name
	FontSubsetting.NONE
	FontSubsetting.SUBSET_ENGLISH
	FontSubsetting.SUBSET_ENTIRE
	FontSubsetting.SUBSET_GLYPHS
	FontSubsetting.SUBSET_GLYPHS_AND_E]

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FontSubsetting.SUBSET\_GLYPHS\_AND\_R

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FontSubsetting.SUBSET\_ROMAN

---

## **Usage** As property

[SVGExportPreference](#).fontSubsetting

---

## **Enumeration**

# FontTypes

Font type options.

Value	Name	Description	Value
FontTypes.ATC	ATC.	ATC.	17188949 = 'ftAT'
FontTypes.BITMAP	Bitmap.	Bitmap.	17188952 = 'ftBi'
FontTypes.CID	CID.	CID.	17188954 = 'ftCI'
FontTypes.OCF	OCF.	OCF.	17188984 = 'ftOC'
FontTypes.OPENTYPE_CFF	OpenType CFF.	OpenType CFF.	17188985 = 'ftOF'
FontTypes.OPENTYPE_CID	OpenType CID.	OpenType CID.	17188985 = 'ftOI'
FontTypes.OPENTYPE_TT	OpenType TT.	OpenType TT.	17188985 = 'ftOT'
FontTypes.TRUETYPE	TrueType.	TrueType.	17188997 = 'ftTT'
FontTypes.TYPE_1	Type 1.	Type 1.	17188997 = 'ftT1'

**Usage** As property

`Font.fontType`

## **Enumeration**

# GIFOptionsPalette

Color palette options for GIF conversion

Value	Name
	GIFOptionsPalette.ADAPTIVE_PAL
	GIFOptionsPalette.MACINTOSH_PALETTE
	GIFOptionsPalette.WEB_PALETTE
	GIFOptionsPalette.WINDOWS_PAL

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

[PackageForGoLivePreference.gifOptionsPalette](#)  
[XMLExportPreference.gifOptionsPalette](#)

## **Enumeration**

# GoToZoomOptions

Zoom options for the goto destination

Value	Name
	GoToZoomOptions.ACTUAL_SIZE
	GoToZoomOptions.FIT_VISIBLE
	GoToZoomOptions.FIT_WIDTH
	GoToZoomOptions.FIT_WINDOW
	GoToZoomOptions.INHERIT_ZOO

---

## **Usage** *As property*

[GotoAnchorBehavior.zoomSetting](#)  
[GotoFirstPageBehavior.zoomSetting](#)  
[GotoLastPageBehavior.zoomSetting](#)  
[GotoNextPageBehavior.zoomSetting](#)  
[GotoNextViewBehavior.zoomSetting](#)  
[GotoPreviousPageBehavior.zoomSetting](#)  
[GotoPreviousViewBehavior.zoomSetting](#)

## **Enumeration**

# GradientType

Gradient type options.

Value	Name	Description	Value
	GradientType.LINEAR	A linear gradient.	1635282 = 'axlg'
	GradientType.RADIAL	A radial gradient.	1918985 = 'radg'

**Usage** As property

`Gradient.type`

## **Enumeration**

# HeaderFooterBreakTypes

Placement options for header/footer rows.

Value	Name
	HeaderFooterBreakTypeNone
	HeaderFooterBreakTypeAfterRow
	HeaderFooterBreakTypeWithRow

**Usage** As property

[Table.breakHeaders](#)

[Table.breakFooters](#)

## **Enumeration**

# HorizontalOrVertical

Orientation options.

## Value

## Name

HorizontalOrVertical.HORIZONTAL

HorizontalOrVertical.VERTICAL

## Usage In function

void Cell.split (**using:** HorizontalOrVertical)

void Column.redistribute (**using:** HorizontalOrVertical)

*any])*

void Column.split (**using:** HorizontalOrVertical)

void Row.redistribute (**using:** HorizontalOrVertical)

void Row.split (**using:** HorizontalOrVertical)

## As property

Guide.orientation

## **Enumeration**

# HyperlinkAppearanceHighlight

Options for:

**Value**

**Name**

Hyperlink

Hyperlink

Hyperlink

Hyperlink

**Usage** As proper  
Hyperlink.

## **Enumeration**

# HyperlinkAppearanceStyle

Hyperlink border style

Value	Name
	HyperlinkAppearanceStyle
	HyperlinkAppearanceStyle

**Usage** As property  
`Hyperlink.borderStyle`

## **Enumeration**

# HyperlinkAppearanceWidth

Hyperlink border

Value	Name
HyperlinkAppea	
HyperlinkAppea	
HyperlinkAppea	

**Usage** As property  
`Hyperlink.width`

## **Enumeration**

# HyperlinkDestinationPageSetting

Value	Name
Hyperl	Hyper
Hyper	Hyper
Hyper	Hyper

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**Usage** As prc

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## **Enumeration**

# ImageConversion

File format options for converted images

Value	Name	Desc
	ImageConversion.AUTOMATIC	Uses best f based image
	ImageConversion.GIF	Uses format all im
	ImageConversion.JPEG	Uses format all im

**Usage** As property

[PackageForGoLivePreference.imageCon](#)  
[XMLExportPreference.imageConversion](#)

## **Enumeration**

# ImageDataTypes

Options for sending image data to the print

Value	Name
	ImageDataTypes.ALL_IMAGE_DATA
	ImageDataTypes.NONE
	ImageDataTypes.OPTIMIZED_SUBSAMPLE
	ImageDataTypes.PROXY_IMAGE_DATA

**Usage** As property

`PrintPreference.sendImageData`

## [PrinterPreset.sendImageData](#)

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## **Enumeration**

# ImportFormat

Style import options.

Value	Name
	ImportFormat.CHARACTER_STYLES_FORMAT
	ImportFormat.PARAGRAPH_STYLES_FORMAT
	ImportFormat.TEXT_STYLES_FORMAT
	ImportFormat.TOC_STYLES_FORMAT

**Usage** In function

```
void Application.importStyles (format: ImportFormat)
void Document.importStyles (format: ImportFormat)
```

## **Enumeration**

# ImportPlatform

Import platform options.

Value	Name	Description
	ImportPlatform.MACINTOSH	Macintosh.
	ImportPlatform.PC	Windows.

**Usage** *As property*

`TextExportPreference.platform`  
`TextImportPreference.platform`

## **Enumeration**

# InCopyStoryFileEncoding

File encoding options

## Value

## Name

InCopyStoryFileEnc

InCopyStoryFileEnc

**Usage** As property

StoryExportPreference

## **Enumeration**

# InCopyUIColors

InCopy UI colors.

Value	Name	Desc
	InCopyUIColors.AMBER	Amb
	InCopyUIColors.AQUA	Aqua
	InCopyUIColors.BLACK	Black
	InCopyUIColors.BLUE	Blue.
	InCopyUIColors.BLUEBERRY	Bluel
	InCopyUIColors.BRICK_RED	Brick
	InCopyUIColors.BROWN	Brown
	InCopyUIColors.BURGUNDY	Burg
	InCopyUIColors.CANARY	Canary
	InCopyUIColors.CARNATION	Carna
	InCopyUIColors.CHARCOAL	Char
	InCopyUIColors.CIRRUS	Cirru
	InCopyUIColors.CORNSTARCH	Corn

InCopyUIColors.CUTE_TEAL	Cute
InCopyUIColors.CYAN	Cyan
InCopyUIColors.DARK_BLUE	Dark
InCopyUIColors.DARK_GREEN	Dark
InCopyUIColors.EGGPLANT	Eggp
InCopyUIColors.ELECTROLYTE	Elect
InCopyUIColors.ETHER	Ether
InCopyUIColors.FIESTA	Fiesta
InCopyUIColors.FOREST	Fore
InCopyUIColors.FUCHSIA	Fuch
InCopyUIColors.GOLD	Gold
InCopyUIColors.GRAPE	Grap
InCopyUIColors.GRAPHITE	Graph
InCopyUIColors.GRASS_GREEN	Grass
InCopyUIColors.GRAY	Gray
InCopyUIColors.GREEN	Green

InCopyUIColors.GRID_BLUE	Grid
InCopyUIColors.GRID_GREEN	Grid
InCopyUIColors.GRID_ORANGE	Grid
InCopyUIColors.GUNMETAL	Gunr
InCopyUIColors.IRIS	Iris.
InCopyUIColors.JADE	Jade.
InCopyUIColors.LAVENDER	Lave
InCopyUIColors.LEMON	Lemc
InCopyUIColors.LICHEN	Liche
InCopyUIColors.LIGHT_BLUE	Light
InCopyUIColors.LIGHT_GRAY	Light
InCopyUIColors.LIGHT_OLIVE	Light
InCopyUIColors.LIME	Lime
InCopyUIColors.LIPSTICK	Lipst
InCopyUIColors.MAGENTA	Mage

InCopyUIColors.MIDNIGHT	Midn
InCopyUIColors.MOCHA	Moch
InCopyUIColors.MUSTARD	Must
InCopyUIColors.OCHRE	Ochr
InCopyUIColors.OLIVE_GREEN	Olive
InCopyUIColors.ORANGE	Oran
InCopyUIColors.PEACH	Peach
InCopyUIColors.PINK	Pink.
InCopyUIColors.POWDER	Powd
InCopyUIColors.PURPLE	Purpl
InCopyUIColors.RED	Red.
InCopyUIColors.SLATE	Slate
InCopyUIColors.SMOKE	Smok
InCopyUIColors.SULPHUR	Sulph
InCopyUIColors.TAN	Tan.
InCopyUIColors.TEAL	Teal.

InCopyUIColors.ULTRAMARINE Ultra

InCopyUIColors.VIOLET Viole

InCopyUIColors.WHEAT Whe

InCopyUIColors.WHITE Whit

InCopyUIColors.YELLOW Yello

## Usage As property

[GalleyPreference.backgroundColor](#)

[GalleyPreference.textColor](#)

[NotePreference.noteColor](#)

## **Enumeration**

# IndexCapitalizationOptions

Index entry capitali

**Value**

**Name**

IndexCapitalizatio

IndexCapitalizatio

IndexCapitalizatio

---

IndexCapitalizatio

---

**Usage** In function

void [Index.capitalize](#)

**IndexCapitali**

void [Topic.capitalize](#)

**IndexCapitali**

---

## **Enumeration**

# IndexFormat

Options for formatting level 2 and lower index top

Value	Name	Description
	IndexFormat.NESTED_FORMAT	Places nested topics on the line below and indented from the parent topic.
	IndexFormat.RUNIN_FORMAT	Places nested topics on the same line as their parent topic, separated by the specified separator.

**Usage** *As property*

`IndexOptions.indexFormat`

## **Enumeration**

# InkTypes

Ink trapping type options.

Value	Name	Description	Value
	InkTypes.NORMAL	Uses traditional process inks and most spot inks.	18527975 = 'norm'
	InkTypes.OPAQUE	Uses heavy, nontransparent inks to prevent trapping of underlying colors but allow for trapping along the edges of the ink. Best for metallic inks.	17692301 = 'itOp'
	InkTypes.OPAQUE_IGNORE	Uses heavy, nontransparent inks to prevent trapping of underlying colors but allow for trapping along the edges of the ink. Best for inks that have undesirable interactions	17692286 = 'itIg'

		with other inks.
InkTypes.TRANSPARENT	Uses clear inks to ensure that underlying items trap. Best for varnishes and dieline inks.	17692314 = 'itTr'

## Usage As property

[Ink.inkType](#)

## **Enumeration**

# JPEGOptionsFormat

Formatting options for converted

## Value

### Name

JPEGOptionsFormat.BASELINE

JPEGOptionsFormat.PROGRESSIVE

## Usage As property

[JPEGExportPreference.jpegRender](#)

[PackageForGoLivePreference.jpegOptimize](#)

[XMLExportPreference.jpegOptions](#)

## **Enumeration**

# JPEGOptionsQuality

Quality options for converted JPI

Value	Name
	JPEGOptionsQuality.HIGH
	JPEGOptionsQuality.LOW
	JPEGOptionsQuality.MAXIMUM
	JPEGOptionsQuality.MEDIUM

## Usage As property

[JPEGExportPreference.jpegQuality](#)  
[PackageForGoLivePreference.jpegQuality](#)  
[XMLExportPreference.jpegOptions](#)

## **Enumeration**

# Justification

Text alignment options.

Value	Name	Description
	Justification.CENTER_ALIGN	Center aligns the text.
	Justification.CENTER_JUSTIFIED	Justifies text text and center aligns the last line in the paragraph.
	Justification.FULLY_JUSTIFIED	Justifies the text, including the last line in the paragraph.
	Justification.LEFT_ALIGN	Left aligns the text.
	Justification.LEFT_JUSTIFIED	Justifies the text and left aligns the last line in the paragraph.
	Justification.RIGHT_ALIGN	Right aligns the text.
	Justification.RIGHT_JUSTIFIED	Justifies the text and right aligns

the last line  
in the  
paragraph.

---

## Usage As property

[ChangePreference.justification](#)  
[Character.justification](#)  
[FindPreference.justification](#)  
[InsertionPoint.justification](#)  
[Line.justification](#)  
[Paragraph.justification](#)  
[ParagraphStyle.justification](#)  
[Story.justification](#)  
[Text.justification](#)  
[TextColumn.justification](#)  
[TextDefault.justification](#)  
[TextStyleRange.justification](#)  
[Word.justification](#)

---

## **Enumeration**

# KashidasOptions

Kashidas.

Value	Name
	KashidasOptions.DEFAULT_KASHIDA
	KashidasOptions.KASHIDAS_OFF

## Usage As property

[Character.kashidas](#)  
[CharacterStyle.kashidas](#)  
[InsertionPoint.kashidas](#)  
[Line.kashidas](#)  
[Paragraph.kashidas](#)  
[ParagraphStyle.kashidas](#)  
[Story.kashidas](#)  
[Text.kashidas](#)  
[TextColumn.kashidas](#)  
[TextDefault.kashidas](#)  
[TextStyleRange.kashidas](#)  
[Word.kashidas](#)

## **Enumeration**

# Leading

Leading type options.

Value	Name	Description	Value
	Leading.AUTO	Apply auto leading.	1635019116 = 'atil'

## Usage As property

[ChangePreference.leading](#)  
[Character.leading](#)  
[CharacterStyle.leading](#)  
[FindPreference.leading](#)  
[InsertionPoint.leading](#)  
[Line.leading](#)  
[Paragraph.leading](#)  
[ParagraphStyle.leading](#)  
[Story.leading](#)  
[Text.leading](#)  
[TextColumn.leading](#)  
[TextDefault.leading](#)  
[TextStyleRange.leading](#)  
[Word.leading](#)

## **Enumeration**

# LinkStatus

Link status options.

Value	Name	Description	Va
	LinkStatus.LINK_EMBEDDED	The file is embedded in the document.	128 = ']
	LinkStatus.LINK_MISSING	The linked file has been moved, renamed, or deleted.	181 = ']
	LinkStatus.LINK_OUT_OF_DATE	A more recent version of the file exists on the disk.	182 = ']
	LinkStatus.NORMAL	The link is a normal link.	183 = ']

**Usage** As property

[Link.status](#)

## **Enumeration**

# ListAlignment

List alignment

Value	Name	I
ListAlignment.CUSTOM_ALIGNED_LIST	C a	
ListAlignment.FLUSH_LEFT_LIST	F li	
ListAlignment.HANGING_LIST	H	

## Usage In function

```
void Character.applyBullets ([bulletChar: number][, bulletcharactertype][, bulletFont: any][, bulletSize: number][, bulletColor: Swatch][, ListAlignment=ListAlignment.HANGIN number][, listFirstLineIndent: number][, listNumber])
```

```
void Character.applyNumbers ([numberingStyle][, numberingSeparator: number][, startingVal numberFont: any][, numberFontStyle: string][, numberColor: Swatch][, numberAlignme ListAlignment=ListAlignment.HANGIN number][, listFirstLineIndent: number][, lis number])
```

```
void InsertionPoint.applyBullets ([bulletChar: number][, bulletcharactertype][, bulletFont: any][, bulletSize: number][, bulletColor: Swatch][, ListAlignment=ListAlignment.HANGIN number][, listFirstLineIndent: number][, listNumber])
```

```
void InsertionPoint.applyNumbers ([numberingStyle][, numberingSeparator: number][, startingVal numberFont: any][, numberFontStyle: string][, numberColor: Swatch][, numberAlignme ListAlignment=ListAlignment.HANGIN number][, listFirstLineIndent: number][, lis number])
```

```
[, numberColor: Swatch][, numberAlignme  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void Line.applyBullets ([bulletChar: number][, l  
Bulletcharactertype][, bulletFont: any][, bu  
bulletSize: number][, bulletColor: Swatch][  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void Line.applyNumbers ([numberingStyle: Nu  
numberingSeparator: number][, startingVal  
numberFont: any][, numberFontStyle: strin  
[, numberColor: Swatch][, numberAlignme  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void Paragraph.applyBullets ([bulletChar: numb  
Bulletcharactertype][, bulletFont: any][, bu  
bulletSize: number][, bulletColor: Swatch][  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void Paragraph.applyNumbers ([numberingStyle:  
numberingSeparator: number][, startingVal  
numberFont: any][, numberFontStyle: strin  
[, numberColor: Swatch][, numberAlignme  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void Story.applyBullets ([bulletChar: number][  
Bulletcharactertype][, bulletFont: any][, bu  
bulletSize: number][, bulletColor: Swatch][  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void Story.applyNumbers ([numberingStyle: Nu  
numberingSeparator: number][, startingVal  
numberFont: any][, numberFontStyle: strin
```

```
[, numberColor: Swatch][, numberAlignme  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void Text.applyBullets ([bulletChar: number][, t  
Bulletcharactertype][, bulletFont: any][, bu  
bulletSize: number][, bulletColor: Swatch][  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void Text.applyNumbers ([numberingStyle: Nu  
numberingSeparator: number][, startingVal  
numberFont: any][, numberFontStyle: strin  
, numberColor: Swatch][, numberAlignme  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void TextColumn.applyBullets ([bulletChar: nu  
Bulletcharactertype][, bulletFont: any][, bu  
bulletSize: number][, bulletColor: Swatch][  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void TextColumn.applyNumbers ([numberingSt  
numberingSeparator: number][, startingVal  
numberFont: any][, numberFontStyle: strin  
, numberColor: Swatch][, numberAlignme  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void TextStyleRange.applyBullets ([bulletChar:  
Bulletcharactertype][, bulletFont: any][, bu  
bulletSize: number][, bulletColor: Swatch][  
ListAlignment=ListAlignment.HANGIN  
number][, listFirstLineIndent: number][, lis  
number])  
void TextStyleRange.applyNumbers ([numberin  
, numberingSeparator: number][, startingV  
numberFont: any][, numberFontStyle: strin
```

```
[, numberColor: Swatch][, numberAlignme
ListAlignment=ListAlignment.HANGIN
number][, listFirstLineIndent: number][, lis
number])  
void Word.applyBullets ([bulletChar: number][,
Bulletcharactertype][, bulletFont: any][, bu
bulletSize: number][, bulletColor: Swatch][
ListAlignment=ListAlignment.HANGIN
number][, listFirstLineIndent: number][, lis
number])  
void Word.applyNumbers ([numberingStyle: Nu
numberingSeparator: number][, startingVal
numberFont: any][, numberFontStyle: strin
[, numberColor: Swatch][, numberAlignme
ListAlignment=ListAlignment.HANGIN
number][, listFirstLineIndent: number][, lis
number])
```

## **Enumeration**

# Listtype

List type options.

Value	Name	Description	Value
	Listtype.BULLET_LIST	Bulleted list.	1280598644 = 'LTbt'
	Listtype.NO_LIST	No list.	1280601711 = 'LTno'
	Listtype.NUMBERED_LIST	Numbered list.	1280601709 = 'LTnm'

## Usage As property

[ChangePreference.bulletsAndNumberingListType](#)  
[Character.bulletsAndNumberingListType](#)  
[FindPreference.bulletsAndNumberingListType](#)  
[InsertionPoint.bulletsAndNumberingListType](#)  
[Line.bulletsAndNumberingListType](#)  
[Paragraph.bulletsAndNumberingListType](#)  
[ParagraphStyle.bulletsAndNumberingListType](#)  
[Story.bulletsAndNumberingListType](#)  
[Text.bulletsAndNumberingListType](#)  
[TextColumn.bulletsAndNumberingListType](#)  
[TextDefault.bulletsAndNumberingListType](#)  
[TextStyleRange.bulletsAndNumberingListType](#)  
[Word.bulletsAndNumberingListType](#)

## **Enumeration**

# Locale

The locale.

Value	Name	Description
	Locale.DANISH_LOCALE	Danish.
	Locale.ENGLISH_LOCALE	English.
	Locale.FINNISH_LOCALE	Finnish.
	Locale.FRENCH_LOCALE	French.
	Locale.GERMAN_LOCALE	German.
	Locale.INTERNATIONAL_ENGLISH_LOCALE	International English.
	Locale.ITALIAN_LOCALE	Italian.
	Locale.JAPANESE_LOCALE	Japanese.
	Locale.PORTUGUESE_LOCALE	Portuguese.
	Locale.SPANISH_LOCALE	Spanish.
	Locale.SWEDISH_LOCALE	Swedish.

**Usage** As property  
`Application.locale`



## **Enumeration**

# LocationOptions

Options for specifying location relative to the containing object.

Value	Name	Description
	LocationOptions.AFTER	Places the object after the reference object.
	LocationOptions.AT_BEGINNING	Places the object at the beginning of the containing object.
	LocationOptions.AT_END	Places the object at the end of the containing object.
	LocationOptions.BEFORE	Places the object before the reference object.
	LocationOptions.UNKNOWN	No location specified.

**Usage** In function

BookContent BookContent.move ([to:  
**LocationOptions=LocationOptions.**  
reference: BookContent])

Bookmark Bookmark.move ([to:  
    **LocationOptions**=**LocationOptions**.  
        reference: *any*])

Button Buttons.add ([layer: Layer][, at:  
    **LocationOptions**=**LocationOptions**.  
        reference: *any*][, withProperties: *Obj*])

void Character.move (to: **LocationOptions**)

Column Columns.add ([at:  
    **LocationOptions**=**LocationOptions**.  
        reference: *any*][, withProperties: *Obj*])

XMLElement DTD.move (to: **LocationOp**  
    any])

GraphicLine GraphicLines.add ([layer: Lay  
    **LocationOptions**=**LocationOptions**.  
        reference: *any*][, withProperties: *Obj*])

Group Groups.add (groupItems: Array of P  
    Layer)[, at:  
    **LocationOptions**=**LocationOptions**.  
        reference: *any*][, withProperties: *Obj*])

void InsertionPoint.move (to: **LocationOp**  
    Text])

Layer Layer.move (to: **LocationOptions**[, at:  
    void Line.move (to: **LocationOptions**[, ref:  
        Movie Movies.add ([layer: Layer][, at:  
            **LocationOptions**=**LocationOptions**.  
                reference: *any*][, withProperties: *Obj*])

Note Notes.add ([at:  
    **LocationOptions**=**LocationOptions**.  
        reference: Note][, withProperties: *Obj*])

Oval Ovals.add ([layer: Layer][, at:  
    **LocationOptions**=**LocationOptions**.  
        reference: *any*][, withProperties: *Obj*])

Page Page.duplicate ([to:  
    **LocationOptions**=**LocationOptions**.  
        reference: *any*])

Page Page.move ([to:  
    **LocationOptions**=**LocationOptions**.  
        reference: *any*][, binding:  
        BindingOptions=BindingOptions.DE])

Page Pages.add ([at:  
    **LocationOptions=LocationOptions.**  
        reference: *any*][, withProperties: *Obj*e  
void Paragraph.move (to: **LocationOption**  
Polygon Polygons.add ([layer: Layer][, nur  
    [, insetPercentage: *number*][, at:  
    **LocationOptions=LocationOptions.**  
        reference: *any*][, withProperties: *Obj*e  
Rectangle Rectangles.add ([layer: Layer][,  
    **LocationOptions=LocationOptions.**  
        reference: *any*][, withProperties: *Obj*e  
Row Rows.add ([at:  
    **LocationOptions=LocationOptions.**  
        reference: *any*][, withProperties: *Obj*e  
Section Sections.add ([at:  
    **LocationOptions=LocationOptions.**  
        reference: *any*][, withProperties: *Obj*e  
Sound Sounds.add ([layer: Layer][, at:  
    **LocationOptions=LocationOptions.**  
        reference: *any*][, withProperties: *Obj*e  
Spread Spread.duplicate ([to:  
    **LocationOptions=LocationOptions.**  
        reference: *any*])  
Spread Spread.move ([to:  
    **LocationOptions=LocationOptions.**  
        reference: *any*])  
Spread Spreads.add ([at:  
    **LocationOptions=LocationOptions.**  
        reference: *any*][, withProperties: *Obj*e  
void Story.move (to: **LocationOptions**[, re  
Table Tables.add ([to:  
    **LocationOptions=LocationOptions.**  
        reference: *any*][, withProperties: *Obj*e  
void Text.move (to: **LocationOptions**[, ref  
void TextColumn.move (to: **LocationOption**  
TextFrame TextFrames.add ([layer: Layer])  
    **LocationOptions=LocationOptions.**  
        reference: *any*][, withProperties: *Obj*e  
void TextStyleRange.move (to: **LocationO**

```
    Text])  
void Word.move (to: LocationOptions[, re  
XMLElement XMLComment.move (to: Loc  
reference: any])  
XMLElement XMLElement.move (to: Loc  
reference: any])  
XMLElement XMLInstruction.move (to: L  
reference: any])  
XMLElement XMLItem.move (to: Locatio  
reference: any])
```

## **Enumeration**

# LockStateValues

Lock state options.

Value	Name
	LockStateValues.CHECKED_IN_STORY
	LockStateValues.CHECKED_OUT_STORY
	LockStateValues.EMBEDDED_STORY
	LockStateValues.LOCKED_STORY
	LockStateValues.MISSING_LOCK_STATE
	LockStateValues.MIXED_LOCK_STATE
	LockStateValues.NONE
	LockStateValues.UNMANAGED_STORY

**Usage** As property  
`Story.lockState`

## **Enumeration**

# MarkLineWeight

Mark line weight

Value	Name	Description
	MarkLineWeight.P05MM	05mm
	MarkLineWeight.P07MM	07mm
	MarkLineWeight.P10MM	10mm
	MarkLineWeight.P125PT	125pt
	MarkLineWeight.P15MM	15mm
	MarkLineWeight.P20MM	20mm
	MarkLineWeight.P25PT	25pt
	MarkLineWeight.P30MM	30mm
	MarkLineWeight.P50PT	50pt

**Usage** As property

[PrintPreference.markLineWeight](#)  
[PrinterPreset.markLineWeight](#)

## **Enumeration**

# MarkTypes

Options for printer marks formats.

Value	Name	Description	Value
	MarkTypes.DEFAULT_VALUE	Uses the default format.	11475 = 'Dfl'

## Usage As property

[PDFExportPreference.pdfMarkType](#)

[PDFExportPreset.pdfMarkType](#)

[PrintPreference.markType](#)

[PrinterPreset.markType](#)

## **Enumeration**

# MeasurementUnits

The unit of measurement.

## Value

### Name

MeasurementUnits.CENTIMETERS

MeasurementUnits.CICEROS

MeasurementUnits.INCHES

MeasurementUnits.INCHES\_DECIM

MeasurementUnits.MILLIMETERS

MeasurementUnits.PICAS

MeasurementUnits.POINTS

## Usage As property

[MeasurementCombobox.editUnits](#)

[MeasurementEditbox.editUnits](#)

[ViewPreference.horizontalMeasureme](#)

[ViewPreference.verticalMeasurementl](#)

## **Enumeration**

# MonoBitmapCompression

The amount and type of compression applied to images.

Value	Name
	MonoBitmapCompression

**Usage** As property  
[PDFExportPreference](#).  
[PDFExportPreset](#).mono

## **Enumeration**

# MoviePosterTypes

The type of graphic for the movie poster.

## Value

### Name

MoviePosterTypes.FROM\_MOVIE

MoviePosterTypes.NONE

MoviePosterTypes.PROXY\_IMAGE

MoviePosterTypes.STANDARD

## Usage As property

`Movie.moviePosterType`

## **Enumeration**

# NestedStyleDelimiters

Delimiter options for marking text

Value	Name
	NestedStyleDelimiters.ANY_C
	NestedStyleDelimiters.ANY_V

NestedStyleDelimiters.AUTO\_

NestedStyleDelimiters.DIGITS

NestedStyleDelimiters.DROPC

NestedStyleDelimiters.EM\_SP

NestedStyleDelimiters.END\_N

NestedStyleDelimiters.EN\_SP.

NestedStyleDelimiters.FORCE

NestedStyleDelimiters.INDEN

NestedStyleDelimiters.INLINI

NestedStyleDelimiters.LETTE

NestedStyleDelimiters.NONBL

NestedStyleDelimiters.SECTI(

NestedStyleDelimiters.SENTE

NestedStyleDelimiters.TABS

**Usage** *As property*  
`NestedStyle.delimiter`

Jongware, 27-  
Jun-2010 v3.0.3d

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## **Enumeration**

# NoteBackgrounds

Note background options.

## Value

## Name

NoteBackgrounds.GALLEY\_BACKGROU

NoteBackgrounds.USER\_BACKGROU

## Usage As property

[NotePreference.noteBackgroundColor](#)

## **Enumeration**

# NothingEnum

Nothing.

Value	Name	Description	Value
	NothingEnum.NOTHING	Nothing	18518 = 'nad'

## Usage In function

```
void Application.select (selectableItems: any[,  
    existingSelection:  
        SelectionOptions=SelectionOptions.REPL]  
void Document.select (selectableItems: any[,  
    existingSelection:  
        SelectionOptions=SelectionOptions.REPL]  
void LayoutWindow.select (selectableItems: any  
    existingSelection:  
        SelectionOptions=SelectionOptions.REPL)  
void StoryWindow.select (selectableItems: any[,  
    existingSelection:  
        SelectionOptions=SelectionOptions.REPL]  
void Window.select (selectableItems: any[,  
    existingSelection:  
        SelectionOptions=SelectionOptions.REPL)
```

## As property

```
Application.selection  
Cell.contents  
ChangePreference.bulletChar  
ChangePreference.changeText  
ChangePreference.appliedCharacterStyle  
ChangePreference.appliedParagraphStyle  
ChangePreference.firstLineIndent  
ChangePreference.leftIndent  
ChangePreference.rightIndent  
ChangePreference.spaceBefore  
ChangePreference.spaceAfter
```

`ChangePreference.balanceRaggedLines`  
`ChangePreference.justification`  
`ChangePreference.singleWordJustification`  
`ChangePreference.autoLeading`  
`ChangePreference.dropCapLines`  
`ChangePreference.dropCapCharacters`  
`ChangePreference.keepLinesTogether`  
`ChangePreference.keepAllLinesTogether`  
`ChangePreference.keepWithNext`  
`ChangePreference.keepFirstLines`  
`ChangePreference.keepLastLines`  
`ChangePreference.startParagraph`  
`ChangePreference.composer`  
`ChangePreference.appliedFont`  
`ChangePreference.fontSize`  
`ChangePreference.pointSize`  
`ChangePreference.leading`  
`ChangePreference.kerningMethod`  
`ChangePreference.tracking`  
`ChangePreference.capitalization`  
`ChangePreference.position`  
`ChangePreference.underline`  
`ChangePreference.strikeThru`  
`ChangePreference.ligatures`  
`ChangePreference.noBreak`  
`ChangePreference.horizontalScale`  
`ChangePreference.verticalScale`  
`ChangePreference.baselineShift`  
`ChangePreference.skew`  
`ChangePreference.fillTint`  
`ChangePreference.strokeTint`  
`ChangePreference.strokeWeight`  
`ChangePreference.overprintStroke`  
`ChangePreference.overprintFill`  
`ChangePreference.otfFigureStyle`  
`ChangePreference.otfOrdinal`  
`ChangePreference.otfFraction`  
`ChangePreference.otfDiscretionaryLigature`  
`ChangePreference.otfTitling`

`ChangePreference.otfContextualAlternate`  
`ChangePreference.otfSwash`  
`ChangePreference.underlineColor`  
`ChangePreference.underlineGapColor`  
`ChangePreference.underlineTint`  
`ChangePreference.underlineGapTint`  
`ChangePreference.underlineOverprint`  
`ChangePreference.underlineGapOverprint`  
`ChangePreference.underlineType`  
`ChangePreference.underlineOffset`  
`ChangePreference.underlineWeight`  
`ChangePreference.strikeThroughColor`  
`ChangePreference.strikeThroughGapColor`  
`ChangePreference.strikeThroughTint`  
`ChangePreference.strikeThroughGapTint`  
`ChangePreference.strikeThroughOverprint`  
`ChangePreference.strikeThroughGapOverprint`  
`ChangePreference.strikeThroughType`  
`ChangePreference.strikeThroughOffset`  
`ChangePreference.strikeThroughWeight`  
`ChangePreference.fillColor`  
`ChangePreference.strokeColor`  
`ChangePreference.appliedLanguage`  
`ChangePreference.kerningValue`  
`ChangePreference.alignToBaseline`  
`ChangePreference.numberingStyle`  
`ChangePreference.numberStartAt`  
`ChangePreference.bulletsAndNumberingSize`  
`ChangePreference.bulletsAndNumberingColor`  
`ChangePreference.numberSeparator`  
`ChangePreference.bulletsAndNumberingListType`  
`ChangePreference.bulletsAndNumberingFont`  
`ChangePreference.bulletsAndNumberingFontStyle`  
`CharacterStyle.imported`  
`CharacterStyle.id`  
`CharacterStyle.index`  
`CharacterStyle.name`  
`CharacterStyle.basedOn`  
`CharacterStyle.hyphenWeight`

`CharacterStyle.appliedFont`  
`CharacterStyle.fontSize`  
`CharacterStyle.pointSize`  
`CharacterStyle.leading`  
`CharacterStyle.kerningMethod`  
`CharacterStyle.tracking`  
`CharacterStyle.capitalization`  
`CharacterStyle.position`  
`CharacterStyle.underline`  
`CharacterStyle.strikeThru`  
`CharacterStyle.ligatures`  
`CharacterStyle.noBreak`  
`CharacterStyle.horizontalScale`  
`CharacterStyle.verticalScale`  
`CharacterStyle.baselineShift`  
`CharacterStyle.skew`  
`CharacterStyle.fillTint`  
`CharacterStyle.strokeTint`  
`CharacterStyle.strokeWeight`  
`CharacterStyle.overprintStroke`  
`CharacterStyle.overprintFill`  
`CharacterStyle.otfFigureStyle`  
`CharacterStyle.otfOrdinal`  
`CharacterStyle.otfFraction`  
`CharacterStyle.otfDiscretionaryLigature`  
`CharacterStyle.otfTitling`  
`CharacterStyle.otfContextualAlternate`  
`CharacterStyle.otfSwash`  
`CharacterStyle.underlineColor`  
`CharacterStyle.underlineGapColor`  
`CharacterStyle.underlineTint`  
`CharacterStyle.underlineGapTint`  
`CharacterStyle.underlineOverprint`  
`CharacterStyle.underlineGapOverprint`  
`CharacterStyle.underlineType`  
`CharacterStyle.underlineOffset`  
`CharacterStyle.underlineWeight`  
`CharacterStyle.strikeThroughColor`  
`CharacterStyle.strikeThroughGapColor`

`CharacterStyle.strikeThroughTint`  
`CharacterStyle.strikeThroughGapTint`  
`CharacterStyle.strikeThroughOverprint`  
`CharacterStyle.strikeThroughGapOverprint`  
`CharacterStyle.strikeThroughType`  
`CharacterStyle.strikeThroughOffset`  
`CharacterStyle.strikeThroughWeight`  
`CharacterStyle.fillColor`  
`CharacterStyle.strokeColor`  
`CharacterStyle.appliedLanguage`  
`CharacterStyle.otfOverlapSwash`  
`CharacterStyle.otfStylisticAlternate`  
`CharacterStyle.otfJustificationAlternate`  
`CharacterStyle.otfStretchedAlternate`  
`CharacterStyle.characterDirection`  
`CharacterStyle.keyboardDirection`  
`CharacterStyle.digitsType`  
`CharacterStyle.kashidas`  
`CharacterStyle.diacriticPosition`  
`CharacterStyle.xOffsetDiacritic`  
`CharacterStyle.yOffsetDiacritic`  
`CharacterStyle.label`  
`CharacterStyles.length`  
`Column.contents`  
`Document.selection`  
`FindPreference.bulletChar`  
`FindPreference.firstLineIndent`  
`FindPreference.leftIndent`  
`FindPreference.rightIndent`  
`FindPreference.spaceBefore`  
`FindPreference.spaceAfter`  
`FindPreference.balanceRaggedLines`  
`FindPreference.justification`  
`FindPreference.singleWordJustification`  
`FindPreference.autoLeading`  
`FindPreference.dropCapLines`  
`FindPreference.dropCapCharacters`  
`FindPreference.keepLinesTogether`  
`FindPreference.keepAllLinesTogether`

`FindPreference.keepWithNext`  
`FindPreference.keepFirstLines`  
`FindPreference.keepLastLines`  
`FindPreference.startParagraph`  
`FindPreference.composer`  
`FindPreference.appliedFont`  
`FindPreference.fontSize`  
`FindPreference.pointSize`  
`FindPreference.leading`  
`FindPreference.kerningMethod`  
`FindPreference.tracking`  
`FindPreference.capitalization`  
`FindPreference.position`  
`FindPreference.underline`  
`FindPreference.strikeThru`  
`FindPreference.ligatures`  
`FindPreference.noBreak`  
`FindPreference.horizontalScale`  
`FindPreference.verticalScale`  
`FindPreference.baselineShift`  
`FindPreference.skew`  
`FindPreference.fillTint`  
`FindPreference.strokeTint`  
`FindPreference.strokeWeight`  
`FindPreference.overprintStroke`  
`FindPreference.overprintFill`  
`FindPreference.otfFigureStyle`  
`FindPreference.otfOrdinal`  
`FindPreference.otfFraction`  
`FindPreference.otfDiscretionaryLigature`  
`FindPreference.otfTitling`  
`FindPreference.otfContextualAlternate`  
`FindPreference.otfSwash`  
`FindPreference.underlineColor`  
`FindPreference.underlineGapColor`  
`FindPreference.underlineTint`  
`FindPreference.underlineGapTint`  
`FindPreference.underlineOverprint`  
`FindPreference.underlineGapOverprint`

`FindPreference.underlineType`  
`FindPreference.underlineOffset`  
`FindPreference.underlineWeight`  
`FindPreference.strikeThroughColor`  
`FindPreference.strikeThroughGapColor`  
`FindPreference.strikeThroughTint`  
`FindPreference.strikeThroughGapTint`  
`FindPreference.strikeThroughOverprint`  
`FindPreference.strikeThroughGapOverprint`  
`FindPreference.strikeThroughType`  
`FindPreference.strikeThroughOffset`  
`FindPreference.strikeThroughWeight`  
`FindPreference.fillColor`  
`FindPreference.strokeColor`  
`FindPreference.appliedLanguage`  
`FindPreference.kerningValue`  
`FindPreference.alignToBaseline`  
`FindPreference.findText`  
`FindPreference.wholeWord`  
`FindPreference.caseSensitive`  
`FindPreference.appliedCharacterStyle`  
`FindPreference.appliedParagraphStyle`  
`FindPreference.numberingStyle`  
`FindPreference.numberStartAt`  
`FindPreference.bulletsAndNumberingSize`  
`FindPreference.bulletsAndNumberingColor`  
`FindPreference.numberSeparator`  
`FindPreference.bulletsAndNumberingListType`  
`FindPreference.bulletsAndNumberingFont`  
`FindPreference.bulletsAndNumberingFontStyle`  
`LayoutWindow.selection`  
`Row.contents`  
`StoryWindow.selection`  
`TextWrapPreference.textWrapOffset`  
`Window.selection`

## **Enumeration**

# NumberingStyle

Numbering style

Value	Name	Description
	NumberingStyle.ARABIC	Arabic numbers
	NumberingStyle.LOWER LETTERS	Lowercase letters
	NumberingStyle.LOWER_ROMAN	Lowercase Roman numerals
	NumberingStyle.UPPER LETTERS	Uppercase letters
	NumberingStyle.UPPER_ROMAN	Uppercase Roman numerals

## Usage In function

```
void Character.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: string][, startingValue: number][, numberFont: Font][, numberFontSize: number][, numberFontStyle: string][, numberSize: number][, numberColor: Swatch][, numberAlign: Alignment][, listAlignment=ListAlignment.HANGING][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])  
void InsertionPoint.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: string][, startingValue: number][, numberFont: Font][, numberFontSize: number][, numberFontStyle: string][, numberSize: number][, numberColor: Swatch][, numberAlign: Alignment][, listAlignment=ListAlignment.HANGING][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])  
void Line.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: string][, startingValue: number][, numberFont: Font][, numberFontSize: number][, numberFontStyle: string][, numberSize: number][, numberColor: Swatch][, numberAlign: Alignment][, listAlignment=ListAlignment.HANGING][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])
```

```
numberingSeparator: number][, startingValue: number][, numberFont: any][, numberFontSize: number][, numberColor: Swatch][, numberFormat: string][, numberAlign: ListAlignment][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])  
void Paragraph.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: number][, startingValue: number][, numberFont: any][, numberFontSize: number][, numberColor: Swatch][, numberFormat: string][, numberAlign: ListAlignment][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])  
void Story.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: number][, startingValue: number][, numberFont: any][, numberFontSize: number][, numberColor: Swatch][, numberFormat: string][, numberAlign: ListAlignment][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])  
void Text.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: number][, startingValue: number][, numberFont: any][, numberFontSize: number][, numberColor: Swatch][, numberFormat: string][, numberAlign: ListAlignment][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])  
void TextColumn.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: number][, startingValue: number][, numberFont: any][, numberFontSize: number][, numberColor: Swatch][, numberFormat: string][, numberAlign: ListAlignment][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])  
void TextStyleRange.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: number][, startingValue: number][, numberFont: any][, numberFontSize: number][, numberColor: Swatch][, numberFormat: string][, numberAlign: ListAlignment][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])
```

```
numberFontStyle: string][, numberSize: number][, numberColor: Swatch][, numberAlign: number][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])
void Word.applyNumbers ([numberingStyle: number][, numberingSeparator: number][, startingNumber: number][, numberFont: any][, numberFontStyle: string][, numberColor: Swatch][, numberSize: number][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])
```

## As property

ChangePreference.numberingStyle  
Character.numberingStyle  
FindPreference.numberingStyle  
InsertionPoint.numberingStyle  
Line.numberingStyle  
Paragraph.numberingStyle  
ParagraphStyle.numberingStyle  
Story.numberingStyle  
Text.numberingStyle  
TextColumn.numberingStyle  
TextDefault.numberingStyle  
TextStyleRange.numberingStyle  
Word.numberingStyle

## **Enumeration**

# OTFFigureStyle

Figure style options for OpenType fonts.

Value	Name
	OTFFigureStyle.DEFAULT_VALUE
	OTFFigureStyle.PROPORTIONAL_LINING
	OTFFigureStyle.PROPORTIONAL_OLDSTYLE
	OTFFigureStyle.TABULAR_LINING
	OTFFigureStyle.TABULAR_OLDSTYLE

**Usage** As property

[ChangePreference.otfFigureStyle](#)

[Character.otfFigureStyle](#)

[CharacterStyle.otfFigureStyle](#)

[FindPreference.otfFigureStyle](#)

[InsertionPoint.otfFigureStyle](#)

[Line.otfFigureStyle](#)

[Paragraph.otfFigureStyle](#)  
[ParagraphStyle.otfFigureStyle](#)  
[Story.otfFigureStyle](#)  
[Text.otfFigureStyle](#)  
[TextColumn.otfFigureStyle](#)  
[TextDefault.otfFigureStyle](#)  
[TextStyleRange.otfFigureStyle](#)  
[Word.otfFigureStyle](#)

## **Enumeration**

# OpenTypeFeature

Supported OpenType feature options.

Value	Name
	OpenTypeFeature.ALL_SMALL_CAP
	OpenTypeFeature.CONTEXTUAL_AI
	OpenTypeFeature.DEFAULT FIGURE
	OpenTypeFeature.DENOMINATOR_F

---

OpenTypeFeature.DISCRETIONARY\_

---

OpenTypeFeature.FRACTIONS\_FEAT

---

OpenTypeFeature.JUSTIFICATION\_A

---

OpenTypeFeature.LOW

OpenTypeFeature.NUMERATOR\_FEAT

OpenTypeFeature.ORDINAL\_FEATU

OpenTypeFeature.OVERLAP\_SWASH

OpenTypeFeature.PROPORTIONAL\_I

OpenTypeFeature.PROPORTIONAL\_C

OpenTypeFeature.STRETCHED\_ALTE

OpenTypeFeature.STYLISTIC\_ALTEF

OpenTypeFeature.SUBSCRIPT\_FEAT

---

OpenTypeFeature.SUPERSCRIPT\_FEATURE

---

OpenTypeFeature.SWASH\_FEATURE

---

OpenTypeFeature.TABULAR\_LININC

---

OpenTypeFeature.TABULAR\_OLDST

---

OpenTypeFeature.TITLING\_FEATURE

---

## **Usage** In function

bool Font.checkOpenTypeFeature (using

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## **Enumeration**

# PDFColorSpace

Options for specifying how to represent color.

## Value

### Name

PDFColorSpace.CMYK

PDFColorSpace.RGB

PDFColorSpace.UNCHANGED\_COLOR\_

## Usage As property

[PDFExportPreference.pdfColorSpace](#)  
[PDFExportPreset.pdfColorSpace](#)

## **Enumeration**

# PDFCompressionType

The objects to compress in the

## Value

### Name

PDFCompressionType.COMI

PDFCompressionType.COMI

PDFCompressionType.COMI

## Usage As property

`PDFExportPreference.compression`  
`PDFExportPreset.compression`

## **Enumeration**

# PDFContentToEmbed

Options for embedding or linking content.

Value	Name
	PDFContentToEmbed.EMBEI
	PDFContentToEmbed.LINK_O
	PDFContentToEmbed.USE_O

**Usage** As property

[PDFExportPreference.contentT](#)  
[PDFExportPreset.contentToEm](#)

---

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## **Enumeration**

# PDFCrop

The amount of the PDF document to place.

Value	Name	Description	Value
	PDFCrop.CROP_ART	Places only the area defined by the PDF author as placeable artwork.	1131573313 = 'CrpA'
	PDFCrop.CROP_BLEED	Places only the area that represents clipped content.	1131573314 = 'CrpB'
	PDFCrop.CROP_CONTENT	Places the page's bounding box.	1131573315 = 'CrpC'
	PDFCrop.CROP_MEDIA	Places the area that represents the physical paper size of the original PDF document.	1131573325 = 'CrpM'
	PDFCrop.CROP_PDF	Places only the area displayed by Acrobat.	1131573328 = 'CrpP'

PDFCrop.CROP_TRIM	Places only the area that represents the final trim size of the document. 1131573332 = 'CrpT'
-------------------	---

---

## Usage As property

[PDFAttribute.pdfCrop](#)

[PDFPlacePreference.pdfCrop](#)

---

## **Enumeration**

# PDFMarkWeight

PDF mark weight

Value	Name	Description
	PDFMarkWeight.P10MM	Printer mark line weight of 0.10 mm
	PDFMarkWeight.P125PT	Printer mark line weight of 0.125 points
	PDFMarkWeight.P15MM	Printer mark line weight of 0.15 mm
	PDFMarkWeight.P20MM	Printer mark line weight of 0.20 mm
	PDFMarkWeight.P25PT	Printer mark line weight of 0.25 points
	PDFMarkWeight.P30MM	Printer mark line weight of 0.30 mm
	PDFMarkWeight.P50PT	Printer mark line weight of 0.50 points

## **Usage** As property

`PDFExportPreference.printerMarkWeight`  
`PDFExportPreset.printerMarkWeight`

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## **Enumeration**

# PDFProfileSelector

PDF Profile selector

Value	Name
	PDFProfileSelector.USE_COMPOS]
	PDFProfileSelector.USE_MONITOI
	PDFProfileSelector.USE_NO_PROF
	PDFProfileSelector.USE_SEPARAT

**Usage** As property

[PDFExportPreference.pdfXProfile](#)  
[PDFExportPreset.pdfXProfile](#)

## **Enumeration**

# PDFXStandards

Options for specifying the PDF/X compliance level.

## Value

### Name

PDFXStandards.NONE

PDFXStandards.PDFX1A2001\_STANDAR

PDFXStandards.PDFX32002\_STANDAR

## Usage As property

`PDFExportPreference.standardsCompliance`  
`PDFExportPreset.standardsCompliance`

## **Enumeration**

# PPDValues

PPD options.

Value	Name	Description
	PPDValues.DEVICE_INDEPENDENT	Device-independent.

**Usage** As property

[PrintPreference.ppd](#)  
[PrinterPreset.ppd](#)

## **Enumeration**

# PageNumberPosition

Page number position options.

Value	Name
	PageNumberPosition.AFTER_E
	PageNumberPosition.BEFORE_
	PageNumberPosition.NONE

**Usage** As property  
`TOCStyleEntry.pageNumberPosi`

## **Enumeration**

# PageNumberStyle

Page number style options.

Value	Name
	PageNumberStyle.ARABIC
	PageNumberStyle.LOWER LETTERS
	PageNumberStyle.LOWER ROMAN
	PageNumberStyle.UPPER LETTERS
	PageNumberStyle.UPPER ROMAN

**Usage** *As property*

[Section.pageNumberStyle](#)

## **Enumeration**

# PageNumberingOptions

Options for page numbering

## Value

### Name

PageNumberingOptions.A

PageNumberingOptions.S

## Usage As property

`GeneralPreference.pageNu`

## **Enumeration**

# PageOrientation

Page orientation options.

Value	Name	Description
	PageOrientation.LANDSCAPE	Landscap
	PageOrientation.PORTRAIT	Portrait.

**Usage** As property

[DocumentPreference.pageOrientation](#)  
[DocumentPreset.pageOrientation](#)

## **Enumeration**

# PagePositions

Options for positioning the page on the paper or f

Value	Name	Description
	PagePositions.CENTERED	Centered horizontally and vertically.
	PagePositions.CENTER_HORIZONTALLY	Centered horizontally.
	PagePositions.CENTER_VERTICALLY	Centered vertically.
	PagePositions.UPPER_LEFT	Placed in the upper-left corner.

**Usage** As property

[PrintPreference.pagePosition](#)  
[PrinterPreset.pagePosition](#)

## **Enumeration**

# PageRange

Page range options.

Value	Name	Description	Value
	PageRange.ALL_PAGES	Prints all pages in the document.	1886547553 = 'prna'

**Usage** As property

[EPSExportPreference.pageRange](#)  
[PDFExportPreference.pageRange](#)  
[PrintPreference.pageRange](#)  
[SVGExportPreference.pageRange](#)

## **Enumeration**

# PageReferenceType

Options for index page references.

Value	Name
	PageReferenceType.CURRENT_PA
	PageReferenceType.FOR_NEXT_N
	PageReferenceType.FOR_NEXT_N

---

PageReferenceType.SUPPRESS\_PA

---

PageReferenceType.TO\_END\_OF\_

---

PageReferenceType.TO\_END\_OF\_

---

PageReferenceType.TO\_END\_OF\_

---

PageReferenceType.TO\_NEXT\_ST

---

PageReferenceType.TO\_NEXT\_US

---

## Usage In function

PageReference PageReferences.add (   
 pageReferenceType:  
 PageReferenceType=PageReferenceType  
 pageReferenceLimit: *any*][, pag  
 withProperties: *Object*])

As property

PageReference.pageReferenceType

---

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## **Enumeration**

# PaperSize

Paper size options.

Value	Name	Description	Value
	PaperSize.AUTO	Automatic	1635019116 = 'atil'

**Usage** As property

`PrintPreference.paperHeight`  
`PrintPreference.paperWidth`  
`PrinterPreset.paperHeight`  
`PrinterPreset.paperWidth`

## **Enumeration**

# PaperSizes

Paper size options.

Value	Name	Description	V
	PaperSizes.CUSTOM	Allows definition of a custom paper size. Note: Not all printers allow custom paper sizes.	1
	PaperSizes.DEFINED_BY_DRIVER	Allows the printer driver to define the paper size.	1

**Usage** As property

[PrintPreference.paperSize](#)

[PrinterPreset.paperSize](#)

## **Enumeration**

# ParagraphDirectionOptions

Paragraph direction

Value	Name
	ParagraphDirection
	ParagraphDirection

**Usage** As property

[Character.paragraphDirection](#)  
[InsertionPoint.paragraphDirection](#)  
[Line.paragraphDirection](#)  
[Paragraph.paragraphDirection](#)  
[ParagraphStyle.paragraphDirection](#)  
[Story.paragraphDirection](#)  
[Text.paragraphDirection](#)  
[TextColumn.paragraphDirection](#)  
[TextDefault.paragraphDirection](#)  
[TextStyleRange.paragraphDirection](#)  
[Word.paragraphDirection](#)

## **Enumeration**

# ParagraphJustificationOptions

Paragraph ju

## Value

### Name

ParagraphJu

ParagraphJu

ParagraphJu

## Usage As property

Character.pa

InsertionPoi

Line.paragra

Paragraph.pa

ParagraphSt

Story.paragr

Text.paragra

TextColumn

TextDefault.

TextStyleRa

Word.paragr

## **Enumeration**

# PathType

Path type options.

Value	Name	Description	Value
	PathType.CLOSED_PATH	The path is a closed path.	1668051812 = 'clsd'
	PathType.OPEN_PATH	The path is an open path.	1869639280 = 'opnp'

**Usage** *As property*  
`Path.pathType`

## **Enumeration**

# PathTypeAlignments

Options for aligning text to the path

## Value

### Name

PathTypeAlignments.BOTTOM\_

PathTypeAlignments.CENTER\_

PathTypeAlignments.TOP\_PATH

## Usage As property

`TextPath.pathAlignment`

## **Enumeration**

# PlayMode

Options for the playback mode when a user action starts playback from the PDF file.

Value	Name	Description	Value
	PlayMode.ONCE	Plays the movie once. If floating window is true, the window closes after playback finishes. If floating window is false, the poster is displayed.	1399811685 = 'Sone'
	PlayMode.REPEAT_PLAY	Plays the movie repeatedly until a user clicks the stop or pause button, closes the floating window, displays a different page in the PDF document, or closes the	1400006000 = 'Srep'

PDF file.

PlayMode.STAY_OPEN	Plays the movie once and then displays the last frame of the movie. If floating window is true, leaves the floating window open.	1299148910 = 'Mopn'
--------------------	--	------------------------

## Usage As property

`Movie.playMode`

## **Enumeration**

# PlayOperations

Playback options.

Value	Name	Description	Value
	PlayOperations.PAUSE	Pauses playback.	188 = 'P'
	PlayOperations.PLAY	Starts playback.	189 = 'I'
	PlayOperations.RESUME	Resumes playback.	190 = 'R'
	PlayOperations.STOP	Stops playback.	191 = 'S'

**Usage** As property

[MovieBehavior.operation](#)  
[SoundBehavior.operation](#)

## **Enumeration**

# PointType

The path point type.

Value	Name	Description	Value
	PointType.CORNER	The point is a corner point, it has either one direction line, or two independent direction lines.	1668443762 = 'crnr'
	PointType.LINE_TYPE	The point is a line point, it has no direction lines.	1818848869 = 'line'
	PointType.SMOOTH	The point is a smooth point, it has two direction lines which are parallel.	1936553064 = 'smth'

## Usage As property

`PathPoint.pointType`

## **Enumeration**

# Position

Text position options.

Value	Name	Description	Value
	Position.NORMAL	Normal position	1852797549 = 'norm'
	Position.OT_DENOMINATOR	For OpenType fonts, shrinks the text but keeps text on the main text baseline. Note: Valid only for numeric characters.	1884247140 = 'pOTd'
	Position.OT_NUMERATOR	For OpenType fonts, shrinks the text but keeps the top of the characters aligned with the top of the main text. Note: Valid only for numeric characters.	1884247150 = 'pOTn'
	Position.OT_SCRIPT	For	1884247138

		OpenType = 'pOTb' fonts, uses-- if available- -lowered glyphs that are sized correctly relative to the surrounding characters.
Position.OT_SUPERSCRIPT	For OpenType fonts, uses-- if available- -raised glyphs that are sized correctly relative to the surrounding characters.	1884247155 = 'pOTs'
Position.SUBSCRIPT	Subscripts the text.	1935831907 = 'sbsc'
Position.SUPERSCRIPT	Superscripts the text.	1936749411 = 'spsc'

## Usage As property

[ChangePreference.position](#)  
[Character.position](#)  
[CharacterStyle.position](#)  
[FindPreference.position](#)  
[InsertionPoint.position](#)  
[Line.position](#)  
[Paragraph.position](#)

[ParagraphStyle.position](#)  
[Story.position](#)  
[Text.position](#)  
[TextColumn.position](#)  
[TextDefault.position](#)  
[TextStyleRange.position](#)  
[Word.position](#)

---

## **Enumeration**

# PostScriptLevels

Printer PostScript level options.

Value	Name	Description
	PostScriptLevels.LEVEL_2	Level 2 PostScript.
	PostScriptLevels.LEVEL_3	Level 3 PostScript.

**Usage** *As property*

`EPSExportPreference.postscriptLevel`  
`PrintPreference.postscriptLevel`  
`PrinterPreset.postscriptLevel`

## **Enumeration**

# PreviewTypes

Preview image file format options.

Value	Name	Description
	PreviewTypes.NONE	Does not save a preview image.
	PreviewTypes.PICT_PREVIEW	A PICT preview
	PreviewTypes.TIFF_PREVIEW	Saves the preview in TIFF format.

**Usage** As property

`EPSExportPreference.preview`

## **Enumeration**

# PrintPageOrientation

Page orientation options.

## Value

### Name

PrintPageOrientation.LANDSC

PrintPageOrientation.PORTRA

PrintPageOrientation.REVERS

PrintPageOrientation.REVERSI

## Usage As property

[PrintPreference.printPageOrientation](#)

[PrinterPreset.printPageOrientation](#)

## **Enumeration**

# Printer

Printer options.

Value	Name	Description	Value
	Printer.POSTSCRIPT_FILE	Prints to a PostScript file.	1886611052 = 'psfl'

**Usage** As property

[PrintPreference.printer](#)  
[PrinterPreset.printer](#)

## **Enumeration**

# PrinterPresetTypes

Printer preset options.

## Value

## Name

PrinterPresetTypes.CUSTOM

PrinterPresetTypes.DEFAULT\_VALUE

## Usage In function

void Application.print (from: *any*[, printDialog: *bool*][, printerName: *string*][, printCount: *int*][, printOrder: *int*][, printQuality: *int*][, printType: *int*][, printWidth: *float*][, printHeight: *float*])  
void Book.print ([printDialog: *bool*][, printerName: *string*][, printCount: *int*][, printOrder: *int*][, printQuality: *int*][, printType: *int*][, printWidth: *float*][, printHeight: *float*])  
void Document.print ([printDialog: *bool*][, printerName: *string*][, printCount: *int*][, printOrder: *int*][, printQuality: *int*][, printType: *int*][, printWidth: *float*][, printHeight: *float*])

## As property

PrintPreference.activePrinterPreset

## **Enumeration**

# Profile

Color profile options.

Value	Name	Description	Value
	Profile.POSTSCRIPT_CMS	Uses the PostScript CMS profile.	1970303843 = 'upsc'
	Profile.USE_DOCUMENT	Uses the document profile.	1967419235 = 'uDoc'
	Profile.WORKING	Uses the working profile.	1466921579 = 'Work'

**Usage** As property

[Image.profile](#)  
[PrintPreference.profile](#)  
[PrinterPreset.profile](#)

## **Enumeration**

# ProofingType

Options for proofing colors.

Value	Name	Description
	ProofingType.CUSTOM	Allows creation of custom proofing setup for a specific output condition.
	ProofingType.DOCUMENT_CMYK	Creates a soft proof colors using the document's CMYK profile.
	ProofingType.PROOF_OFF	Turns off soft proof display.
	ProofingType.WORKING_CMYK	Creates a soft proof colors using the current CMYK working space.

**Usage** As property

`LayoutWindow.proofingType`

---

## **Enumeration**

# RecordSelection

The records to merge.

Value	Name	Description
	RecordSelection.ALL_RECORDS	Merges all records.
	RecordSelection.ONE_RECORD	Merges the specified record.
	RecordSelection.RANGE	Merges the records in the specified range.

**Usage** As property

`DataMergePreference.recordSelection`

## **Enumeration**

# RecordsPerPage

The number of records per page.

## Value

### Name

RecordsPerPage.MULTIPLE_RECORD	I
	I
	I
	I
	I
RecordsPerPage.SINGLE_RECORD	I
	I
	I

## Usage As property

[DataMergePreference.recordsPerPage](#)

## **Enumeration**

# RenderingIntent

Rendering intent options.

Value	Name
	RenderingIntent.ABSOLUTE_COLORIM
	RenderingIntent.PERCEPTUAL

`RenderingIntent.RELATIVE_COLORIMETRIC`

---

`RenderingIntent.SATURATION`

---

`RenderingIntent.USE_COLOR_SETTING`

---

**Usage** As property

[ColorSetting.intent](#)  
[Document.solidColorIntent](#)  
[Document.afterBlendingIntent](#)  
[Document.defaultImageIntent](#)  
[Image.imageRenderingIntent](#)  
[PrintPreference.intent](#)  
[PrinterPreset.intent](#)

---

## **Enumeration**

# RenderingStyle

Options for rendering the SVG file.

Value	Name	Description
	RenderingStyle.BATCH	Renders the SVG in batch mode.
	RenderingStyle.PROGRESSIVE	Renders the SVG progressively.

**Usage** As property

`SVGExportPreference.renderingStyle`

## **Enumeration**

# RepaginateOption

Page numbering options for book content.

Value	Name
	RepaginateOption.NEXT_EVEN_PAGE
	RepaginateOption.NEXT_ODD_PAGE
	RepaginateOption.NEXT_PAGE

---

## **Usage** As property [Book.repaginationOption](#)

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## **Enumeration**

# RowTypes

The row type.

Value	Name	Description	Value
	RowTypes.BODY_ROW	Makes the row a body row.	1161982585 = 'EBrw'
	RowTypes.FOOTER_ROW	Makes the row a footer row. Note: When setting row type as footer row, the row must be either the bottom row in the table or adjacent to an existing footer row.	1162244727 = 'EFrw'
	RowTypes.HEADER_ROW	Makes the row a header row. Note: When setting row type as header row, the row must be either the top row in the table or	1162375795 = 'EHrw'

adjacent to  
an existing  
header row.

RowTypes.MIXED\_STATE (Read-only) 1162703479  
The column's rows are of multiple types.

## Usage As property

[Cell.rowType](#)  
[Column.rowType](#)  
[Row.rowType](#)

## **Enumeration**

# RuleWidth

Options for specifying an object on which to base the width of the paragraph rule above.

Value	Name	Description	Value
	RuleWidth.COLUMN_WIDTH	Makes the paragraph rule above the width of the column containing the first line of the paragraph.	180225 = 'klwcl'
	RuleWidth.TEXT_WIDTH	Makes the paragraph rule above the width of the first line of text in the paragraph.	188668 = 'ptxwcl'

## Usage As property

[Character.ruleAboveWidth](#)  
[Character.ruleBelowWidth](#)  
[InsertionPoint.ruleAboveWidth](#)  
[InsertionPoint.ruleBelowWidth](#)  
[Line.ruleAboveWidth](#)  
[Line.ruleBelowWidth](#)  
[Paragraph.ruleAboveWidth](#)  
[Paragraph.ruleBelowWidth](#)  
[ParagraphStyle.ruleAboveWidth](#)  
[ParagraphStyle.ruleBelowWidth](#)  
[Story.ruleAboveWidth](#)

[Story.ruleBelowWidth](#)  
[Text.ruleAboveWidth](#)  
[Text.ruleBelowWidth](#)  
[TextColumn.ruleAboveWidth](#)  
[TextColumn.ruleBelowWidth](#)  
[TextDefault.ruleAboveWidth](#)  
[TextDefault.ruleBelowWidth](#)  
[TextStyleRange.ruleAboveWidth](#)  
[TextStyleRange.ruleBelowWidth](#)  
[Word.ruleAboveWidth](#)  
[Word.ruleBelowWidth](#)

---

## **Enumeration**

# RulerOrigin

Zero point placement options.

Value	Name	Description	Value
	RulerOrigin.PAGE_ORIGIN	The top-left corner of each page is a new zero point on the horizontal ruler.	138 = 'I'
	RulerOrigin.SPINE_ORIGIN	The zero point is at the top-left corner of the left-most page and at the top of the binding spine. The horizontal ruler measures from the leftmost page to the binding edge, and from the binding spine through the right edge of the right-most page. Also locks	138 = 'I'

the zero point and prevents manual overrides.

RulerOrigin.SPREAD_ORIGIN	The zero point is at the top-left corner of the spread and the ruler increments continuously across all pages of the spread.	13€ = 'I
---------------------------	--	----------

## Usage As property

[ViewPreference.rulerOrigin](#)

## **Enumeration**

# Sampling

The resampling method.

Value	Name	Description	Value
	Sampling.BICUBIC_DOWNSAMPLE	Uses a weighted average to determine pixel color.	16 = 'l'
	Sampling.DOWNSAMPLE	Averages the pixels in a sample area and replaces the entire area with the average pixel color.	16 = 'c'
	Sampling.NONE	Uses no resampling.	18 = 'i'
	Sampling.SUBSAMPLE	Chooses a pixel in the center of the sample area and replaces the entire area with that pixel color.	19 = 's'

## Usage As property

[PDFExportPreference.colorBitmapSampling](#)

[PDFExportPreference.grayscaleBitmapSampling](#)

[PDFExportPreference.monochromeBitmapSampling](#)

[PDFExportPreset.colorBitmapSampling](#)  
[PDFExportPreset.grayscaleBitmapSampling](#)  
[PDFExportPreset.monochromeBitmapSampling](#)

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## **Enumeration**

# SaveOptions

Options for saving a document before closing or quitting.

Value	Name	Description	Value
	SaveOptions.ASK	Displays a prompts asking whether to save changes.	1634954016 = 'ask '
	SaveOptions.NO	Does not save changes.	1852776480 = 'no '
	SaveOptions.YES	Saves changes.	2036691744 = 'yes '

## Usage In function

```
void Application.quit ([saving:  
    SaveOptions=SaveOptions.ASK])  
void Book.close ([saving:  
    SaveOptions=SaveOptions.ASK][,  
    savingIn: File])  
void Document.close ([saving:  
    SaveOptions=SaveOptions.ASK][,  
    savingIn: File])
```

## **Enumeration**

# ScaleModes

Page scaling options.

Value	Name	Description
	ScaleModes.SCALE_TO_FIT	Scales the page to fit the paper. Note: Valid only when tile is false
	ScaleModes.SCALE_WIDTH_HEIGHT	Scales the page width and height

## Usage As property

[PrintPreference.scaleMode](#)  
[PrinterPreset.scaleMode](#)

## **Enumeration**

# Screeening

Options for ink screening for composite gray output in PostScript or PDF format.

Value	Name	Description	Value
	Screeening.CUSTOM	Uses custom screening settings for ink angle and frequency. For information, see composite angle and composite frequency.	113163 = 'Cstr'
	Screeening.DEFAULT_VALUE	Uses the default screening settings.	114756 = 'Dflt'

**Usage** As property

[PrintPreference.screening](#)

[PrinterPreset.screening](#)

## **Enumeration**

# ScriptLanguage

The language of the script to execute.

Value	Name	Description
	ScriptLanguage.JAVASCRIPT	The JavaScript language
	ScriptLanguage.UNKNOWN	Language not specified
	ScriptLanguage.VISUAL_BASIC	The Visual Basic language

## Usage In function

```
void Application.doScript (script: any[, language: String]) {  
    ScriptLanguage=ScriptLanguage.UNKNOW
```

## **Enumeration**

# SelectionOptions

Options for selection status in relation to previous objects.

Value	Name	Description
	SelectionOptions.ADD_TO	Adds the object to the current selection if it does not already exist. If the object was previously selected, it will be deselected.
	SelectionOptions.REMOVE_FROM	Removes the object from the current selection if it exists.
	SelectionOptions.REPLACE	Replaces the current selection with the specified object.

## Usage In function

```
void Application.select (selectableItems: any[];  
    SelectionOptions=SelectionOptions.  
    void Button.select ([existingSelection:  
        SelectionOptions=SelectionOptions.  
    void Cell.select ([existingSelection:  
        SelectionOptions=SelectionOptions.  
    void Character.select ([existingSelection:  
        SelectionOptions=SelectionOptions.  
    void Column.select ([existingSelection:  
        SelectionOptions=SelectionOptions.
```

```
SelectionOptions=SelectionOptions.  
void DTD.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Document.select (selectableItems: any  
    SelectionOptions=SelectionOptions.  
void FormField.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void GraphicLine.select ([existingSelectio  
    SelectionOptions=SelectionOptions.  
void Group.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Guide.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void InsertionPoint.select ([existingSelecti  
    SelectionOptions=SelectionOptions.  
void LayoutWindow.select (selectableItem  
    existingSelection:  
    SelectionOptions=SelectionOptions.  
void Line.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Movie.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Oval.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void PageItem.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Paragraph.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Polygon.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Rectangle.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Row.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Sound.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void StoryWindow.select (selectableItems:  
    existingSelection:  
    SelectionOptions=SelectionOptions.
```

```
void Table.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void Text.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void TextColumn.select ([existingSelectio  
    SelectionOptions=SelectionOptions.  
void TextFrame.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void TextStyleRange.select ([existingSelec  
    SelectionOptions=SelectionOptions.  
void Window.select (selectableItems: any[,  
    SelectionOptions=SelectionOptions.  
void Word.select ([existingSelection:  
    SelectionOptions=SelectionOptions.  
void XMLAttribute.select ([existingSelecti  
    SelectionOptions=SelectionOptions.  
void XMLComment.select ([existingSelect  
    SelectionOptions=SelectionOptions.  
void XMLElement.select ([existingSelectio  
    SelectionOptions=SelectionOptions.  
void XMLInstruction.select ([existingSelec  
    SelectionOptions=SelectionOptions.  
void XMLItem.select ([existingSelection:  
    SelectionOptions=SelectionOptions.
```

## **Enumeration**

# Sequences

Options for printing page sequences.

Value	Name	Description	Value
	Sequences.ALL	Prints all pages.	1634495520 = 'all '
	Sequences.EVEN	Prints only even-numbered pages.	1702258030 = 'even'
	Sequences.ODD	Prints only odd-numbered pages.	1868850208 = 'odd '

## Usage As property

`PrintPreference.sequence`  
`PrinterPreset.sequence`

## **Enumeration**

# ShadowMode

Shadow mode options.

Value	Name	Description	Value
	ShadowMode.DROP	Uses a standard blurred drop shadow.	2020623440 = 'xpDP'
	ShadowMode.NONE	Does not use a shadow.	1852796511 = 'none'

## Usage As property

[Button.shadowMode](#)  
[EPS.shadowMode](#)  
[FormField.shadowMode](#)  
[GraphicLine.shadowMode](#)  
[Group.shadowMode](#)  
[Image.shadowMode](#)  
[Oval.shadowMode](#)  
[PDF.shadowMode](#)  
[PICT.shadowMode](#)  
[PageItem.shadowMode](#)  
[Polygon.shadowMode](#)  
[Rectangle.shadowMode](#)  
[TextFrame.shadowMode](#)  
[WMF.shadowMode](#)

## **Enumeration**

# SingleWordJustification

Alignment options for lines

## Value

### Name

SingleWordJustification.C

SingleWordJustification.F

SingleWordJustification.L

SingleWordJustification.R

## Usage As property

[ChangePreference.singleW](#)  
[Character.singleWordJustif](#)  
[FindPreference.singleWord](#)  
[InsertionPoint.singleWordJ](#)  
[Line.singleWordJustificati](#)  
[Paragraph.singleWordJusti](#)  
[ParagraphStyle.singleWord](#)  
[Story.singleWordJustificati](#)  
[Text.singleWordJustificatio](#)  
[TextColumn.singleWordJus](#)  
[TextDefault.singleWordJus](#)  
[TextStyleRange.singleWord](#)  
[Word.singleWordJustificati](#)

## **Enumeration**

# SoundPosterTypes

Sound poster graphics options.

## Value

### Name

SoundPosterTypes.NONE

SoundPosterTypes.PROXY\_IMAGE

SoundPosterTypes.STANDARD

## Usage As property

[Sound.soundPosterType](#)

## **Enumeration**

# SourceSpaces

Color-management system source options.

Value	Name	Description
	SourceSpaces.PROOF_SPACE	Uses the color space of the proof.
	SourceSpaces.USE_DOCUMENT	Uses the color space of the document.

## Usage As property

`PrintPreference.sourceSpace`  
`PrinterPreset.sourceSpace`

## **Enumeration**

# SpecialCharacters

Special character options.

Value	Name
	SpecialCharacters.AUTO_PAGE_NUM
	SpecialCharacters.BULLET_CHARACTER
	SpecialCharacters.COLUMN_BREAK
	SpecialCharacters.COPYRIGHT_SYMBOL
	SpecialCharacters.DEGREE_SYMBOL
	SpecialCharacters.DISCRETIONARY
	SpecialCharacters.DOUBLE_LEFT_QUOTE
	SpecialCharacters.DOUBLE_RIGHT_QUOTE
	SpecialCharacters.ELLIPSIS_CHARACTER

SpecialCharacters.EM\_DASH

SpecialCharacters.EM\_SPACE

SpecialCharacters.END\_NESTED\_ST

SpecialCharacters.EN\_DASH

SpecialCharacters.EN\_SPACE

SpecialCharacters.EVEN\_PAGE\_BRE

SpecialCharacters.FIGURE\_SPACE

SpecialCharacters.FLUSH\_SPACE

SpecialCharacters.FORCED\_LINE\_B]

SpecialCharacters.FRAME\_BREAK

SpecialCharacters.HAIR\_SPACE

SpecialCharacters.INDENT\_HERE\_T

SpecialCharacters.NEXT\_PAGE\_NUM

SpecialCharacters.NONBREAKING\_J

SpecialCharacters.NONBREAKING\_S

SpecialCharacters.ODD\_PAGE\_BREAK

SpecialCharacters.PAGE\_BREAK

SpecialCharacters.PARAGRAPH\_SYMBOL

SpecialCharacters.PREVIOUS\_PAGE\_MARK

SpecialCharacters.PUNCTUATION\_S

SpecialCharacters.REGISTERED\_TRADEMARK

SpecialCharacters.RIGHT\_INDENT\_R

SpecialCharacters.SECTION\_MARKER

SpecialCharacters.SECTION\_SYMBOL

SpecialCharacters.SINGLE\_LEFT\_QUOTE

SpecialCharacters.SINGLE\_RIGHT\_QUOTE

SpecialCharacters.THIN\_SPACE

SpecialCharacters.TRIADMARK\_SYMBOL

## Usage As property

[Cell.contents](#)  
[Character.contents](#)  
[Column.contents](#)  
[DTD.contents](#)  
[InsertionPoint.contents](#)  
[Line.contents](#)  
[Paragraph.contents](#)  
[Row.contents](#)  
[Story.contents](#)  
[Table.contents](#)  
[Text.contents](#)  
[TextColumn.contents](#)  
[TextFrame.contents](#)  
[TextPath.contents](#)  
[TextStyleRange.contents](#)  
[Word.contents](#)  
[XMLElement.contents](#)

## **Enumeration**

# SpreadFlattenerLevel

Flattener level override options.

Value	Name
	SpreadFlattenerLevel.CUSTOM
	SpreadFlattenerLevel.DEFAULT
	SpreadFlattenerLevel.NONE

**Usage** As property

`Spread.flattenerOverride`

## **Enumeration**

# StartParagraph

Column and page break options.

Value	Name	Description
	StartParagraph.ANYWHERE	Starts the next available space.
	StartParagraph.NEXT_COLUMN	Starts at the top of the next column.
	StartParagraph.NEXT_EVEN_PAGE	Starts at the top of the next even numbered page.
	StartParagraph.NEXT_FRAME	Starts at the top of the next frame in the thread.
	StartParagraph.NEXT_ODD_PAGE	Starts at the top of the next odd numbered page.
	StartParagraph.NEXT_PAGE	Starts at the top of the next page.

**Usage** As property

`Cell.startRow`

[ChangePreference.startParagraph](#)  
[Character.startParagraph](#)  
[Column.startRow](#)  
[FindPreference.startParagraph](#)  
[InsertionPoint.startParagraph](#)  
[Line.startParagraph](#)  
[Paragraph.startParagraph](#)  
[ParagraphStyle.startParagraph](#)  
[Row.startRow](#)  
[Story.startParagraph](#)  
[Text.startParagraph](#)  
[TextColumn.startParagraph](#)  
[TextDefault.startParagraph](#)  
[TextStyleRange.startParagraph](#)  
[Word.startParagraph](#)

## **Enumeration**

# StateTypes

Options for specifying the events (user actions) that change a button's state.

Value	Name	Description	Value
	StateTypes.DOWN	The mouse pointer is clicked on the button's area.	1181971556 = 'Fstd'
	StateTypes.ROLLOVER	The mouse pointer moves into the button's area.	1181971574 = 'Fstv'
	StateTypes.UP	The default appearance, used when there is no user activity on the button's area.	1181971566 = 'Fstn'

**Usage** As property  
`State.statetype`

## **Enumeration**

# StoryDirectionOptions

Story direction options.

## Value

### Name

StoryDirectionOptions.LEFT

StoryDirectionOptions.RIGHT

StoryDirectionOptions.UNKNOWN

## Usage As property

`StoryPreference.storyDirectionOptions`

## **Enumeration**

# StrokeAlignment

Options for positioning the stroke relative

Value	Name
	StrokeAlignment.CENTER_ALIGNMENT
	StrokeAlignment.INSIDE_ALIGNMENT
	StrokeAlignment.OUTSIDE_ALIGNMENT

## Usage As property

[Button.strokeAlignment](#)  
[FormField.strokeAlignment](#)  
[GraphicLine.strokeAlignment](#)  
[Group.strokeAlignment](#)  
[Oval.strokeAlignment](#)  
[PageItem.strokeAlignment](#)  
[Polygon.strokeAlignment](#)  
[Rectangle.strokeAlignment](#)  
[TextFrame.strokeAlignment](#)

## **Enumeration**

# StrokeCornerAdjustment

The automatic adjustment covers corner points in a

Value	Name
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StrokeCornerAdjustme
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StrokeCornerAdjustme
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StrokeCornerAdjustme

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StrokeCornerAdjustme

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## Usage As property

[Button.strokeCornerAdj](#)

[DashedStrokeStyle.strol](#)

[DottedStrokeStyle.strok](#)

[FormField.strokeCorner](#)  
[GraphicLine.strokeCorr](#)  
[Group.strokeCornerAdj](#)  
[Oval.strokeCornerAdjus](#)  
[PageItem.strokeCornerF](#)  
[Polygon.strokeCornerA](#)  
[Rectangle.strokeCornerR](#)  
[TextFrame.strokeCorne](#)

## **Enumeration**

# StrokeOrderTypes

Options for displaying row and column strokes.

## Value

### Name

StrokeOrderTypes.BEST\_JOINS

StrokeOrderTypes.COLUMN\_ON\_TOP

StrokeOrderTypes.INDESIGN\_2\_COLUMN

StrokeOrderTypes.ROW\_ON\_TOP

**Usage As property**

[Table.strokeOrder](#)

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## **Enumeration**

# StyleConflict

Options for resolving style conflicts when importin

Value	Name	Description
	StyleConflict.PUBLICATION_DEFINITION	Uses publication definition
	StyleConflict.TAG_FILE_DEFINITION	Uses tag file definition

**Usage** As property

`TaggedTextImportPreference.styleConflict`

## **Enumeration**

# StyleFormat

Style format options.

Value	Name	Description
StyleFormat.CSS	StyleFormat.CSS	Used for CSS styling of all elements. It includes styles from the theme, resources, and style definitions.
StyleFormat.ENTITY	StyleFormat.ENTITY	Used for styling of entities. It includes resources and style definitions.
StyleFormat.INLINE	StyleFormat.INLINE	Used for inline styling. It includes size, width, color, and user-defined properties.

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su

StyleFormat.PRESENTATION\_ATTRIBUTES API  
hiç  
pre  
all  
me  
du  
an  
tra

## Usage As property

[SVGExportPreference.styleFormat](#)

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## **Enumeration**

# TabStopAlignment

Tab stop alignment options.

Value	Name
	TabStopAlignment.CENTER_ALIGN
	TabStopAlignment.CHARACTER_ALIGN
	TabStopAlignment.LEFT_ALIGN
	TabStopAlignment.RIGHT_ALIGN

**Usage** As property  
`TabStop.alignment`

## **Enumeration**

# TableDirectionOptions

Table direction options.

Value	Name
	TableDirectionOptions.LEFT
	TableDirectionOptions.RIGHT

**Usage** As property

`Table.tableDirection`

## **Enumeration**

# TableFormatting

Options for table formatting

Value	Name
	TableFormatting.EXCEL_FORMATTED
	TableFormatting.EXCEL_UNFORMATTE
	TableFormatting.EXCEL_UNFORMATT

**Usage** As property

`ExcelImportPreference.tableFormatting`

## **Enumeration**

# TagRaster

The display method for raster images.

Value	Name	Description	Value
	TagRaster.DEFAULT_VALUE	Uses the default setting. For information, see display performance preferences.	11475 = 'Dflt
	TagRaster.GRAY_OUT	Grays out raster images.	19172 = 'rGr
	TagRaster.HIGH_RESOLUTION	Displays a high-resolution version of the image.	19173 = 'rHi
	TagRaster.PROXY	Displays a low-resolution proxy image appropriate for identifying and positioning an image.	19178 = 'rPrx

**Usage** As property

[DisplaySetting.raster](#)

---

## **Enumeration**

# TagTextExportCharacterSet

Character set options

Value	Name
	TagTextExportCharacterSet
	TagTextExportCharacterSet
	TagTextExportCharacterSet
	TagTextExportCharacterSet

**Usage** As property

[TaggedTextExport](#)

## **Enumeration**

# TagTextForm

Tag form options.

Value	Name	Description	V
	TagTextForm.ABBREVIATED	Abbreviates 1- tags; creates = smaller text files.	
	TagTextForm.VERBOSE	Displays 1- tags in long = form; creates larger text files.	

**Usage** As property

`TaggedTextExportPreference.tagForm`

## **Enumeration**

# TagTransparency

Options for specifying how transparencies

Value	Name
	TagTransparency.DEFAULT_VALUE
	TagTransparency.HIGH_QUALITY
	TagTransparency.LOW_QUALITY

---

TagTransparency.MEDIUM\_QUALITY

---

TagTransparency.OFF

---

---

**Usage** As property

DisplaySetting.transparency

---

## **Enumeration**

# TagVector

The display method for vector images.

Value	Name	Description	Value
	TagVector.DEFAULT_VALUE	Uses the default setting. For information, see display performance preferences.	11475 = 'Dflt
	TagVector.GRAY_OUT	Grays out the image.	19172 = 'rGry
	TagVector.HIGH_RESOLUTION	Displays a high-resolution version of the image.	19173 = 'rHi(
	TagVector.PROXY	Displays a low-resolution proxy version of the image.	19178 = 'rPrx

**Usage** As property

[DisplaySetting.vector](#)

## **Enumeration**

# TextExportCharacterSet

Character set options for  $\epsilon$

## Value

## Name

TextExportCharacterSet.]

TextExportCharacterSet.]

## Usage As property

[TextExportPreference.cha](#)

## **Enumeration**

# TextFrameContents

Text frame content type options.

## Value

### Name

TextFrameContents.PLACEHOLDER

## Usage As property

[TextFrame.contents](#)

[TextPath.contents](#)

## **Enumeration**

# TextImportCharacterSet

## Character set options for i

TextImportCharacterSet.

TextImportCharacterSet.

TextImportCharacterSet.

TextImportCharacterSet.

TextImportCharacterSet.

## Usage As property

[TextImportPreference.cha](#)

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## **Enumeration**

# TextPathEffects

Options for the alignment and appearance of

Value	Name
	TextPathEffects.GRAVITY_PATH_EFFECT
	TextPathEffects.RAINBOW_PATH_EFFECT
	TextPathEffects.RIBBON_PATH_EFFECT
	TextPathEffects.SKEW_PATH_EFFECT

---

TextPathEffects.STAIR\_STEP\_PATH\_EFFECT

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**Usage** *As property*  
[TextPath.pathEffect](#)

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## **Enumeration**

# TextTypeAlignments

The text alignment relative to the parent container.

## Value

### Name

TextTypeAlignments.ABOVE\_RELATIVE

TextTypeAlignments.ABOVE\_RELATIVE

TextTypeAlignments.ALIGN\_CENTER

TextTypeAlignments.BASELINE

TextTypeAlignments.BELOW\_RELATIVE

---

TextTypeAlignments.BELOW\_L

---

TextTypeAlignments.CENTER\_T

---

TextTypeAlignments.DESCENDI

---

**Usage** *As property*  
`TextPath.textAlignment`



## **Enumeration**

# TextWrapTypes

Options for wrapping text around an object.

Value	Name
	TextWrapTypes.BOUNDING_BOX_TEXT
	TextWrapTypes.CONTOUR
	TextWrapTypes.JUMP_OBJECT_TEXT_W
	TextWrapTypes.NEXT_COLUMN_TEXT_
	TextWrapTypes.NONE

TextWrapTypes.USER\_MODIFIED

---

## Usage As property

[TextWrapPreference.textWrapType](#)

## **Enumeration**

# ThumbsPerPage

Options for the number of thumbnails per page.

Value	Name	Description	Value
	ThumbsPerPage.K1X2	Fits one row on the page; the row contains two thumbnails.	194 = 't1'
	ThumbsPerPage.K2X2	Fits two rows of two.	194 = 't2'
	ThumbsPerPage.K3X3	Fits three rows of three.	194 = 't3'
	ThumbsPerPage.K4X4	Fits four rows of four.	194 = 't4'
	ThumbsPerPage.K5X5	Fits five rows of five.	194 = 't5'
	ThumbsPerPage.K6X6	Fits six rows of six.	194 = 't6'
	ThumbsPerPage.K7X7	Fits seven rows of seven.	194 = 't7'

**Usage** As property

`PrintPreference-thumbnailsPerPage`  
`PrinterPreset-thumbnailsPerPage`



## **Enumeration**

# TilingTypes

Tiling type options.

Value	Name	Description	Value
	TilingTypes.AUTO	Automatically calculates the number of tiles required, including the overlap. For information, see tiling overlap.	16 = '
	TilingTypes.AUTO_JUSTIFIED	Increases the amount of overlap as necessary so that the right sides of the right-most tiles are aligned at the right edge of the document page, and the bottom sides of the bottom-most tiles are aligned at the bottom edge of the document page. For information, see tiling overlap.	16 = '

---

TilingTypes.MANUAL

Prints a single tile whose upper left corner is at the zero point of the rulers. 18  
= '

---

## Usage As property

[PrintPreference.tilingType](#)  
[PrinterPreset.tilingType](#)

---

## **Enumeration**

# ToolTipOptions

Tool tip behavior options.

Value	Name	Description	Value
	ToolTipOptions.FAST	Displays tool tips more quickly than normal.	100
	ToolTipOptions.NONE	Turns off tool tips.	101
	ToolTipOptions.NORMAL	Displays tool tips.	102

**Usage** *As property*

[GeneralPreference.toolTips](#)

## **Enumeration**

# ToolsPaletteOptions

Toolbox appearance options.

## Value

## Name

ToolsPaletteOptions.DOUBLE\_CC

ToolsPaletteOptions.SINGLE\_COI

ToolsPaletteOptions.SINGLE\_ROV

## Usage As property

[GeneralPreference.toolsPalette](#)

## **Enumeration**

# TrapEndTypes

Shape options for the intersection of three-way

Value	Name	Description
	TrapEndTypes.MITER_TRAP_ENDS	Shape options for the intersection of three-way trap ends using a miter joint.
	TrapEndTypes.OVERLAP_TRAP_ENDS	Shape options for the intersection of three-way trap ends using an overlap joint.

**Usage** As property

`TrapPreset.trapEnd`

## **Enumeration**

# TrapImagePlacementTypes

Options for trap plac

Value	Name
	TrapImagePlacementNone
	TrapImagePlacementInside
	TrapImagePlacementOutside
	TrapImagePlacementInsideAndOutside

---

## **Usage** As property

[TrapPreset.imagePla](#)

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## **Enumeration**

# Trapping

Trapping options.

Value	Name	Description	Value
	Trapping.ADOBE_INRIP	Adobe in-RIP.	19195 = 'rip'
	Trapping.APPLICATION_BUILTIN	Application built-in.	11141 = 'Bi']
	Trapping.OFF	No trapping.	13300 = 'OF'

**Usage** As property

`PrintPreference.trapping`  
`PrinterPreset.trapping`

## **Enumeration**

# UIColors

Standard UI colors.

Value	Name	Description	Value
	UIColors.BLACK	Black.	1765960811 = 'iBlk'
	UIColors.BLUE	Blue.	1765960821 = 'iBlu'
	UIColors.BRICK_RED	Brick red.	1765962340 = 'iBrd'
	UIColors.BROWN	Brown.	1765962350 = 'iBrn'
	UIColors.BURGUNDY	Burgundy.	1765962343 = 'iBrg'
	UIColors.CHARCOAL	Charcoal.	1766025324 = 'iChl'
	UIColors.CUTE_TEAL	Cute teal.	1766028396 = 'iCtl'
	UIColors.CYAN	Cyan.	1766029678 = 'iCyn'
	UIColors.DARK_BLUE	Dark blue.	1766089324 = 'iDbl'
	UIColors.DARK_GREEN	Dark green.	1766090610 = 'iDgr'
	UIColors.FIESTA	Fiesta.	1766222181 = 'iFie'
	UIColors.GOLD	Gold.	1766288484 = 'iGld'
	UIColors.GRASS_GREEN	Grass green.	1766287218 = 'iGgr'

UIColors.GRAY	Gray.	1766290041 = 'iGry'
UIColors.GREEN	Green.	1766290030 = 'iGm'
UIColors.GRID_BLUE	Grid blue.	1766285932 = 'iGbl'
UIColors.GRID_GREEN	Grid green.	1766286439 = 'iGdg'
UIColors.GRID_ORANGE	Grid orange.	1766289266 = 'iGor'
UIColors.LAVENDER	Lavender.	1766618734 = 'iLvn'
UIColors.LIGHT_BLUE	Light blue.	1766613612 = 'iLbl'
UIColors.LIGHT_GRAY	Light gray.	1766614898 = 'iLgr'
UIColors.LIGHT_OLIVE	Light olive.	1766616940 = 'iLol'
UIColors.LIPSTICK	Lipstick.	1766615408 = 'iLip'
UIColors.MAGENTA	Magenta.	1766680430 = 'iMgn'
UIColors.OCHRE	Ochre.	1766810482 = 'iOcr'
UIColors.OLIVE_GREEN	Olive green.	1766812790 = 'iOlv'
UIColors.ORANGE	Orange.	1766814318 = 'iOrn'
UIColors.PEACH	Peach.	1766876008 = 'iPch'
UIColors.PINK	Pink.	1766878827

			= 'iPnk'
UIColors.PURPLE	Purple.	1766879856	= 'iPrp'
UIColors.RED	Red.	1767007588	= 'iRed'
UIColors.SULPHUR	Sulphur.	1767077228	= 'iSul'
UIColors.TAN	Tan.	1767137646	= 'iTan'
UIColors.TEAL	Teal.	1767138668	= 'iTel'
UIColors.VIOLET	Violet.	1767271540	= 'iVlt'
UIColors.WHITE	White.	1767336052	= 'iWht'
UIColors.YELLOW	Yellow.	1767468151	= 'iYlw'

## Usage In function

```
void MasterSpread.createGuides ([numberOfRows:  
    number=0][, numberOfRowsColumns: number=0][,  
    rowGutter: Measurement Unit (Number or  
    String)=0][, columnGutter: Measurement Unit  
    (Number or String)=0][, guideColor: any][,  
    fitMargins: bool=false][, removeExisting:  
    bool=false][, layer: Layer])  
void Spread.createGuides ([numberOfRows: number=0][,  
    numberOfRowsColumns: number=0][, rowGutter:  
    Measurement Unit (Number or String)=0][,  
    columnGutter: Measurement Unit (Number or  
    String)=0][, guideColor: any][, fitMargins:  
    bool=false][, removeExisting: bool=false][, layer:  
    Layer])  
XMLTag XMLTags.add ([name: string][, tagColor: any][,
```

`withProperties: Object])`

## As property

`DocumentPreference.columnGuideColor`  
`DocumentPreference.marginGuideColor`  
`GridPreference.gridColor`  
`GridPreference.baselineColor`  
`Guide.guideColor`  
`GuidePreference.rulerGuidesColor`  
`Hyperlink.borderColor`  
`Layer.layerColor`  
`PasteboardPreference.previewBackgroundColor`  
`PasteboardPreference.bleedGuideColor`  
`PasteboardPreference.slugGuideColor`  
`PasteboardPreference.pasteboardColor`  
`XMLTag.tagColor`

## **Enumeration**

# UnlinkFrom

Unlink from

Value	Name	Description	V
	UnlinkFrom.MASTER_SPREAD	Unlink the page item from its master spread	18 =
	UnlinkFrom.PAGE	Removes local overrides	18 =

## Usage In function

```
void Button.unlink (from: UnlinkFrom)
void EPS.unlink (from: UnlinkFrom)
void FormField.unlink (from: UnlinkFrom)
void Graphic.unlink (from: UnlinkFrom)
void GraphicLine.unlink (from: UnlinkFrom)
void Group.unlink (from: UnlinkFrom)
void Image.unlink (from: UnlinkFrom)
void Movie.unlink (from: UnlinkFrom)
void Oval.unlink (from: UnlinkFrom)
void PDF.unlink (from: UnlinkFrom)
void PICT.unlink (from: UnlinkFrom)
void PageItem.unlink (from: UnlinkFrom)
void Polygon.unlink (from: UnlinkFrom)
void Rectangle.unlink (from: UnlinkFrom)
void Sound.unlink (from: UnlinkFrom)
void TextFrame.unlink (from: UnlinkFrom)
void WMF.unlink (from: UnlinkFrom)
```

## **Enumeration**

# UserInteractionLevels

User interaction level options.

Value	Name
	UserInteractionLevels.INTER
	UserInteractionLevels.NEVER

**Usage** As property

[Application.userInteractionLevel](#)  
[ScriptPreference.userInteractionLevel](#)

## **Enumeration**

# VerticalJustification

Vertical alignment options for text.

## Value

### Name

VerticalJustification.BOTTOM\_AL

VerticalJustification.CENTER\_AL

VerticalJustification.JUSTIFY\_AL

VerticalJustification.TOP\_ALIGN

## Usage As property

[Cell.verticalJustification](#)

[Column.verticalJustification](#)

[Row.verticalJustification](#)

[TextFramePreference.verticalJustifi](#)



## **Enumeration**

# ViewDisplaySettings

Options for display performance se  
and quality with which an object dr

## Value

### Name

ViewDisplaySettings.HIGH\_QUE

ViewDisplaySettings.OPTIMIZEI

ViewDisplaySettings.TYPICAL

**Usage** As property

# [DisplayPerformancePreference.def](#)

## [LayoutWindow.viewDisplaySettings](#)

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## **Enumeration**

# ViewZoomStyle

View zoom style options.

Value	Name	Description
	ViewZoomStyle.ACTUAL_SIZE	Displays at 100% magnification.
	ViewZoomStyle.FIT_PAGE	Fits the page in window.
	ViewZoomStyle.FIT_VISIBLE	Fits the area of the page to the width; certain page margins may obscure lower portions of the page.
	ViewZoomStyle.FIT_WIDTH	Fits the width of the window obscuring portion of the page.
	ViewZoomStyle.FULL_SCREEN	Fills the screen with the page; hides the command menu bar.
	ViewZoomStyle.ONE_COLUMN	Arranges pages in a continuous column.

		vertical that is o wide.
	ViewZoomStyle.REFLOW	Reflows docume larger o screens current magnifi Note: R only rea text, inc articles, paragra tables, i and forr lists; do include commer signatur and pag such as numbers and foot
	ViewZoomStyle.ROTATE_CCW	Rotates 90 degre counter
	ViewZoomStyle.ROTATE_CW	Rotates 90 degre clockwi
	ViewZoomStyle.SINGLE_PAGE	Display page in docume a time.
	ViewZoomStyle.TWO_COLUMN	Arrange pages si

in a con  
vertical  
that is tv  
wide.

ViewZoomStyle.ZOOM\_IN

Magnifi  
view to  
preset p

ViewZoomStyle.ZOOM\_OUT

Reduces  
to the pi  
preset p

## Usage As property

[ViewZoomBehavior.viewZoomStyle](#)

## **Enumeration**

# VisibilityInPdf

The field's visibility in the PDF document.

Value	Name
	VisibilityInPdf.HIDDEN_BUT_PRINTABLE
	VisibilityInPdf.HIDDEN_IN_PDF
	VisibilityInPdf.VISIBLE_BUT_DOES_NOT_
	VisibilityInPdf.VISIBLE_IN_PDF

**Usage** As property

[Button.visibilityInPdf](#)

[FormField.visibilityInPdf](#)



## **Enumeration**

# XMLFileEncoding

File encoding options for exported XML

Value	Name	Description
	XMLFileEncoding.SHIFT_JIS	Shift-JIS encoding
	XMLFileEncoding.UTF16	UTF-16 encoding
	XMLFileEncoding.UTF8	UTF-8 encoding

**Usage** As property

[PackageForGoLivePreference.fileEncoding](#)  
[XMLExportPreference.fileEncoding](#)

## **Enumeration**

# XMLImportStyles

Options for incorporating imported XM

## Value

### Name

XMLImportStyles.APPEND\_IMPORT

XMLImportStyles.MERGE\_IMPORT

## Usage As property

`XMLImportPreference.importStyle`

## **Enumeration**

# ZoomOptions

Display size options.

Value	Name	Description
	ZoomOptions.ACTUAL_SIZE	Zooms to 100%.
	ZoomOptions.FIT_PAGE	Centers active page in the window
	ZoomOptions.FIT_SPREAD	Centers active spread in the window
	ZoomOptions.SHOW_PASTEBOARD	Fits the entire pasteboard in the window
	ZoomOptions.ZOOM_IN	Magnifies the view by the next preset percentage
	ZoomOptions.ZOOM_OUT	Reduces the view to the next previous percentage

**Usage** In function

void [LayoutWindow.zoom](#) ([given](#): **ZoomOptions**)



# **Adobe InDesign CS (3.0) Object Model**

<b>Contents</b>	<b>Hyperlinks Suite</b>
Just browsing around? These will come in handy.	<a href="#">Basics Suite</a> <a href="#">Book Suite</a> <a href="#">Color Suite</a> <a href="#">Enum Suite</a> <a href="#">Hyperlinks Suite</a> <a href="#">Indexing Suite</a> <a href="#">Interactive Elements Suite</a> <a href="#">Layout Suite</a> <a href="#">Libraries Suite</a> <a href="#">Links Suite</a> <a href="#">Preferences Suite</a> <a href="#">Stroke Styles Suite</a> <a href="#">Table Of Contents Suite</a> <a href="#">Tables Suite</a> <a href="#">Text Suite</a> <a href="#">UI Suite</a> <a href="#">XML Suite</a>

**Class**

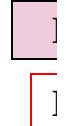
# Bookmark

A bookmark.

**QuickLinks** [extractLabel](#), [insertLabel](#), [move](#), [remove](#), [showBookmark](#)

## Hierarchy

**Bookmark**



## Properties

Property	Type
bookmarks	<a href="#">Bookmarks</a>
destination	<a href="#">HyperlinkExternalPageDestination</a> <a href="#">HyperlinkTextDestination</a> <a href="#">HyperlinkURLDestination</a>
id	number
indent	number
index	number
label	string
name	string
parent	<b>Bookmark</b> <a href="#">Document</a>
properties	Object

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type
key	string

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

`Bookmark move ([to: LocationOptions=LocationOptions.BEFORE])`

Moves the bookmark to the specified location.

Parameter	Type	Description
to	<code>LocationOptions:</code> <code>LocationOptions.BEFORE</code> <code>LocationOptions.AFTER</code> <code>LocationOptions.AT_END</code> <code>LocationOptions.AT_BEGINNING</code> <code>LocationOptions.UNKNOWN</code>	The location to move the bookmark to. The location can be BEFORE or AFTER the current location, AT_END or AT_BEGINNING of the document, or UNKNOWN.
reference	<code>Bookmark</code> <code>Bookmark</code> <code>Document</code>	The reference to the bookmark to move before or after.

`void remove ()`

Deletes the Bookmark.

`void showBookmark ()`

Go to the bookmark.

---

**Element of** `Bookmark.parent`

---

**Used in:** `Bookmark` `Bookmark.move ([to: LocationOptions=LocationOptions.BEFORE])`

---

**Bookmark** `Bookmark.move ([to: LocationOptions=LocationOptions.BEFORE])`

**Return** [Bookmark](#) `Bookmarks.add (destination: any[, withProp`

---

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**Class**

# Bookmarks

A collection of bookmarks.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of

**Methods** **Instances**

**Bookmark** [add](#) (`destination: any[]`, `withProperties: Obj`)  
Create a new Bookmark

Parameter	Type
destination	<a href="#">HyperlinkExternalPageDestination</a> <a href="#">HyperlinkPageDestination</a> <a href="#">HyperlinkTextDestination</a> <a href="#">HyperlinkURLDestination</a>
withProperties	<a href="#">Object</a>

[number](#) [count](#) ()

Displays the number of elements in the Bookmark.

**Element of** [Bookmark.bookmarks](#)  
[Document.bookmarks](#)

**Class**

# Hyperlink

A hyperlink.

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#), [showDestination](#), [showText](#)

## Hierarchy

[Document](#)

**Hyperlink**

## Properties

Property	Type
borderColor	3 Reals (0 - 255) UIColors
borderStyle	<a href="#">HyperlinkAppearanceStyle</a> : HyperlinkAppearanceStyle.SOLID HyperlinkAppearanceStyle.DASHED
destination	<a href="#">HyperlinkExternalPageDestination</a> <a href="#">HyperlinkPageDestination</a> <a href="#">HyperlinkTextDestination</a> <a href="#">HyperlinkURLDestination</a>
hidden	bool
highlight	<a href="#">HyperlinkAppearanceHighlight</a> : HyperlinkAppearanceHighlight.NONE HyperlinkAppearanceHighlight.INVERT HyperlinkAppearanceHighlight.OUTLINE HyperlinkAppearanceHighlight.INSET
id	number
index	number
label	string

name	string
parent	Document
properties	Object
source	HyperlinkPageItemSource HyperlinkTextSource
visible	bool
width	HyperlinkAppearanceWidth: HyperlinkAppearanceWidth.THIN HyperlinkAppearanceWidth.MEDIUM HyperlinkAppearanceWidth.THICK

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type
key	string

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

`void remove ()`

Deletes the Hyperlink.

`void showDestination ()`

Jumps to the hyperlink destination.

**void showSource ()**

Jumps to the hyperlink source.

---

**Element of** [GotoAnchorBehavior.anchorItem](#)

**Return** [Hyperlink](#) [Hyperlinks.add](#) ([hyperlinkSource](#): *any*[, [hype](#)

---

**Class**

# HyperlinkExternalPageDestination

A h  
infc

**QuickLinks** [exti](#)

**Hierarchy**

**Properties**

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## Methods

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## Element of

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Hyp

## Used in:

Boo

[Hy\]](#)

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**Return** [Hy\]](#)

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**Class**

# HyperlinkExternalPageDestinations

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QuickLinks [ac](#)

Properties

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Element of [D](#)

**Class**

# HyperlinkPageDestination

A hyperlink destinatio

**QuickLinks** [extractLabel](#), [insertLa](#)

## Hierarchy

### Properties

Property	Type
destinationPage	<a href="#">Page</a>
hidden	bool
id	num
index	num
label	strir
name	strir
nameManually	bool

parent [Doc](#)

properties [Obj](#)

viewBounds [Arr](#)

viewPercentage [num](#)

viewSetting [Hyp](#)  
[Hyp](#)  
[Hyp](#)  
[Hyp](#)  
[Hyp](#)  
[Hyp](#)  
[Hyp](#)  
[Hyp](#)

## Methods [Instances](#)

`string extractLabel (`[Label](#)  
Gets the label value as

**Parameter**

key

**void insertLabel (key**

Sets the label to the value

### Parameter

key

value

**void remove ()**

Deletes the Hyperlink

**void showDestination()**

Jumps to the hyperlink

---

**Element of** [Bookmark.destination](#)  
[Hyperlink.destination](#)

**Used in:** [Bookmark Bookmarks](#)  
[Hyperlink Hyperlinks](#)

**Return** [HyperlinkPageDestination](#)

---

**Class**

# HyperlinkPageDestinations

A collection of hyperlinks.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type
length	number

## Methods Instances

[HyperlinkPageDestinations](#) [, [withProperties](#): Object] Creates a new hyperlink.

Parameter	Type
destination	<a href="#">Page</a>

[withProperties](#) Object

**number count ()**  
Displays the number of HyperlinkPageDestinations.

**Element of** [Document.hyperlink](#)

**Class**

# HyperlinkPageItemSource

A hyperlinked page item source.

**QuickLinks** [extractLabel](#), [insertLabel](#)

## Hierarchy



## Properties

Property	Type
hidden	boolean
id	number
index	number
label	string
name	string
parent	Document
properties	Object
sourcePageItem	PageItem

## Methods Instances

`string extractLabel (key)`

Gets the label value as

### Parameter

key

`void insertLabel (key)`

Sets the label to the va

### Parameter

key

value

`void remove ()`

Deletes the Hyperlink

`void showSource ()`

Jumps to the hyperlin

---

## Element of `Hyperlink.source`

**Used in:** `Hyperlink` `Hyperlinks`  
`hyperlinkDestina`

---

**Return** `HyperlinkPageItemS`  
(`source`: `PageIter`)

---

**Class**

# HyperlinkPageItemSources

A collection of hyperlinks.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type
length	number

## Methods Instances

[HyperlinkPageItemCollection](#)  
[withProperties](#): Object

Creates a new hyperlink page item collection.

Parameter	Type
source	Page

[withProperties](#): Object

number **count()**  
Displays the number of items in the collection.  
[HyperlinkPageItemCollection](#)

**Element of** [Document.hyperlinkPageItems](#)

**Class**

# HyperlinkTextDestination

A hyperlink destination

**QuickLinks** [extractLabel](#), [insertLab](#)

## Hierarchy

H

## Properties

Property	Type
destinationText	Insert
hidden	bool
id	numb
index	numb
label	string
name	string
parent	Docu
properties	Object

## Methods Instances

`string extractLabel (key)`

Gets the label value ass

### Parameter

key

`void insertLabel (key: value)`

Sets the label to the val

### Parameter

key

value

`void remove ()`

Deletes the HyperlinkT

`void showDestination`

Jumps to the hyperlink

**Element of** [Bookmark.destination](#)  
[Hyperlink.destination](#)

**Used in:** [Bookmark Bookmarks](#).  
[Hyperlink Hyperlinks](#).  
[hyperlinkDestination](#)

**Return** [HyperlinkTextDestination](#)  
(destination: [Text\[](#)

**Class**

# HyperlinkTextDestinations

A collection of hyperlinks.

**QuickLinks** [add](#), [count](#)

## Properties

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

length number

## Methods Instances

[HyperlinkTextDestination](#)  
[withProperties](#): Object  
Creates a new hyperlink.

Parameter	Type
-----------	------

destination Text

withProperties Object

**number count ()**  
Displays the number of HyperlinkTextDestinations.

**Element of** [Document.hyperlinkDestinations](#)

**Class**

# HyperlinkTextSource

A hyperlinked text object or inser

**QuickLinks** [extractLabel](#), [insertLabel](#), [removeLabel](#)

## Hierarchy

Document

HyperlinkTextSource

## Properties

Property	Type	Access
hidden	bool	readonly
id	number	readonly
index	number	readonly
label	string	r/w
name	string	r/w
parent	Document	readonly
properties	Object	r/w
sourceText	Text	r/w

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated w

Parameter	Type
key	string

`void insertLabel (key: string, va`

Sets the label to the value associat  
key.

Parameter	Type
key	string
value	string

`void remove ()`

Deletes the HyperlinkTextSource

`void showSource ()`

Jumps to the hyperlink source.

---

**Element of** [Hyperlink.source](#)

---

**Used in:** [Hyperlink](#) [Hyperlinks.add \(hyperlinkLabel: string, hyperlinkDestination: any\)\[\]](#),

---

**Return** [HyperlinkTextSource](#) [HyperlinkTextSource \(source: Text\[, withProperties: Object\]\)](#)

---

**Class**

# HyperlinkTextSources

A collection of hyperlink text s

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access
length	number	readonly

## Methods Instances

[HyperlinkTextSource](#) [add](#) ([source](#): [Text](#), [withProperties](#): [Object](#)])

Creates a new hyperlink text source.

Parameter	Type	Description
source	<a href="#">Text</a>	The text to point to.
withProperties	<a href="#">Object</a>	Initial properties for the HyperlinkTextSource (Optional)

[number](#) [count](#) ()

Displays the number of elements in the [HyperlinkTextSource](#).

**Element of** [Document.hyperlinkTextSources](#)

**Class**

# HyperlinkURLDestination

A hyperlink destinatio

**QuickLinks** [extractLabel](#), [insertLa](#)

## Hierarchy



## Properties

Property	Type
destinationURL	string
hidden	boolean
id	number
index	number
label	string
name	string
parent	Document
properties	Object

## Methods Instances

**string extractLabel (key)**

Gets the label value as

### Parameter

key

**void insertLabel (key, value)**

Sets the label to the va

### Parameter

key

value

**void remove ()**

Deletes the Hyperlink

**void showDestination ()**

Jumps to the hyperlin

---

**Element of** [Bookmark.destination](#)  
[Hyperlink.destination](#)

---

**Used in:** [Bookmark](#) [Bookmark](#)  
[Object](#))  
[Hyperlink](#) [Hyperlinks](#)  
[hyperlinkDestination](#)

---

**Return** [HyperlinkURLDestination](#)  
([destination: string])

---

**Class**

# HyperlinkURLDestinations

A collection of hyperlinks.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type
length	number

## Methods Instances

[HyperlinkURLDestinations](#)

[, [withProperties](#): *O*]

Creates a new hyperlink destination.

Parameter	Type
destination	string

**Element of** [Document.hyperlinks](#)

**Class**

# Hyperlinks

A collection of hyperlinks.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of hyperlinks in the collection.

**Methods** **Instances**

[Hyperlink](#) **add** ([hyperlinkSource](#): *any*[], [hyperlinkDestination](#))  
Create a new hyperlink.

Parameter	Type
hyperlinkSource	<a href="#">HyperlinkPageItemSource</a> <a href="#">HyperlinkTextSource</a>
hyperlinkDestination	<a href="#">HyperlinkExternalPageDestination</a> <a href="#">HyperlinkPageDestination</a> <a href="#">HyperlinkTextDestination</a> <a href="#">HyperlinkURLDestination</a>
withProperties	Object

**number count ()**

Displays the number of elements in the Hyperlink.

**Element of** [Document](#).hyperlinks

# **Adobe InDesign CS (3.0) Object Model**

## Contents

Create your own index  
to stay on topic!

## Indexing Suite

Basics Suite  
Book Suite  
Color Suite  
Enum Suite  
Hyperlinks Suite  
**Indexing Suite**  
Interactive Elements  
Suite  
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Links Suite  
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Suite  
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XML Suite

CrossReference  
CrossReferences  
Index  
IndexOptions  
Indexes  
PageReference  
PageReferences  
Subtopic  
Subtopics  
Topic  
Topics

**Class**

# CrossReference

A cross reference to a different index topic.

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

### Properties

Property	Type
crossReferenceType	<a href="#">CrossReferenceType</a> : CrossReferenceType.S CrossReferenceType.S CrossReferenceType.S CrossReferenceType.S CrossReferenceType.S CrossReferenceType.S CrossReferenceType.C CrossReferenceType.C CrossReferenceType.C
customTypeString	string
id	number
index	number

label	string
parent	Topic
properties	Object
referencedTopic	Topic

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

### Parameter

key

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

### Parameter

key

value

`void remove ()`

Deletes the CrossReference.

**Return** `CrossReference` `CrossReferences.add (referenceName: string, customTypeString: string)[, withProperties: object]`



**Class**

# CrossReferences

A collection of cross references.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access
	length	number	readonly

**Methods** **Instances**

`CrossReference add (referencedTopic: Topic, customTypeString: string)[, withProperties: Object]`  
Creates a new cross reference.

Parameter	Type
referencedTopic	<code>Topic</code>
crossReferenceType	<code>CrossReferenceType</code> <code>CrossReferenceType</code> <code>CrossReferenceType</code> <code>CrossReferenceType</code> <code>CrossReferenceType</code> <code>CrossReferenceType</code> <code>CrossReferenceType</code> <code>CrossReferenceType</code>
customTypeString	<code>string</code>

---

withProperties      Object

---

**number count ()**

Displays the number of elements in the Cro

---

**Element of** [Topic.crossReferences](#)

---

**Class**

# Index

An index.

**QuickLinks** [capitalize](#), [extractLabel](#), [generate](#), [importTopics](#), [insertLabel](#), [rer](#)

## Hierarchy

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[T](#)

Properties	Property	Type	Access	Description
	id	number	readonly	The unique ID of the Index.
	index	number	readonly	The index of the Index.
	label	string	r/w	A property that can be set to a string value.
	name	string	r/w	The name of the Index.
	parent	Document	readonly	The parent of the Index.
	properties	Object	r/w	A property that allows you to store additional data.
	topics	Topics	readonly	A collection of index topics.

## Methods Instances

**void capitalize ([capitalizationOption: IndexCapitalizationOptions]): void**  
Makes the initial letter for the specified index topic or group of topics.

Parameter	Type
capitalizationOption	<a href="#">IndexCapitalizationOptions</a> : IndexCapitalizationOptions.SELECTED IndexCapitalizationOptions.INCLUDE_SELF IndexCapitalizationOptions.ALL_LEVELS IndexCapitalizationOptions.ALL_ENTRIES

**string extractLabel (key: string): string**

Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of `Story` `generate ([on: any][, placePoint: Array of Measurement Unit][, autoflowing: bool=false][, includeOverset: bool=false])`  
Generates a new index story.

Parameter	Type	Description
on	MasterSpread Page Spread	The spread or page on MasterSpread. (Optional)
placePoint	Array of Measurement Unit (Number or String)	The coordinates of the (Optional)
destinationLayer	Layer	The layer on which to place the story. (Optional)
autoflowing	bool	If true, allows the story to flow across multiple pages. If no suitable pages. (Optional) (default false)
includeOverset	bool	If true, includes topics from other spreads. (Optional) (default false)

`void importTopics (from: File)`

Imports a list of index topics.

Parameter	Type	Description
from	File	The file from which to import topics.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

`void removeUnusedTopics ()`

Removes all index topics that do not have any index entries.

`void update ()`

Updates the index preview pane. Note: Does not update the index pane.

---

**Element of** [Topic.parent](#)

---

**Return** [Index](#) `Indexes.add ([withProperties: Object])`

---

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**Class**

# IndexOptions

Index options.

## Hierarchy

[Application](#) | ]

**IndexOp**

## Properties

Property	Type
beforeCrossReferenceSeparator	string
betweenEntriesSeparator	string
betweenPageNumbersSeparator	string

	<code>crossReferenceStyle</code>	<a href="#">CharacterStyle</a>
	<code>crossReferenceTopicStyle</code>	<a href="#">CharacterStyle</a>
	<code>entryEndSeparator</code>	<code>string</code>
	<code>followingTopicSeparator</code>	<code>string</code>
	<code>includeBookDocuments</code>	<code>bool</code>
	<code>includeEmptyIndexSections</code>	<code>bool</code>

---

includeHiddenEntries	bool
----------------------	------

---

includeSectionHeadings	bool
------------------------	------

---

indexFormat	<a href="#">IndexFormat</a> : IndexFormat.R IndexFormat.N
-------------	---

---

level1Style	<a href="#">ParagraphStyle</a>
-------------	--------------------------------

---

level2Style	<a href="#">ParagraphStyle</a>
-------------	--------------------------------

---

level3Style	<a href="#">ParagraphStyle</a>
-------------	--------------------------------

level4Style	ParagraphStyle
pageNumberStyle	CharacterStyle
pageRangeSeparator	string
parent	Application Document
properties	Object
replaceExistingIndex	bool

---

sectionHeadingStyle	ParagraphStyle
---------------------	----------------

---

title	string
-------	--------

---

titleStyle	ParagraphStyle String
------------	--------------------------

---

**Element of** [Application.indexGenerationOptions](#)  
[Document.indexGenerationOptions](#)

---

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[Contents :: Index](#)

**Class**

# Indexes

A collection of indexes.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** **Instances**

**Index add ([withProperties: Object])**

Creates a new Index.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new Index (Optional)

**number count ()**

Displays the number of elements in the Index.

**Element of** [Document.indexes](#)

**Class**

# PageReference

The page reference for an index topic.

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy



## Properties

Property	Type
id	number
index	number
label	string
pageNumberStyleOverride	<a href="#">CharacterStyle</a>
pageReferenceLimit	Long <a href="#">ParagraphStyle</a>

---

pageReferenceType	<a href="#">PageReferenceTy]</a>
	<a href="#">PageReferenceTy]</a>

---

parent	<a href="#">Topic</a>
--------	-----------------------

---

parentStory	<a href="#">Story</a>
-------------	-----------------------

---

properties	Object
------------	--------

---

storyOffset	number
-------------	--------

## Methods Instances

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**void remove ()**

Deletes the PageReference.

**Return PageReference** PageReferences.add (parentStyle:  
PageReferenceType=PageReferenceType  
pageNumberStyleOverride: CharacterStyle)

**Class**

# PageReferences

A collection of index page references.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access
length	number	readonly

## Methods Instances

[PageReference add](#) ([parentStory: Story](#), [story PageReferenceType=PageReferenceType.CharacterStyle](#)][, [withProperties: Object](#)])  
Create a new page reference

Parameter	Type
parentStory	<a href="#">Story</a>
storyOffset	<a href="#">InsertionPoint</a> <a href="#">Long</a>
pageReferenceType	<a href="#">PageReferenceType</a> <a href="#">PageReferenceType</a> <a href="#">PageReferenceType</a> <a href="#">PageReferenceType</a> <a href="#">PageReferenceType</a> <a href="#">PageReferenceType</a> <a href="#">PageReferenceType</a> <a href="#">PageReferenceType</a> <a href="#">PageReferenceType</a> <a href="#">PageReferenceType</a>
pageReferenceLimit	<a href="#">Long</a> <a href="#">ParagraphStyle</a>
pageNumberStyleOverride	<a href="#">CharacterStyle</a>
withProperties	<a href="#">Object</a>

**number count ()**

Displays the number of elements in the PageF

---

**Element of** [Topic.pageReferences](#)

---

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[Contents :: Index](#)

**Class**

# Subtopic

An index subtopic

**QuickLinks** [move](#), [remove](#)

## Hierarchy

Topic

Subtopic

## Properties

Property	Type	Access	Description
index	number	readonly	The index of the Subtopic within its containing object.
name	string	r/w	The name of the Subtopic.
parent	Topic	readonly	The parent of the Subtopic (a Topic).
properties	Object	r/w	A property that allows setting of several properties at the same time.
sortOrder	string	r/w	The string by which the topic is sorted instead of the topic name is not used. Note: The actual topic text, rather than the sort order text, appears in the index.

## Methods Instances

**Subtopic move (to: number)**

Moves the topic to the specified location.

Parameter	Type	Description
-----------	------	-------------

to	number	The location.
----	--------	---------------

**void remove ()**

Deletes the Subtopic.

**Return** **Subtopic** **Subtopic.move (to: number)**  
**Subtopic** **Subtopics.add (name: string[, sortOrder: string]**  
**[, withProperties: Object])**

**Class**

# Subtopics

A collection of index subtopics.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**Subtopic add (name: string[, sortOrder: string][, withProperties: Object])**

Create a new subtopic.

Parameter	Type	Description
name	string	The name of the subtopic.
sortOrder	string	The sort order to use. (Optional)
withProperties	Object	Initial values for properties of the new Subtopic (Optional)

**number count ()**

Displays the number of elements in the Subtopic.

**Element of** [Topic](#).subtopics

**Class**

# Topic

An index topic.

**QuickLinks** [capitalize](#), [remove](#)

## Hierarchy

Index

Topic

[CrossReference](#) | [Page](#)

Properties	Property	Type	Access	Description
	crossReferences	<a href="#">CrossReferences</a>	readonly	A collection of CrossReferences.
	index	number	readonly	The index of the topic.
	name	string	readonly	The name of the topic.
	pageReferences	<a href="#">PageReferences</a>	readonly	A collection of PageReferences.
	parent	<a href="#">Index</a>	readonly	The parent index of the topic.
	properties	Object	r/w	A property object.
	subtopics	<a href="#">Subtopics</a>	readonly	A collection of Subtopics.

## Methods Instances

**void capitalize ([capitalizationOption: IndexCapitalizationOptions])**  
Makes the initial letter for the specified index topic or group of topics.

Parameter	Type
capitalizationOption	<a href="#">IndexCapitalizationOptions</a> : IndexCapitalizationOptions.SELECTED IndexCapitalizationOptions.INCLUDE_SELECTED IndexCapitalizationOptions.ALL_LEVELS IndexCapitalizationOptions.ALL_ENTRIES

**void remove ()**

Deletes the Topic.

---

**Element of** [CrossReference.parent](#)  
[CrossReference.referencedTopic](#)  
[PageReference.parent](#)  
[Subtopic.parent](#)

---

**Used in:** [CrossReference CrossReferences.add \(referencedTopic: Topic, string\)\[, withProperties: Object\]](#)

---

**Return** [Topic Topics.add \(name: string\[, sortBy: string\]\[, withProperties: Object\]\)](#)

---

**Class**

# Topics

A collection of index topics.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods Instances

**Topic add (name: string[, sortBy: string][, withProperties: Object])**

Creates a new index topic.

Parameter	Type	Description
name	string	The name of the topic. Note: This is the text that appears in the index.
sortBy	string	The string to sort this topic by instead of the topic name. Note: The actual topic text, rather than the sort order text, appears in the index. (Optional)
withProperties	Object	Initial values for properties of the new Topic (Optional)

**number count ()**

Displays the number of elements in the Topic.

**Element of** [Index.topics](#)

# **Adobe InDesign CS (3.0) Object Model**

# Contents

Not for the stuffy old fashioned paper works, but invaluable if you target electronic documents for the 21st century.

## Interactive Elements Suite

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Enum Suite	Buttons
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Interactive Elements Suite	FormField
Layout Suite	FormFields
Libraries Suite	GotoAnchorBehavior
Links Suite	GotoAnchorBehaviors
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Stroke Styles Suite	GotoFirstPageBehaviors
Table Of Contents Suite	GotoLastPageBehavior
Tables Suite	GotoLastPageBehaviors
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**Contents :: Index**

**Class**

# Behavior

A behavior object.

Superclass of [CloseWindowBehavior](#), [GotoAnchorBehavior](#),  
[GotoFirstPageBehavior](#), [GotoLastPageBehavior](#), [GotoNextPageBehavior](#),  
[GotoNextViewBehavior](#), [GotoPreviousPageBehavior](#),  
[GotoPreviousViewBehavior](#), [GotoURLBehavior](#), [MovieBehavior](#),  
[OpenFileBehavior](#), [QuitBehavior](#), [ShowHideFieldsBehavior](#) and  
[ViewZoomBehavior](#)

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

[Button](#) | [FormField](#)

**Behavior**

[CloseWindowBehavior](#) | [GotoAnchorBehavior](#) | [GotoFirstPageBehavior](#) | [GotoLastPageBehavior](#) | [GotoNextPageBehavior](#) | [GotoNextViewBehavior](#) | [GotoPreviousPageBehavior](#) | [GotoPreviousViewBehavior](#) | [GotoURLBehavior](#) | [MovieBehavior](#) | [OpenFileBehavior](#) | [ShowHideFieldsBehavior](#) | [SoundBehavior](#) | [ViewZoomBehavior](#)

## Properties

Property	Type	Access
enableBehavior	bool	r/w
event	<a href="#">BehaviorEvents:</a> BehaviorEvents.MOUSE_UP BehaviorEvents.MOUSE_DOWN BehaviorEvents.MOUSE_ENTER BehaviorEvents.MOUSE_EXIT BehaviorEvents.ON_FOCUS BehaviorEvents.ON_BLUR	r/w
id	number	readonly

index	number	readc
label	string	r/w
name	string	readc
parent	Button FormField	readc
properties	Object	r/w

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

--	--	--

Parameter	Type	Description
key	string	The key.
value	string	The value.

**[void remove \(\)](#)**

Deletes the Behavior.

**Class**

# Behaviors

A collection of behavior objects.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Behavior.

**Element of** [Button.behaviors](#)  
[FormField.behaviors](#)

**Class**

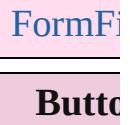
# Button

A button. Base Class: FormField

**QuickLinks** [addPath](#), [applyAppearance](#), [bringForward](#), [bringToFront](#), [duplicate](#), [insertLabel](#), [intersectPath](#), [makeCompoundPath](#), [markup](#), [minus](#), [releaseCompoundPath](#), [remove](#), [removeOverride](#), [resetScaling](#), [store](#), [subtractPath](#), [unlink](#)

## Hierarchy

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[Table](#) | [Text](#) | [TextColumn](#) | [TextF](#)



[Behavior](#) | [CloseWindowBehavior](#) | [EPS](#) | [GotoAnchorBeha](#)  
[GotoNextPageBehavior](#) | [GotoNextViewBehavior](#) | [Goto](#)  
[GotoURLBehavior](#) | [Graphic](#) | [GraphicLine](#) | [Group](#) | [Image](#) |  
[PageItem](#) | [Polygon](#) | [QuitBehavior](#) | [Rectangle](#) | [ShowHid](#)  
[TextWrapPreference](#) | [View](#)

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

---

absoluteVerticalScale	number
-----------------------	--------

---

allGraphics	Array of <a href="#">Graphic</a>
-------------	----------------------------------

---

allPageItems	Array of <a href="#">PageItem</a>
--------------	-----------------------------------

---

appearanceName	string
----------------	--------

---

associatedXMLElement	<a href="#">XMLElement</a>
----------------------	----------------------------

---

behaviors	<a href="#">Behaviors</a>
-----------	---------------------------

---

blendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN
-----------	--

BlendMode.DIFFERENCE  
BlendMode.EXCLUSION  
BlendMode.HUE  
BlendMode.SATURATION  
BlendMode.COLOR  
BlendMode.LUMINOSITY

---

closeWindowBehaviors      [CloseWindowBehaviors](#)

---

cornerEffect      [CornerEffects:](#)  
CornerEffects.NONE  
CornerEffects.ROUNDED\_COR  
CornerEffects.INVERSE\_ROUN  
CornerEffects.INSET\_CORNER  
CornerEffects.BEVEL\_CORNEI  
CornerEffects.FANCY\_CORNE]

---

cornerRadius      number

---

description      string

---

endCap      [EndCap:](#)  
EndCap.BUTT\_END\_CAP  
EndCap.ROUND\_END\_CAP  
EndCap.PROJECTING\_END\_C

---

endJoin      [EndJoin:](#)

	EndJoin.MITER_END_JOIN EndJoin.ROUND_END_JOIN EndJoin.BEVEL_END_JOIN
epss	EPSS
featherCornerType	<b>FeatherCornerType:</b> FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
featherMode	<b>FeatherMode:</b> FeatherMode.NONE FeatherMode.STANDARD
featherWidth	number
fillColor	String <a href="#">Swatch</a>
fillTint	number
gapColor	<a href="#">Swatch</a>

---

gapTint number

---

geometricBounds Array of Measurement Unit (Nui)

---

gotoAnchorBehaviors [GotoAnchorBehaviors](#)

gotoFirstPageBehaviors      [GotoFirstPageBehaviors](#)

---

gotoLastPageBehaviors      [GotoLastPageBehaviors](#)

---

gotoNextPageBehaviors      [GotoNextPageBehaviors](#)

---

gotoNextViewBehaviors      [GotoNextViewBehaviors](#)

---

gotoPreviousPageBehaviors      [GotoPreviousPageBehaviors](#)

---

gotoPreviousViewBehaviors      [GotoPreviousViewBehaviors](#)

---

gotoURLBehaviors      [GotoURLBehaviors](#)

---

gradientFillAngle      number

---

gradientFillLength      number

---

gradientFillStart      Array of Measurement Unit (Nur

---

gradientStrokeAngle      number

---

gradientStrokeLength      number

---

gradientStrokeStart      Array of Measurement Unit (Nur

---

graphicLines      [GraphicLines](#)

graphics

Graphics

---

groups

Groups

---

horizontalScale

number

---

id

number

---

images

Images

---

index

number

---

isolateBlending

bool

---

itemLayer

Layer

---

knockoutGroup

bool

---

label	string
leftLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW_ ArrowHead.SIMPLE_WIDE_AI ArrowHead.TRIANGLE_ARRO ArrowHead.TRIANGLE_WIDE_ ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW_ ArrowHead.CIRCLE_ARROW_ ArrowHead.CIRCLE_SOLID_A ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID_/ ArrowHead.BAR_ARROW_HE
localDisplaySetting	<b>DisplaySettingOptions:</b> DisplaySettingOptions.HIGH_Q DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZ DisplaySettingOptions.DEFAUL
locked	bool
miterLimit	number

movieBehaviors	<a href="#">MovieBehaviors</a>
name	string
nonprinting	bool
opacity	number
openFileBehaviors	<a href="#">OpenFileBehaviors</a>
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintGap	bool
overprintStroke	bool

---

overridden                      bool

---

overriddenMasterPageItem    PageItem

---

pageItems                      PageItems

---

parent	Cell Character Document Group InsertionPoint Layer Line MasterSpread Page Paragraph Spread Story Table Text TextColumn TextFrame TextStyleRange Word
--------	---

---

pdfs	PDFs
------	------

---

picts	PICTs
-------	-------

---

polygons	Polygons
----------	----------

---

properties	Object
------------	--------

---

quitBehaviors	QuitBehaviors
---------------	---------------

---

rectangles	Rectangles
------------	------------

---

rightLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW_ ArrowHead.SIMPLE_WIDE_AI ArrowHead.TRIANGLE_ARRO ArrowHead.TRIANGLE_WIDE_ ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW_ ArrowHead.CIRCLE_SOLID_A ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID_/ ArrowHead.BAR_ARROW_HE
rotationAngle	number
shadowBlendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
shadowBlurRadius	number

shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode</a> : ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number
shearAngle	number
showHideFieldsBehaviors	<a href="#">ShowHideFieldsBehaviors</a>
soundBehaviors	<a href="#">SoundBehaviors</a>
states	<a href="#">States</a>
strokeAlignment	<a href="#">StrokeAlignment</a> : StrokeAlignment.CENTER_ALI StrokeAlignment.INSIDE_ALIG

	<u>StrokeAlignment.OUTSIDE_AL</u>
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment:</a> StrokeCornerAdjustment.NONE StrokeCornerAdjustment.DASH] StrokeCornerAdjustment.GAPS StrokeCornerAdjustment.DASH]
strokeDashAndGap	Array of Measurement Unit (Nur
strokeTint	number

strokeType	<a href="#">StrokeStyle</a>
strokeWeight	number
textFrames	<a href="#">TextFrames</a>
textWrapPreferences	<a href="#">TextWrapPreference</a>
verticalScale	number
viewZoomBehaviors	<a href="#">ViewZoomBehaviors</a>
visibilityInPdf	<a href="#">VisibilityInPdf:</a> VisibilityInPdf.VISIBLE_IN_PC VisibilityInPdf.HIDDEN_IN_PC VisibilityInPdf.VISIBLE_BUT_ VisibilityInPdf.HIDDEN_BUT_

visibleBounds	Array of Measurement Unit (Nur)
wmfs	WMFs

## Methods Instances

`PageItem addPath (with: Array of PageItem)`

Creates a new page item by combining the Button with other objects.

Parameter	Type
with	Array of <code>PageItem</code>

`void applyAppearance (using: string)`

Applies the specified appearance.

Parameter	Type	Description
using	string	The appearance to apply.

`void bringForward ()`

Brings the Button forward one level in its layer.

`void bringToFront ()`

Brings the Button to the front.

`Button duplicate ()`

Duplicates the Button.

`PageItem excludeOverlapPath (with: Array of PageItem)`

Creates a new page item by excluding the overlapping areas of the two items.

--	--

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void exportFile (format: any, to: File[, showingOptions: bool=false])**  
Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export format. Can be a String or an ExportFormat enum value.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user for confirmation before exporting.
using	<a href="#">PDFExportPreset</a>	The export style to use.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void fit (given: FitOptions)**

Applies the specified fit option to content in a frame.

Parameter	Type
given	<a href="#">FitOptions</a> : FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**PageItem intersectPath (with: Array of PageItem)**

Creates a new page item by intersecting the Button with other ones.

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The other objects whose paths will be combined.

[PageItem makeCompoundPath \(with: Array of PageItem\)](#)  
Creates a compound path by combining the path(s) of the Button(s).

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The other objects whose paths will be combined.

[void markup \(using: XMLElement\)](#)  
Associates the page item with the specified XML element while

Parameter	Type
using	<a href="#">XMLElement</a>

[PageItem minusBack \(with: Array of PageItem\)](#)  
Creates a new page item by reverse subtracting the overlapping area.

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The other objects whose paths will be combined.

[void move \(\[to: any\]\[, by: Array of Measurement Unit \(Number\)\]\)](#)  
Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The new location. Page or Layer Page Spread
by	Array of Measurement Unit (Number or String)	Amount by which to move. (Optional)

[PageItem override \(destinationPage: Page\)](#)  
Overrides a master page item and places it on the page.

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page on which the item is placed.

[any place \(fileName: File\[, placePoint: Array of Measurement Unit \(Number\)\]\[, showingOptions: bool=false\]\[, autoflowing: bool=false\]\[, retainOrder: bool=false\]\)](#)

[, **withProperties**: *Object*])

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place
placePoint	Array of Measurement Unit (Number or String)	The point where to place on page or spread
destinationLayer	Array of <a href="#">Layers</a> Layer	The layer(s) to place on
showingOptions	bool	Whether to display the file
autoflowing	bool	Whether to automatically flow the file
retainingFormatting	bool	Whether to keep the file's original styling
convertingQuotes	bool	Whether to convert quotes to double quotes
withProperties	Object	Initial values for the file's properties

**void placeXML (using: XMLElement)**

Places XML content into the specified object. Note: Replaces any existing content.

Parameter	Type	Description
using	XMLElement	The XML element where to place the content

Array of [PageItem](#) **releaseCompoundPath ()**

Releases a compound path.

**void remove ()**

Deletes the Button.

**void removeOverride ()**

Removes the override from a previously overridden master page.

**void resetScaling ()**

Resets the Button's scaling to 100%. Note: This does not change the Button's scale, it only sets the basis for future scaling.

**void resize ([horizontalScale: number][, verticalScale: number][, transformingContent: bool=true][, consideringParentsScale: bool=false])**

Resizes the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale.
verticalScale	number	The percentage of vertical scale.
around	<a href="#">AnchorPoint</a> Array of 2 <a href="#">Units</a>	The point to scale around. enumerator. (Optional) Units
consideringCurrentScale	bool	If true then the object's current scale is considered. then the new value is a relative value. <b>(default: false)</b>
transformingContent	bool	If true then both the object and its content are scaled. <b>(default: true)</b>
consideringParentsScale	bool	If true then the object is scaled relative to the spread.

`void rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, consideringParentsRotation: bool=false])`

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate.
around	<a href="#">AnchorPoint</a> Array of 2 <a href="#">Units</a>	The point to rotate around. enumerator. (Optional) Units
consideringCurrentRotation	bool	If true then the object's current rotation is considered. false then the new value is a relative value. <b>(default: false)</b>
transformingContent	bool	If true then both the object and its content are rotated. <b>(default: true)</b>
consideringParentsRotation	bool	If true then the object is rotated relative to the parent and considering parents. <b>(default: false)</b>

`void select ([existingSelection: SelectionOptions=SelectionOptions])`

Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to select the object

**void sendBackward ()**

Sends the Button back one level in its layer.

**void sendToBack ()**

Sends the Button to the back.

**void shear (by: number[, around: any][, consideringCurrentShear: bool=false][, consideringParentsShear: bool=false])**

Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear
around	AnchorPoint Array of 2 Units	The point to shear around enumerator. (Optional)
consideringCurrentShear	bool	If true then the object's shear is considered then the new value is applied <b>(false)</b>
transformingContent	bool	If true then both the old and new values are applied <b>true)</b>
consideringParentsShear	bool	If true then the object is sheared relative to the considering parents sh

**Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description
using	Library	The library

**PageItem subtractPath (with: Array of PageItem)**

Creates a new page item by subtracting the overlapping areas of

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from

Parameter	Type
from	<a href="#">UnlinkFrom:</a> <a href="#">UnlinkFrom.PAGE</a> <a href="#">UnlinkFrom.MASTER_SPREAD</a>

---

**Element of** [Behavior.parent](#)

[CloseWindowBehavior.parent](#)

[EPS.parent](#)

[GotoAnchorBehavior.parent](#)

[GotoFirstPageBehavior.parent](#)

[GotoLastPageBehavior.parent](#)

[GotoNextPageBehavior.parent](#)

[GotoNextViewBehavior.parent](#)

[GotoPreviousPageBehavior.parent](#)

[GotoPreviousViewBehavior.parent](#)

[GotoURLBehavior.parent](#)

[Graphic.parent](#)

[Image.parent](#)

[MovieBehavior.parent](#)

[OpenFileBehavior.parent](#)

[PDF.parent](#)

[PICT.parent](#)

[QuitBehavior.parent](#)

[ShowHideFieldsBehavior.parent](#)

[SoundBehavior.parent](#)

[State.parent](#)

[ViewZoomBehavior.parent](#)

[WMF.parent](#)

---

**Return** [Button Button.duplicate \(\)](#)

[Button Buttons.add \(\[layer: Layer\]\[, at: LocationOptions=Loca](#)

`withProperties: Object])`

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[Contents](#) :: [Index](#)

**Class**

# Buttons

A collection of buttons.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

**Button add ([layer: Layer][, at: LocationOptions=LocationOptions][, reference: any][, withProperties: Object])**

Create a new Button

Parameter	Type	Description
layer	Layer	The layer where the new Button will be added.
at	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	Location of the new Button. <b>LocationOptions</b>
reference	Document Layer MasterSpread Page Spread	Before/after the beginning of the new Button. Start of the new Button. End of the new Button. Layer containing the new Button. Spread containing the new Button.
withProperties	Object	Initial values for the new Button.

**number count ()**

Displays the number of elements in the Button.

**Element of** [Cell.buttons](#)  
[Character.buttons](#)  
[Document.buttons](#)  
[Group.buttons](#)  
[InsertionPoint.buttons](#)  
[Layer.buttons](#)  
[Line.buttons](#)  
[MasterSpread.buttons](#)  
[Page.buttons](#)  
[Paragraph.buttons](#)  
[Spread.buttons](#)  
[Story.buttons](#)  
[Table.buttons](#)  
[Text.buttons](#)  
[TextColumn.buttons](#)  
[TextFrame.buttons](#)  
[TextStyleRange.buttons](#)  
[Word.buttons](#)

**Class**

# CloseWindowBehavior

A close window behavior object

**QuickLinks** [extractLabel](#), [insertLabel](#), [removeLabel](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvent</a>
	<a href="#">BehaviorEvent</a>
id	number
index	number
label	string
name	string
parent	<a href="#">Button</a> <a href="#">FormField</a>

properties      Object

## Methods Instances

`string extractLabel (key: string)`  
Gets the label value associated with the key.

### Parameter

key

`void insertLabel (key: string, value: string)`  
Sets the label to the value associated with the key.

### Parameter

key

value

`void remove ()`  
Deletes the CloseWindowBehavior associated with the key.

## Return CloseWindowBehavior CloseWindowBehavior

**Class**

# CloseWindowBehaviors

A collection of close window behaviors.

## QuickLinks [add](#), [count](#)

### Properties

Property	Type	Access
length	number	readonly

### Methods [Instances](#)

[CloseWindowBehavior add \(Object\)](#)

Creates a new CloseWindowBehavior.

Parameter	Type	Description
withProperties	Object	Initializes the properties of the new CloseWindowBehavior.

[number count \(\)](#)

Displays the number of elements in the collection of CloseWindowBehavior.

**Element of** [Button.closeWindowBehaviors](#), [FormField.closeWindowBehaviors](#)

**Class**

# FormField

A form field. Base Class: [PageItem](#)

Superclass of [Button](#)

## QuickLinks

[addPath](#), [bringForward](#), [bringToFront](#), [duplicate](#), [exclude](#),  
[intersectPath](#), [makeCompoundPath](#), [markup](#), [minusBack](#),  
[remove](#), [removeOverride](#), [resetScaling](#), [resize](#), [rotate](#), [se](#)

## Hierarchy

[Cell](#) | [Character](#) | [Document](#) | [Group](#) | [InsertionPoint](#)  
[Table](#) | [Text](#) | [TextColumn](#)



[Behavior](#) | [CloseWindowBehavior](#) | [GotoAnchor](#)  
[GotoNextPageBehavior](#) | [GotoNextViewBehavior](#)  
[GotoURLBehavior](#) | [MovieBehavior](#) | [OpenFileBehavior](#)  
[TextWrapPreference](#)

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number

absoluteShearAngle	number
absoluteVerticalScale	number
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
appearanceName	string
associatedXMLElement	<a href="#">XMLElement</a>
behaviors	<a href="#">Behaviors</a>
blendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY

BlendMode.SOFT\_LIGHT  
BlendMode.HARD\_LIGHT  
BlendMode.COLOR\_DODGE  
BlendMode.COLOR\_BURN  
BlendMode.DARKEN  
BlendMode.LIGHTEN  
BlendMode.DIFFERENCE  
BlendMode.EXCLUSION  
BlendMode.HUE  
BlendMode.SATURATION  
BlendMode.COLOR  
BlendMode.LUMINOSITY

---

closeWindowBehaviors      [CloseWindowBehaviors](#)

---

cornerEffect      [CornerEffects](#):  
CornerEffects.NONE  
CornerEffects.ROUND  
CornerEffects.INVERSE  
CornerEffects.INSET\_CORNERS  
CornerEffects.BEVEL\_CORNERS  
CornerEffects.FANCY\_CORNERS

---

cornerRadius      number

---

description      string

endCap	<a href="#">EndCap:</a> EndCap.BUTT-END_CAP EndCap.ROUND-END_CAP EndCap.PROJECTING-END_CAP
endJoin	<a href="#">EndJoin:</a> EndJoin.MITER-END_JOIN EndJoin.ROUND-END_JOIN EndJoin.BEVEL-END_JOIN
featherCornerType	<a href="#">FeatherCornerType:</a> FeatherCornerType.SHA FeatherCornerType.ROUND FeatherCornerType.DIFF
featherMode	<a href="#">FeatherMode:</a> FeatherMode.NONE FeatherMode.STANDARD
featherWidth	number
fillColor	String <a href="#">Swatch</a>
fillTint	number

gapColor

Swatch

gapTint

number

geometricBounds

Array of Measurement U

gotoAnchorBehaviors	<a href="#">GotoAnchorBehaviors</a>
gotoFirstPageBehaviors	<a href="#">GotoFirstPageBehaviors</a>
gotoLastPageBehaviors	<a href="#">GotoLastPageBehaviors</a>
gotoNextPageBehaviors	<a href="#">GotoNextPageBehaviors</a>
gotoNextViewBehaviors	<a href="#">GotoNextViewBehaviors</a>
gotoPreviousPageBehaviors	<a href="#">GotoPreviousPageBehav</a>
gotoPreviousViewBehaviors	<a href="#">GotoPreviousViewBehav</a>
gotoURLBehaviors	<a href="#">GotoURLBehaviors</a>
gradientFillAngle	number

---

gradientFillLength      number

---

gradientFillStart      Array of Measurement U

---

gradientStrokeAngle      number

---

gradientStrokeLength      number

---

gradientStrokeStart      Array of Measurement U

---

horizontalScale      number

---

id      number

---

index      number

---

isolateBlending      bool

---

itemLayer      Layer

---

knockoutGroup      bool

---

label      string

leftLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_AI ArrowHead.SIMPLE_W ArrowHead.TRIANGLE ArrowHead.TRIANGLE ArrowHead.BARBED_A ArrowHead.CURVED_A ArrowHead.CIRCLE_AI ArrowHead.CIRCLE_SC ArrowHead.SQUARE_A ArrowHead.SQUARE_S ArrowHead.BAR_ARC
localDisplaySetting	<b>DisplaySettingOptions:</b> DisplaySettingOptions.H DisplaySettingOptions.T DisplaySettingOptions.O DisplaySettingOptions.D
locked	bool
miterLimit	number
movieBehaviors	<b>MovieBehaviors</b>
name	string

nonprinting	bool
opacity	number
openFileBehaviors	<a href="#">OpenFileBehaviors</a>
overprintFill	bool
overprintGap	bool
overprintStroke	bool

---

overridden	bool
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---

overriddenMasterPageItem	PageItem
--------------------------	----------

---

parent	Cell Character Document Group InsertionPoint Layer Line MasterSpread Page Paragraph Spread Story Table Text TextColumn TextFrame TextStyleRange
--------	---

	Word
properties	Object
quitBehaviors	<a href="#">QuitBehaviors</a>
rightLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_AI ArrowHead.SIMPLE_W ArrowHead.TRIANGLE ArrowHead.TRIANGLE ArrowHead.BARBED_A ArrowHead.CURVED_A ArrowHead.CIRCLE_AI ArrowHead.CIRCLE_SC ArrowHead.SQUARE_A ArrowHead.SQUARE_S ArrowHead.BAR_ARC
rotationAngle	number
shadowBlendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN

BlendMode.DARKEN  
BlendMode.LIGHTEN  
BlendMode.DIFFERENCE  
BlendMode.EXCLUSION  
BlendMode.HUE  
BlendMode.SATURATION  
BlendMode.COLOR  
BlendMode.LUMINOSITY

---

shadowBlurRadius number

---

shadowColor Swatch

---

shadowMode [ShadowMode](#):  
ShadowMode.NONE  
ShadowMode.DROP

---

shadowOpacity number

---

shadowXOffset number

---

shadowYOffset number

---

shearAngle number

---

showHideFieldsBehaviors [ShowHideFieldsBehaviors](#)

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soundBehaviors	<a href="#">SoundBehaviors</a>
strokeAlignment	<a href="#">StrokeAlignment</a> : StrokeAlignment.CENTI StrokeAlignment.INSIDI StrokeAlignment.OUTSI
strokeColor	<a href="#">String</a> <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment</a> StrokeCornerAdjustment StrokeCornerAdjustment StrokeCornerAdjustment StrokeCornerAdjustment
strokeDashAndGap	Array of Measurement U
strokeTint	number

strokeType	<a href="#">StrokeStyle</a>
strokeWeight	number
textWrapPreferences	<a href="#">TextWrapPreference</a>
verticalScale	number
viewZoomBehaviors	<a href="#">ViewZoomBehaviors</a>
visibilityInPdf	<a href="#">VisibilityInPdf:</a>

	VisibilityInPdf.VISIBLE VisibilityInPdf.HIDDEN VisibilityInPdf.VISIBLE VisibilityInPdf.HIDDEN
visibleBounds	Array of Measurement U

## Methods Instances

[PageItem addPath \(with: Array of PageItem\)](#)

Creates a new page item by combining the FormField with the specified page items.

Parameter	Type
with	Array of <a href="#">PageItem</a>

[void bringForward \(\)](#)

Brings the FormField forward one level in its layer.

[void bringToFront \(\)](#)

Brings the FormField to the front.

[FormField duplicate \(\)](#)

Duplicates the FormField.

[PageItem excludeOverlapPath \(with: Array of PageItem\)](#)

Creates a new page item by excluding the overlapping areas of the specified page items.

Parameter	Type
with	Array of <a href="#">PageItem</a>

[void exportFile \(format: any, to: File\[, showingOptions: boolean\]\)](#)

Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export for
to	File	The path of the
showingOptions	bool	If true, prompts
using	<a href="#">PDFExportPreset</a>	The export styl

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void fit (given: FitOptions)**

Applies the specified fit option to content in a frame.

Parameter	Type
given	<a href="#">FitOptions:</a> <a href="#">FitOptions.CONTENT_TO_FRAME</a> <a href="#">FitOptions.CENTER_CONTENT</a> <a href="#">FitOptions.PROPORTIONALLY</a> <a href="#">FitOptions.FRAME_TO_CONTENT</a>

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**PageItem intersectPath (with: Array of PageItem)**

Creates a new page item by intersecting the FormField with the specified array.

Parameter	Type
with	Array of <a href="#">PageItem</a>

**PageItem makeCompoundPath (with: Array of PageItem)**  
Creates a compound path by combining the path(s) of the other objects.

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The other objects.

**void markup (using: XMLElement)**  
Associates the page item with the specified XML element.

Parameter	Type
using	<a href="#">XMLElement</a>

**PageItem minusBack (with: Array of PageItem)**  
Creates a new page item by reverse subtracting the other objects.

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void move ([to: any][, by: Array of Measurement Unit])**  
Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units Layer Page Spread	The target location. The target page. The target page. The target page.
by	Array of Measurement Unit (Number or String)	Amount of movement. (Optional)

**PageItem override (destinationPage: Page)**  
Overrides a master page item and places it on the page.

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page on which to place the item.

**any place (fileName: File[, placePoint: Array of Measurement Unit, showingOptions: bool=false][, autoflowing: bool=false][, withProperties: Object])**  
Places a file in the document.

Parameter	Type	Description

fileName	File	The file to place the content into.
placePoint	Array of Measurement Unit (Number or String)	The position on the page or layer.
destinationLayer	Array of <a href="#">Layers</a> Layer	The layer to spread the content.
showingOptions	bool	Whether to show the content.
autoflowing	bool	Whether to automatically flow the content.
retainingFormatting	bool	Whether to retain the content's formatting.
convertingQuotes	bool	Whether to convert quotes in the XML content.
withProperties	Object	Initial properties for the content.

### **void placeXML (using: XMLElement)**

Places XML content into the specified object. Note: Returns a compound path.

Parameter	Type	Description
using	XMLElement	The XML element to place.

### **Array of [PageItem](#) releaseCompoundPath ()**

Releases a compound path.

### **void remove ()**

Deletes the FormField.

### **void removeOverride ()**

Removes the override from a previously overridden mask.

### **void resetScaling ()**

Resets the FormField's scaling to 100%. Note: This does not affect the size of the FormField the basis for future scaling.

### **void resize ([horizontalScale: number][, verticalScale: number][, transformingContent: bool=true][, consideringParentsSize=false])**

Resize the page item. You must specify either horizontal or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of the original width.
verticalScale	number	The percentage of the original height.

around	<a href="#">AnchorPoint</a>	The point to scale around. Array of 2 enumerators. (C Units)
consideringCurrentScale	bool	If true then the scale will be applied relative to the current scale. If false then the new value will be applied relative to the original scale.
transformingContent	bool	If true then both the content and the page item will be transformed. If false then only the page item will be transformed.
consideringParentsScale	bool	If true then the scale will be applied relative to the parents scale. If false then the scale will be applied relative to the page item's scale.

`void rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, consideringParentsRotation: bool=false])`

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate the page item.
around	<a href="#">AnchorPoint</a>	The point to rotate around. Array of 2 enumerators. (C Units)
consideringCurrentRotation	bool	If true then the rotation will be applied relative to the current rotation. If false then the rotation will be applied relative to the original rotation.
transformingContent	bool	If true then both the content and the page item will be transformed. If false then only the page item will be transformed.
consideringParentsRotation	bool	If true then the rotation will be applied relative to the parents rotation. If false then the rotation will be applied relative to the page item's rotation.

`void select ([existingSelection: SelectionOptions=SelectionOptions.all])`

Select this object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions</a> :

SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE
---

---

**void sendBackward ()**

Sends the FormField back one level in its layer.

**void sendToBack ()**

Sends the FormField to the back.

**void shear (by: number[, around: any][, consideringCurrentShear: bool=false][, consideringParentsShear: bool=false])**

Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear
around	<a href="#">AnchorPoint</a> Array of 2 <a href="#">Units</a>	The point to shear around. An enumerator. (C#)
consideringCurrentShear	bool	If true then the current shear is considered, then the new value is applied. (C#) <b>false</b> )
transformingContent	bool	If true then both sides are transformed. (C#) <b>true</b> )
consideringParentsShear	bool	If true then the parents are sheared relative to the item. (C#) considering parents

**Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description
using	<a href="#">Library</a>	The library to store the item in.

**PageItem subtractPath (with: Array of PageItem)**

Creates a new page item by subtracting the overlapping areas.

Parameter	Type
with	Array of <a href="#">PageItem</a>

---

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page

Parameter	Type
from	UnlinkFrom: UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD

---

**Element of** Behavior.parent  
CloseWindowBehavior.parent  
GotoAnchorBehavior.parent  
GotoFirstPageBehavior.parent  
GotoLastPageBehavior.parent  
GotoNextPageBehavior.parent  
GotoNextViewBehavior.parent  
GotoPreviousPageBehavior.parent  
GotoPreviousViewBehavior.parent  
GotoURLBehavior.parent  
MovieBehavior.parent  
OpenFileBehavior.parent  
Page.tabOrder  
QuitBehavior.parent  
ShowHideFieldsBehavior.fieldsToHide  
ShowHideFieldsBehavior.fieldsToShow  
ShowHideFieldsBehavior.parent  
SoundBehavior.parent  
ViewZoomBehavior.parent

---

**Return** FormField FormField.[duplicate \(\)](#)

**Class**

# FormFields

A collection of form fields.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the FormField.

## Element of

[Cell.formFields](#)  
[Character.formFields](#)  
[Document.formFields](#)  
[Group.formFields](#)  
[InsertionPoint.formFields](#)  
[Layer.formFields](#)  
[Line.formFields](#)  
[MasterSpread.formFields](#)  
[Page.formFields](#)  
[Paragraph.formFields](#)  
[Spread.formFields](#)  
[Story.formFields](#)  
[Table.formFields](#)  
[Text.formFields](#)  
[TextColumn.formFields](#)  
[TextFrame.formFields](#)  
[TextStyleRange.formFields](#)  
[Word.formFields](#)

**Class**

# GotoAnchorBehavior

A behavior object that jumps to an anchor.

**QuickLinks** [extractLabel](#), [insertLabel](#), [removeLabel](#)

## Hierarchy

### Properties

Property	Type
anchorItem	Hyperlink
anchorName	string
enableBehavior	bool
event	BehaviorEvent
	BehaviorEvent
filePath	File
id	number
index	number

label	string
name	string
parent	Button FormField
properties	Object
zoomSetting	GoToZoomOp GoToZoomOp GoToZoomOp GoToZoomOp GoToZoomOp GoToZoomOp GoToZoomOp

## Methods Instances

`string extractLabel (key: string)`  
Gets the label value associated w

### Parameter

key

`void insertLabel (key: string, va`  
Sets the label to the value associa

### Parameter

key

value

`void remove ()`

Deletes the GotoAnchorBehavior

**Return** [GotoAnchorBehavior](#) [GotoAnc](#)

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[Contents](#) :: [Index](#)

**Class**

# GotoAnchorBehaviors

A collection of goto anchor bel

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access
length	number	readonly

## Methods Instances

[GotoAnchorBehavior](#) **add** ([[withProperties](#) [Object](#)])

Creates a new GotoAnchorBehavior.

Parameter	Type	Description
withProperties	Object	Initial properties for the new GotoAnchorBehavior. (Optional)

**number count ()**

Displays the number of elements in the GotoAnchorBehaviors.

**Element of** [Button.gotoAnchorBehaviors](#)  
[FormField.gotoAnchorBehaviors](#)

**Class**

# GotoFirstPageBehavior

A behavior object that jumps

**QuickLinks** [extractLabel](#), [insertLabel](#), [re](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvent</a>
	<a href="#">BehaviorEvent</a>
id	number
index	number
label	string
name	string
parent	<a href="#">Button</a> <a href="#">FormField</a>

properties Object

zoomSetting GoToZooi  
GoToZooi  
GoToZooi  
GoToZooi  
GoToZooi  
GoToZooi

## Methods Instances

**string extractLabel (key: string)**  
Gets the label value associated with the key.

### Parameter

key

**void insertLabel (key: string, value: string)**  
Sets the label to the value as key.

### Parameter

key

value

**void remove ()**  
Deletes the GotoFirstPageBehavior.

## Return GotoFirstPageBehavior Go

**Class**

# GotoFirstPageBehaviors

A collection of goto first p

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access
----------	------	--------

length number readc

## Methods Instances

[GotoFirstPageBehavior add \(Object\)](#)

Creates a new GotoFirstPa

Parameter	Type	Description
-----------	------	-------------

withProperties Object In

p

C

(

[number count \(\)](#)

Displays the number of ele GotoFirstPageBehavior.

**Element of** [Button.gotoFirstPageBeha](#)  
[FormField.gotoFirstPageB](#)

**Class**

# GotoLastPageBehavior

A behavior object that jumps

**QuickLinks** [extractLabel](#), [insertLabel](#), [ren](#)

## Hierarchy

Properties	Property	Type
	enableBehavior	bool
	event	<a href="#">BehaviorEvent</a>
		<a href="#">BehaviorEvent</a>
	id	number
	index	number
	label	string
	name	string
	parent	<a href="#">Button</a> <a href="#">FormField</a>

properties Object

zoomSetting GoToZoon  
GoToZoon  
GoToZoon  
GoToZoon  
GoToZoon  
GoToZoon

## Methods Instances

**string extractLabel (key: string)**  
Gets the label value associated with the key.

### Parameter

key

**void insertLabel (key: string, value: string)**  
Sets the label to the value associated with the key.

### Parameter

key

value

**void remove ()**  
Deletes the GotoLastPageBehavior object.

**Return** **GotoLastPageBehavior** [Got](#)

**Class**

# GotoLastPageBehaviors

A collection of goto last pa

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access
length	number	readonly

## Methods Instances

[GotoLastPageBehavior add \(Object\)](#)

Creates a new GotoLastPageBehavior.

Parameter	Type	Description
withProperties	Object	Properties to be added to the GotoLastPageBehavior.

[number count \(\)](#)

Displays the number of elements in the GotoLastPageBehavior.

**Element of** [Button.gotoLastPageBehaviors](#)  
[FormField.gotoLastPageBehaviors](#)

**Class**

# GotoNextPageBehavior

A behavior object that jumps

**QuickLinks** [extractLabel](#), [insertLabel](#), [removeLabel](#)

## Hierarchy

Properties	Property	Type
	enableBehavior	bool
	event	<a href="#">BehaviorEvent</a>
		<a href="#">BehaviorEvent</a>
	id	number
	index	number
	label	string
	name	string
	parent	<a href="#">Button</a> <a href="#">FormField</a>

properties Object

zoomSetting GoToZoor  
GoToZoor  
GoToZoor  
GoToZoor  
GoToZoor  
GoToZoor

## Methods Instances

**string extractLabel (key: string)**  
Gets the label value associated with the key.

### Parameter

key

**void insertLabel (key: string, value: string)**  
Sets the label to the value associated with the key.

### Parameter

key

value

**void remove ()**  
Deletes the GotoNextPageBehavior.

**Return GotoNextPageBehavior** Go

**Class**

# GotoNextPageBehaviors

A collection of goto next p

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access
----------	------	--------

length number reado

## Methods Instances

[GotoNextPageBehavior add \(Object\)](#)

Creates a new GotoNextPageBehavior.

Parameter	Type	Description
-----------	------	-------------

withProperties Object It

p

G

((

[number count \(\)](#)

Displays the number of elements in the GotoNextPageBehavior.

**Element of** [Button.gotoNextPageBehaviors](#)  
[FormField.gotoNextPageBehaviors](#)

**Class**

# GotoNextViewBehavior

A behavior object that jumps

**QuickLinks** [extractLabel](#), [insertLabel](#), [re](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	BehaviorEvent
BehaviorEvent	BehaviorEvent
id	number
index	number
label	string
name	string
parent	Button FormField

properties Object

zoomSetting GoToZooI  
GoToZooI  
GoToZooI  
GoToZooI  
GoToZooI  
GoToZooI

## Methods Instances

string **extractLabel** (**key**: string)  
Gets the label value associated with the key.

### Parameter

key

void **insertLabel** (**key**: string, **value**: string)  
Sets the label to the value as key-value pair.

### Parameter

key

value

void **remove** ()

Deletes the GotoNextViewBehavior object.

**Return** GotoNextViewBehavior GoToZooI

**Class**

# GotoNextViewBehaviors

A collection of goto next view behaviors.

## QuickLinks [add](#), [count](#)

### Properties

Property	Type	Access
length	number	readonly

### Methods [Instances](#)

[GotoNextViewBehavior](#) **a**  
Object])

Creates a new GotoNextViewBehavior object.

Parameter	Type	Info
withProperties	Object	I

**number count ()**

Displays the number of elements in the GotoNextViewBehavior.

**Element of** [Button.gotoNextViewBehavior](#),  
[FormField.gotoNextViewBehavior](#)

**Class**

# GotoPreviousPageBehavior

A behavior object th

**QuickLinks** [extractLabel](#), [insertI](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	boolean
event	<a href="#">Behavior</a>
id	number
index	number
label	string
name	string
parent	<a href="#">Behavior</a> <a href="#">Function</a>

properties O

zoomSetting G  
G  
G  
G  
G  
G

## Methods Instances

string **extractLabel** G  
Gets the label value

### Parameter

key

void **insertLabel** (k  
Sets the label to the

### Parameter

key

value

void **remove** ()  
Deletes the GotoPre

**Return** GotoPreviousPage]

**Class**

# GotoPreviousPageBehaviors

A collection of go

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type
length	number

## Methods Instances

[GotoPreviousPageObject\(\)](#)

Creates a new Got

Parameter	Type
withProperties	C

[number count\(\)](#)

Displays the numt

GotoPreviousPage

**Element of** [Button.gotoPreviousPage\(\)](#)

[FormField.gotoPreviousPage\(\)](#)

**Class**

# GotoPreviousViewBehavior

A behavior object that

**QuickLinks** [extractLabel](#), [insert](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	behavior
event	<a href="#">B</a>
id	<a href="#">m</a>
index	<a href="#">n</a>
label	<a href="#">st</a>
name	<a href="#">st</a>
parent	<a href="#">B</a> <a href="#">F</a>

properties O

zoomSetting G  
G  
G  
G  
G  
G

## Methods Instances

string **extractLabel**  
Gets the label value

Parameter

key

void **insertLabel** (k)  
Sets the label to the

Parameter

key

value

void **remove** ()  
Deletes the GotoPre

Return **GotoPreviousView**

**Class**

# GotoPreviousViewBehaviors

A collection of go

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type
length	number

## Methods Instances

[GotoPreviousView](#)  
*Object])*

Creates a new Go

Parameter	Description
withProperties	(

withProperties (

number **count ()**

Displays the num

GotoPreviousView

**Element of** [Button.gotoPreviousView](#)  
[FormField.gotoPreviousView](#)

**Class**

# GotoURLBehavior

A behavior object that jumps to a URL

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

Buttc

...

Goto

## Properties

Property	Type
enableBehavior	bool
event	BehaviorEvents: BehaviorEvents.MC BehaviorEvents.MC BehaviorEvents.MC BehaviorEvents.MC BehaviorEvents.ON BehaviorEvents.ON
id	number
index	number
label	string
name	string

parent	Button FormField
--------	---------------------

properties	Object
------------	--------

url	string
-----	--------

---

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the key.

Parameter	Type
key	string

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the key.

Parameter	Type
key	string
value	string

`void remove ()`

Deletes the GotoURLBehavior.

---

**Return** `GotoURLBehavior` `GotoURLBehavior`

---

**Class**

# GotoURLBehaviors

A collection of goto URL behavior objects.

## QuickLinks [add](#), [count](#)

### Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

### Methods [Instances](#)

[GotoURLBehavior add \(\[withProperties Object\]\)](#)

Creates a new GotoURLBehavior.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new GotoURLBehavior. (Optional)

[number count \(\)](#)

Displays the number of elements in the GotoURLBehavior.

**Element of** [Button.gotoURLBehaviors](#)  
[FormField.gotoURLBehaviors](#)

**Class**

# Movie

A movie.

**QuickLinks** [bringForward](#), [bringToFront](#), [duplicate](#), [extractLabel](#), [fit](#), [insertL](#), [resetScaling](#), [resize](#), [select](#), [sendBackward](#), [sendToBack](#), [store](#), [u](#)

## Hierarchy

[Oval](#) | [PageItem](#) | [Polygon](#) | [Recta](#)

**Movie**

[Image](#) | [Link](#)

## Properties

Property	Type
associatedXMLElement	<a href="#">XMLElement</a>
description	string
embedInPDF	bool
filePath	File

---

floatingWindow	bool
----------------	------

---

floatingWindowPosition	<a href="#">FloatingWindowPosition</a> : FloatingWindowPosition.UPPER_LF FloatingWindowPosition.UPPER_M FloatingWindowPosition.UPPER_RI FloatingWindowPosition.CENTER_L FloatingWindowPosition.CENTER FloatingWindowPosition.CENTER_R FloatingWindowPosition.LOWER_L FloatingWindowPosition.LOWER_M FloatingWindowPosition.LOWER_R
------------------------	---

---

floatingWindowSize	<a href="#">FloatingWindowSize</a> : FloatingWindowSize.ONE_FIFTH FloatingWindowSize.ONE_FOURTH FloatingWindowSize.ONE_HALF FloatingWindowSize.FULL FloatingWindowSize.DOUBLE FloatingWindowSize.TRIPLE FloatingWindowSize.QUADRUPLE FloatingWindowSize.MAX
--------------------	---

---

geometricBounds	Array of Measurement Unit (Number String)
-----------------	---

horizontalScale      number

id      number

images      Images

index      number

itemLayer	<a href="#">Layer</a>
itemLink	<a href="#">Link</a>
label	string
locked	bool
moviePosterType	<a href="#">MoviePosterTypes:</a> MoviePosterTypes.NONE MoviePosterTypes.STANDARD MoviePosterTypes.FROM_MOVIE MoviePosterTypes.PROXY_IMAGE
name	string
parent	<a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a>
playMode	<a href="#">PlayMode:</a> PlayMode.ONCE PlayMode.STAY_OPEN PlayMode.REPEAT_PLAY
playOnPageTurn	bool

posterFile	string
properties	Object
showControls	bool
url	string
verticalScale	number
visibleBounds	Array of Measurement Unit (Number, String)

## Methods Instances

`void bringForward ()`

Brings the Movie forward one level in its layer.

`void bringToFront ()`

Brings the Movie to the front.

`Movie duplicate ()`

Duplicates the Movie.

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The label key.

`void fit (given: FitOptions)`

Applies the specified fit option to content in a frame.

Parameter	Type
given	<code>FitOptions:</code> FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The label key.
value	string	The value to set.

### `void markup (using: XMLElement)`

Associates the page item with the specified XML element while

Parameter	Type	Description
using	XMLElement	The XML element to associate with the page item.

`void move ([to: any][, by: Array of Measurement Unit (Number or String)])`

Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units Layer Page Spread	The new location of the page item. Units, Spread, Page or Layer.
by	Array of Measurement Unit (Number or String)	Amount by which to move from current position (Optional).

### `void remove ()`

Deletes the Movie.

### `void resetScaling ()`

Resets the Movie's scaling to 100%. Note: This does not change the Movie's size. It makes the current size of the Movie the basis for future scaling.

`void resize ([horizontalScale: number][, verticalScale: number][, consideringCurrentScale: bool=false][, transformingContent: bool=false][, consideringParentsScale: bool=false])`

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale.
verticalScale	number	The percentage of vertical scale.
around	AnchorPoint	The point to scale around.

	Array of 2 Units	or AnchorPoint enum
consideringCurrentScale	bool	If true then the object's be combined. If false t The default value is fa
transformingContent	bool	If true then both the o scaled (Optional) (defa
consideringParentsScale	bool	If true then the object i page item. If false it is (Optional) (default: fa

**void select ([existingSelection: SelectionOptions=SelectionOptions.ADD\_TO] Object)**  
Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How t (Optic Select SelectionOptions.REPLACE

**void sendBackward ()**

Sends the Movie back one level in its layer.

**void sendToBack ()**

Sends the Movie to the back.

**Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description
using	Library	The library in which t

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from

Parameter	Type
from	UnlinkFrom: UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD

**bool verifyURL ()**

Verifies that the specified URL is valid and contains the specific movie file is specified by a URL rather than a file path.

---

**Element of** [Link.parent](#)

[MovieBehavior.movieItem](#)

---

**Return** [Movie Movie.duplicate \(\)](#)

[Movie Movies.add \(\[layer: Layer\]\[, at: LocationOptions=Location reference: any\]\[, withProperties: Object\]\)](#)

---

**Class**

# MovieBehavior

A movie behavior object. Base Class: [Behavior](#)

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

[Button](#) | [FormI](#)

[Behavior](#)

**MovieBehav**

## Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvents</a> : BehaviorEvents.MOUSE_UP BehaviorEvents.MOUSE_CLICK BehaviorEvents.MOUSE_ENTER BehaviorEvents.MOUSE_EXIT BehaviorEvents.ON_FOCUS BehaviorEvents.ON_BLUR
id	number
index	number
label	string

movieItem	<a href="#">Movie</a>
name	string
operation	<a href="#">PlayOperations</a> : PlayOperations.PLAY PlayOperations.STOP PlayOperations.PAUSE PlayOperations.RESUME
parent	<a href="#">Button</a> <a href="#">FormField</a>
properties	Object

## Methods [Instances](#)

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**void remove ()**

Deletes the MovieBehavior.

---

**Return** **MovieBehavior** [MovieBehaviors.add \(\[withP](#)

---

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Jun-2010 v3.0.3d

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**Class**

# MovieBehaviors

A collection of movie behavior objects.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** **Instances**

**MovieBehavior add ([withProperties: Object])**

Creates a new MovieBehavior.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new MovieBehavior (Optional)

**number count ()**

Displays the number of elements in the MovieBehavior.

**Element of** [Button.movieBehaviors](#)  
[FormField.movieBehaviors](#)

**Class**

# Movies

A collection of movies.

## QuickLinks [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in

## Methods Instances

Movie **add** ([*layer*: Layer][, *at*: LocationOptions=[LocationOpt](#)  
*reference*: any][, *withProperties*: Object])

Create a new Movie

Parameter	Type	Description
layer	Layer	The layer Movie. (C)
at	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	Location <a href="#">Location</a>
reference	Document Layer MasterSpread Page Spread	Before/af beginning Spread, M Layer. Ca Spread, N Layer. (O
withProperties	Object	Initial val the new N

**number count ()**

Displays the number of elements in the Movie.

**Element of** [Oval.movies](#)  
[PageItem.movies](#)  
[Polygon.movies](#)  
[Rectangle.movies](#)

**Used in:** [Asset Library.store](#) ([using](#): Array of *any*)

**Class**

# OpenFileBehavior

An open file behavior object. Base Class

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

Button

Be

OpenF

Properties	Property	Type
	enableBehavior	bool
	event	BehaviorEvents: BehaviorEvents.MOI BehaviorEvents.MOI BehaviorEvents.MOI BehaviorEvents.MOI BehaviorEvents.ON_ BehaviorEvents.ON_
	filePath	File
	id	number
	index	number
	label	string

---

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

---

parent	Button FormField
--------	---------------------

---

properties	Object
------------	--------

---

---

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the

Parameter	Type
key	string

`void insertLabel (key: string, value: sti`

Sets the label to the value associated wi

Parameter	Type
key	string
value	string

`void remove ()`

Deletes the OpenFileBehavior.

---

**Return** `OpenFileBehavior` `OpenFileBehaviors`

---

**Class**

# OpenFileBehaviors

A collection of open file behavior objects.

## QuickLinks

[add](#), [count](#)

### Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

### Methods Instances

[OpenFileBehavior add \(\[withProperties Object\]\)](#)

Creates a new OpenFileBehavior.

Parameter	Type	Description
withProperties	Object	Initial values for the properties of the new OpenFileBehavior. (Optional)

[number count \(\)](#)

Displays the number of elements in the OpenFileBehaviors.

### Element of

[Button.openFileBehaviors](#)

[FormField.openFileBehaviors](#)

**Class**

# QuitBehavior

A quit behavior object. Base Class: [Behavior](#)

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

[Button](#) | [FormField](#)

[Behavior](#)

**QuitBehavior**

## Properties

Property	Type
enableBehavior	bool
event	<b>BehaviorEvents:</b> BehaviorEvents.MOUSE_UP BehaviorEvents.MOUSE_DOWN BehaviorEvents.MOUSE_ENTER BehaviorEvents.MOUSE_EXIT BehaviorEvents.ON_FOCUS BehaviorEvents.ON_BLUR
id	number
index	number
label	string

---

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

---

parent	Button FormField
--------	---------------------

---

properties	Object
------------	--------

---

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified

Parameter	Type	D
key	string	Tl

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the spec

Parameter	Type	D
key	string	Tl
value	string	Tl

`void remove ()`

Deletes the QuitBehavior.

---

**Return** `QuitBehavior` `QuitBehaviors.add ([withProperties])`

---



**Class**

# QuitBehaviors

A collection of quit behavior objects.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[QuitBehavior add \(\[withProperties: Object\]\)](#)  
Creates a new QuitBehavior.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new QuitBehavior (Optional)

[number count \(\)](#)

Displays the number of elements in the QuitBehavior.

**Element of** [Button.quitBehaviors](#)  
[FormField.quitBehaviors](#)

**Class**

# ShowHideFieldsBehavior

A show/hide fields behavior

**QuickLinks** [extractLabel](#), [insertLabel](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	<a href="#">Behavior</a>
	<a href="#">Behavior</a>
fieldsToHide	Array
fieldsToShow	Array
id	number
index	number
label	string

name	string
parent	Button FormF
properties	Object

## Methods Instances

string **extractLabel** (**key**)  
Gets the label value asso

### Parameter

key

void **insertLabel** (**key**: s)  
Sets the label to the valu

### Parameter

key

value

void **remove** ()  
Deletes the ShowHideFi

## Return ShowHideFieldsBehavi

**Class**

# ShowHideFieldsBehaviors

A collection of show/hide behaviors.

## QuickLinks

[add](#), [count](#)

### Properties

Property	Type	
length	number	retrieves the number of behaviors in the collection.

### Methods Instances

[ShowHideFieldsBehavior](#)(*Object*)

Creates a new ShowHideFieldsBehavior object.

Parameter	Type
withProperties	Object

**number count ()**

Displays the number of behaviors in the ShowHideFieldsBehaviors collection.

### Element of

[Button.showHideField](#)  
[FormField.showHideF](#)

**Class**

# Sound

A sound clip.

**QuickLinks** [bringForward](#), [bringToFront](#), [duplicate](#), [extractLabel](#), [fit](#), [insertL](#), [remove](#), [resetScaling](#), [resize](#), [select](#), [sendBackward](#), [sendToBack](#)

## Hierarchy

[Oval](#) | [PageItem](#) | [Polygon](#) | [Rectangle](#)

Sound

[Image](#) | [Link](#)

## Properties

Property	Type
associatedXMLElement	<a href="#">XMLElement</a>
description	string
doNotPrintPoster	bool
embedInPDF	bool

---

filePath

File

---

geometricBounds

Array of Measurement Unit  
(Number or String)

---

horizontalScale

number

---

id

number

---

images

Images

index	number
itemLayer	Layer
itemLink	Link
label	string
locked	bool
name	string
parent	OvalPageItem Polygon Rectangle
playOnPageTurn	bool

posterFile	string
properties	Object
soundPosterType	<b>SoundPosterTypes:</b> SoundPosterTypes.NONE SoundPosterTypes.STANDARD SoundPosterTypes.PROXY_IMAGE
verticalScale	number
visibleBounds	Array of Measurement Unit (Number or String)

## Methods Instances

`void bringForward ()`

Brings the Sound forward one level in its layer.

`void bringToFront ()`

Brings the Sound to the front.

`Sound duplicate ()`

Duplicates the Sound.

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

`void fit (given: FitOptions)`

Applies the specified fit option to content in a frame.

Parameter	Type
given	<code>FitOptions:</code> <code>FitOptions.CONTENT_TO_FRAME</code> <code>FitOptions.CENTER_CONTENT</code> <code>FitOptions.PROPORTIONALLY</code> <code>FitOptions.FRAME_TO_CONTENT</code>

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value

**void markup (using: XMLElement)**

Associates the page item with the specified XML element while content.

Parameter	Type	Description
using	XMLElement	The XML element to associate with the page item.

**void move ([to: any][, by: Array of Measurement Unit (Number or String)][, considerCurrentScale: bool=false][, transformingContent: bool=false][, consideringParentsScale: bool=false])**

Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units Layer Page Spread	The new location of the page item. Array of 2 Units, Spread or Page (Optional)
by	Array of Measurement Unit (Number or String)	Amount by which to move the page item from its current position (Optional)

**void remove ()**

Deletes the Sound.

**void resetScaling ()**

Resets the Sound's scaling to 100%. Note: This does not change the sound's size. Instead, it makes the current size of the Sound the basis for future scaling.

**void resize ([horizontalScale: number][, verticalScale: number][, around: AnchorPoint][, considerCurrentScale: bool=false][, transformingContent: bool=false][, consideringParentsScale: bool=false])**

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale.
verticalScale	number	The percentage of vertical scale.
around	AnchorPoint	The point to scale around.
	Array of 2 Units	2 Units or AnchorPoint (Optional)
consideringCurrentScale	bool	If true then the object's scale will be combined with the new scale.

		value is absolute. The (Optional) (default: <b>false</b> )
transformingContent	bool	If true then both the object and its children are scaled (Optional) (Default: <b>false</b> )
consideringParentsScale	bool	If true then the object is scaled relative to its parent page item. If false then it is scaled relative to the spread. (Optional) (Default: <b>false</b> )

**void select ([existingSelection: SelectionOptions=SelectionOptions.REPLACE])**  
Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to handle existing selection <b>Select</b>

**void sendBackward ()**

Sends the Sound back one level in its layer.

**void sendToBack ()**

Sends the Sound to the back.

**Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description
using	Library	The library in which to store the asset

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from another master page item.

Parameter	Type	Description
from	UnlinkFrom: UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD	Value Type Description

**Element of** [Link.parent](#)

[SoundBehavior.soundItem](#)

**Return** `Sound Sound.duplicate ()`  
`Sound Sounds.add ([layer: Layer][, at:`  
`LocationOptions=LocationOptions.UNKNOWN][, refere`  
`withProperties: Object])`

**Class**

# SoundBehavior

A sound behavior object. Base Class: [Behavior](#)

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

[Button](#) | [Form](#)

[Behavior](#)

**SoundBehavior**

## Properties

Property	Type
enableBehavior	bool
event	<b>BehaviorEvents:</b> BehaviorEvents.MOUSE_L BehaviorEvents.MOUSE_I BehaviorEvents.MOUSE_E BehaviorEvents.MOUSE_E BehaviorEvents.ON_FOCUS BehaviorEvents.ON_BLUR
id	number
index	number
label	string

	<b>name</b>	string
	<b>operation</b>	<a href="#">PlayOperations</a> : PlayOperations.PLAY PlayOperations.STOP PlayOperations.PAUSE PlayOperations.RESUME
	<b>parent</b>	<a href="#">Button</a> <a href="#">FormField</a>
	<b>properties</b>	Object
	<b>soundItem</b>	<a href="#">Sound</a>

## Methods **Instances**

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**void remove ()**

Deletes the SoundBehavior.

---

**Return** **SoundBehavior** [SoundBehaviors.add \(\[withP](#)

---

**Class**

# SoundBehaviors

A collection of sound behavior objects.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**SoundBehavior add ([withProperties: Object])**

Creates a new SoundBehavior.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new SoundBehavior (Optional)

**number count ()**

Displays the number of elements in the SoundBehavior.

## Element of

[Button.soundBehaviors](#)

[FormField.soundBehaviors](#)

**Class**

# Sounds

A collection of sound clips.

## QuickLinks [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in

## Methods Instances

Sound **add** ([layer: [Layer](#)][, at: [LocationOptions](#)=[LocationOpt](#)  
reference: [any](#)][, withProperties: [Object](#)])

Create a new Sound

Parameter	Type	Description
layer	<a href="#">Layer</a>	The layer for the new Sound. (C)
at	<a href="#">LocationOptions</a> : <a href="#">LocationOptions.BEFORE</a> <a href="#">LocationOptions.AFTER</a> <a href="#">LocationOptions.AT_END</a> <a href="#">LocationOptions.AT_BEGINNING</a> <a href="#">LocationOptions.UNKNOWN</a>	Location <a href="#">Location</a>
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	Before/at beginning Spread, M Layer. C Spread, M Layer. (C)
withProperties	<a href="#">Object</a>	Initial value for the new Sound

**number count ()**

Displays the number of elements in the Sound.

**Element of** [Oval.sounds](#)  
[PageItem.sounds](#)  
[Polygon.sounds](#)  
[Rectangle.sounds](#)

**Used in:** [Asset Library.store](#) (using: Array of *any*)

**Class**

# State

A state (states define the display of the field in an exported PDF)

**QuickLinks** [remove](#)

## Hierarchy

Button

State

[EPS](#) | [Graphic](#) | [GraphicLine](#) | [Group](#) | [Image](#) | [Oval](#) | [PDF](#) |  
[PICT](#) | [PageItem](#) | [Polygon](#) | [Rectangle](#) | [TextFrame](#) | [WMF](#)

## Properties

Property	Type	Access	Description
active	bool	r/w	If true, the state is active in the exported PDF.
enabled	bool	r/w	If true, the state is enabled in PDF documents.
epss	EPSSs	readonly	A collection of EPS files.
graphicLines	GraphicLines	readonly	A collection of graphic lines.
graphics	Graphics	readonly	A collection of imported graphics in any graphic file format

			(vector, metafile, or bitmap).
groups	<a href="#">Groups</a>	readonly	A collection of groups.
id	number	readonly	The unique ID of the State.
images	<a href="#">Images</a>	readonly	A collection of bitmap images in any bitmap file format (including TIFF, JPEG, or GIF).
index	number	readonly	The index of the State within its containing object.
name	string	readonly	The name of the State.
ovals	<a href="#">Ovals</a>	readonly	A collection of ellipses.
pageItems	<a href="#">PageItems</a>	readonly	The page items collection, which can be used to process all page items in a container

				(such as a document, page, or group), regardless of type.
parent	<a href="#">Button</a>	readonly	The parent of the State (a Button).	
pdfs	<a href="#">PDFs</a>	readonly	A collection of PDF files.	
picts	<a href="#">PICTs</a>	readonly	A collection of PICT graphics.	
polygons	<a href="#">Polygons</a>	readonly	A collection of polygons	
properties	<a href="#">Object</a>	r/w	A property that allows setting of several properties at the same time.	
rectangles	<a href="#">Rectangles</a>	readonly	A collection of rectangles.	
statetype	<a href="#">StateTypes:</a> StateTypes.UP StateTypes.ROLLOVER StateTypes.DOWN	r/w	The type of user action that dictates the button's appearance.	
textFrames	<a href="#">TextFrames</a>	readonly	A collection of text	

		frames.
wmfs	WMFs	readonly A collection of WMF graphics.

---

## Methods Instances

`void remove ()`

Deletes the State.

---

**Return** `State States.add ([withProperties: Object])`

---

**Class**

# States

A collection of states.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods Instances**

**State add ([withProperties: Object])**

Creates a new State.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new State (Optional)

**number count ()**

Displays the number of elements in the State.

**Element of** [Button.states](#)

**Class**

# ViewZoomBehavior

A view zoom behavior object. Base

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

Button  
FormField

ViewZoomBehavior

## Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvents</a> : <a href="#">BehaviorEvents.N</a> <a href="#">BehaviorEvents.M</a> <a href="#">BehaviorEvents.N</a> <a href="#">BehaviorEvents.M</a> <a href="#">BehaviorEvents.C</a> <a href="#">BehaviorEvents.C</a>
id	number
index	number
label	string
name	string
parent	<a href="#">Button</a> <a href="#">FormField</a>

properties Object

viewZoomStyle [ViewZoomStyle](#):  
ViewZoomStyle.F  
ViewZoomStyle.Z  
ViewZoomStyle.Z  
ViewZoomStyle.F  
ViewZoomStyle.F  
ViewZoomStyle.F  
ViewZoomStyle.F  
ViewZoomStyle.S  
ViewZoomStyle.C  
ViewZoomStyle.I  
ViewZoomStyle.F  
ViewZoomStyle.F

## Methods Instances

`string extractLabel (key: string)`  
Gets the label value associated with

Parameter	Type
key	str

`void insertLabel (key: string, value`  
Sets the label to the value associated

Parameter	Type
key	str
value	str

`void remove ()`

Deletes the ViewZoomBehavior.

---

**Return** [ViewZoomBehavior](#) [ViewZoomBel](#)

---

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[Contents](#) :: [Index](#)

**Class**

# ViewZoomBehaviors

A collection of view zoom behaviors.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The length of the ViewZoomBehaviors object.

## Methods Instances

[ViewZoomBehavior add \(\[withProperties Object\]\)](#)

Creates a new ViewZoomBehavior object.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new ViewZoomBehavior object. (Optional)

[number count \(\)](#)

Displays the number of elements in the ViewZoomBehavior.

## Element of

[Button.viewZoomBehaviors](#)  
[FormField.viewZoomBehaviors](#)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

Pages and everything  
that can appear onto it.  
And around. And below.  
And besides.

## Layout Suite

Basics Suite	ContourOption
Book Suite	EPS
Color Suite	EPSs
Enum Suite	Graphic
Hyperlinks Suite	GraphicLine
Indexing Suite	GraphicLines
Interactive Elements Suite	Graphics
Layout Suite	Group
Libraries Suite	Groups
Links Suite	Guide
Preferences Suite	Guides
Stroke Styles Suite	Image
Table Of Contents Suite	Images
Tables Suite	Layer
Text Suite	Layers
UI Suite	MasterSpread
XML Suite	MasterSpreads
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	PICT
	PICTs
	Page
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	PageItems
	Pages
	Path
	PathPoint
	PathPoints
	Paths
	Polygon
	Polygons
	Rectangle
	Rectangles

Section  
Sections  
Spread  
Spreads  
TextWrapPreference  
WMF  
WMFs

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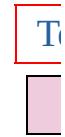
Contents :: [Index](#)

**Class**

# ContourOption

A contour option.

## Hierarchy



## Properties

Property	Type
alphaChannelPathNames	Array of string
contourPathName	string
contourType	ContourOptionsTy ContourOptionsTy ContourOptionsTy ContourOptionsTy ContourOptionsTy ContourOptionsTy ContourOptionsTy ContourOptionsTy
includeInsideEdges	bool

parent	<a href="#">TextWrapPreference</a>
photoshopPathNames	Array of string
properties	Object

---

**Element of** [TextWrapPreference](#).contourOptions

---

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[Contents](#) :: [Index](#)

**Class**

# EPS

A placed EPS file. Base Class: [Graphic](#)

**QuickLinks** [exportFile](#), [extractLabel](#), [insertLabel](#), [markup](#), [move](#), [place](#), [plac](#)  
[shear](#), [store](#), [unlink](#)

## Hierarchy

[Button](#) | [GraphicLine](#) | [Group](#) | [Oval](#) | [PageItem](#) | [Polygon](#) | [R](#)



[ClippingPathSettings](#) | [TextWrapPref](#)

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

---

absoluteVerticalScale	number
actualPpi	Array of number
associatedXMLElement	<a href="#">XMLElement</a>
blendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
clippingPath	<a href="#">ClippingPathSettings</a>
effectivePpi	Array of number

featherCornerType	<p><b>FeatherCornerType:</b></p> <p>FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION</p>
featherMode	<p><b>FeatherMode:</b></p> <p>FeatherMode.NONE FeatherMode.STANDARD</p>
featherWidth	number
geometricBounds	Array of Measurement Unit (Number String)
horizontalScale	number

id	number
imageTypeName	string
index	number
isolateBlending	bool
itemLink	<a href="#">Link</a>
knockoutGroup	bool
label	string
localDisplaySetting	<a href="#">DisplaySettingOptions</a> : DisplaySettingOptions.HIGH_QUAI DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZED DisplaySettingOptions.DEFAULT_V
nonprinting	bool
opacity	number
parent	<a href="#">Button</a>

[GraphicLine](#)  
[Group](#)  
[Oval](#)  
[PageItem](#)  
[Polygon](#)  
[Rectangle](#)  
[State](#)  
[XMLElement](#)

---

properties	Object
rotationAngle	number
shadowBlendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY

shadowBlurRadius	number
shadowColor	Swatch
shadowMode	<a href="#">ShadowMode</a> : ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number
shearAngle	number
space	string
textWrapPreferences	<a href="#">TextWrapPreference</a>

---

verticalScale	number
visibleBounds	Array of Measurement Unit (Number or String)

---

## Methods Instances

`void exportFile (format: any, to: File[, showingOptions: bool=false])`  
Exports the object(s) to a file.

Parameter	Type	Description
format	<code>ExportFormat</code> String	The export format. Can accept a String or String.
to	File	The path of the export file
showingOptions	bool	If true, prompts the user to choose a file (Optional) (default: <code>false</code> )

using [PDFExportPreset](#) The export style to use. (C)

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key
value	string	The value

**void markup (using: XElement)**

Associates the page item with the specified XML element while

Parameter	Type	Description
using	XMLElement	The XML element

**void move ([to: any][, by: Array of Measurement Unit (Number or String)])**  
Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The new location of the item. Units, Spread, Page or Layer
by	Array of Measurement Unit (Number or String)	Amount by which to move from current position (Optional)

**any place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflow: bool=true][, retainingFormatting: bool=true][, convertingQuotes: bool=true])**  
Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.

placePoint	Array of Measurement Unit (Number or String)	The point where to place. You are telling a page
destinationLayer	Array of <a href="#">Layers</a> Layer	The layer(s) to place to. Telling a page or spread. Array of Layers. (Optional)
showingOptions	bool	Whether to display the options. (Optional) (default: <b>false</b> )
autoflowing	bool	Whether to autoflow the content. (Optional) (default: <b>false</b> )
retainingFormatting	bool	Whether to keep formating. (Optional) (default: <b>true</b> )
convertingQuotes	bool	Whether to convert to standard quotes. (Default: <b>true</b> )
withProperties	Object	Initial values for properties. (Optional)

### [void placeXML \(using: XMLElement\)](#)

Places XML content into the specified object. Note: Replaces any existing content.

Parameter	Type	Description
using	XMLElement	The XML element whose content will be replaced.

### [void remove \(\)](#)

Deletes the EPS.

[void resize \(\[horizontalScale: number\]\[, verticalScale: number\]\[, consideringCurrentScale: bool=false\]\[, transformingContent: bool=false\]\[, consideringParentsScale: bool=false\]\)](#)

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale.
verticalScale	number	The percentage of vertical scale.
around	<a href="#">AnchorPoint</a>	The point to scale around.

	Array of 2 Units	or AnchorPoint enum
consideringCurrentScale	bool	If true then the object's scale will be combined. If false it is not. The default value is false.
transformingContent	bool	If true then both the object and its children will be scaled (Optional) (default: false)
consideringParentsScale	bool	If true then the object is rotated relative to its parent page item. If false it is not. (Optional) (default: false)

**void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, transformingContent: bool=true][, consideringParentsRotation: bool=false])**  
Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate the page item
around	AnchorPoint Array of 2 Units	The point to rotate around. Can be either an AnchorPoint or an array of two units.
consideringCurrentRotation	bool	If true then the object's rotation will be considered. If false it is absolute. The default value is absolute. True (Optional) (default: false)
transformingContent	bool	If true then both the object and its children will be rotated (Optional) (default: false)
consideringParentsRotation	bool	If true then the object is rotated relative to its parent page item. If false it is not. Cannot rotate with considering parents rotation at the same time. (Optional) (default: false)

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, transformingContent: bool=true][, consideringParentsShear: bool=false])**  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear
around	<a href="#">AnchorPoint</a>	The point to shear around
	Array of 2 Units or AnchorPoint Units	
consideringCurrentShear	bool	If true then the object's page item will be combined. If false it is absolute. The default is false. (default: <b>false</b> )
transformingContent	bool	If true then both the object's page item and its children will be sheared (Optional) (default: <b>true</b> )
consideringParentsShear	bool	If true then the object's parents page item. If false it is absolute. Cannot shear with consideringCurrentShear. (Optional) (default: <b>false</b> )

### [Asset store \(using: Library\)](#)

Store a page item in a library

Parameter	Type	Description
using	<a href="#">Library</a>	The library in which to store the page item

### [void unlink \(from: UnlinkFrom\)](#)

Detaches an overridden master page item from the page or from another master page item.

Parameter	Type
from	<a href="#">UnlinkFrom:</a> <a href="#">UnlinkFrom.PAGE</a> <a href="#">UnlinkFrom.MASTER_SPREAD</a>

**Class**

# EPSS

A collection of EPS files.

## QuickLinks [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods [Instances](#)

[number count \(\)](#)

Displays the number of elements in the EPS.

**Element of** [Button.epss](#)  
[GraphicLine.epss](#)  
[Group.epss](#)  
[Oval.epss](#)  
[PageItem.epss](#)  
[Polygon.epss](#)  
[Rectangle.epss](#)  
[State.epss](#)  
[XMLElement.epss](#)

**Used in:** [Asset Library.store](#) ([using: Array of any](#))

**Class**

# Graphic

An imported graphic in any graphic file format (including vector)

Superclass of [EPS](#), [Image](#), [PDF](#), [PICT](#), and [WMF](#)

**QuickLinks** [exportFile](#), [extractLabel](#), [insertLabel](#), [move](#), [place](#), [remove](#), [relabel](#)

## Hierarchy

[Button](#) | [GraphicLine](#) | [Group](#) | [Oval](#) | [PageItem](#) | [Path](#)

**Graphic**

[EPS](#) | [Image](#) | [PDF](#) | [PICT](#) | [WMF](#)

**Link**

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

absoluteVerticalScale	number
geometricBounds	Array of Measurement Unit (Num String)
horizontalScale	number
id	number

---

imageTypeName	string
---------------	--------

---

index	number
-------	--------

---

itemLink	<a href="#">Link</a>
----------	----------------------

---

label	string
-------	--------

---

localDisplaySetting	<a href="#">DisplaySettingOptions</a> : DisplaySettingOptions.HIGH_QU DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZI DisplaySettingOptions.DEFAULT
---------------------	--

---

parent	<a href="#">Button</a> <a href="#">GraphicLine</a> <a href="#">Group</a> <a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a> <a href="#">State</a>
--------	---

---

properties	Object
------------	--------

rotationAngle	number
shearAngle	number
verticalScale	number
visibleBounds	Array of Measurement Unit (Num String)

## Methods Instances

**void exportFile (format: any, to: File[, showingOptions: bool, PDFExportPreset])**

Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat String	The export format. Can be a String or a ExportFormat.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user for options. (Optional) (default: false)
using	PDFExportPreset	The export style to use.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key to get the label for.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key to set the label for.
value	string	The value to set the label to.

**void move ([to: any][, by: Array of Measurement Unit (Number, Number)])**

Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units Layer Page	The new location of the item. Can be a Layer, Spread, Page or an array of two numbers.

## Spread

by	Array of Measurement Unit (Number or String)	Amount by which to move the current position (Optional)
----	--	---

any **place** (`fileName: File[, placePoint: Array of Measurement Unit (Number or String), destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true]`)  
Places a file in the document.

Parameter	Type	Description
<code>fileName</code>	File	The file to place.
<code>placePoint</code>	Array of Measurement Unit (Number or String)	The point where to place if you are telling a page or space (Optional)
<code>destinationLayer</code>	Array of <a href="#">Layers</a> Layer	The layer(s) to place telling a page or space or Array of Layers.
<code>showingOptions</code>	bool	Whether to display (Optional) (default <code>false</code> )
<code>autoflowing</code>	bool	Whether to autoflow (Optional) (default <code>false</code> )
<code>retainingFormatting</code>	bool	Whether to keep font style (Optional) (default <code>true</code> )
<code>convertingQuotes</code>	bool	Whether to convert quotes (Optional) (default <code>false</code> )
<code>withProperties</code>	Object	Initial values for properties (Optional)

**void remove ()**

Deletes the Graphic.

**void resize ([horizontalScale: number][, verticalScale: number][, consideringCurrentScale: bool=false][, transformingContent: bool=false][, consideringParentsScale: bool=false])**

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale.
verticalScale	number	The percentage of vertical scale.
around	<a href="#">AnchorPoint</a> Array of 2 Units or AnchorPoint Units	The point to scale around.
consideringCurrentScale	bool	If true then the object will be scaled relative to its current scale. If false it will be scaled absolute. The default value is false (default: <b>false</b> )
transformingContent	bool	If true then both the content and the page item will be scaled (Optional) (default: <b>true</b> )
consideringParentsScale	bool	If true then the object will be scaled relative to its parents scale. If false it will be scaled absolute. The default value is false (Optional) (default: <b>false</b> )

**void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, transformingContent: bool=true][, consideringParentsRotation: bool=false])**  
Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate.
around	<a href="#">AnchorPoint</a> Array of 2 Units or AnchorPoint Units	The point to rotate around.
consideringCurrentRotation	bool	If true then the current rotation will be considered. If false the value is absolute. The default value is true (Optional) (default: <b>true</b> )
transformingContent	bool	If true then both the content and the page item will be rotated (Optional) (default: <b>true</b> )
consideringParentsRotation	bool	If true then the object will be rotated relative to its parents rotation. If false it will be rotated absolute. The default value is false (Optional) (default: <b>false</b> )

parent page item  
the spread. Can  
rotation and con  
at the same time

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, transformingContent: bool=false][, consideringParentsShear: bool=false])**  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear the page item.
around	<a href="#">AnchorPoint</a> Array of 2 <a href="#">Units</a> or <a href="#">AnchorPoint</a>	The point to shear around. The point to shear around. An array of two <a href="#">Units</a> or <a href="#">AnchorPoint</a> .
consideringCurrentShear	bool	If true then the object will be combined. If false it is absolute. The default value is false (default: <b>false</b> )
transformingContent	bool	If true then both the page item and its children are sheared (Optional)
consideringParentsShear	bool	If true then the object will be combined with its parents page item. If false it is absolute. Cannot shear with consideringCurrentShear if true. The default value is false (Optional) (default: <b>false</b> )

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from another master page item.

Parameter	Type
from	<a href="#">UnlinkFrom</a> : <a href="#">UnlinkFrom.PAGE</a> <a href="#">UnlinkFrom.MASTER_SPREAD</a>

**Element of** [Button.allGraphics](#)  
[Cell.allGraphics](#)  
[Character.allGraphics](#)

[Document.allGraphics](#)  
[FormField.allGraphics](#)  
[GraphicLine.allGraphics](#)  
[Group.allGraphics](#)  
[InsertionPoint.allGraphics](#)  
[Layer.allGraphics](#)  
[Line.allGraphics](#)  
[Link.parent](#)  
[MasterSpread.allGraphics](#)  
[Oval.allGraphics](#)  
[Page.allGraphics](#)  
[PageItem.allGraphics](#)  
[Paragraph.allGraphics](#)  
[Polygon.allGraphics](#)  
[Rectangle.allGraphics](#)  
[Spread.allGraphics](#)  
[Story.allGraphics](#)  
[Table.allGraphics](#)  
[Text.allGraphics](#)  
[TextColumn.allGraphics](#)  
[TextFrame.allGraphics](#)  
[TextStyleRange.allGraphics](#)  
[Word.allGraphics](#)

**Class**

# GraphicLine

A straight line consisting of two points. Base Class:

## QuickLinks

[addPath](#), [bringForward](#), [bringToFront](#), [duplicate](#), [ex](#)  
[insertLabel](#), [intersectPath](#), [makeCompoundPath](#), [ma](#)  
[releaseCompoundPath](#), [remove](#), [removeOverride](#), [re](#)  
[sendToBack](#), [shear](#), [store](#), [subtractPath](#), [unlink](#)

## Hierarchy

[Button](#) | [Cell](#) | [Character](#) | [Document](#) | **GraphicLi**  
[Oval](#) | [Page](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | [Re](#)  
| [TextFrame](#) | [T](#)

F

Gr

[EPS](#) | [Graphic](#) | **GraphicLine** | [Group](#) | [Image](#) | O  
TextFrame | TextPath

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

---

absoluteVerticalScale	number
-----------------------	--------

---

allGraphics	Array of <a href="#">Graphic</a>
-------------	----------------------------------

---

allPageItems	Array of <a href="#">PageItem</a>
--------------	-----------------------------------

---

associatedXMLElement	<a href="#">XMLElement</a>
----------------------	----------------------------

---

blendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR BlendMode.COLOR_DODGE BlendMode.DARKER BlendMode.LIGHTER BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION
-----------	---

	BlendMode.COLOR BlendMode.LUMINC
contentType	<a href="#">ContentType</a> : ContentType.UNASS ContentType.GRAPH ContentType.TEXT
cornerEffect	<a href="#">CornerEffects</a> : CornerEffects.NONE CornerEffects.ROUND CornerEffects.INVERSE CornerEffects.INSET CornerEffects.BEVEL CornerEffects.FANCY
cornerRadius	number
endCap	<a href="#">EndCap</a> : EndCap.BUTT-END EndCap.ROUND-END EndCap.PROJECTIN
endJoin	<a href="#">EndJoin</a> : EndJoin.MITER-END EndJoin.ROUND-END EndJoin.BEVEL-END
epss	<a href="#">EPSs</a>
featherCornerType	<a href="#">FeatherCornerType</a> :

	FeatherCornerType.S FeatherCornerType.R FeatherCornerType.D
featherMode	<b>FeatherMode:</b> FeatherMode.NONE FeatherMode.STAND
featherWidth	number
fillColor	String <b>Swatch</b>
fillTint	number
gapColor	<b>Swatch</b>

gapTint	number
geometricBounds	Array of Measurements
gradientFillAngle	number
gradientFillLength	number

---

gradientFillStart	Array of Measurements
-------------------	-----------------------

---

gradientStrokeAngle	number
---------------------	--------

---

gradientStrokeLength	number
----------------------	--------

---

gradientStrokeStart	Array of Measurements
---------------------	-----------------------

---

graphicLines	GraphicLines
--------------	--------------

---

graphics	Graphics
groups	Groups
horizontalScale	number
id	number
images	Images
index	number
isolateBlending	bool
itemLayer	Layer

knockoutGroup	bool
label	string
leftLineEnd	<a href="#">ArrowHead</a> : ArrowHead.NONE ArrowHead.SIMPLE ArrowHead.SIMPLE ArrowHead.TRIANG ArrowHead.TRIANG ArrowHead.BARBEI ArrowHead.CURVEI ArrowHead.CIRCLE ArrowHead.CIRCLE ArrowHead.SQUARE ArrowHead.SQUARE ArrowHead.BAR_AF
localDisplaySetting	<a href="#">DisplaySettingOption</a> DisplaySettingOption DisplaySettingOption DisplaySettingOption DisplaySettingOption
locked	bool
miterLimit	number

nonprinting	bool
opacity	number
ovals	Ovals
overprintFill	bool
overprintGap	bool
overprintStroke	bool

---

overridden                      bool

---

overriddenMasterPageItem    [PageItem](#)

---

pageItems                      [PageItems](#)

parent	Button Cell Character Document <b>GraphicLine</b> Group InsertionPoint Layer Line MasterSpread Oval Page PageItem Paragraph Polygon Rectangle Spread State Story Table Text TextColumn TextFrame TextStyleRange Word
paths	Paths
pdfs	PDFs
picts	PICTs
polygons	Polygons
properties	Object

rectangles	Rectangles
rightLineEnd	<p><b>ArrowHead:</b></p> <ul style="list-style-type: none"> <li>ArrowHead.NONE</li> <li>ArrowHead.SIMPLE</li> <li>ArrowHead.SIMPLE</li> <li>ArrowHead.TRIANG</li> <li>ArrowHead.TRIANG</li> <li>ArrowHead.BARBEI</li> <li>ArrowHead.CURVEI</li> <li>ArrowHead.CIRCLE</li> <li>ArrowHead.CIRCLE</li> <li>ArrowHead.SQUARE</li> <li>ArrowHead.SQUARE</li> <li>ArrowHead.BAR_AR</li> </ul>
rotationAngle	number
shadowBlendMode	<p><b>BlendMode:</b></p> <ul style="list-style-type: none"> <li>BlendMode.NORMAL</li> <li>BlendMode.MULTIP</li> <li>BlendMode.SCREEN</li> <li>BlendMode.OVERLA</li> <li>BlendMode.SOFT_LI</li> <li>BlendMode.HARD_I</li> <li>BlendMode.COLOR_</li> <li>BlendMode.COLOR_</li> <li>BlendMode.DARKE</li> <li>BlendMode.LIGHTE</li> <li>BlendMode.DIFFER</li> <li>BlendMode.EXCLUS</li> <li>BlendMode.HUE</li> </ul>

	BlendMode.SATURA BlendMode.COLOR BlendMode.LUMINC
shadowBlurRadius	number
shadowColor	Swatch
shadowMode	<b>ShadowMode:</b> ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number
shearAngle	number
strokeAlignment	<b>StrokeAlignment:</b> StrokeAlignment.CENTER StrokeAlignment.INSIDE StrokeAlignment.OUTSIDE
strokeColor	String Swatch

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strokeCornerAdjustment	<a href="#">StrokeCornerAdjustm</a> <a href="#">StrokeCornerAdjustm</a> <a href="#">StrokeCornerAdjustm</a> <a href="#">StrokeCornerAdjustm</a> <a href="#">StrokeCornerAdjustm</a>
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strokeDashAndGap	Array of Measuremen
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strokeTint	number
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strokeType	<a href="#">StrokeStyle</a>
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strokeWeight	number
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textFrames	TextFrames
textPaths	TextPaths
textWrapPreferences	TextWrapPreference
verticalScale	number
visibleBounds	Array of Measuremen

wmfs

WMFs

## Methods Instances

`PageItem addPath (with: Array of PageItem)`

Creates a new page item by combining the GraphicLine's that intersect.

Parameter	Type
<code>with</code>	Array of <a href="#">PageItem</a>

`void bringForward ()`

Brings the GraphicLine forward one level in its layer.

`void bringToFront ()`

Brings the GraphicLine to the front.

`GraphicLine duplicate ()`

Duplicates the GraphicLine.

`PageItem excludeOverlapPath (with: Array of PageItem)`

Creates a new page item by excluding the overlapping areas.

Parameter	Type
<code>with</code>	Array of <a href="#">PageItem</a>

`void exportFile (format: any, to: File[, showingOptions: bool, using: PDFExportPreset)`

Exports the object(s) to a file.

Parameter	Type	Description
<code>format</code>	<code>ExportFormat</code> <code>String</code>	The export format.
<code>to</code>	<code>File</code>	The path of the file.
<code>showingOptions</code>	<code>bool</code>	If true, prompts for confirmation (otherwise <code>false</code> ).
<code>using</code>	<code>PDFExportPreset</code>	The export style.

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void fit (given: FitOptions)**

Applies the specified fit option to content in a frame.

Parameter	Type
given	FitOptions: FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CENTER FitOptions.PROPORTIONAL FitOptions.FRAME_TO_CENTER

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**PageItem intersectPath (with: Array of PageItem)**

Creates a new page item by intersecting the Graphic with the other objects that do not intersect.

Parameter	Type
with	Array of PageItem

**PageItem makeCompoundPath (with: Array of PageItem)**

Creates a compound path by combining the path(s) of the other objects.

Parameter	Type	Description
with	Array of PageItem	The other objects.

**void markup (using: XMLElement)**

Associates the page item with the specified XML element.

Parameter	Type
using	XMLElement

**PageItem minusBack (with: Array of PageItem)**

Creates a new page item by reverse subtracting the

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void move ([to: any][, by: Array of Measurement Unit]**  
Move Page Item to a new location. One of the To options:

Parameter	Type	Description
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The target location. The target location. The target location. The target location.
by	Array of Measurement Unit (Number or String)	Amount of movement. Amount of movement.

[PageItem](#) **override (destinationPage: Page)**

Overrides a master page item and places it on the page.

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page on which to place the item.

**any place (fileName: File[, placePoint: Array of Measurement Unit][, showingOptions: bool=false][, autoflowing: bool=true][, convertingQuotes: bool=true][, withProperties: Object]**  
Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The position of the file. The position of the file. The position of the file.
destinationLayer	Array of <a href="#">Layers</a> <a href="#">Layer</a>	The layer where the file is placed. The layer where the file is placed. (Optional)
showingOptions	bool	Whether to show the file. (default: true)

autoflowing	bool	Whether the page item's content will be automatically wrapped.
retainingFormatting	bool	Whether the page item's content's original styling will be preserved.
convertingQuotes	bool	Whether the page item's content's quotes will be converted to the application's standard quote style.
withProperties	Object	Initial properties for the page item.

### `void placeXML (using: XMLElement)`

Places XML content into the specified object. Note: This method is experimental.

Parameter	Type	Description
using	XMLElement	The XML element to place.

### `Array of PageItem releaseCompoundPath ()`

Releases a compound path.

### `void remove ()`

Deletes the GraphicLine.

### `void removeOverride ()`

Removes the override from a previously overridden property.

### `void resetScaling ()`

Resets the GraphicLine's scaling to 100%. Note: This method is experimental. It makes the current size of the GraphicLine the basis for future scaling.

### `void resize ([horizontalScale: number][, verticalScale: number][, anchorPoint: AnchorPoint][, transformContent: bool=false][, transformingContent: bool=true][, considerCurrentScale: bool=false])`

Resize the page item. You must specify either horizontal or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of the original width to use.
verticalScale	number	The percentage of the original height to use.
around	AnchorPoint	The point around which the page item is scaled.
	Array of 2 Units	AnchorPoint units.
consideringCurrentScale	bool	If true the page item's current scale is combined with the new scale.

		is false. (C
transformingContent	bool	If true the (default: t
consideringParentsScale	bool	If true the false it is :

**void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, consideringParentsRotation: bool=false])**  
Rotate the page item

Parameter	Type	Description
by	number	Angle
around	<a href="#">AnchorPoint</a> Array of 2 Ancho Units	The pc The pc Ancho Units
consideringCurrentRotation	bool	If true combi value i
transformingContent	bool	If true (Optio
consideringParentsRotation	bool	If true If false consid both se

**void select ([existingSelection: SelectionOptions=SelectionOptions.REPLACE])**  
Select this object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions:</a> SelectionOptions.ADD_TO SelectionOptions.REMOVE_FI SelectionOptions.REPLACE

**void sendBackward ()**

Sends the GraphicLine back one level in its layer.

**void sendToBack ()**

Sends the GraphicLine to the back.

**void shear (by: number[, around: any][, considering: bool=true][, consideringParentsShear: bool=false])**

Shear the page item

Parameter	Type	Description
by	number	Angle by
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point AnchorPc Units
consideringCurrentShear	bool	If true the combined is false. (0)
transformingContent	bool	If true the (Optional)
consideringParentsShear	bool	If true the false it is considering the same 1

**Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description
using	Library	The

**PageItem subtractPath (with: Array of PageItem)**

Creates a new page item by subtracting the overlap

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the

Parameter	Type

from

[UnlinkFrom:](#)  
[UnlinkFrom.PAGE](#)  
[UnlinkFrom.MASTER\\_SPRE](#)

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**Return** [GraphicLine](#) [GraphicLine.duplicate \(\)](#)  
[GraphicLine](#) [GraphicLines.add \(\[layer: Layer\]\[, at reference: any\]\[, withProperties: Object\]\)](#)

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**Class**

# GraphicLines

A collection of graphic lines.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number

**Methods** **Instances**

`GraphicLine add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN Object])`  
Create a new GraphicLine

Parameter	Type
layer	Layer
at	<code>LocationOptions:</code> <code>LocationOptions.BEFORE</code> <code>LocationOptions.AFTER</code> <code>LocationOptions.AT_END</code> <code>LocationOptions.AT_BEGINNING</code> <code>LocationOptions.UNKNOWN</code>
reference	<code>Document</code> <code>Layer</code> <code>MasterSpread</code> <code>Page</code> <code>Spread</code>
withProperties	Object

`number count ()`

Displays the number of elements in the GraphicL

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**Element of** [Button.graphicLines](#)  
[Cell.graphicLines](#)  
[Character.graphicLines](#)  
[Document.graphicLines](#)  
[GraphicLine.graphicLines](#)  
[Group.graphicLines](#)  
[InsertionPoint.graphicLines](#)  
[Layer.graphicLines](#)  
[Line.graphicLines](#)  
[MasterSpread.graphicLines](#)  
[Oval.graphicLines](#)  
[Page.graphicLines](#)  
[PageItem.graphicLines](#)  
[Paragraph.graphicLines](#)  
[Polygon.graphicLines](#)  
[Rectangle.graphicLines](#)  
[Spread.graphicLines](#)  
[State.graphicLines](#)  
[Story.graphicLines](#)  
[Table.graphicLines](#)  
[Text.graphicLines](#)  
[TextColumn.graphicLines](#)  
[TextFrame.graphicLines](#)  
[TextStyleRange.graphicLines](#)  
[Word.graphicLines](#)

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**Class**

# Graphics

A collection of imported graphics in any graphic file format (vector, metafile, or bitmap).

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Graphic.

**Element of** [Button.graphics](#)  
[GraphicLine.graphics](#)  
[Group.graphics](#)  
[Oval.graphics](#)  
[PageItem.graphics](#)  
[Polygon.graphics](#)  
[Rectangle.graphics](#)  
[State.graphics](#)

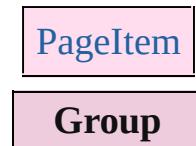
**Class**

# Group

A group. Base Class: [PageItem](#)

**QuickLinks** [addPath](#), [bringForward](#), [bringToFront](#), [duplicate](#), [excludeOverlaps](#), [insertLabel](#), [intersectPath](#), [makeCompoundPath](#), [markup](#), [minus](#), [releaseCompoundPath](#), [remove](#), [removeOverride](#), [resetScaling](#), [sendToBack](#), [shear](#), [store](#), [subtractPath](#), [transformGroupContent](#)

**Hierarchy** [Button](#) | [Cell](#) | [Character](#) | [Document](#) | [GraphicLine](#) | **Group** | [Oval](#) | [Page](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [Spr](#) | [TextFrame](#) | [TextStyleRan](#)



[Button](#) | [EPS](#) | [FormField](#) | [Graphic](#) | [GraphicLine](#) | **Group** | [Image](#)  
| [Rectangle](#) | [TextFrame](#) | [TextWrap](#)

Properties	Property	Type
	absoluteHorizontalScale	number
	absoluteRotationAngle	number
	absoluteShearAngle	number

absoluteVerticalScale	number
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
associatedXMLElement	<a href="#">XMLElement</a>
blendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
buttons	<a href="#">Buttons</a>

cornerEffect	<b>CornerEffects:</b> CornerEffects.NONE CornerEffects.ROUNDED_CORNER CornerEffects.INVERSE_ROUNDED_CORNER CornerEffects.INSET_CORNER CornerEffects.BEVEL_CORNER CornerEffects.FANCY_CORNER
cornerRadius	number
endCap	<b>EndCap:</b> EndCap.BUTT_END_CAP EndCap.ROUND_END_CAP EndCap.PROJECTING_END_CAP
endJoin	<b>EndJoin:</b> EndJoin.MITER_END_JOIN EndJoin.ROUND_END_JOIN EndJoin.BEVEL_END_JOIN
epss	<b>EPSs</b>
featherCornerType	<b>FeatherCornerType:</b> FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
featherMode	<b>FeatherMode:</b> FeatherMode.NONE FeatherMode.STANDARD

featherWidth	number
fillColor	String <a href="#">Swatch</a>
fillTint	number
formFields	<a href="#">FormFields</a>
gapColor	<a href="#">Swatch</a>
gapTint	number

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geometricBounds	Array of Measurement Unit (Num
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gradientFillAngle	number
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gradientFillLength	number
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gradientFillStart	Array of Measurement Unit (Num
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gradientStrokeAngle      number

---

gradientStrokeLength      number

---

gradientStrokeStart      Array of Measurement Unit (Num

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graphicLines      [GraphicLines](#)

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graphics      [Graphics](#)

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groups      [Groups](#)

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horizontalScale	number
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id	number
----	--------

---

images	Images
--------	--------

---

index	number
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isolateBlending	bool
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itemLayer	Layer
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knockoutGroup	bool
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label	string
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leftLineEnd	ArrowHead: ArrowHead.NONE ArrowHead.SIMPLE_ARROW_H
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	ArrowHead.SIMPLE_WIDE_ARROW ArrowHead.TRIANGLE_ARROW ArrowHead.TRIANGLE_WIDE_ARROW ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW_FILL ArrowHead.CIRCLE_SOLID_ARROW ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID_ARROW ArrowHead.BAR_ARROW_HEAD
localDisplaySetting	<a href="#">DisplaySettingOptions</a> : DisplaySettingOptions.HIGH_QUALITY DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZED DisplaySettingOptions.DEFAULT
locked	bool
miterLimit	number
nonprinting	bool
opacity	number
ovals	<a href="#">Ovals</a>
overprintFill	bool

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overprintGap                  bool

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overprintStroke                bool

---

overridden                    bool

---

overriddenMasterPageItem PageItem

---

pageItems PageItems

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parent

Button  
Cell  
Character  
Document  
GraphicLine  
**Group**  
InsertionPoint  
Layer  
Line  
MasterSpread  
Oval  
Page  
PageItem  
Paragraph  
Polygon  
Rectangle  
Spread  
State

	Story Table Text TextColumn TextFrame TextStyleRange Word
pdfs	PDFs
picts	PICTs
polygons	Polygons
properties	Object
rectangles	Rectangles
rightLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW_F ArrowHead.SIMPLE_WIDE_ARO ArrowHead.TRIANGLE_ARROW ArrowHead.TRIANGLE_WIDE_ ArrowHead.BARBED_ARROW_< ArrowHead.CURVED_ARROW_< ArrowHead.CIRCLE_ARROW_F ArrowHead.CIRCLE_SOLID_AR ArrowHead.SQUARE_ARROW_< ArrowHead.SQUARE_SOLID_A ArrowHead.BAR_ARROW_HEA
rotationAngle	number

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shadowBlendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
shadowBlurRadius	number
shadowColor	<b>Swatch</b>
shadowMode	<b>ShadowMode:</b> ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number

shearAngle	number
strokeAlignment	<b>StrokeAlignment:</b> StrokeAlignment.CENTER_ALIGN StrokeAlignment.INSIDE_ALIGN StrokeAlignment.OUTSIDE_ALIGN
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<b>StrokeCornerAdjustment:</b> StrokeCornerAdjustment.NONE StrokeCornerAdjustment.DASHED StrokeCornerAdjustment.GAPS StrokeCornerAdjustment.DASHED_GAPS
strokeDashAndGap	Array of Measurement Unit (Number)

strokeTint	number
strokeType	StrokeStyle
strokeWeight	number
textFrames	TextFrames
textWrapPreferences	TextWrapPreference
verticalScale	number
visibleBounds	Array of Measurement Unit (Num

wmfs

WMFs

## Methods Instances

[PageItem addPath \(with: Array of PageItem\)](#)

Creates a new page item by combining the Group with other obj intersect.

Parameter	Type
with	Array of PageItem

[void bringForward \(\)](#)

Brings the Group forward one level in its layer.

[void bringToFront \(\)](#)

Brings the Group to the front.

[Group duplicate \(\)](#)

Duplicates the Group.

[PageItem excludeOverlapPath \(with: Array of PageItem\)](#)

Creates a new page item by excluding the overlapping areas of t

Parameter	Type	D
with	Array of PageItem	T

[void exportFile \(format: any, to: File\[, showingOptions: bool=false\]\)](#)

Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat String	The export format. Can ac
to	File	The path of the export file
showingOptions	bool	If true, prompts the user to <b>false</b> )
using	PDFExportPreset	The export style to use. (C

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void fit (given: FitOptions)**

Applies the specified fit option to content in a frame.

Parameter	Type
given	FitOptions: FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**PageItem intersectPath (with: Array of PageItem)**

Creates a new page item by intersecting the Group with other objects that intersect.

Parameter	Type	Description
with	Array of PageItem	The object(s

**PageItem makeCompoundPath (with: Array of PageItem)**  
Creates a compound path by combining the path(s) of the Group

Parameter	Type	Description
with	Array of PageItem	The other objects whose path(s) will be combined.

**void markup (using: XMLElement)**  
Associates the page item with the specified XML element while

Parameter	Type
using	XMLElement

**PageItem minusBack (with: Array of PageItem)**  
Creates a new page item by reverse subtracting the overlapping

Parameter	Type	Description
with	Array of PageItem	The objects to be subtracted.

**void move ([to: any][, by: Array of Measurement Unit (Number or String)])**  
Move Page Item to a new location. One of the To or By parameters must be provided.

Parameter	Type	Description
to	Array of 2 Units Layer Page Spread	The new location Spread, Page or Layer
by	Array of Measurement Unit (Number or String)	Amount by which to move position (Optional)

**PageItem override (destinationPage: Page)**

Overrides a master page item and places it on the page

Parameter	Type	Description
destinationPage	Page	The document page on which the master page item is placed.

**any place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, showingOptions: bool=false][, autoflowing: bool=false][, convertingQuotes: bool=true][, withProperties: Object])**  
Places a file in the document.

Parameter	Type	Description

fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point where to tell a page or spread a page or spread to (Optional)
destinationLayer	Array of <a href="#">Layers</a>	The layer(s) to place a page or spread to (Optional)
showingOptions	bool	Whether to display (default: <b>false</b> )
autoflowing	bool	Whether to autoflow
retainingFormatting	bool	Whether to keep formatting (default: <b>true</b> )
convertingQuotes	bool	Whether to convert quotes (default: <b>true</b> )
withProperties	Object	Initial values for properties

### **void placeXML (using: XMLElement)**

Places XML content into the specified object. Note: Replaces any existing content.

Parameter	Type	Description
using	XMLElement	The XML element whose content will be replaced.

### **Array of [PageItem](#) releaseCompoundPath ()**

Releases a compound path.

### **void remove ()**

Deletes the Group.

### **void removeOverride ()**

Removes the override from a previously overridden master page.

### **void resetScaling ()**

Resets the Group's scaling to 100%. Note: This does not change current size of the Group the basis for future scaling.

### **void resize ([horizontalScale: number][, verticalScale: number][, bool=false][, transformingContent: bool=true][, consideringPar**

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale.
verticalScale	number	The percentage of vertical scale.
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale around. AnchorPoint enumeration. Units
consideringCurrentScale	bool	If true then the object's current scale is combined. If false then it is not. (Optional) (default: <b>false</b> )
transformingContent	bool	If true then both the object and its content are scaled. If false then only the object is scaled. (default: <b>true</b> )
consideringParentsScale	bool	If true then the object's parents' scale is combined. If false it is scaled relatively. (Optional) (default: <b>false</b> )

**void rotate (by: number[, around: any][, consideringCurrentRotation: bool=**true**][, consideringParentsRotation: bool=**false**])**

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate.
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to rotate around. AnchorPoint enumeration. Units
consideringCurrentRotation	bool	If true then the object's current rotation is combined. If false then it is not. (Optional) (default: <b>false</b> )
transformingContent	bool	If true then both the object and its content are rotated. If false then only the object is rotated. (Optional) (default: <b>true</b> )
consideringParentsRotation	bool	If true then the object's parents' rotation is combined. If false it is rotated relatively. (Optional) (default: <b>false</b> )

**void select ([existingSelection: SelectionOptions=SelectionOpt**  
Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to handle existing selection (default: SelectionOptions.ADD_TO)

**void sendBackward ()**

Sends the Group back one level in its layer.

**void sendToBack ()**

Sends the Group to the back.

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, consideringParentsShear: bool=false])**  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear
around	AnchorPoint Array of 2 AnchorPoint Units	The point to shear around AnchorPoint enumeration Units
consideringCurrentShear	bool	If true then the object is combined. If false then it is false. (Optional) (default: true)
transformingContent	bool	If true then both the old and new objects are transformed. If false then only the new object is transformed. (Optional) (default: true)
consideringParentsShear	bool	If true then the object is sheared relative to its parents. If false it is sheared relative to the page item. Considering current shear and transforming content at the same time. (Optional) (default: true)

**Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description

using

Library

The library in wl

**PageItem subtractPath (with: Array of PageItem)**

Creates a new page item by subtracting the overlapping areas of

Parameter	Type	D
with	Array of PageItem	Tl

**void transformGroupContents ()**

Resets the transformation of a group to 0 while preserving the transformation of its items. Transformations include rotation, scaling, flipping, fitting and skewing.

**void ungroup ()**

Ungroups the group.

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from another master page.

Parameter	Type
from	UnlinkFrom: UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD

**Element of** [EPS.parent](#)

[Graphic.parent](#)

[Image.parent](#)

[PDF.parent](#)

[PICT.parent](#)

[WMF.parent](#)

**Return** [Group Group.duplicate \(\)](#)

[Group Groups.add \(groupItems: Array of PageItem\[, layer: Layer, locationOptions=LocationOptions.UNKNOWN\]\[, reference\]](#)

**Class**

# Groups

A collection of groups.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in

**Methods** **Instances**

Group **add** (`groupItems: Array of PageItem[, layer: Layer][, at LocationOptions=LocationOptions.UNKNOWN][, reference Object]`)

Create a new Group

Parameter	Type	Description
groupItems	Array of PageItem	A list of
layer	Layer	The laye Group (C
at	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	Location <b>Location</b>
reference	Document Layer MasterSpread Page Spread	Before/a beginnin Spread, l Layer. C Spread, l Layer. (C
withProperties	Object	Initial va the new (

**number count ()**

Displays the number of elements in the Group.

---

**Element of** [Button.groups](#)  
[Cell.groups](#)  
[Character.groups](#)  
[Document.groups](#)  
[GraphicLine.groups](#)  
[Group.groups](#)  
[InsertionPoint.groups](#)  
[Layer.groups](#)  
[Line.groups](#)  
[MasterSpread.groups](#)  
[Oval.groups](#)  
[Page.groups](#)  
[PageItem.groups](#)  
[Paragraph.groups](#)  
[Polygon.groups](#)  
[Rectangle.groups](#)  
[Spread.groups](#)  
[State.groups](#)  
[Story.groups](#)  
[Table.groups](#)  
[Text.groups](#)  
[TextColumn.groups](#)  
[TextFrame.groups](#)  
[TextStyleRange.groups](#)  
[Word.groups](#)

---

**Class**

# Guide

A guide.

**QuickLinks** [extractLabel](#), [insertLabel](#), [override](#), [remove](#), [removeOverride](#), [set](#)

## Hierarchy

[Document](#) | [Layer](#) | [MasterSpread](#) | [Page](#) | [Shape](#)

**Guide**

## Properties

Property	Type	Access
fitToPage	bool	r/w
guideColor	3 Reals (0 - 255) <a href="#">UIColors</a>	r/w
id	number	readonly
index	number	readonly

itemLayer	<a href="#">Layer</a>	r/w
label	string	r/w
location	Measurement Unit (Number or String)	r/w
locked	bool	r/w
orientation	<a href="#">HorizontalOrVertical</a> : HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL	r/w
parent	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	readonly
properties	Object	r/w
viewThreshold	number	r/w

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value

### **PageItem override (destinationPage: Page)**

Overrides a master page item and places it on the page

Parameter	Type	Description
destinationPage	Page	The document page on which the master is overridden.

### **void remove ()**

Deletes the Guide.

### **void removeOverride ()**

Removes the override from a previously overridden master page

### **void select ([existingSelection: SelectionOptions=SelectionOptions.REPLACE])**

Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to select the existing selection SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE

**Return** Guide Guides.add ([layer: Layer][, withProperties: Object])

**Class**

# Guides

A collection of guides.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**Guide add ([layer: Layer][, withProperties: Object])**

Creates a new guide.

Parameter	Type	Description
layer	<a href="#">Layer</a>	The layer on which to create the guide. (Optional)
withProperties	<a href="#">Object</a>	Initial values for properties of the new Guide (Optional)

**number count ()**

Displays the number of elements in the Guide.

## Element of

[Document.guides](#)

[Layer.guides](#)

[MasterSpread.guides](#)

[Page.guides](#)

[Spread.guides](#)

**Class**

# Image

An imported bitmap image in any bitmap file format (including [Graphic](#))

**QuickLinks** [exportFile](#), [extractLabel](#), [insertLabel](#), [markup](#), [move](#), [place](#), [placeStore](#), [unlink](#)

## Hierarchy

[Button](#) | [GraphicLine](#) | [Group](#) | [Movie](#) | [Oval](#) | [PageItem](#) | [XMLElement](#)

[Graphic](#)

**Image**

[ClippingPathSettings](#) | [ImageIOPreference](#) |

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

absoluteVerticalScale	number
actualPpi	Array of number
associatedXMLElement	<a href="#">XMLElement</a>
blendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
clippingPath	<a href="#">ClippingPathSettings</a>

effectivePpi	Array of number
featherCornerType	<a href="#">FeatherCornerType</a> : FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
featherMode	<a href="#">FeatherMode</a> : FeatherMode.NONE FeatherMode.STANDARD
featherWidth	number
fillColor	String <a href="#">Swatch</a>
fillTint	number
geometricBounds	Array of Measurement Unit (Number)

horizontalScale	number
id	number
imageIOPreferences	<a href="#">ImageIOPreference</a>
imageRenderingIntent	<a href="#">RenderingIntent</a> : RenderingIntent.USE_COLOR_SET RenderingIntent.PERCEPTUAL RenderingIntent.SATURATION RenderingIntent.RELATIVE_COLO

	RenderingIntent.ABSOLUTE_COLORIMETRIC
imageTypeName	string
index	number
isolateBlending	bool
itemLink	<a href="#">Link</a>
knockoutGroup	bool
label	string
localDisplaySetting	<a href="#">DisplaySettingOptions</a> : DisplaySettingOptions.HIGH_QUALITY DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZED DisplaySettingOptions.DEFAULT_VALUE
nonprinting	bool
opacity	number
overprintFill	bool

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parent	Button GraphicLine Group Movie Oval PageItem Polygon Rectangle Sound State XMLElement
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profile	Profile String
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profileList	Array of string
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properties	Object
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rotationAngle	number
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shadowBlendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
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shadowBlurRadius	number
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shadowColor	<a href="#">Swatch</a>
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shadowMode	<a href="#">ShadowMode</a> : ShadowMode.NONE ShadowMode.DROP
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shadowOpacity	number
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---

shadowXOffset	number
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shadowYOffset	number
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shearAngle	number
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space	string
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textWrapPreferences	<a href="#">TextWrapPreference</a>
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verticalScale	number
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visibleBounds	Array of Measurement Unit (Number)
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## Methods Instances

**void exportFile (format: any, to: File[, showingOptions: bool=false])**  
Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat String	The export format. Can accept String.
to	File	The path of the export file
showingOptions	bool	If true, prompts the user to save (default: <b>false</b> )
using	PDFExportPreset	The export style to use. (Can be null)

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key to get the label for.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key to set the label for.
value	string	The value to set the label to.

**void markup (using: XMLElement)**

Associates the page item with the specified XML element while

Parameter	Type	Description
using	XMLElement	The XML element to associate with the page item.

using	XMLElement	The
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**void move ([to: any][, by: Array of Measurement Unit (Number)]**  
Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The new location of the item. The new location of the item can be defined by Units, Spread, Page or Layer.
by	Array of Measurement Unit (Number or String)	Amount by which to move the item. Amount by which to move the item. This is the position (Optional).

**any place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=true][, convertingQuotes: bool=true][, withProperties: Object])**  
Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point where to place the file. If you are telling a page or spread, you can use the <a href="#">Page</a> or <a href="#">Spread</a> class.
destinationLayer	Array of <a href="#">Layers</a> <a href="#">Layer</a>	The layer(s) to place the file on. If you are telling a page or spread, you can use the <a href="#">Page</a> or <a href="#">Spread</a> class. You can also use an array of Layers. (Optional)
showingOptions	bool	Whether to display the file. (default: <b>false</b> )
autoflowing	bool	Whether to autoflow the file.
retainingFormatting	bool	Whether to keep formating. (default: <b>true</b> )
convertingQuotes	bool	Whether to convert quotes. (default: <b>true</b> )
withProperties	Object	Initial values for properties. (Optional)

**void placeXML (using: XMLElement)**

Places XML content into the specified object. Note: Replaces ar

Parameter	Type	Description
using	XMLElement	The XML element whose c

**void remove ()**

Deletes the Image.

**void resize ([horizontalScale: number][, verticalScale: number][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, anchorPoint: AnchorPoint][, around: [AnchorPoint, number][, consideringParentsScale: bool=false][, consideringCurrentRotation: number][, transformingContent: bool=true][, consideringParentsRotation: number]])**

Resize the page item. You must specify either horizontal scale o

Parameter	Type	Description
horizontalScale	number	The percentage of hori
verticalScale	number	The percentage of vert
around	AnchorPoint	The point to scale arou
	Array of 2 Units	AnchorPoint enumerat
consideringCurrentScale	bool	If true then the object's combined. If false their value is false. (Optional)
transformingContent	bool	If true then both the object and its children are scaled. If false only the object is scaled. (Optional) (default: true)
consideringParentsScale	bool	If true then the object is scaled relative to its parents. If false it is scale relative to the page item. If false it is scale relative to the page item. (default: false)

**void rotate (by: number[, around: any][, consideringCurrentRotation: number][, transformingContent: bool=true][, consideringParentsRotation: number])**

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate the page item
around	AnchorPoint	The point to rotate the page item around

Units		
consideringCurrentRotation	bool	If true then the object will be combined. If false it is not. The default value is <b>true</b> .
transformingContent	bool	If true then both the old and new transformation will be combined. (Optional) (default: <b>false</b> )
consideringParentsRotation	bool	If true then the object will be combined with its parents rotation item. If false it is not. It rotates with considering parents rotation both set at the same time. (default: <b>false</b> )

`void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, consideringParentsShear: bool=false])`

Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear
around	<a href="#">AnchorPoint</a>	The point to shear around
	Array of 2 <a href="#">Units</a>	AnchorPoint enumeration
consideringCurrentShear	bool	If true then the object will be combined. If false the value is false. (Optional) (default: <b>true</b> )
transformingContent	bool	If true then both the old and new transformation will be combined. (Optional) (default: <b>false</b> )
consideringParentsShear	bool	If true then the object will be combined with its parents rotation item. If false it is not. It rotates with considering parents rotation both set at the same time. (default: <b>false</b> )

[Asset store \(using: Library\)](#)

Store a page item in a library

Parameter	Type	Description
using	<a href="#">Library</a>	The library in which to store the page item

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**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from

Parameter	Type
from	<a href="#">UnlinkFrom:</a> UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD

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**Element of** [ImageIOPreference.parent](#)

**Class**

# Images

A collection of bitmap images in any bitmap file format (including TIFF, JPEG, or GIF).

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Image.

**Element of** [Button.images](#)  
[GraphicLine.images](#)  
[Group.images](#)  
[Movie.images](#)  
[Oval.images](#)  
[PageItem.images](#)  
[Polygon.images](#)  
[Rectangle.images](#)  
[Sound.images](#)  
[State.images](#)  
[XMLElement.images](#)

**Used in:** [Asset Library.store](#) ([using](#): Array of *any*)

**Class**

# Layer

A layer.

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [merge](#), [move](#), [remove](#)

## Hierarchy

Document

Layer

Button | FormField | GraphicLine | Group | Guide | Oval  
PageItem | Polygon | Rectangle | TextFrame

## Properties

Property	Type	Access	Description
allGraphics	Array of <a href="#">Graphic</a>	readonly	Lists all graphics contained by the Layer.
allPageItems	Array of <a href="#">PageItem</a>	readonly	Lists all page items contained by the Layer.
buttons	<a href="#">Buttons</a>	readonly	A collection of buttons.
formFields	<a href="#">FormFields</a>	readonly	A collection of form fields.
graphicLines	<a href="#">GraphicLines</a>	readonly	A collection of graphic lines.
groups	<a href="#">Groups</a>	readonly	A collection of groups.
guides	<a href="#">Guides</a>	readonly	A collection of guides.
id	number	readonly	The unique ID of the Layer.
ignoreWrap	bool	r/w	If true, text wrap settings applied to

			objects on the layer will not affect text on other layers when the layer is hidden.
index	number	readonly	The index of the Layer within its containing object.
label	string	r/w	A property that can be set to any string.
layerColor	3 Reals (0 - 255) <a href="#">UIColors</a>	r/w	The color of the layer, specified either as an array of three doubles, each in the range 0 to 255 and representing R, G, and B values, or as a UI color. Can return: Array of 3 Reals (0 - 255) or UIColors enumerator.
lockGuides	bool	r/w	If true, the guide positions on the layer are locked.
locked	bool	r/w	If true, the Layer is locked.
name	string	r/w	The name of the Layer.
ovals	<a href="#">Ovals</a>	readonly	A collection of ellipses.
pageItems	<a href="#">PageItems</a>	readonly	The page items collection, which can be used to process all page items in a container (such as a document, page, or

			group), regardless of type.
parent	Document	readonly	The parent of the Layer (a Document).
polygons	Polygons	readonly	A collection of polygons.
properties	Object	r/w	A property that allows setting of several properties at the same time.
rectangles	Rectangles	readonly	A collection of rectangles.
showGuides	bool	r/w	If true, guides are visible on the layer.
textFrames	TextFrames	readonly	A collection of text frames.
visible	bool	r/w	If true, the Layer is visible.

## Methods Instances

[Layer duplicate \(\)](#)

Duplicates the Layer.

[string extractLabel \(key: string\)](#)

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

[void insertLabel \(key: string, value: string\)](#)

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.

value	string	The value.
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### [Layer merge \(with: Array of Layer\)](#)

Merges the layer with other layer(s).

Parameter	Type	Description
with	Array of Layer	The layer(s) with which to merge.

### [Layer move \(to: LocationOptions\[, reference: Layer\]\)](#)

Moves the Layer to the specified location.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location relative to the reference object or within the containing object.
reference	Layer	The reference object.  Note: Required when the to value specifies before or after. (Optional)

### [void remove \(\)](#)

Deletes the Layer.

<b>Element of</b>	Button.itemLayer FormField.itemLayer
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`GraphicLine.itemLayer`  
`Group.itemLayer`  
`Guide.itemLayer`  
`LayoutWindow.activeLayer`  
`Movie.itemLayer`  
`Oval.itemLayer`  
`PageItem.itemLayer`  
`Polygon.itemLayer`  
`Rectangle.itemLayer`  
`Sound.itemLayer`  
`TextFrame.itemLayer`

---

**Used in:** `void Button.move ([to: any][, by: Array of Measurement Unit (Number or String)])`  
`any Button.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`  
`Button Buttons.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, reference: any][, withProperties: Object])`  
`any Character.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`  
`TextFrame Document.createTOC (using: TOCStyle[, replacing: bool=false][, fromBook: Book][, placePoint: Array of Measurement Unit (Number or String)][, includeOverset: bool=false][, destinationLayer: Layer])`  
`void EPS.move ([to: any][, by: Array of Measurement Unit (Number or String)])`  
`any EPS.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`  
`void FormField.move ([to: any][, by: Array of Measurement`

*Unit (Number or String)])*

any **FormField.place** (*fileName: File*[, *placePoint: Array of Measurement Unit (Number or String)*][, *destinationLayer: any*][, *showingOptions: bool=false*][, *autoflowing: bool=false*][, *retainingFormatting: bool=true*][, *convertingQuotes: bool=true*][, *withProperties: Object*])

void **Graphic.move** (*[to: any]*[, *by: Array of Measurement Unit (Number or String)*])

any **Graphic.place** (*fileName: File*[, *placePoint: Array of Measurement Unit (Number or String)*][, *destinationLayer: any*][, *showingOptions: bool=false*][, *autoflowing: bool=false*][, *retainingFormatting: bool=true*][, *convertingQuotes: bool=true*][, *withProperties: Object*])

void **GraphicLine.move** (*[to: any]*[, *by: Array of Measurement Unit (Number or String)*])

any **GraphicLine.place** (*fileName: File*[, *placePoint: Array of Measurement Unit (Number or String)*][, *destinationLayer: any*][, *showingOptions: bool=false*][, *autoflowing: bool=false*][, *retainingFormatting: bool=true*][, *convertingQuotes: bool=true*][, *withProperties: Object*])

**GraphicLine GraphicLines.add** (*[layer: Layer]*[, *at: LocationOptions=LocationOptions.UNKNOWN*][, *reference: any*][, *withProperties: Object*])

void **Group.move** (*[to: any]*[, *by: Array of Measurement Unit (Number or String)*])

any **Group.place** (*fileName: File*[, *placePoint: Array of Measurement Unit (Number or String)*][, *destinationLayer: any*][, *showingOptions: bool=false*][, *autoflowing: bool=false*][, *retainingFormatting: bool=true*][, *convertingQuotes: bool=true*][, *withProperties: Object*])

**Group Groups.add** (*groupItems: Array of PageItem*[, *layer: Layer*][, *at: LocationOptions=LocationOptions.UNKNOWN*][, *reference: any*][, *withProperties: Object*])

**Guide Guides.add** (*[layer: Layer]*[, *withProperties: Object*])

void **Image.move** (*[to: any]*[, *by: Array of Measurement Unit (Number or String)*])

any **Image.place** (*fileName: File*[, *placePoint: Array of Measurement Unit (Number or String)*][, *destinationLayer: any*])

```
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
array of Story Index.generate ([on: any][, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:  
Layer][, autoflowing: bool=false][, includeOverset:  
bool=false])  
any InsertionPoint.place (fileName: File[, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:  
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
Layer Layer.merge (with: Array of Layer)  
Layer Layer.move (to: LocationOptions[, reference: Layer])  
any Line.place (fileName: File[, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:  
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
void MasterSpread.createGuides ([numberOfRows: number=0]  
[, numberOfColumns: number=0][, rowGutter:  
Measurement Unit (Number or String)=0][, columnGutter:  
Measurement Unit (Number or String)=0][, guideColor:  
any][, fitMargins: bool=false][, removeExisting:  
bool=false][, layer: Layer])  
any MasterSpread.place (fileName: File[, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:  
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
void Movie.move ([to: any][, by: Array of Measurement Unit  
(Number or String)])  
Movie Movies.add ([layer: Layer][, at:  
LocationOptions=LocationOptions.UNKNOWN][,  
reference: any][, withProperties: Object])  
void Oval.move ([to: any][, by: Array of Measurement Unit  
(Number or String)])  
any Oval.place (fileName: File[, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:
```

```
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
Oval Ovals.add ([layer: Layer][, at:  
LocationOptions=LocationOptions.UNKNOWN][,  
reference: any][, withProperties: Object])  
void PDF.move ([to: any][, by: Array of Measurement Unit  
(Number or String)])  
any PDF.place (fileName: File[, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:  
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
void PICT.move ([to: any][, by: Array of Measurement Unit  
(Number or String)])  
any PICT.place (fileName: File[, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:  
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
any Page.place (fileName: File[, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:  
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
void PageItem.move ([to: any][, by: Array of Measurement Unit  
(Number or String)])  
any PageItem.place (fileName: File[, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:  
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
any Paragraph.place (fileName: File[, placePoint: Array of  
Measurement Unit (Number or String)][, destinationLayer:  
any][, showingOptions: bool=false][, autoflowing:  
bool=false][, retainingFormatting: bool=true][,  
convertingQuotes: bool=true][, withProperties: Object])  
void Polygon.move ([to: any][, by: Array of Measurement Unit  
(Number or String)])
```

```
any Polygon.place (fileName: File[, placePoint: Array of  
    Measurement Unit (Number or String)][, destinationLayer:  
    any][, showingOptions: bool=false][, autoflowing:  
    bool=false][, retainingFormatting: bool=true][,  
    convertingQuotes: bool=true][, withProperties: Object])  
Polygon Polygons.add ([layer: Layer][, numberOfSides:  
    number][, insetPercentage: number][, at:  
    LocationOptions=LocationOptions.UNKNOWN][,  
    reference: any][, withProperties: Object])  
void Rectangle.move ([to: any][, by: Array of Measurement  
    Unit (Number or String)])  
any Rectangle.place (fileName: File[, placePoint: Array of  
    Measurement Unit (Number or String)][, destinationLayer:  
    any][, showingOptions: bool=false][, autoflowing:  
    bool=false][, retainingFormatting: bool=true][,  
    convertingQuotes: bool=true][, withProperties: Object])  
Rectangle Rectangles.add ([layer: Layer][, at:  
    LocationOptions=LocationOptions.UNKNOWN][,  
    reference: any][, withProperties: Object])  
void Sound.move ([to: any][, by: Array of Measurement Unit  
    (Number or String)])  
Sound Sounds.add ([layer: Layer][, at:  
    LocationOptions=LocationOptions.UNKNOWN][,  
    reference: any][, withProperties: Object])  
void Spread.createGuides ([numberOfRows: number=0][,  
    numberOfColumns: number=0][, rowGutter: Measurement  
        Unit (Number or String)=0][, columnGutter: Measurement  
        Unit (Number or String)=0][, guideColor: any][,  
    fitMargins: bool=false][, removeExisting: bool=false][,  
    layer: Layer])  
any Spread.place (fileName: File[, placePoint: Array of  
    Measurement Unit (Number or String)][, destinationLayer:  
    any][, showingOptions: bool=false][, autoflowing:  
    bool=false][, retainingFormatting: bool=true][,  
    convertingQuotes: bool=true][, withProperties: Object])  
any Text.place (fileName: File[, placePoint: Array of  
    Measurement Unit (Number or String)][, destinationLayer:  
    any][, showingOptions: bool=false][, autoflowing:  
    bool=false][, retainingFormatting: bool=true][,
```

```

    convertingQuotes: bool=true][, withProperties: Object])
any TextColumn.place (fileName: File[, placePoint: Array of
    Measurement Unit (Number or String)][, destinationLayer:
    any][, showingOptions: bool=false][, autoflowing:
    bool=false][, retainingFormatting: bool=true][,
    convertingQuotes: bool=true][, withProperties: Object])
void TextFrame.move ([to: any][, by: Array of Measurement
    Unit (Number or String)])
any TextFrame.place (fileName: File[, placePoint: Array of
    Measurement Unit (Number or String)][, destinationLayer:
    any][, showingOptions: bool=false][, autoflowing:
    bool=false][, retainingFormatting: bool=true][,
    convertingQuotes: bool=true][, withProperties: Object])
TextFrame TextFrames.add ([layer: Layer][, at:
    LocationOptions=LocationOptions.UNKNOWN][,
    reference: any][, withProperties: Object])
any TextStyleRange.place (fileName: File[, placePoint: Array of
    Measurement Unit (Number or String)][, destinationLayer:
    any][, showingOptions: bool=false][, autoflowing:
    bool=false][, retainingFormatting:
    bool=true][, convertingQuotes: bool=true][,
    withProperties: Object])
void WMF.move ([to: any][, by: Array of Measurement Unit
    (Number or String)])
any WMF.place (fileName: File[, placePoint: Array of
    Measurement Unit (Number or String)][, destinationLayer:
    any][, showingOptions: bool=false][, autoflowing:
    bool=false][, retainingFormatting: bool=true][,
    convertingQuotes: bool=true][, withProperties: Object])
any Word.place (fileName: File[, placePoint: Array of
    Measurement Unit (Number or String)][, destinationLayer:
    any][, showingOptions: bool=false][, autoflowing:
    bool=false][, retainingFormatting: bool=true][,
    convertingQuotes: bool=true][, withProperties: Object])

```

---

**Return** **Layer** **Layer.duplicate** ()  
**Layer** **Layer.merge** (with: Array of **Layer**)  
**Layer** **Layer.move** (to: LocationOptions[, reference: **Layer**])  
**Layer** **Layers.add** ([withProperties: Object])

---



**Class**

# Layers

A collection of layers.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods Instances

[Layer add \(\[withProperties: Object\]\)](#)

Creates a new Layer.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new Layer (Optional)

[number count \(\)](#)

Displays the number of elements in the Layer.

**Element of** [Document.layers](#)

**Used in:** any [Button.place \(fileName: File\[, placePoint: Array of Measurement Unit \(Number or String\)\]\[, destinationLayer: any\]\[, showingOptions: bool=false\]\[, autoflowing: bool=false\]\[, retainingFormatting: bool=true\]\[, convertingQuotes: bool=true\]\[, withProperties: Object\]\)](#)  
any [Character.place \(fileName: File\[, placePoint: Array of Measurement Unit \(Number or String\)\]\[, destinationLayer: any\]\[, showingOptions: bool=false\]\[, autoflowing: bool=false\]\[, retainingFormatting: bool=true\]\[, convertingQuotes: bool=true\]\[, withProperties: Object\]\)](#)  
any [EPS.place \(fileName: File\[, placePoint: Array of Measurement Unit \(Number or String\)\]\[,](#)

destinationLayer: *any*][, showingOptions: *bool=false*][, autoflowing: *bool=false*][, retainingFormatting: *bool=true*][, convertingQuotes: *bool=true*][, withProperties: *Object*])

any `FormField.place` (*fileName*: *File*[, *placePoint*: Array of *Measurement Unit (Number or String)*][, destinationLayer: *any*][, showingOptions: *bool=false*][, autoflowing: *bool=false*][, retainingFormatting: *bool=true*][, convertingQuotes: *bool=true*][, withProperties: *Object*])

any `Graphic.place` (*fileName*: *File*[, *placePoint*: Array of *Measurement Unit (Number or String)*][, destinationLayer: *any*][, showingOptions: *bool=false*][, autoflowing: *bool=false*][, retainingFormatting: *bool=true*][, convertingQuotes: *bool=true*][, withProperties: *Object*])

any `GraphicLine.place` (*fileName*: *File*[, *placePoint*: Array of *Measurement Unit (Number or String)*][, destinationLayer: *any*][, showingOptions: *bool=false*][, autoflowing: *bool=false*][, retainingFormatting: *bool=true*][, convertingQuotes: *bool=true*][, withProperties: *Object*])

any `Group.place` (*fileName*: *File*[, *placePoint*: Array of *Measurement Unit (Number or String)*][, destinationLayer: *any*][, showingOptions: *bool=false*][, autoflowing: *bool=false*][, retainingFormatting: *bool=true*][, convertingQuotes: *bool=true*][, withProperties: *Object*])

any `Image.place` (*fileName*: *File*[, *placePoint*: Array of *Measurement Unit (Number or String)*][, destinationLayer: *any*][, showingOptions: *bool=false*][, autoflowing: *bool=false*][, retainingFormatting: *bool=true*][, convertingQuotes: *bool=true*][, withProperties: *Object*])

any `InsertionPoint.place` (*fileName*: *File*[, *placePoint*: Array of *Measurement Unit (Number or String)*][, destinationLayer: *any*][, showingOptions: *bool=false*][, autoflowing: *bool=false*][, retainingFormatting: *bool=true*][, convertingQuotes: *bool=true*][,

`withProperties: Object])`

any `Line.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `MasterSpread.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `Oval.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `PDF.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `PICT.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `Page.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `PageItem.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][,`

destinationLayer: *any*][, showingOptions: *bool=false*][, autoflowing: *bool=false*][, retainingFormatting: *bool=true*][, convertingQuotes: *bool=true*][, withProperties: *Object*])

any `Paragraph.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `Polygon.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `Rectangle.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `Spread.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `Text.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])`

any `TextColumn.place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true][,`

```
    withProperties: Object])
any TextFrame.place (fileName: File[, placePoint: Array of
    Measurement Unit (Number or String)][,
    destinationLayer: any][, showingOptions: bool=false][,
    autoflowing: bool=false][, retainingFormatting:
    bool=true][, convertingQuotes: bool=true][,
    withProperties: Object])
any TextStyleRange.place (fileName: File[, placePoint: Array
    of Measurement Unit (Number or String)][,
    destinationLayer: any][, showingOptions: bool=false][,
    autoflowing: bool=false][, retainingFormatting:
    bool=true][, convertingQuotes: bool=true][,
    withProperties: Object])
any WMF.place (fileName: File[, placePoint: Array of
    Measurement Unit (Number or String)][,
    destinationLayer: any][, showingOptions: bool=false][,
    autoflowing: bool=false][, retainingFormatting:
    bool=true][, convertingQuotes: bool=true][,
    withProperties: Object])
any Word.place (fileName: File[, placePoint: Array of
    Measurement Unit (Number or String)][,
    destinationLayer: any][, showingOptions: bool=false][,
    autoflowing: bool=false][, retainingFormatting:
    bool=true][, convertingQuotes: bool=true][,
    withProperties: Object])
```

**Class**

# MasterSpread

A master spread.

**QuickLinks** [createGuides](#), [duplicate](#), [extractLabel](#), [insertLabel](#)

## Hierarchy

Document

MasterSpread

Button | FormField | GraphicLine | Group | Gui  
| Polygon | Rectangle | Tex

## Properties

Property	Type
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
appliedMaster	<a href="#">MasterSpreadNothingEnum</a>
baseName	string

buttons	<a href="#">Buttons</a>
formFields	<a href="#">FormFields</a>
graphicLines	<a href="#">GraphicLines</a>
groups	<a href="#">Groups</a>
guides	<a href="#">Guides</a>
id	number
index	number
label	string
name	string
namePrefix	string
ovals	<a href="#">Ovals</a>
pageItems	<a href="#">PageItems</a>

---

pages                  **Pages**

---

parent                **Document**

---

polygons            **Polygons**

---

properties           **Object**

---

rectangles           **Rectangles**

---

showMasterItems    **bool**

textFrames

TextFrames

## Methods Instances

**void createGuides ([`numberOfRows`: *number*=0, `number=0`][, `rowGutter`: *Measurement Unit* (*Number or String*)[, `columnGutter`: *Measurement Unit* (*Number or String*)[, `fitMargins`: *bool*=false][, `removeExisting`: *bool*]]])**  
Creates multiple guides on all pages of a spread

Parameter	Type	Description
<code>numberOfRows</code>	<code>number</code>	Number of rows (Optional)
<code>numberOfColumns</code>	<code>number</code>	Number of columns (Optional)
<code>rowGutter</code>	<code>Measurement Unit</code> ( <code>Number</code> or <code>String</code> )	The amount of gutter between rows (Optional)
<code>columnGutter</code>	<code>Measurement Unit</code> ( <code>Number</code> or <code>String</code> )	The amount of gutter between columns (Optional)
<code>guideColor</code>	<code>Array of 3 Reals</code> (0 - 255) or <code>UIColors</code>	The guide color. An array of 3 Reals representing the color, or a UIColors enumeration value.
<code>fitMargins</code>	<code>bool</code>	Whether to fit the guides to the margins of the page (default: false)
<code>removeExisting</code>	<code>bool</code>	Whether to remove existing guides (Optional)
<code>layer</code>	<code>Layer</code>	The layer of the MasterSpread

MasterSpread **duplicate ()**

Duplicates the MasterSpread.

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key to get the label value for.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key to set the label value for.
value	string	The value to set for the label.

`any place (fileName: File[, placePoint: Array of (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormattingInfo: bool=false][, convertingQuotes: bool=true][, withProperties: bool=false])`

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point where the file will be placed. The Measurement Unit (only applies to page or spread) is optional.
destinationLayer	Array of Layers Layer	The layer(s) to place the file. This is valid if you want to spread to multiple layers. The Array of Layer is optional.
showingOptions	bool	Whether to show the dialog (Optional)
autoflowing	bool	Whether to auto flow (Optional)
retainingFormatting	bool	Whether to retain the file's original formatting (Optional)

		text files (C)
convertingQuotes	bool	Whether to convert quotes (Optional)
withProperties	Object	Initial value for placed objects

**void remove ()**

Deletes the MasterSpread.

**Element of** [Guide.parent](#)  
[MasterSpread.appliedMaster](#)  
[Page.appliedMaster](#)  
[Page.parent](#)  
[Spread.appliedMaster](#)

**Used in:** [Button Buttons.add \(\[layer: Layer\]\[, at: LocationOptions=LocationOptions.UNKNOWN, withProperties: Object\]\)](#)  
[GraphicLine GraphicLines.add \(\[layer: Layer\]\[, LocationOptions=LocationOptions.UNKNOWN, withProperties: Object\]\)](#)  
[Group Groups.add \(groupItems: Array of PageItem\[LocationOptions=LocationOptions.UNKNOWN, withProperties: Object\]\)](#)  
[array of Story Index.generate \(\[on: any\]\[, placePageUnit \(Number or String\)\]\[, destinationLayer: bool=false\]\[, includeOverset: bool=false\]\)](#)  
[Movie Movies.add \(\[layer: Layer\]\[, at: LocationOptions=LocationOptions.UNKNOWN, withProperties: Object\]\)](#)  
[Oval Ovals.add \(\[layer: Layer\]\[, at: LocationOptions=LocationOptions.UNKNOWN, withProperties: Object\]\)](#)  
[Page Pages.add \(\[at: LocationOptions=LocationOptions.UNKNOWN, reference: any\]\[, withProperties: Object\]\)](#)  
[Polygon Polygons.add \(\[layer: Layer\]\[, numberCorners: number\]\[, insetPercentage: number\]\[, at: LocationOptions=LocationOptions.UNKNOWN\]\)](#)

```
    withProperties: Object])
Rectangle Rectangles.add ([layer: Layer][, at:
    LocationOptions=LocationOptions.UNKN
    withProperties: Object])
Sound Sounds.add ([layer: Layer][, at:
    LocationOptions=LocationOptions.UNKN
    withProperties: Object])
TextFrame TextFrames.add ([layer: Layer][, at:
    LocationOptions=LocationOptions.UNKN
    withProperties: Object])
```

---

**Return** **MasterSpread** **MasterSpread.duplicate ()**  
**MasterSpread** **MasterSpreads.add ([pagesPerSp]**  
    **withProperties: Object])**

---

**Class**

# MasterSpreads

A collection of master spreads.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[MasterSpread](#) **add** ([[pagesPerSpread: number](#)][, [withProperties: Object](#)])  
Creates a new master spread.

Parameter	Type	Description
pagesPerSpread	number	The number of pages to include in the master spread. (Optional)
withProperties	Object	Initial values for properties of the new MasterSpread (Optional)

**number count ()**

Displays the number of elements in the MasterSpread.

**Element of** [Document.masterSpreads](#)



**Class**

# Oval

An ellipse. Base Class: [PageItem](#)

**QuickLinks** [addPath](#), [bringForward](#), [bringToFront](#), [duplicate](#), [excludeOverlaps](#), [insertLabel](#), [intersectPath](#), [makeCompoundPath](#), [markup](#), [minus](#), [releaseCompoundPath](#), [remove](#), [removeOverride](#), [resetScaling](#), [sendToBack](#), [shear](#), [store](#), [subtractPath](#), [unlink](#)

## Hierarchy

[Button](#) | [Cell](#) | [Character](#) | [Document](#) | [GraphicLine](#) | [Group](#) | [Image](#) | [Movie](#) | **Oval** | [Page](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [Sound](#) | [TextFrame](#) | [TextStyleRange](#)

[PageItem](#)

**Oval**

[EPS](#) | [Graphic](#) | [GraphicLine](#) | [Group](#) | [Image](#) | [Movie](#) | **Oval** | [Rectangle](#) | [Sound](#) | [TextFrame](#) | [TextPath](#) | [T](#)

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

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absoluteVerticalScale	number
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---

allGraphics	Array of <a href="#">Graphic</a>
-------------	----------------------------------

---

allPageItems	Array of <a href="#">PageItem</a>
--------------	-----------------------------------

---

associatedXMLElement	<a href="#">XMLElement</a>
----------------------	----------------------------

---

blendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
-----------	---

---

contentType	<a href="#">ContentType</a> : ContentType.UNASSIGNED
-------------	---

	ContentType.GRAPHIC_TYPE ContentType.TEXT_TYPE
cornerEffect	<p><b>CornerEffects:</b></p> <ul style="list-style-type: none"> <li>CornerEffects.NONE</li> <li>CornerEffects.ROUNDED_CORNER</li> <li>CornerEffects.INVERSE_ROUNDED_CORNER</li> <li>CornerEffects.INSET_CORNER</li> <li>CornerEffects.BEVEL_CORNER</li> <li>CornerEffects.FANCY_CORNER</li> </ul>
cornerRadius	number
endCap	<p><b>EndCap:</b></p> <ul style="list-style-type: none"> <li>EndCap.BUTT_END_CAP</li> <li>EndCap.ROUND_END_CAP</li> <li>EndCap.PROJECTING_END_CAP</li> </ul>
endJoin	<p><b>EndJoin:</b></p> <ul style="list-style-type: none"> <li>EndJoin.MITER_END_JOIN</li> <li>EndJoin.ROUND_END_JOIN</li> <li>EndJoin.BEVEL_END_JOIN</li> </ul>
epss	EPSs
featherCornerType	<p><b>FeatherCornerType:</b></p> <ul style="list-style-type: none"> <li>FeatherCornerType.SHARP</li> <li>FeatherCornerType.ROUNDED</li> <li>FeatherCornerType.DIFFUSION</li> </ul>
featherMode	<b>FeatherMode:</b>

	FeatherMode.NONE FeatherMode.STANDARD
featherWidth	number
fillColor	String <a href="#">Swatch</a>
fillTint	number
gapColor	<a href="#">Swatch</a>
gapTint	number

---

geometricBounds	Array of Measurement Unit (Num
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---

gradientFillAngle	number
-------------------	--------

---

gradientFillLength	number
--------------------	--------

---

gradientFillStart	Array of Measurement Unit (Num
-------------------	--------------------------------

---

gradientStrokeAngle      number

---

gradientStrokeLength      number

---

gradientStrokeStart      Array of Measurement Unit (Num

---

graphicLines      [GraphicLines](#)

---

graphics      [Graphics](#)

---

groups      [Groups](#)

---

horizontalScale      number

id	number
images	Images
index	number
isolateBlending	bool
itemLayer	Layer
knockoutGroup	bool
label	string
leftLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW_H ArrowHead.SIMPLE_WIDE_ARW ArrowHead.TRIANGLE_ARROW

ArrowHead.TRIANGLE\_WIDE\_  
ArrowHead.BARBED\_ARROW\_  
ArrowHead.CURVED\_ARROW\_  
ArrowHead.CIRCLE\_ARROW\_F  
ArrowHead.CIRCLE\_SOLID\_AR  
ArrowHead.SQUARE\_ARROW\_  
ArrowHead.SQUARE\_SOLID\_A  
ArrowHead.BAR\_ARROW\_HEA

---

localDisplaySetting      [DisplaySettingOptions](#):  
DisplaySettingOptions.HIGH\_QU  
DisplaySettingOptions.TYPICAL  
DisplaySettingOptions.OPTIMIZE  
DisplaySettingOptions.DEFAULT

---

locked      bool

---

miterLimit      number

---

movies      [Movies](#)

---

nonprinting      bool

---

opacity      number

---

ovals      [Ovals](#)

---

overprintFill      bool

---

overprintGap                  bool

---

overprintStroke                bool

---

overridden                    bool

---

overriddenMasterPageItem PageItem

---

pageItems PageItems

---

parent

Button  
Cell  
Character  
Document  
GraphicLine  
Group  
InsertionPoint  
Layer  
Line  
MasterSpread  
**Oval**  
Page  
PageItem  
Paragraph  
Polygon  
Rectangle  
Spread  
State

	Story Table Text TextColumn TextFrame TextStyleRange Word
paths	Paths
pdfs	PDFs
picts	PICTs
polygons	Polygons
properties	Object
rectangles	Rectangles
rightLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW_F ArrowHead.SIMPLE_WIDE_ARROW_F ArrowHead.TRIANGLE_ARROW_F ArrowHead.TRIANGLE_WIDE_ARROW_F ArrowHead.BARBED_ARROW_F ArrowHead.CURVED_ARROW_F ArrowHead.CIRCLE_ARROW_F ArrowHead.CIRCLE_SOLID_ARROW_F ArrowHead.SQUARE_ARROW_F ArrowHead.SQUARE_SOLID_ARROW_F ArrowHead.BAR_ARROW_HEAD_F

---

rotationAngle	number
shadowBlendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
shadowBlurRadius	number
shadowColor	<b>Swatch</b>
shadowMode	<b>ShadowMode:</b> ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number

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shadowYOffset	number
shearAngle	number
sounds	<a href="#">Sounds</a>
strokeAlignment	<b>StrokeAlignment:</b> StrokeAlignment.CENTER_ALIGN StrokeAlignment.INSIDE_ALIGN StrokeAlignment.OUTSIDE_ALIGN
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<b>StrokeCornerAdjustment:</b> StrokeCornerAdjustment.NONE StrokeCornerAdjustment.DASHED StrokeCornerAdjustment.GAPS StrokeCornerAdjustment.DASHED_GAPS
strokeDashAndGap	Array of Measurement Unit (Number)

---

strokeTint number

---

strokeType [StrokeStyle](#)

---

strokeWeight number

---

textFrames [TextFrames](#)

---

textPaths [TextPaths](#)

---

textWrapPreferences [TextWrapPreference](#)

---

verticalScale number

visibleBounds	Array of Measurement Unit (Num
---------------	--------------------------------

wmfs	WMFs
------	------

## Methods Instances

**PageItem addPath (with: Array of PageItem)**

Creates a new page item by combining the Oval with other objects that intersect.

Parameter	Type
with	Array of PageItem

**void bringForward ()**

Brings the Oval forward one level in its layer.

**void bringToFront ()**

Brings the Oval to the front.

**Oval duplicate ()**

Duplicates the Oval.

**PageItem excludeOverlapPath (with: Array of PageItem)**

Creates a new page item by excluding the overlapping areas of the two items.

Parameter	Type	D
with	Array of <a href="#">PageItem</a>	T

**void exportFile (format: any, to: File[, showingOptions: bool=false])**  
Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export format. Can accept any string.
to	File	The path of the export file
showingOptions	bool	If true, prompts the user to <b>false</b> )
using	<a href="#">PDFExportPreset</a>	The export style to use. (C

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void fit (given: FitOptions)**

Applies the specified fit option to content in a frame.

Parameter	Type
given	<a href="#">FitOptions</a> : FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

[PageItem](#) **intersectPath (with: Array of PageItem)**

Creates a new page item by intersecting the Oval with other objects that intersect.

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The object(s)

[PageItem](#) **makeCompoundPath** (**with**: Array of [PageItem](#))

Creates a compound path by combining the path(s) of the Oval with other objects.

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The other objects whose paths

**void markup (using: XMLElement)**

Associates the page item with the specified XML element while

Parameter	Type
using	<a href="#">XMLElement</a>

[PageItem](#) **minusBack** (**with**: Array of [PageItem](#))

Creates a new page item by reverse subtracting the overlapping

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The object(s)

**void move ([to: any][, by: Array of Measurement Unit (Number or String)])**

Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The new location Spread, Page or Layer
by	Array of Measurement Unit (Number or String)	Amount by which to move position (Optional)

[PageItem](#) **override (destinationPage: Page)**

Overrides a master page item and places it on the page

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page on which the master page item is placed.

**any place (fileName: File[, placePoint: Array of Measurement | any][, showingOptions: bool=false][, autoflowing: bool=false][, convertingQuotes: bool=true][, withProperties: Object])**

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point where to place the file. This can be a coordinate, telling a page or spread where to place the file.
destinationLayer	Array of Layers Layer	The layer(s) to place the file on. This can be a page or spread to place the file on. (Optional)
showingOptions	bool	Whether to display the file. (default: <b>false</b> )
autoflowing	bool	Whether to autoflow the file.
retainingFormatting	bool	Whether to keep the original file's styling. (default: <b>true</b> )
convertingQuotes	bool	Whether to convert quotes. (default: <b>true</b> )
withProperties	Object	Initial values for properties.

**void placeXML (using: XMLElement)**

Places XML content into the specified object. Note: Replaces any existing content.

Parameter	Type	Description
using	XMLElement	The XML element whose content will be replaced.

Array of [PageItem](#) **releaseCompoundPath ()**

Releases a compound path.

**void remove ()**

Deletes the Oval.

**void removeOverride ()**

Removes the override from a previously overridden master page.

### `void resetScaling ()`

Resets the Oval's scaling to 100%. Note: This does not change the current size of the Oval the basis for future scaling.

### `void resize ([horizontalScale: number][, verticalScale: number][, bool=false][, transformingContent: bool=true][, consideringPar`

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale. (default: 100)
verticalScale	number	The percentage of vertical scale. (default: 100)
around	<code>AnchorPoint</code> Array of 2 AnchorPoint enum Units	The point to scale around. If both are specified, they are combined. If false then it is scaled relative to the object's current position. (Optional) (default: [0, 0])
consideringCurrentScale	bool	If true then the object's current scale is combined. If false then it is scaled relative to the object's current position. (Optional) (default: false)
transformingContent	bool	If true then both the object's content and its transform are scaled. If false then only its transform is scaled. (default: true)
consideringParentsScale	bool	If true then the object is scaled relative to its parents. If false it is scaled relatively to the page item. (Optional) (default: false)

### `void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, consideringParentsRotation: bool=false])`

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate. (default: 0)
around	<code>AnchorPoint</code> Array of 2 AnchorPoint enum Units	The point to rotate around. If both are specified, they are combined. If false then it is rotated relative to the object's current position. (Optional) (default: [0, 0])
consideringCurrentRotation	bool	If true then the object's current rotation is combined. If false then it is rotated relative to the object's current position. (Optional) (default: true)
transformingContent	bool	If true then both the object's content and its transform are rotated. If false then only its transform is rotated. (Optional) (default: false)

		(Optional) (default: true)
consideringParentsRotation	bool	If true then the object's rotation is combined. If false it is rotated separately. Both set at the same time.

**void select ([existingSelection: SelectionOptions=SelectionOptions.REPLACE])**  
Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to handle existing selection (default: SelectionOptions.REPLACE)

**void sendBackward ()**

Sends the Oval back one level in its layer.

**void sendToBack ()**

Sends the Oval to the back.

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, consideringParentsShear: bool=false])**  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear
around	AnchorPoint Array of 2 AnchorPoint Units	The point to shear around AnchorPoint enumeration Units
consideringCurrentShear	bool	If true then the object's shear is combined. If false then it is false. (Optional) (default: true)
transformingContent	bool	If true then both the object's transform and content are sheared. If false only the content is sheared. (Optional) (default: true)
consideringParentsShear	bool	If true then the object's parents shear is considered. If false it is sheared relative to the current transformation. (Optional) (default: false)

the same time. (Optional)

### Asset store (using: Library)

Store a page item in a library

Parameter	Type	Description
using	Library	The library in which to store the page item.

### PageItem subtractPath (with: Array of PageItem)

Creates a new page item by subtracting the overlapping areas of

Parameter	Type	Description
with	Array of PageItem	The page items to subtract from the page item.

### void unlink (from: UnlinkFrom)

Detaches an overridden master page item from the page or from

Parameter	Type	Description
from	UnlinkFrom: UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD	The location where the page item was overridden.

### Return Oval Oval.[duplicate \(\)](#)

Oval Ovals.add ([layer: Layer][, at: LocationOptions=[Location](#)  
withProperties: Object])

**Class**

# Ovals

A collection of ellipses.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in

**Methods** **Instances**

`Oval add ([layer: Layer][, at: LocationOptions=LocationOptions.BEFORE][, reference: any][, withProperties: Object])`

Create a new Oval

Parameter	Type	Description
layer	Layer	The layer Oval. (Op
at	<code>LocationOptions:</code> <code>LocationOptions.BEFORE</code> <code>LocationOptions.AFTER</code> <code>LocationOptions.AT_END</code> <code>LocationOptions.AT_BEGINNING</code> <code>LocationOptions.UNKNOWN</code>	Location <code>LocationOptions</code>
reference	<code>Document</code> <code>Layer</code> <code>MasterSpread</code> <code>Page</code> <code>Spread</code>	Before/afte beginning Spread, M Layer. Ca Spread, M Layer. (O
withProperties	Object	Initial val the new C

`number count ()`

Displays the number of elements in the Oval.

**Element of** [Button.ovals](#)  
[Cell.ovals](#)  
[Character.ovals](#)  
[Document.ovals](#)  
[GraphicLine.ovals](#)  
[Group.ovals](#)  
[InsertionPoint.ovals](#)  
[Layer.ovals](#)  
[Line.ovals](#)  
[MasterSpread.ovals](#)  
[Oval.ovals](#)  
[Page.ovals](#)  
[PageItem.ovals](#)  
[Paragraph.ovals](#)  
[Polygon.ovals](#)  
[Rectangle.ovals](#)  
[Spread.ovals](#)  
[State.ovals](#)  
[Story.ovals](#)  
[Table.ovals](#)  
[Text.ovals](#)  
[TextColumn.ovals](#)  
[TextFrame.ovals](#)  
[TextStyleRange.ovals](#)  
[Word.ovals](#)

**Class**

# PDF

A placed PDF file. Base Class: [Graphic](#)

**QuickLinks** [exportFile](#), [extractLabel](#), [insertLabel](#), [markup](#), [move](#), [place](#), [plac shear](#), [store](#), [unlink](#)

## Hierarchy

[Button](#) | [GraphicLine](#) | [Group](#) | [Oval](#) | [PageItem](#) | [Polygon](#) | [R](#)

[Graphic](#)

**PDF**

[ClippingPathSettings](#) | [PDFAttrib](#)

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

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absoluteVerticalScale	number
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associatedXMLElement	<a href="#">XMLElement</a>
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blendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
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clippingPath	<a href="#">ClippingPathSettings</a>
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featherCornerType	<b>FeatherCornerType:</b> FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
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featherMode	<a href="#">FeatherMode</a> :
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	FeatherMode.NONE FeatherMode.STANDARD
featherWidth	number
geometricBounds	Array of Measurement Unit (Number or String)
horizontalScale	number
id	number
imageTypeName	string
index	number

isolateBlending	bool
itemLink	<a href="#">Link</a>
knockoutGroup	bool
label	string
localDisplaySetting	<a href="#">DisplaySettingOptions</a> : DisplaySettingOptions.HIGH_QUAI DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZED DisplaySettingOptions.DEFAULT_V
nonprinting	bool
opacity	number
parent	<a href="#">Button</a> <a href="#">GraphicLine</a> <a href="#">Group</a> <a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a> <a href="#">State</a> <a href="#">XMLElement</a>

pdfAttributes	<a href="#">PDFAttribute</a>
properties	Object
rotationAngle	number
shadowBlendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
shadowBlurRadius	number
shadowColor	<a href="#">Swatch</a>

shadowMode	<code>ShadowMode:</code> ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number
shearAngle	number
verticalScale	number
visibleBounds	Array of Measurement Unit (Number String)

## Methods Instances

`void exportFile (format: any, to: File[, showingOptions: bool=false])`  
Exports the object(s) to a file.

Parameter	Type	Description
format	<code>ExportFormat</code> <code>String</code>	The export format. Can accept a String or String.
to	<code>File</code>	The path of the export file
showingOptions	<code>bool</code>	If true, prompts the user to choose the export style. (Optional) (default: <code>false</code> )
using	<code>PDFExportPreset</code>	The export style to use. (Can be combined with <code>format</code> )

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	<code>string</code>	The key to get the label for.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	<code>string</code>	The key to set the label for.
value	<code>string</code>	The value to associate with the key.

`void markup (using: XElement)`

Associates the page item with the specified XML element while rendering.

Parameter	Type	Description
using	<code>XMLElement</code>	The XML element to associate with the page item.

**void move ([to: any][, by: Array of Measurement Unit (Number or String)] [, withProperties: Object])**

Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units Layer Page Spread	The new location of the item. Units, Spread, Page or Spread
by	Array of Measurement Unit (Number or String)	Amount by which to move from current position (Optional)

**any place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=true][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])**

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point where to place the file. If you are telling a page number, you are telling a page or spread number. (Optional)
destinationLayer	Array of Layers	The layer(s) to place the file on. If you are telling a page or spread number, you are telling a page or spread number. (Optional)
showingOptions	bool	Whether to display the file. (Optional) (default: false)
autoflowing	bool	Whether to autoflow the file. (Optional) (default: false)
retainingFormatting	bool	Whether to keep formating. (Optional) (default: true)
convertingQuotes	bool	Whether to convert to standard quotes. (Optional) (default: true)
withProperties	Object	Initial values for properties. (Optional)

---

**void placeXML (using: XMLElement)**

Places XML content into the specified object. Note: Replaces any existing content.

Parameter	Type	Description
using	XMLElement	The XML element whose content to place.

**void remove ()**

Deletes the PDF.

**void resize ([horizontalScale: number][, verticalScale: number][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])**

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale.
verticalScale	number	The percentage of vertical scale.
around	AnchorPoint Array of 2 AnchorPoint Units	The point to scale around. Array of 2 AnchorPoint enum Units
consideringCurrentScale	bool	If true then the object's scale will be combined. If false it is not. The default value is false.
transformingContent	bool	If true then both the object and its children will be scaled (Optional) (default: true).
consideringParentsScale	bool	If true then the object is scaled relative to its parent page item. If false it is not. (Optional) (default: false).

**void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, transformingContent: bool=true][, consideringParentsRotation: bool=false])**

Rotate the page item.

Parameter	Type	Description
by	number	Angle by which to rotate.
around	AnchorPoint	The point to rotate around.

		Array of 2 Units	Units or AnchorPoint
consideringCurrentRotation	bool	If true then the object's rotation will be combined. If false it is absolute. The default value is absolute. True (Optional) (default: true)	
transformingContent	bool	If true then both the old and new rotated (Optional) (default: false)	
consideringParentsRotation	bool	If true then the object rotates around its parent page item. If false it is absolute. Cannot rotate with considering parents rotation at the same time. (Optional) (default: false)	

`void shear (by: number[], around: any][, consideringCurrentShear: bool=true][, transformingContent: bool=true][, consideringParentsShear: bool=true]`  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to shear around Units or AnchorPoint
consideringCurrentShear	bool	If true then the object's rotation will be combined. If false it is absolute. The default value is absolute. True (Optional) (default: false)
transformingContent	bool	If true then both the old and new rotated (Optional) (default: false)
consideringParentsShear	bool	If true then the object rotates around its parent page item. If false it is absolute. Cannot shear with considering parents rotation at the same time. (Optional) (default: false)

**Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description
using	Library	The library in which t

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from

Parameter	Type
from	UnlinkFrom: UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD

**Element of** ClippingPathSettings.parent  
PDFAttribute.parent

**Class**

# PDFAttribute

PDF attributes.

## Hierarchy

PDF

PDFAttribute

## Properties

Property	Type
pageNumber	number
parent	PDF
pdfCrop	PDFCrop: PDFCrop.CROP_CENTER PDFCrop.CROP_ART PDFCrop.CROP_PDF PDFCrop.CROP_TRIM PDFCrop.CROP_BLEED PDFCrop.CROP_MEDIAN
properties	Object
transparentBackground	bool

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## **Element of** [PDF.pdfAttributes](#)

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Jongware, 27-  
Jun-2010 v3.0.3d

[Contents :: Index](#)

**Class**

# PDFs

A collection of PDF files.

## QuickLinks [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods [Instances](#)

[number count \(\)](#)

Displays the number of elements in the PDF.

**Element of** [Button.pdfs](#)  
[GraphicLine.pdfs](#)  
[Group.pdfs](#)  
[Oval.pdfs](#)  
[PageItem.pdfs](#)  
[Polygon.pdfs](#)  
[Rectangle.pdfs](#)  
[State.pdfs](#)  
[XMLElement.pdfs](#)

**Used in:** [Asset Library.store](#) ([using: Array of any](#))

**Class**

# PICT

A placed PICT graphic. Base Class: [Graphic](#)

**QuickLinks** [exportFile](#), [extractLabel](#), [insertLabel](#), [move](#), [place](#), [remove](#), [resiz](#)

## Hierarchy

[Button](#) | [GraphicLine](#) | [Group](#) | [Oval](#) | [PageItem](#) | [Polygon](#) | [R](#)



[ClippingPathSettings](#) | [TextWrapPref](#)

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

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absoluteVerticalScale	number
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associatedXMLElement	<a href="#">XMLElement</a>
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blendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
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clippingPath	<a href="#">ClippingPathSettings</a>
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featherCornerType	<b>FeatherCornerType:</b> FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
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featherMode	<b>FeatherMode:</b>
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	FeatherMode.NONE FeatherMode.STANDARD
featherWidth	number
geometricBounds	Array of Measurement Unit (Number or String)
horizontalScale	number
id	number
imageTypeName	string
index	number

isolateBlending	bool
itemLink	<a href="#">Link</a>
knockoutGroup	bool
label	string
localDisplaySetting	<a href="#">DisplaySettingOptions</a> : DisplaySettingOptions.HIGH_QUAI DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZED DisplaySettingOptions.DEFAULT_V
nonprinting	bool
opacity	number
parent	<a href="#">Button</a> <a href="#">GraphicLine</a> <a href="#">Group</a> <a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a> <a href="#">State</a> <a href="#">XMLElement</a>

properties	Object
rotationAngle	number
shadowBlendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
shadowBlurRadius	number
shadowColor	<b>Swatch</b>
shadowMode	<b>ShadowMode:</b>

	ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number
shearAngle	number
textWrapPreferences	<a href="#">TextWrapPreference</a>
verticalScale	number
visibleBounds	Array of Measurement Unit (Number or String)

## Methods Instances

`void exportFile (format: any, to: File[, showingOptions: bool=false])`  
Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat String	The export format. Can accept a String or String.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user to choose a style. (Optional) (default: <b>false</b> )
using	PDFExportPreset	The export style to use. (Can be combined with the format parameter.)

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key of the label to get.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key of the label to set.
value	string	The value of the label to set.

---

**void move ([to: any][, by: Array of Measurement Unit (Number or String)][, withProperties: Object])**

Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units Layer Page Spread	The new location of the item. Units, Spread, Page or Layer
by	Array of Measurement Unit (Number or String)	Amount by which to move from current position (Optional)

**any place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=true][, retainingFormatting: bool=true][, convertingQuotes: bool=true][, withProperties: Object])**

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point where to place the file. If you are telling a page number, you are telling a page or spread number. If you are telling a layer, you are telling a page or spread number and a layer index. (Optional)
destinationLayer	Array of Layers	The layer(s) to place the file on. If you are telling a page or spread number, you are telling a page or spread number and a layer index. (Optional)
showingOptions	bool	Whether to display the file. (Optional) (default: false)
autoflowing	bool	Whether to autoflow the file. (Optional) (default: false)
retainingFormatting	bool	Whether to keep formating. (Optional) (default: true)
convertingQuotes	bool	Whether to convert to standard quotes. (Optional) (default: true)
withProperties	Object	Initial values for properties.

(Optional)

**void remove ()**

Deletes the PICT.

**void resize ([horizontalScale: number][, verticalScale: number][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])**

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale. If both horizontal and vertical scales are specified, they will be combined. If false then the object will not be scaled (Optional) (default: false)
verticalScale	number	The percentage of vertical scale. If both horizontal and vertical scales are specified, they will be combined. If false then the object will not be scaled (Optional) (default: false)
around	<a href="#">AnchorPoint</a> Array of 2 <a href="#">Units</a>	The point to scale around. If both horizontal and vertical scales are specified, they will be combined. If false then the object will not be scaled (Optional) (default: false)
consideringCurrentScale	bool	If true then the object's current scale will be combined. If false then the object will not be scaled (Optional) (default: false)
transformingContent	bool	If true then both the object and its children will be scaled (Optional) (default: true)
consideringParentsScale	bool	If true then the object's parents' scale will be considered when scaling the object. If false it is ignored (Optional) (default: false)

**void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, transformingContent: bool=true][, consideringParentsRotation: bool=false])**

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate. If both horizontal and vertical rotations are specified, they will be combined. If false then the object will not be rotated (Optional) (default: false)
around	<a href="#">AnchorPoint</a> Array of 2 <a href="#">Units</a>	The point to rotate around. If both horizontal and vertical rotations are specified, they will be combined. If false then the object will not be rotated (Optional) (default: false)
consideringCurrentRotation	bool	If true then the object's current rotation will be considered when rotating the object. If false it is ignored (Optional) (default: true)

transformingContent	bool	value is absolute. The default: true (Optional) (default: true)
consideringParentsRotation	bool	If true then both the object and its parents are rotated (Optional) (default: false)

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, transformingContent: bool=true][, consideringParentsShear: bool=false])**  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear the page item
around	<a href="#">AnchorPoint</a>	The point to shear around. Can be a single <a href="#">AnchorPoint</a> or an array of 2 <a href="#">Units</a> or <a href="#">AnchorPoint</a> and <a href="#">Units</a>
consideringCurrentShear	bool	If true then the object's current shear will be combined. If false it is absolute. The default value is false (default: <b>false</b> )
transformingContent	bool	If true then both the object and its parents are sheared (Optional) (default: <b>true</b> )
consideringParentsShear	bool	If true then the object and its parents are sheared (Optional) (default: <b>false</b> )

### [Asset store \(using: Library\)](#)

Store a page item in a library

Parameter	Type	Description
using	<a href="#">Library</a>	The library in which to store the page item

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from

Parameter	Type
from	UnlinkFrom: UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD

**Element of** [ClippingPathSettings.parent](#)  
[TextWrapPreference.parent](#)

**Class**

# PICTs

A collection of PICT graphics.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the PICT.

## Element of

[Button.picts](#)  
[GraphicLine.picts](#)  
[Group.picts](#)  
[Oval.picts](#)  
[PageItem.picts](#)  
[Polygon.picts](#)  
[Rectangle.picts](#)  
[State.picts](#)  
[XMLElement.picts](#)

**Used in:** [Asset Library.store](#) (**using:** Array of *any*)

**Class**

# Page

A page.

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [move](#), [place](#), [remove](#), [remo](#)

## Hierarchy

[Document](#) | [MasterSpread](#) | [Spread](#)

**Page**

[Button](#) | [FormField](#) | [GraphicLine](#) | [Group](#) | [Guide](#) | [MarginPre](#)  
[Polygon](#) | [Rectangle](#) | [TextFrame](#)

## Properties

Property	Type	Access	Description
allGraphics	Array of <a href="#">Graphic</a>	readonly	List the graphics on the page.
allPageItems	Array of <a href="#">PageItem</a>	readonly	List all items on the page.
appliedMaster	<a href="#">MasterSpreadNothingEnum</a>	r/w	The master spread applied to the page.
appliedSection	<a href="#">Section</a>	readonly	The section applied to the page.
appliedTrapPreset	<a href="#">String</a> <a href="#">TrapPreset</a>	r/w	The trap preset applied to the page.
bounds	Array of Measurement Unit (Number or String)	readonly	The bounds of the page.
buttons	<a href="#">Buttons</a>	readonly	A collection of buttons on the page.
documentOffset	number	readonly	The document offset of the page.
formFields	<a href="#">FormFields</a>	readonly	A collection of form fields on the page.
graphicLines	<a href="#">GraphicLines</a>	readonly	A collection of graphic lines on the page.

groups	<a href="#">Groups</a>	readonly	A cces
guides	<a href="#">Guides</a>	readonly	A cces
id	number	readonly	The id
index	number	readonly	The index
label	string	r/w	A ny
marginPreferences	<a href="#">MarginPreference</a>	readonly	M argin
masterPageItems	Array of <a href="#">PageItem</a>	readonly	All ma ste
name	string	readonly	The name
ovals	<a href="#">Ovals</a>	readonly	A cces
pageItems	<a href="#">PageItems</a>	readonly	The wh ole (su bgr
parent	Document MasterSpread Spread	readonly	The Sp read
polygons	<a href="#">Polygons</a>	readonly	A cces
properties	Object	r/w	A pp of: sar
rectangles	<a href="#">Rectangles</a>	readonly	A cces
tabOrder	Array of <a href="#">FormField</a>	r/w	The order in t he

## Methods Instances

**Page duplicate ([to: LocationOptions=LocationOptions.AT\_END] [BindingOptions=BindingOptions.DEFAULT\_VALUE])**  
Duplicates the page.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location to duplicate page object or with (Optional) (d)
reference	Page Spread	The reference when the to value after. Can accept (Optional)

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

**Page move ([to: LocationOptions=LocationOptions.AT\_END] [BindingOptions=BindingOptions.DEFAULT\_VALUE])**

Moves the page.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE	The new location to the reference.

	LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	document or page. (default: LocationOptions.AT_BEGINNING)
reference	Page Spread	The reference when the to before or after a Page or Spread. (Optional)
binding	BindingOptions: BindingOptions.RIGHT_ALIGN BindingOptions.LEFT_ALIGN BindingOptions.DEFAULT_VALUE	The location of spreads. (Optional) <b>BindingOptions</b>

any **place** (*fileName*: File[], *placePoint*: Array of *Measurement* [*destinationLayer*: *any*][, *showingOptions*: *bool*=**false**][, *autoflowing*: *bool*=**true**][, *retainingFormatting*: *bool*=**true**][, *convertingQuotes*: *bool*=**true**]  
Places a file in the document.

Parameter	Type	Description
<i>fileName</i>	File	The file to place.
<i>placePoint</i>	Array of <i>Measurement</i> Unit (Number or String)	The point where to place applicable if you are telling where to place) (Optional)
<i>destinationLayer</i>	Array of <i>Layers</i> Layer	The layer(s) to place that are telling a page or specifying a Layer or Array of Layers
<i>showingOptions</i>	bool	Whether to display the (Optional) (default: <b>false</b> )
<i>autoflowing</i>	bool	Whether to autoflow the page (Optional) (default: <b>false</b> )
<i>retainingFormatting</i>	bool	Whether to keep formating (Optional) (default: <b>true</b> )
<i>convertingQuotes</i>	bool	Whether to convert to the correct quotes (Optional) (default: <b>true</b> )

withProperties	Object	Initial values for properties (Optional)
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**void remove ()**

Deletes the Page.

**void removeOverride ()**

Removes the override from a previously overridden master page

### Element of

Button.parent  
 FormField.parent  
 GraphicLine.parent  
 Group.parent  
 HyperlinkPageDestination.destinationPage  
 LayoutWindow.activePage  
 MarginPreference.parent  
 Oval.parent  
 PageItem.parent  
 Polygon.parent  
 Rectangle.parent  
 Section.pageStart  
 TextFrame.parent

**Used in:** void **Button.move ([to: any][, by: Array of Measurement Unit (Number)][, reference: any][, withProperties: Object])**  
 PageItem Button.override (**destinationPage: Page**)  
 Button Buttons.add ([layer: Layer][, at: **LocationOptions=LocationOptions.UNDEFINED**][, reference: any][, withProperties: Object])  
 void **EPS.move ([to: any][, by: Array of Measurement Unit (Number)][, reference: any][, withProperties: Object])**  
 void **FormField.move ([to: any][, by: Array of Measurement Unit (Number)][, reference: any][, withProperties: Object])**  
 PageItem FormField.override (**destinationPage: Page**)  
 void **Graphic.move ([to: any][, by: Array of Measurement Unit (Number)][, reference: any][, withProperties: Object])**  
 void **GraphicLine.move ([to: any][, by: Array of Measurement Unit (Number)][, reference: any][, withProperties: Object])**  
 PageItem GraphicLine.override (**destinationPage: Page**)  
 GraphicLine GraphicLines.add ([layer: Layer][, at: **LocationOptions=LocationOptions.UNDEFINED**][, reference: any][, withProperties: Object])  
 void **Group.move ([to: any][, by: Array of Measurement Unit (Number)][, reference: any][, withProperties: Object])**  
 PageItem Group.override (**destinationPage: Page**)  
 Group Groups.add (**groupItems: Array of PageItem**[, layer: Layer][, reference: any][, withProperties: Object])

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LocationOptions=LocationOptions.UNKNOWN][, refere
Object])
PageItem Guide.override (destinationPage: Page)
HyperlinkExternalPageDestination HyperlinkExternalPageDesti
Page][, withProperties: Object])
HyperlinkPageDestination HyperlinkPageDestinations.add ([de
withProperties: Object])
void Image.move ([to: any][, by: Array of Measurement Unit (N
array of Story Index.generate ([on: any][, placePoint: Array of M
or String)][, destinationLayer: Layer][, autoflowing: bool=
bool=false])
void Movie.move ([to: any][, by: Array of Measurement Unit (T
Movie Movies.add ([layer: Layer][, at: LocationOptions=Locati
reference: any][, withProperties: Object])
void Oval.move ([to: any][, by: Array of Measurement Unit (Nu
PageItem Oval.override (destinationPage: Page)
Oval Ovals.add ([layer: Layer][, at: LocationOptions=Location
reference: any][, withProperties: Object])
void PDF.move ([to: any][, by: Array of Measurement Unit (Nu
void PICT.move ([to: any][, by: Array of Measurement Unit (Nu
Page Page.duplicate ([to: LocationOptions=LocationOptions.A
Page Page.move ([to: LocationOptions=LocationOptions.AT_]
binding: BindingOptions=BindingOptions.DEFAULT_VA
void PageItem.move ([to: any][, by: Array of Measurement Uni
PageItem PageItem.override (destinationPage: Page)
Page Pages.add ([at: LocationOptions=LocationOptions.UNK
withProperties: Object])
void Polygon.move ([to: any][, by: Array of Measurement Unit
PageItem Polygon.override (destinationPage: Page)
Polygon Polygons.add ([layer: Layer][, numberOfSides: number
[, at: LocationOptions=LocationOptions.UNKNOWN][, refere
withProperties: Object])
void Rectangle.move ([to: any][, by: Array of Measurement Uni
PageItem Rectangle.override (destinationPage: Page)
Rectangle Rectangles.add ([layer: Layer][, at:
LocationOptions=LocationOptions.UNKNOWN][, refere
Object])
void Sound.move ([to: any][, by: Array of Measurement Unit (N
Sound Sounds.add ([layer: Layer][, at: LocationOptions=Locati
```

```
reference: any][, withProperties: Object])
Spread Spread.move ([to: LocationOptions=LocationOptions.AT_
void TextFrame.move ([to: any][, by: Array of Measurement Unit]
PageItem TextFrame.override (destinationPage: Page)
TextFrame TextFrames.add ([layer: Layer][, at:
    LocationOptions=LocationOptions.UNKNOWN][, refere
    Object])
void WMF.move ([to: any][, by: Array of Measurement Unit (N
```

**Return** **Page** **Page**.**duplicate** ([to: LocationOptions=LocationOptions.AT\_  
**Page** **Page**.**move** ([to: LocationOptions=LocationOptions.AT\_  
binding: BindingOptions=BindingOptions.DEFAULT\_V/  
**Page** **Pages**.**add** ([at: LocationOptions=LocationOptions.UNK]  
withProperties: Object])

**Class**

# PageItem

An item on a page, including rectangles, ellipses, graphic lines, and polygons.

Superclass of [FormField](#), [GraphicLine](#), [Group](#), [Oval](#), [Polygon](#), [Rectangle](#), [TextFrame](#), and [TextStyleRange](#).

## QuickLinks

[addPath](#), [bringForward](#), [bringToFront](#), [duplicate](#), [excludeFromComposite](#), [insertLabel](#), [intersectPath](#), [makeCompoundPath](#), [markup](#), [releaseCompoundPath](#), [remove](#), [removeOverride](#), [resetScales](#), [sendToBack](#), [shear](#), [store](#), [subtractPath](#), [unlink](#)

## Hierarchy

Button | Cell | Character | Document | GraphicLine | Group | Oval | Page | **PageItem** | Paragraph | Polygon | Rectangle | TextFrame | TextStyleRange

**PageItem**

FormField | GraphicLine | Group | Oval

EPS | Graphic | GraphicLine | Group | Image | Movie | Rectangle | Sound | TextFrame | TextPath

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

absoluteVerticalScale	number
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <b>PageItem</b>
associatedXMLElement	<a href="#">XMLElement</a>
blendMode	<a href="#">BlendMode:</a> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE

	BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
cornerEffect	<a href="#">CornerEffects</a> : CornerEffects.NONE CornerEffects.ROUNDED_C CornerEffects.INVERSE_RC CornerEffects.INSET_COR CornerEffects.BEVEL_COR CornerEffects.FANCY_COR
cornerRadius	number
endCap	<a href="#">EndCap</a> : EndCap.BUTT_END_CAP EndCap.ROUND_END_CA EndCap.PROJECTING_ENI
endJoin	<a href="#">EndJoin</a> : EndJoin.MITER_END_JOIN EndJoin.ROUND_END_JOI EndJoin.BEVEL_END_JOI
epss	<a href="#">EPSs</a>
featherCornerType	<a href="#">FeatherCornerType</a> : FeatherCornerType.SHARP FeatherCornerType.ROUND FeatherCornerType.DIFFUS

featherMode	<b>FeatherMode:</b> FeatherMode.NONE FeatherMode.STANDARD
featherWidth	number
fillColor	String <a href="#">Swatch</a>
fillTint	number
gapColor	<a href="#">Swatch</a>
gapTint	number

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geometricBounds                  Array of Measurement Unit (

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gradientFillAngle                  number

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gradientFillLength                  number

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gradientFillStart                  Array of Measurement Unit (

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gradientStrokeAngle      number

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gradientStrokeLength      number

---

gradientStrokeStart      Array of Measurement Unit (

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graphicLines      [GraphicLines](#)

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graphics      [Graphics](#)

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groups	<a href="#">Groups</a>
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horizontalScale	number
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id	number
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images	<a href="#">Images</a>
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index	number
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isolateBlending	bool
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itemLayer	<a href="#">Layer</a>
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knockoutGroup	bool
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label	string
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leftLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARC ArrowHead.SIMPLE_WIDE ArrowHead.TRIANGLE_AF ArrowHead.TRIANGLE_WI ArrowHead.BARBED_ARR ArrowHead.CURVED_ARR ArrowHead.CIRCLE_ARC ArrowHead.CIRCLE_SOLID ArrowHead.SQUARE_ARR ArrowHead.SQUARE_SOLID ArrowHead.BAR_ARROW_
localDisplaySetting	<b>DisplaySettingOptions:</b> DisplaySettingOptions.HIGH DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMAL DisplaySettingOptions.DEFAULT
locked	bool
miterLimit	number
movies	<b>Movies</b>
nonprinting	bool

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opacity	number
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ovals	Ovals
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overprintFill	bool
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overprintGap	bool
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overprintStroke	bool
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overridden	bool
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overriddenMasterPageItem **PageItem**

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pageItems PageItems

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parent Button  
Cell  
Character  
Document  
GraphicLine  
Group  
InsertionPoint  
Layer  
Line

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MasterSpread  
Oval  
Page  
**PageItem**  
Paragraph  
Polygon  
Rectangle  
Spread  
State  
Story  
Table  
Text  
TextColumn  
TextFrame  
TextStyleRange  
Word  
XMLElement

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paths	Paths
pdfs	PDFs
picts	PICTs
polygons	Polygons
properties	Object
rectangles	Rectangles
rightLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARRC

	ArrowHead.SIMPLE_WIDE ArrowHead.TRIANGLE_AF ArrowHead.TRIANGLE_WI ArrowHead.BARBED_ARR ArrowHead.CURVED_ARR ArrowHead.CIRCLE_ARRC ArrowHead.CIRCLE_SOLII ArrowHead.SQUARE_ARR ArrowHead.SQUARE_SOLI ArrowHead.BAR_ARROW_
rotationAngle	number
shadowBlendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODC BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
shadowBlurRadius	number
shadowColor	Swatch

shadowMode	<b>ShadowMode:</b> ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number
shearAngle	number
sounds	<b>Sounds</b>
strokeAlignment	<b>StrokeAlignment:</b> StrokeAlignment.CENTER_ StrokeAlignment.INSIDE_A StrokeAlignment.OUTSIDE_
strokeColor	String <b>Swatch</b>
strokeCornerAdjustment	<b>StrokeCornerAdjustment:</b> StrokeCornerAdjustment.NC

	StrokeCornerAdjustment.DA StrokeCornerAdjustment.GA StrokeCornerAdjustment.DA
strokeDashAndGap	Array of Measurement Unit (
strokeTint	number
strokeType	StrokeStyle
strokeWeight	number
textFrames	TextFrames

textPaths	<a href="#">TextPaths</a>
textWrapPreferences	<a href="#">TextWrapPreference</a>
verticalScale	number
visibleBounds	Array of Measurement Unit (
wmfs	<a href="#">WMFs</a>

## Methods Instances

[PageItem addPath \(with: Array of PageItem\)](#)

Creates a new page item by combining the PageItem with

intersect.

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void bringForward ()**

Brings the PageItem forward one level in its layer.

**void bringToFront ()**

Brings the PageItem to the front.

[PageItem](#) **duplicate ()**

Duplicates the PageItem.

[PageItem](#) **excludeOverlapPath (with: Array of [PageItem](#))**

Creates a new page item by excluding the overlapping area

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void exportFile (format: *any*, to: *File*[, showingOptions: *b*)**

Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export format. C
to	File	The path of the expo
showingOptions	bool	If true, prompts the user for options (otherwise it uses the default values). (Default value: <b>false</b> )
using	<a href="#">PDFExportPreset</a>	The export style to use. (Default value: <b>PDFExportPreset.Default</b> )

**string extractLabel (key: *string*)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void fit (given: FitOptions)**

Applies the specified fit option to content in a frame.

Parameter	Type
given	<a href="#">FitOptions</a>

given

**FitOptions:**

FitOptions.CONTENT\_TO\_FRAME  
FitOptions.CENTER\_CONTENT  
FitOptions.PROPORTIONALLY  
FitOptions.FRAME\_TO\_CONTENT

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key

Parameter	Type
key	string
value	string

**PageItem intersectPath (with: Array of PageItem)**

Creates a new page item by intersecting the PageItem with intersect.

Parameter	Type	Description
with	Array of PageItem	The ob

**PageItem makeCompoundPath (with: Array of PageItem)**

Creates a compound path by combining the path(s) of the l

Parameter	Type	Description
with	Array of PageItem	The other objects who

**void markup (using: XMLElement)**

Associates the page item with the specified XML element

Parameter	Type
using	XMLElement

**PageItem minusBack (with: Array of PageItem)**

Creates a new page item by reverse subtracting the overlap

Parameter	Type	Description
with	Array of PageItem	The

**void move ([to: any][, by: Array of Measurement Unit (Nu**

Move Page Item to a new location. One of the To or By pa

Parameter	Type	Description
to	Array of 2 Units <i>Layer</i> <i>Page</i> <i>Spread</i>	The new loc Spread, Pag
by	Array of Measurement Unit (Number or String)	Amount by position (Op

### PageItem **override** (destinationPage: Page)

Overrides a master page item and places it on the page

Parameter	Type	Description
destinationPage	Page	The document page on which

any **place** (fileName: File[, placePoint: Array of Measurement Unit][, showingOptions: bool=false][, autoflowing: bool=false][, convertingQuotes: bool=true][, withProperties: Object])  
Places a file in the document.

Parameter	Type	Description
fileName	File	The file to pl
placePoint	Array of Measurement Unit (Number or String)	The point wh telling a page
destinationLayer	Array of Layers <i>Layer</i>	The layer(s) page or spre (Optional)
showingOptions	bool	Whether to d (default: fals
autoflowing	bool	Whether to a
retainingFormatting	bool	Whether to k (default: true
convertingQuotes	bool	Whether to c true)

withProperties	Object	Initial values
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**void placeXML (using: XMLElement)**

Places XML content into the specified object. Note: Replaces the object's properties.

Parameter	Type	Description
using	XMLElement	The XML element to place.

**Array of PageItem releaseCompoundPath ()**

Releases a compound path.

**void remove ()**

Deletes the PageItem.

**void removeOverride ()**

Removes the override from a previously overridden master item.

**void resetScaling ()**

Resets the PageItem's scaling to 100%. Note: This does not affect the current size of the PageItem the basis for future scaling.

**void resize ([horizontalScale: number][, verticalScale: number][, around: AnchorPoint][, transformingContent: bool=true][, consideringCurrentScale: bool=false][, consideringParentsScale: bool=false])**

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scaling.
verticalScale	number	The percentage of vertical scaling.
around	AnchorPoint	The point to scale around.
	Array of 2 Units	AnchorPoint enum
consideringCurrentScale	bool	If true then the old scale is combined with the new scale. If false then it is replaced. (Optional)
transformingContent	bool	If true then both horizontal and vertical scales are applied. (default: <b>true</b> )
consideringParentsScale	bool	If true then the object's parents scale is considered. If false it is scaled independently.

**void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, consideringParentsRotation: bool=false])**  
Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate.
around	AnchorPoint Array of 2 AnchorPoints Units	The point to rotate around. An array of 2 AnchorPoint objects or a single Unit.
consideringCurrentRotation	bool	If true then the rotation is combined. If false it is relative. If both are set at the same time, the value is false.
transformingContent	bool (Optional) (default)	If true then the transformation is applied to the content.
consideringParentsRotation	bool	If true then the rotation is combined with the parents. If false it is relative. If both are set at the same time, the value is false.

**void select ([existingSelection: SelectionOptions=SelectionOptions.ADD\_TO])**  
Select this object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE

**void sendBackward ()**

Sends the PageItem back one level in its layer.

**void sendToBack ()**

Sends the PageItem to the back.

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, consideringParentsShear: bool=false])**  
Shear the page item

Parameter	Type	Description
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by	number	Angle by which to shear.
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to shear around. AnchorPoint enum Units
consideringCurrentShear	bool	If true then the object is combined. If false it is sheared separately. (Optional)
transformingContent	bool	If true then both transform and shear are applied. (Optional) (default)
consideringParentsShear	bool	If true then the object is sheared relative to its parents. If false it is sheared relative to the page. Considering parents is faster than considering current item at the same time. (Optional)

#### [Asset store \(using: Library\)](#)

Store a page item in a library

Parameter	Type	Description
using	<a href="#">Library</a>	The library

#### [PageItem subtractPath \(with: Array of PageItem\)](#)

Creates a new page item by subtracting the overlapping areas of the two items.

Parameter	Type
with	Array of <a href="#">PageItem</a>

#### [void unlink \(from: UnlinkFrom\)](#)

Detaches an overridden master page item from the page or spread.

Parameter	Type
from	<a href="#">UnlinkFrom:</a> <a href="#">UnlinkFrom.PAGE</a> <a href="#">UnlinkFrom.MASTER_SPREAD</a>

#### [Element of \[Button.allPageItems\]\(#\)](#)

[Button.overriddenMasterPageItem](#)

[Cell.allPageItems](#)

[Character.allPageItems](#)  
[Document.allPageItems](#)  
[FormField.allPageItems](#)  
[FormField.overriddenMasterPageItem](#)  
[GraphicLine.allPageItems](#)  
[GraphicLine.overriddenMasterPageItem](#)  
[Group.allPageItems](#)  
[Group.overriddenMasterPageItem](#)  
[HyperlinkPageItemSource.sourcePageItem](#)  
[InsertionPoint.allPageItems](#)  
[Layer.allPageItems](#)  
[Line.allPageItems](#)  
[MasterSpread.allPageItems](#)  
[Oval.allPageItems](#)  
[Oval.overriddenMasterPageItem](#)  
[Page.allPageItems](#)  
[Page.masterPageItems](#)  
[PageItem.allPageItems](#)  
[PageItem.overriddenMasterPageItem](#)  
[Paragraph.allPageItems](#)  
[Polygon.allPageItems](#)  
[Polygon.overriddenMasterPageItem](#)  
[Rectangle.allPageItems](#)  
[Rectangle.overriddenMasterPageItem](#)  
[Spread.allPageItems](#)  
[Story.allPageItems](#)  
[Table.allPageItems](#)  
[Text.allPageItems](#)  
[TextColumn.allPageItems](#)  
[TextFrame.allPageItems](#)  
[TextFrame.overriddenMasterPageItem](#)  
[TextStyleRange.allPageItems](#)  
[Word.allPageItems](#)

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**Used in:** [PageItem Button.addPath \(with: Array of PageItem\)](#)  
[PageItem Button.excludeOverlapPath \(with: Array of PageItem\)](#)  
[PageItem Button.intersectPath \(with: Array of PageItem\)](#)  
[PageItem Button.makeCompoundPath \(with: Array of PageItem\)](#)  
[PageItem Button.minusBack \(with: Array of PageItem\)](#)

**PageItem** `Button.subtractPath (with: Array of PageItem)`  
**PageItem** `FormField.addPath (with: Array of PageItem)`  
**PageItem** `FormField.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `FormField.intersectPath (with: Array of PageItem)`  
**PageItem** `FormField.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `FormField.minusBack (with: Array of PageItem)`  
**PageItem** `FormField.subtractPath (with: Array of PageItem)`  
**PageItem** `GraphicLine.addPath (with: Array of PageItem)`  
**PageItem** `GraphicLine.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `GraphicLine.intersectPath (with: Array of PageItem)`  
**PageItem** `GraphicLine.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `GraphicLine.minusBack (with: Array of PageItem)`  
**PageItem** `GraphicLine.subtractPath (with: Array of PageItem)`  
**PageItem** `Group.addPath (with: Array of PageItem)`  
**PageItem** `Group.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `Group.intersectPath (with: Array of PageItem)`  
**PageItem** `Group.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `Group.minusBack (with: Array of PageItem)`  
**PageItem** `Group.subtractPath (with: Array of PageItem)`  
**Group** `Groups.add (groupItems: Array of PageItem[, layer: Int, locationOptions: LocationOptions=LocationOptions.UNKNOWN][, index: Int])`  
**HyperlinkPageItem** `HyperlinkPageItemSource HyperlinkPageItemSources.add (pageItem: PageItem)`  
**PageItem** `Oval.addPath (with: Array of PageItem)`  
**PageItem** `Oval.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `Oval.intersectPath (with: Array of PageItem)`  
**PageItem** `Oval.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `Oval.minusBack (with: Array of PageItem)`  
**PageItem** `Oval.subtractPath (with: Array of PageItem)`  
**PageItem** `PageItem.addPath (with: Array of PageItem)`  
**PageItem** `PageItem.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `PageItem.intersectPath (with: Array of PageItem)`  
**PageItem** `PageItem.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `PageItem.minusBack (with: Array of PageItem)`  
**PageItem** `PageItem.subtractPath (with: Array of PageItem)`  
**PageItem** `Polygon.addPath (with: Array of PageItem)`  
**PageItem** `Polygon.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `Polygon.intersectPath (with: Array of PageItem)`  
**PageItem** `Polygon.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `Polygon.minusBack (with: Array of PageItem)`

**PageItem** `Polygon.subtractPath (with: Array of PageItem)`  
**PageItem** `Rectangle.addPath (with: Array of PageItem)`  
**PageItem** `Rectangle.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `Rectangle.intersectPath (with: Array of PageItem)`  
**PageItem** `Rectangle.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `Rectangle.minusBack (with: Array of PageItem)`  
**PageItem** `Rectangle.subtractPath (with: Array of PageItem)`  
**PageItem** `TextFrame.addPath (with: Array of PageItem)`  
**PageItem** `TextFrame.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `TextFrame.intersectPath (with: Array of PageItem)`  
**PageItem** `TextFrame.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `TextFrame.minusBack (with: Array of PageItem)`  
**PageItem** `TextFrame.subtractPath (with: Array of PageItem)`  
void `XMLElement.markup (using: any)`  
void `XMLElement.placeXML (using: any)`  
`XMLElement XMLElements.add (markupTag: any[, xmlContent: String])`

---

**Return** **PageItem** `Button.addPath (with: Array of PageItem)`  
**PageItem** `Button.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `Button.intersectPath (with: Array of PageItem)`  
**PageItem** `Button.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `Button.minusBack (with: Array of PageItem)`  
**PageItem** `Button.override (destinationPage: Page)`  
Array of **PageItem** `Button.releaseCompoundPath ()`  
**PageItem** `Button.subtractPath (with: Array of PageItem)`  
Array of **PageItem** `Cell.createOutlines ([deleteOriginal: boolean])`  
Array of **PageItem** `Character.createOutlines ([deleteOriginal: boolean])`  
**PageItem** `ClippingPathSettings.convertToFrame ()`  
Array of **PageItem** `Column.createOutlines ([deleteOriginal: boolean])`  
**PageItem** `FormField.addPath (with: Array of PageItem)`  
**PageItem** `FormField.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `FormField.intersectPath (with: Array of PageItem)`  
**PageItem** `FormField.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `FormField.minusBack (with: Array of PageItem)`  
**PageItem** `FormField.override (destinationPage: Page)`  
Array of **PageItem** `FormField.releaseCompoundPath ()`  
**PageItem** `FormField.subtractPath (with: Array of PageItem)`  
**PageItem** `GraphicLine.addPath (with: Array of PageItem)`  
**PageItem** `GraphicLine.excludeOverlapPath (with: Array of PageItem)`

**PageItem** `GraphicLine.intersectPath (with: Array of PageItem)`  
**PageItem** `GraphicLine.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `GraphicLine.minusBack (with: Array of PageItem)`  
**PageItem** `GraphicLine.override (destinationPage: Page)`  
Array of **PageItem** `GraphicLine.releaseCompoundPath ()`  
**PageItem** `GraphicLine.subtractPath (with: Array of PageItem)`  
**PageItem** `Group.addPath (with: Array of PageItem)`  
**PageItem** `Group.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `Group.intersectPath (with: Array of PageItem)`  
**PageItem** `Group.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `Group.minusBack (with: Array of PageItem)`  
**PageItem** `Group.override (destinationPage: Page)`  
Array of **PageItem** `Group.releaseCompoundPath ()`  
**PageItem** `Group.subtractPath (with: Array of PageItem)`  
**PageItem** `Guide.override (destinationPage: Page)`  
Array of **PageItem** `InsertionPoint.createOutlines ([deleteOriginal: boolean])`  
Array of **PageItem** `Line.createOutlines ([deleteOriginal: boolean])`  
**PageItem** `Oval.addPath (with: Array of PageItem)`  
**PageItem** `Oval.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `Oval.intersectPath (with: Array of PageItem)`  
**PageItem** `Oval.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `Oval.minusBack (with: Array of PageItem)`  
**PageItem** `Oval.override (destinationPage: Page)`  
Array of **PageItem** `Oval.releaseCompoundPath ()`  
**PageItem** `Oval.subtractPath (with: Array of PageItem)`  
**PageItem** `PageItem.addPath (with: Array of PageItem)`  
**PageItem** `PageItem.duplicate ()`  
**PageItem** `PageItem.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `PageItem.intersectPath (with: Array of PageItem)`  
**PageItem** `PageItem.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `PageItem.minusBack (with: Array of PageItem)`  
**PageItem** `PageItem.override (destinationPage: Page)`  
Array of **PageItem** `PageItem.releaseCompoundPath ()`  
**PageItem** `PageItem.subtractPath (with: Array of PageItem)`  
Array of **PageItem** `Paragraph.createOutlines ([deleteOriginal: boolean])`  
**PageItem** `Polygon.addPath (with: Array of PageItem)`  
**PageItem** `Polygon.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `Polygon.intersectPath (with: Array of PageItem)`  
**PageItem** `Polygon.makeCompoundPath (with: Array of PageItem)`

**PageItem** `Polygon.minusBack (with: Array of PageItem)`  
**PageItem** `Polygon.override (destinationPage: Page)`  
Array of **PageItem** `Polygon.releaseCompoundPath ()`  
**PageItem** `Polygon.subtractPath (with: Array of PageItem)`  
**PageItem** `Rectangle.addPath (with: Array of PageItem)`  
**PageItem** `Rectangle.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `Rectangle.intersectPath (with: Array of PageItem)`  
**PageItem** `Rectangle.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `Rectangle.minusBack (with: Array of PageItem)`  
**PageItem** `Rectangle.override (destinationPage: Page)`  
Array of **PageItem** `Rectangle.releaseCompoundPath ()`  
**PageItem** `Rectangle.subtractPath (with: Array of PageItem)`  
Array of **PageItem** `Row.createOutlines ([deleteOriginal: b])`  
Array of **PageItem** `Story.createOutlines ([deleteOriginal: l])`  
Array of **PageItem** `Table.createOutlines ([deleteOriginal: l])`  
Array of **PageItem** `Text.createOutlines ([deleteOriginal: b])`  
Array of **PageItem** `TextColumn.createOutlines ([deleteOriginal: b])`  
**PageItem** `TextFrame.addPath (with: Array of PageItem)`  
Array of **PageItem** `TextFrame.createOutlines ([deleteOriginal: b])`  
**PageItem** `TextFrame.excludeOverlapPath (with: Array of PageItem)`  
**PageItem** `TextFrame.intersectPath (with: Array of PageItem)`  
**PageItem** `TextFrame.makeCompoundPath (with: Array of PageItem)`  
**PageItem** `TextFrame.minusBack (with: Array of PageItem)`  
**PageItem** `TextFrame.override (destinationPage: Page)`  
Array of **PageItem** `TextFrame.releaseCompoundPath ()`  
**PageItem** `TextFrame.subtractPath (with: Array of PageItem)`  
Array of **PageItem** `TextStyleRange.createOutlines ([deleteOriginal: l])`  
Array of **PageItem** `Word.createOutlines ([deleteOriginal: l])`

**Class**

# PageItems

The page items collection, which can be used to process all page items in a container (such as a document, page, or group), regardless of type.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the PageItem.

**Element of** [Button.pageItems](#)  
[Cell.pageItems](#)  
[Character.pageItems](#)  
[Document.pageItems](#)  
[GraphicLine.pageItems](#)  
[Group.pageItems](#)  
[InsertionPoint.pageItems](#)  
[Layer.pageItems](#)  
[Line.pageItems](#)  
[MasterSpread.pageItems](#)  
[Oval.pageItems](#)  
[Page.pageItems](#)  
[PageItem.pageItems](#)  
[Paragraph.pageItems](#)  
[Polygon.pageItems](#)  
[Rectangle.pageItems](#)  
[Spread.pageItems](#)  
[State.pageItems](#)  
[Story.pageItems](#)  
[Table.pageItems](#)

[Text.pageItems](#)  
[TextColumn.pageItems](#)  
[TextFrame.pageItems](#)  
[TextStyleRange.pageItems](#)  
[Word.pageItems](#)  
[XMLElement.pageItems](#)

**Used in:** [Asset Library.store](#) ([using](#): Array of *any*)

**Class**

# Pages

A collection of pages.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in

**Methods** [Instances](#)

[Page](#) [add \(\[at: LocationOptions=LocationOptions.UNKNOW\]](#)  
[withProperties: Object\]\)](#)

Creates a new page.

Parameter	Type	Description
at	<a href="#">LocationOptions:</a> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The locati relative to or within spread. (C <a href="#">LocationO</a>
reference	<a href="#">Document</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	The refere Required value spec Can accep MasterSp (Optional)
withProperties	<a href="#">Object</a>	Initial val the new P

[number count \(\)](#)

Displays the number of elements in the Page.

**Element of** [Document.pages](#)  
[MasterSpread.pages](#)  
[Spread.pages](#)



**Class**

# Path

A path.

**QuickLinks** [remove](#), [reverse](#)

## Hierarchy

[ClippingPathSettings](#) | [GraphicLine](#) | [Oval](#) | [PageItem](#) | [Polygon](#) | [Rectangle](#) | [TextFrame](#) | [TextWrapPreference](#)

**Path**

[PathPoint](#)

## Properties

Property	Type	Access	Description
entirePath	Array of Arrays of 2 Units	r/w	A list of the coordinates of the path points in the path, including anchor points and left- and right-direction points. When creating a path using this property, supply either anchor point coordinates or a list of anchor points and their left-direction and right-direction points. The point coordinates are represented as [[[x1, y1], [x2, y2]], [[x3, y3], [x4, y4]], [[x5, y5], [x6, y6]], ...]. Note: If only anchor points are supplied, results in a closed path.

				which all of points are co- with straight segments; si- the positions and right-di- points speci- curved line: Can return: Arrays of 2
index	number	readonly	The index o within its cc object.	
parent	<a href="#">ClippingPathSettings</a> <a href="#">GraphicLine</a> <a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a> <a href="#">TextFrame</a> <a href="#">TextWrapPreference</a>	readonly	The parent c Path (a Page Oval, Rectan GraphicLine TextFrame, ClippingPat or TextWrapPr	
pathPoints	<a href="#">PathPoints</a>	readonly	A collection points.	
pathType	<a href="#">PathType:</a> PathType.OPEN_PATH PathType.CLOSED_PATH	r/w	The path typ	
properties	Object	r/w	A property t allows settir several prop the same tin	

## Methods Instances

[void remove \(\)](#)

Deletes the Path.

[void reverse \(\)](#)

Reverses the path.

---

**Element of** [PathPoint.parent](#)

---

**Return** [Path Paths.add \(\[withProperties: Object\]\)](#)

---

Jongware, 27-  
Jun-2010 v3.0.3d

[Contents :: Index](#)

**Class**

# PathPoint

A path point of a path.

**QuickLinks** [remove](#)

## Hierarchy

Path

PathPoint

Properties	Property	Type	Access	Description
	anchor	Array of Measurement Unit (Number or String)	r/w	The location of the point page, form y].
	index	number	readonly	The index of the Path within its container object.
	leftDirection	Array of Measurement Unit (Number or String)	r/w	The direction of the curve line segment preceding the point path, form

				y].
parent	Path	readonly	The j of the Path] Path)	
pointType	PointType: PointType.LINE_TYPE PointType.SMOOTH PointType.CORNER	r/w	The j point	
properties	Object	r/w	A pro that a settir sever propo the s time.	
rightDirection	Array of Measurement Unit (Number or String)	r/w	The i direc point contr curve line segm follo the p point path, form y].	

## Methods Instances

**void remove ()**

Deletes the PathPoint.

**Return PathPoint PathPoints.add ([withProperties: Object])**



**Class**

# PathPoints

A collection of path points.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[PathPoint](#) **add** ([withProperties: Object])

Creates a new PathPoint.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new PathPoint (Optional)

**number count ()**

Displays the number of elements in the PathPoint.

**Element of** [Path.pathPoints](#)

**Class**

# Paths

A collection of paths.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods Instances**

**Path** [add](#) ([withProperties: Object])

Creates a new Path.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new Path (Optional)

[number](#) [count](#) ()

Displays the number of elements in the Path.

**Element of** [ClippingPathSettings.paths](#)  
[GraphicLine.paths](#)  
[Oval.paths](#)  
[PageItem.paths](#)  
[Polygon.paths](#)  
[Rectangle.paths](#)  
[TextFrame.paths](#)  
[TextWrapPreference.paths](#)

**Class**

# Polygon

A polygon. Any shape that is not a rectangle, ellipse, or graph creates a regular polygon based on the current polygon preferences.

## QuickLinks

[addPath](#), [bringForward](#), [bringToFront](#), [duplicate](#), [excludeOverlaps](#), [insertLabel](#), [intersectPath](#), [makeCompoundPath](#), [markup](#), [minAngle](#), [releaseCompoundPath](#), [remove](#), [removeOverride](#), [resetScaling](#), [sendToBack](#), [shear](#), [store](#), [subtractPath](#), [unlink](#)

## Hierarchy

Button | Cell | Character | Document | GraphicLine | Group  
Oval | Page | PageItem | Paragraph | **Polygon** | Rectangle | Shape  
| TextFrame | TextStyleRule

PageItem

Polygon

EPS | Graphic | GraphicLine | Group | Image | Movie | Oval  
Rectangle | Sound | TextFrame | TextPath

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

---

absoluteVerticalScale	number
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---

allGraphics	Array of <a href="#">Graphic</a>
-------------	----------------------------------

---

allPageItems	Array of <a href="#">PageItem</a>
--------------	-----------------------------------

---

associatedXMLElement	<a href="#">XMLElement</a>
----------------------	----------------------------

---

blendMode	<a href="#">BlendMode:</a> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
-----------	--

---

contentType	<a href="#">ContentType:</a>
-------------	------------------------------

	ContentType.UNASSIGNED ContentType.GRAPHIC_TYPE ContentType.TEXT_TYPE
cornerEffect	<a href="#">CornerEffects</a> : CornerEffects.NONE CornerEffects.ROUNDED_COI CornerEffects.INVERSE_ROU CornerEffects.INSET_CORNE CornerEffects.BEVEL_CORNE CornerEffects.FANCY_CORNE
cornerRadius	number
endCap	<a href="#">EndCap</a> : EndCap.BUTT_END_CAP EndCap.ROUND_END_CAP EndCap.PROJECTING_END_C
endJoin	<a href="#">EndJoin</a> : EndJoin.MITER_END_JOIN EndJoin.ROUND_END_JOIN EndJoin.BEVEL_END_JOIN
epss	<a href="#">EPSS</a>
featherCornerType	<a href="#">FeatherCornerType</a> : FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSIO

featherMode	<p><a href="#">FeatherMode</a>:</p> <p>FeatherMode.NONE FeatherMode.STANDARD</p>
featherWidth	number
fillColor	<p>String</p> <p><a href="#">Swatch</a></p>
fillTint	number
gapColor	<a href="#">Swatch</a>
gapTint	number

---

geometricBounds	Array of Measurement Unit (Nu
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---

gradientFillAngle	number
-------------------	--------

---

gradientFillLength	number
--------------------	--------

---

gradientFillStart	Array of Measurement Unit (Nu
-------------------	-------------------------------

---

gradientStrokeAngle      number

---

gradientStrokeLength      number

---

gradientStrokeStart      Array of Measurement Unit (Nu

---

graphicLines      [GraphicLines](#)

---

graphics      [Graphics](#)

groups	<a href="#">Groups</a>
horizontalScale	number
id	number
images	<a href="#">Images</a>
index	number
isolateBlending	bool
itemLayer	<a href="#">Layer</a>
knockoutGroup	bool
label	string

leftLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW ArrowHead.SIMPLE_WIDE_A ArrowHead.TRIANGLE_ARROW ArrowHead.TRIANGLE_WIDE ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW ArrowHead.CIRCLE_SOLID_A ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID_A ArrowHead.BAR_ARROW_HF
localDisplaySetting	<b>DisplaySettingOptions:</b> DisplaySettingOptions.HIGH_C DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZED DisplaySettingOptions.DEFAULT
locked	bool
miterLimit	number
movies	<b>Movies</b>
nonprinting	bool

---

opacity	number
---------	--------

---

ovals	Ovals
-------	-------

---

overprintFill	bool
---------------	------

---

overprintGap	bool
--------------	------

---

overprintStroke	bool
-----------------	------

---

overridden	bool
------------	------

---

overriddenMasterPageItem [PageItem](#)

---

pageItems [PageItems](#)

---

parent [Button](#)  
[Cell](#)  
[Character](#)  
[Document](#)  
[GraphicLine](#)  
[Group](#)  
[InsertionPoint](#)  
[Layer](#)  
[Line](#)  
[MasterSpread](#)

	Oval Page PageItem Paragraph <b>Polygon</b> Rectangle Spread State Story Table Text TextColumn TextFrame TextStyleRange Word
paths	Paths
pdfs	PDFs
picts	PICTs
polygons	Polygons
properties	Object
rectangles	Rectangles
rightLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW ArrowHead.SIMPLE_WIDE_A ArrowHead.TRIANGLE_ARR

	ArrowHead.TRIANGLE_WIDE ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW ArrowHead.CIRCLE_SOLID_A ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID_A ArrowHead.BAR_ARROW_HF
rotationAngle	number
shadowBlendMode	<p><b>BlendMode:</b></p> <p>BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY</p>
shadowBlurRadius	number
shadowColor	<b>Swatch</b>

shadowMode	<p><b>ShadowMode:</b></p> <p>ShadowMode.NONE ShadowMode.DROP</p> <hr/>
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number
shearAngle	number
sounds	<p><b>Sounds</b></p> <hr/>
strokeAlignment	<p><b>StrokeAlignment:</b></p> <p>StrokeAlignment.CENTER_ALI StrokeAlignment.INSIDE_ALI StrokeAlignment.OUTSIDE_ALI</p> <hr/>
strokeColor	<p>String</p> <p><a href="#">Swatch</a></p> <hr/>
strokeCornerAdjustment	<p><b>StrokeCornerAdjustment:</b></p> <p>StrokeCornerAdjustment.NONE StrokeCornerAdjustment.DASH StrokeCornerAdjustment.GAPS</p>

	StrokeCornerAdjustment.DASH
strokeDashAndGap	Array of Measurement Unit (Nu
strokeTint	number
strokeType	StrokeStyle
strokeWeight	number
textFrames	TextFrames
textPaths	TextPaths

textWrapPreferences	<a href="#">TextWrapPreference</a>
verticalScale	number
visibleBounds	Array of Measurement Unit (Nu
wmfs	<a href="#">WMFs</a>

## Methods Instances

### [PageItem addPath \(with: Array of PageItem\)](#)

Creates a new page item by combining the Polygon with other items that intersect.

Parameter	Type

with	Array of <a href="#">PageItem</a>
------	-----------------------------------

**void bringForward ()**

Brings the Polygon forward one level in its layer.

**void bringToFront ()**

Brings the Polygon to the front.

**Polygon duplicate ()**

Duplicates the Polygon.

**PageItem excludeOverlapPath (with: Array of PageItem)**

Creates a new page item by excluding the overlapping areas of the given items.

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void exportFile (format: any, to: File[, showingOptions: bool])**

Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export format. Can be a string or a function.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user for options (false by default).
using	<a href="#">PDFExportPreset</a>	The export style to use.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void fit (given: FitOptions)**

Applies the specified fit option to content in a frame.

Parameter	Type
given	<a href="#">FitOptions</a> : <a href="#">FitOptions.CONTENT_TO_FRAME</a>

FitOptions.CENTER_CONTENT
FitOptions.PROPORTIONALLY
FitOptions.FRAME_TO_CONTENT

---

**void insertLabel (*key*: string, *value*: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
<i>key</i>	string
<i>value</i>	string

---

**PageItem intersectPath (*with*: Array of PageItem)**

Creates a new page item by intersecting the Polygon with other objects that intersect.

Parameter	Type	Description
<i>with</i>	Array of PageItem	The objects to intersect with.

---

**PageItem makeCompoundPath (*with*: Array of PageItem)**

Creates a compound path by combining the path(s) of the Polygons.

Parameter	Type	Description
<i>with</i>	Array of PageItem	The other objects whose paths will be combined.

---

**void markup (*using*: XMLElement)**

Associates the page item with the specified XML element which contains styling information.

Parameter	Type
<i>using</i>	XMLElement

---

**PageItem minusBack (*with*: Array of PageItem)**

Creates a new page item by reverse subtracting the overlapping areas of the other objects.

Parameter	Type	Description
<i>with</i>	Array of PageItem	The objects to subtract from the polygon.

---

**void move ([*to*: any][, *by*: Array of Measurement Unit (Number)])**

Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description

---

to	Array of 2 Units Layer Page Spread	The new location Spread, Page or
by	Array of Measurement Unit (Number or String)	Amount by which position (Optional)

### PageItem override (destinationPage: Page)

Overrides a master page item and places it on the page

Parameter	Type	Description
destinationPage	Page	The document page on which the

any place (fileName: File[, placePoint: Array of Measurement Unit, destinationLayer: Layer][, showingOptions: bool=false][, autoflowing: bool=false][, convertingQuotes: bool=true][, withProperties: Object])  
Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place
placePoint	Array of Measurement Unit (Number or String)	The point where telling a page or
destinationLayer	Array of Layers Layer	The layer(s) to place on page or spread (Optional)
showingOptions	bool	Whether to display (default: <b>false</b> )
autoflowing	bool	Whether to automatically flow text
retainingFormatting	bool	Whether to keep original formatting (default: <b>true</b> )
convertingQuotes	bool	Whether to convert quotes (default: <b>true</b> )
withProperties	Object	Initial values for properties

**void placeXML (using: XMLElement)**

Places XML content into the specified object. Note: Replaces

Parameter	Type	Description
using	XMLElement	The XML element wh

Array of **PageItem releaseCompoundPath ()**

Releases a compound path.

**void remove ()**

Deletes the Polygon.

**void removeOverride ()**

Removes the override from a previously overridden master pa

**void resetScaling ()**

Resets the Polygon's scaling to 100%. Note: This does not change the current size of the Polygon the basis for future scaling.

**void resize ([horizontalScale: number][, verticalScale: number][, bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false][, consideringParentsRotation: bool=false])**

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scaling.
verticalScale	number	The percentage of vertical scaling.
around	AnchorPoint	The point to scale around.
	Array of 2 Units	AnchorPoint enum. Units
consideringCurrentScale	bool	If true then the object is scaled relative to its current scale combined. If false then it is scaled relative to 100%. (Optional) (default: <b>false</b> )
transformingContent	bool	If true then both the content and the shape are scaled. (default: <b>true</b> )
consideringParentsScale	bool	If true then the object is scaled relative to its parents scale. If false it is scaled relative to 100%.

**void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, consideringParentsRotation: bool=false])**

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate.
around	<a href="#">AnchorPoint</a> Array of 2 <a href="#">AnchorPoint</a> enum Units	The point to rotate around. The point to rotate around. The point to rotate around.
consideringCurrentRotation	bool	If true then the old rotation is combined. If false then the new value is used. (Optional)
transformingContent	bool	If true then both transform and rotation are applied. (Optional) (default)
consideringParentsRotation	bool	If true then the object is rotated relative to its parents. If false it is rotated relative to the world coordinate system. Considering current rotation and transforming content are both set at the same time.

**void select ([existingSelection: SelectionOptions=SelectionOptions.ADD\_TO])**  
Select this object.

Parameter	Type	Description
existingSelection	<a href="#">SelectionOptions</a> : SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to combine the selection. (Default: ADD_TO)

**void sendBackward ()**

Sends the Polygon back one level in its layer.

**void sendToBack ()**

Sends the Polygon to the back.

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, consideringParentsShear: bool=false])**

Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear.

around	<b>AnchorPoint</b> Array of 2 Units	The point to shear a combined. If false then the object is false. (Optional) (
consideringCurrentShear	bool	If true then the object is combined. If false then it is false. (Optional) (
transformingContent	bool	If true then both the object and content are transformed. (Optional) (default: false)
consideringParentsShear	bool	If true then the object and parents are sheared together. If false it is sheared separately. (Optional) (default: false)

#### **Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description
using	Library	The library in which the item is stored.

#### **PageItem subtractPath (with: Array of PageItem)**

Creates a new page item by subtracting the overlapping areas

Parameter	Type
with	Array of PageItem

#### **void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from another master page item.

Parameter	Type
from	UnlinkFrom: UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD

**Element of** [Movie.parent](#)  
[Sound.parent](#)  
[TextPath.parent](#)

**Return** [Polygon Polygon.duplicate \(\)](#)

**Polygon** `Polygons.add ([layer: Layer][, numberOfSides: number][, LocationOptions=LocationOptions.UNKNOWN][, refε])`

Jongware, 27-  
Jun-2010 v3.0.3d

[Contents](#) :: [Index](#)

**Class**

# Polygons

A collection of polygons.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

`Polygon add ([layer: Layer][, numberOfSides: number][, in LocationOptions=LocationOptions.UNKNOWN][, reference Object])`

Create a new Polygon

Parameter	Type	Description
layer	Layer	The layer where the polygon will be added.
numberOfSides	number	The number of sides for the polygon.
insetPercentage	number	The percentage of inset for the polygon.
at	<code>LocationOptions:</code> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	Location Options for adding the polygon.
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	Reference object for the polygon.

		(Opt)
withProperties	Object	Initia the r

### **number count ()**

Displays the number of elements in the Polygon.

**Element of** [Button.polygons](#)  
[Cell.polygons](#)  
[Character.polygons](#)  
[Document.polygons](#)  
[GraphicLine.polygons](#)  
[Group.polygons](#)  
[InsertionPoint.polygons](#)  
[Layer.polygons](#)  
[Line.polygons](#)  
[MasterSpread.polygons](#)  
[Oval.polygons](#)  
[Page.polygons](#)  
[PageItem.polygons](#)  
[Paragraph.polygons](#)  
[Polygon.polygons](#)  
[Rectangle.polygons](#)  
[Spread.polygons](#)  
[State.polygons](#)  
[Story.polygons](#)  
[Table.polygons](#)  
[Text.polygons](#)  
[TextColumn.polygons](#)  
[TextFrame.polygons](#)  
[TextStyleRange.polygons](#)  
[Word.polygons](#)

**Class**

# Rectangle

A rectangle. Base Class: [PageItem](#)

**QuickLinks** [addPath](#), [bringForward](#), [bringToFront](#), [duplicate](#), [excludeFromGroup](#), [insertLabel](#), [intersectPath](#), [makeCompoundPath](#), [markup](#), [releaseCompoundPath](#), [remove](#), [removeOverride](#), [resetScale](#), [sendToBack](#), [shear](#), [store](#), [subtractPath](#), [unlink](#)

## Hierarchy

[Button](#) | [Cell](#) | [Character](#) | [Document](#) | [GraphicLine](#) | [Group](#)  
[Oval](#) | [Page](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | **Rectangle**  
| [TextFrame](#) | [TextStyle](#)

[PageItem](#)

**Rectangle**

[EPS](#) | [Graphic](#) | [GraphicLine](#) | [Group](#) | [Image](#) | [Movie](#)  
**Rectangle** | [Sound](#) | [TextFrame](#) | [TextP](#)

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

absoluteVerticalScale	number
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
associatedXMLElement	<a href="#">XMLElement</a>
blendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION

	BlendMode.COLOR BlendMode.LUMINOSITY
contentType	<b>ContentType:</b> ContentType.UNASSIGNED ContentType.GRAPHIC_TYPE ContentType.TEXT_TYPE
cornerEffect	<b>CornerEffects:</b> CornerEffects.NONE CornerEffects.ROUNDED CornerEffects.INVERSE_R CornerEffects.INSET_CORNER CornerEffects.BEVEL_COIN CornerEffects.FANCY_COIN
cornerRadius	number
endCap	<b>EndCap:</b> EndCap.BUTT_END_CAP EndCap.ROUND_END_CAP EndCap.PROJECTING_END
endJoin	<b>EndJoin:</b> EndJoin.MITER_END_JOIN EndJoin.ROUND_END_JOIN EndJoin.BEVEL_END_JOIN
epss	<b>EPSS</b>
featherCornerType	<b>FeatherCornerType:</b>

	FeatherCornerType.SHARP FeatherCornerType.ROUND FeatherCornerType.DIFFUS
featherMode	<b>FeatherMode:</b> FeatherMode.NONE FeatherMode.STANDARD
featherWidth	number
fillColor	String <b>Swatch</b>
fillTint	number
gapColor	<b>Swatch</b>

gapTint	number
geometricBounds	Array of Measurement Unit
gradientFillAngle	number
gradientFillLength	number

---

gradientFillStart      Array of Measurement Unit

---

gradientStrokeAngle      number

---

gradientStrokeLength      number

---

gradientStrokeStart      Array of Measurement Unit

---

graphicLines      GraphicLines

graphics	Graphics
groups	Groups
horizontalScale	number
id	number
images	Images
index	number
isolateBlending	bool
itemLayer	Layer

---

knockoutGroup	bool
---------------	------

---

label	string
-------	--------

---

leftLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW ArrowHead.SIMPLE_WIDI ArrowHead.TRIANGLE_ARROW ArrowHead.TRIANGLE_WIDI ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW ArrowHead.CIRCLE_SOLID ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID ArrowHead.BAR_ARROW
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---

localDisplaySetting	<b>DisplaySettingOptions:</b> DisplaySettingOptions.HIGH DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMUM DisplaySettingOptions.DEFAULT
---------------------	--

---

locked	bool
--------	------

---

miterLimit	number
------------	--------

movies Movies

---

nonprinting bool

---

opacity number

---

ovals Ovals

---

overprintFill bool

---

overprintGap bool

---

overprintStroke bool

---

overridden                      bool

---

overriddenMasterPageItem [PageItem](#)

---

pageItems                      [PageItems](#)

parent	Button Cell Character Document GraphicLine Group InsertionPoint Layer Line MasterSpread Oval Page PageItem Paragraph Polygon <b>Rectangle</b> Spread State Story Table Text TextColumn TextFrame TextStyleRange Word
paths	Paths
pdfs	PDFs
picts	PICTs
polygons	Polygons
properties	Object

rectangles	<a href="#">Rectangles</a>
rightLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW ArrowHead.SIMPLE_WIDENED ArrowHead.TRIANGLE_ARROW ArrowHead.TRIANGLE_WIDENED ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW ArrowHead.CIRCLE_SOLID ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID ArrowHead.BAR_ARROW
rotationAngle	number
shadowBlendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE

	BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
shadowBlurRadius	number
shadowColor	Swatch
shadowMode	<b>ShadowMode:</b> ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number
shearAngle	number
sounds	Sounds
strokeAlignment	<b>StrokeAlignment:</b> StrokeAlignment.CENTER_ StrokeAlignment.INSIDE_/ StrokeAlignment.OUTSIDE
strokeColor	String Swatch

---

strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment</a> : StrokeCornerAdjustment.NC StrokeCornerAdjustment.DL StrokeCornerAdjustment.GL StrokeCornerAdjustment.DR
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---

strokeDashAndGap	Array of Measurement Unit
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---

strokeTint	number
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---

strokeType	StrokeStyle
strokeWeight	number
textFrames	TextFrames
textPaths	TextPaths
textWrapPreferences	TextWrapPreference
verticalScale	number
visibleBounds	Array of Measurement Unit

wmfs

WMFs

## Methods Instances

`PageItem addPath (with: Array of PageItem)`

Creates a new page item by combining the Rectangle with intersect.

Parameter	Type
with	Array of <code>PageItem</code>

`void bringForward ()`

Brings the Rectangle forward one level in its layer.

`void bringToFront ()`

Brings the Rectangle to the front.

`Rectangle duplicate ()`

Duplicates the Rectangle.

`PageItem excludeOverlapPath (with: Array of PageItem)`

Creates a new page item by excluding the overlapping area.

Parameter	Type
with	Array of <code>PageItem</code>

`void exportFile (format: any, to: File[, showingOptions: boolean])`

Exports the object(s) to a file.

Parameter	Type	Description
format	<code>ExportFormat</code> String	The export format. (e.g., <code>PDF</code> , <code>Image</code> )
to	File	The path of the exported file.
showingOptions	bool	If true, prompts the user for options (e.g., <code>false</code> )
using	<code>PDFExportPreset</code>	The export style to use.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void fit (given: FitOptions)**

Applies the specified fit option to content in a frame.

Parameter	Type
given	FitOptions: FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**PageItem intersectPath (with: Array of PageItem)**

Creates a new page item by intersecting the Rectangle with the other objects which do not intersect.

Parameter	Type	Description
with	Array of PageItem	The other objects which do not intersect.

**PageItem makeCompoundPath (with: Array of PageItem)**

Creates a compound path by combining the path(s) of the other objects.

Parameter	Type	Description
with	Array of PageItem	The other objects whose paths will be combined.

**void markup (using: XMLElement)**

Associates the page item with the specified XML element.

Parameter	Type

using	<a href="#">XMLElement</a>
-------	----------------------------

**PageItem minusBack (with: Array of PageItem)**

Creates a new page item by reverse subtracting the overlaid items.

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The array of items to be removed.

**void move ([to: any][, by: Array of Measurement Unit (Number or String)])**

Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The new location. The target <a href="#">Layer</a> , <a href="#">Page</a> or <a href="#">Spread</a> .
by	Array of Measurement Unit (Number or String)	Amount by position (Optional).

**PageItem override (destinationPage: Page)**

Overrides a master page item and places it on the page.

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page on which to place the item.

**any place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, showingOptions: bool=false][, autoflowing: bool=false][, convertingQuotes: bool=true][, withProperties: Object])**

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point where to tell a page where to place the file.
destinationLayer	Array of <a href="#">Layers</a> <a href="#">Layer</a>	The layer(s) of the page or spread where to place the file (Optional).

showingOptions	bool	Whether to show options (default: <b>false</b> )
autoflowing	bool	Whether to auto flow
retainingFormatting	bool	Whether to retain formatting (default: <b>true</b> )
convertingQuotes	bool	Whether to convert quotes (default: <b>true</b> )
withProperties	Object	Initial value

### `void placeXML (using: XMLElement)`

Places XML content into the specified object. Note: Replaces the current content.

Parameter	Type	Description
using	XMLElement	The XML element

### `Array of PageItem releaseCompoundPath ()`

Releases a compound path.

### `void remove ()`

Deletes the Rectangle.

### `void removeOverride ()`

Removes the override from a previously overridden master.

### `void resetScaling ()`

Resets the Rectangle's scaling to 100%. Note: This does not make the current size of the Rectangle the basis for future scaling.

### `void resize ([horizontalScale: number][, verticalScale: number][, bool=false][, transformingContent: bool=true][, considerUnits: boolean=false])`

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scaling.
verticalScale	number	The percentage of vertical scaling.
around	AnchorPoint	The point to scale around.
	Array of 2 Units	AnchorPoint enum

consideringCurrentScale	bool	If true then the current scale is combined with the parent's scale. If false it is not combined. If false it is scaled.
transformingContent	bool	If true then both content and its parents are scaled. (default: <b>true</b> )
consideringParentsScale	bool	If true then the current scale is combined with the parent's scale. If false it is scaled.

`void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, consideringParentsRotation: bool=false])`

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate the page item.
around	<code>AnchorPoint</code>	The point to rotate around. If <code>any</code> then it is the center of the page item. If <code>Array of 2</code> then it is the anchor point of the first coordinate system.
consideringCurrentRotation	bool	If true then the current rotation is combined with the parent's rotation. If false it is not combined. If false it is scaled.
transformingContent	bool	If true then both content and its parents are rotated. (Optional) (default: <b>true</b> )
consideringParentsRotation	bool	If true then the current rotation is combined with the parent's rotation. If false it is not combined. If false it is scaled.

`void select ([existingSelection: SelectionOptions=SelectionOptions.REPLACE])`

Select this object.

Parameter	Type
existingSelection	<code>SelectionOptions</code> : <code>SelectionOptions.ADD_TO</code> <code>SelectionOptions.REMOVE_FROM</code> <code>SelectionOptions.REPLACE</code>

**void sendBackward ()**

Sends the Rectangle back one level in its layer.

**void sendToBack ()**

Sends the Rectangle to the back.

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, consideringParentsShear: bool=false])**

Shear the page item

Parameter	Type	Description
by	number	Angle by which
around	AnchorPoint Array of 2 AnchorPoint Units	The point to she Array of 2 AnchorPoint en Units
consideringCurrentShear	bool	If true then the c combined. If fal is false. (Option
transformingContent	bool	If true then both (Optional) (defa
consideringParentsShear	bool	If true then the c false it is sheare considering curr the same time. (

**Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description
using	Library	The library

**PageItem subtractPath (with: Array of PageItem)**

Creates a new page item by subtracting the overlapping areas

Parameter	Type
with	Array of PageItem

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page object

Parameter	Type
from	<a href="#">UnlinkFrom:</a> <a href="#">UnlinkFrom.PAGE</a> <a href="#">UnlinkFrom.MASTER_SPREAD</a>
<b>Element of</b>	<a href="#">Movie.parent</a> <a href="#">Sound.parent</a>
<b>Return</b>	<a href="#">Rectangle</a> <a href="#">Rectangle.duplicate ()</a> <a href="#">Rectangle</a> <a href="#">Rectangles.add ([layer: Layer][, at: LocationO] any][, withProperties: Object])</a>

**Class**

# Rectangles

A collection of rectangles.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of ob

**Methods Instances**

`Rectangle add ([layer: Layer][, at: LocationOptions=LocationOptions.BEFORE][, reference: any][, withProperties: Object])`

Create a new Rectangle

Parameter	Type	D
layer	Layer	T R
at	<code>LocationOptions:</code> <code>LocationOptions.BEFORE</code> <code>LocationOptions.AFTER</code> <code>LocationOptions.AT_END</code> <code>LocationOptions.AT_BEGINNING</code> <code>LocationOptions.UNKNOWN</code>	L
reference	<code>Document</code> <code>Layer</code> <code>MasterSpread</code> <code>Page</code> <code>Spread</code>	B th D S] ac M (C
withProperties	Object	Ir th

`number count ()`

Displays the number of elements in the Rectangle.

---

**Element of** [Button.rectangles](#)  
[Cell.rectangles](#)  
[Character.rectangles](#)  
[Document.rectangles](#)  
[GraphicLine.rectangles](#)  
[Group.rectangles](#)  
[InsertionPoint.rectangles](#)  
[Layer.rectangles](#)  
[Line.rectangles](#)  
[MasterSpread.rectangles](#)  
[Oval.rectangles](#)  
[Page.rectangles](#)  
[PageItem.rectangles](#)  
[Paragraph.rectangles](#)  
[Polygon.rectangles](#)  
[Rectangle.rectangles](#)  
[Spread.rectangles](#)  
[State.rectangles](#)  
[Story.rectangles](#)  
[Table.rectangles](#)  
[Text.rectangles](#)  
[TextColumn.rectangles](#)  
[TextFrame.rectangles](#)  
[TextStyleRange.rectangles](#)  
[Word.rectangles](#)

---

**Class**

# Section

A section.

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

Document

Section

## Properties

Property	Type	Access	Description
continueNumbering	bool	r/w	If true, the page sequence number will be continued from the previous section.
id	number	readonly	The ID of the section.
includeSectionPrefix	bool	r/w	If true, the section prefix will be included before the number.
index	number	readonly	The index of the section.
label	string	r/w	A plain string.
length	number	readonly	The length of the section.
marker	string	r/w	The marker of the section.

			mar
name	string	r/w	The Sec
pageNumberStart	number	r/w	The whi num Not whi num false
pageNumberStyle	PageNumberStyleString	r/w	The styl Pag enu Stri
pageStart	Page	r/w	The the
parent	Document	readonly	The Sec Doc
properties	Object	r/w	A p allo seve at th

## Methods Instances

string **extractLabel** (`key: string`)

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

void **insertLabel** (`key: string, value: string`)

Sets the label to the value associated with the specified key.

Parameter	Type	Description

key	string	The key.
value	string	The value.

**void remove ()**

Deletes the Section.

---

**Element of** [Page.appliedSection](#)

---

**Used in:** [Section Sections.add \(\[at: LocationOptions=LocationOptions\[, reference: any\]\[, withProperties: Object\]\)](#)

---

**Return** [Section Sections.add \(\[at: LocationOptions=LocationOptions\[, reference: any\]\[, withProperties: Object\]\)](#)

---

**Class**

# Sections

A collection of sections.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

**Section add ([at: LocationOptions=LocationOptions.UNKN withProperties: Object])**

Create a new section.

Parameter	Type	Description
at	<a href="#">LocationOptions:</a> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	Location of the new section relative to the specified reference.
reference	<a href="#">Document</a> <a href="#">Section</a>	Before/after or at the parent document.
withProperties	Object	Initial values for the new section.

[number count \(\)](#)

Displays the number of elements in the Section.

**Element of** [Document.sections](#)

**Class**

# Spread

A spread.

**QuickLinks** [createGuides](#), [duplicate](#), [extractLabel](#), [insertLabel](#), [move](#), [place](#),

## Hierarchy

Document

Spread

[Button](#) | [FlattenerPreference](#) | [FormField](#) | [GraphicLine](#) | [Gro](#)  
[PageItem](#) | [Polygon](#) | [Rectangle](#) | [TextFr](#)

## Properties

Property	Type
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
appliedMaster	<a href="#">MasterSpreadNothingEnum</a>
buttons	<a href="#">Buttons</a>
flattenerOverride	<a href="#">SpreadFlattenerLevel</a> : <a href="#">SpreadFlattenerLevel.DEFAULT_VALUE</a> <a href="#">SpreadFlattenerLevel.NONE</a> <a href="#">SpreadFlattenerLevel.CUSTOM</a>

---

flattenerPreferences [FlattenerPreference](#)

---

formFields [FormFields](#)

---

graphicLines [GraphicLines](#)

---

groups [Groups](#)

---

guides [Guides](#)

---

id number

---

index number

---

keepTogether bool

---

label	string
-------	--------

---

ovals	Ovals
-------	-------

---

pageItems	PageItems
-----------	-----------

---

pages	Pages
-------	-------

---

parent	Document
--------	----------

---

polygons                    [Polygons](#)

---

properties                Object

---

rectangles                [Rectangles](#)

---

showMasterItems      bool

---

textFrames                [TextFrames](#)

---

## Methods Instances

**void createGuides ([*numberOfRows*: *number*=**0**][, *numberOfC  
rowGutter*: *Measurement Unit (Number or String)*=**0**][, *columnC  
(Number or String)*=**0**][, *guideColor*: *any*][, *fitMargins*: *bool*=**false**  
*bool*=**false**][, *layer*: [Layer](#)])**

Creates multiple guides on all pages of a spread

Parameter	Type	Description
<i>numberOfRows</i>	<i>number</i>	Number of rows of g (default: <b>0</b> )
<i>numberOfColumns</i>	<i>number</i>	Number of columns o

		(Optional) (default: 0)
rowGutter	Measurement Unit (Number or String)	The amount of gutter (Optional) (default: 0)
columnGutter	Measurement Unit (Number or String)	The amount of gutter (Optional) (default: 0)
guideColor	Array of 3 Reals (0 - 255) UIColors	The guide's color. Can be an array of three integers (0 - 255) or UIColors.
fitMargins	bool	Whether the guides stick to page (Optional) (default: true)
removeExisting	bool	Whether to remove existing guides (default: false)
layer	Layer	The layer on which to draw (Optional)

**Spread duplicate ([to: LocationOptions=LocationOptions.AT\_BEGINNING])**  
Duplicate the Spread at before/after another Spread, or at the beginning/end of a Document.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	Location Options LocationOptions
reference	Document Spread	Before/after beginning/end Spread or Document

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

**Spread move ([to: LocationOptions=LocationOptions.AT\_END])**  
Moves the spread.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location relative to the reference document. (Optional)
reference	Document Page Spread	The reference when the to is before or after. Can be Document. (Optional)

**any place (fileName: File[, placePoint: Array of Measurement | destinationLayer: any][, showingOptions: bool=false][, autoflow: bool=true][, retainingFormatting: bool=true][, convertingQuotes: bool=true])**  
Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point where to place applicable if you are telling a page or spreading across layers. (Optional)
destinationLayer	Array of Layer	The layer(s) to place the file on. If there are telling a page or spreading across layers. (Optional)
showingOptions	bool	Whether to display the file. (Optional) (default: false)

autoflowing	bool	Whether to autoflow p (default: <b>false</b> )
retainingFormatting	bool	Whether to keep forma (Optional) (default: <b>true</b> )
convertingQuotes	bool	Whether to convert to t (Optional) (default: <b>true</b> )
withProperties	Object	Initial values for propo (Optional)

**void remove ()**

Deletes the Spread.

**void removeOverride ()**

Removes the override from a previously overridden master page.

**Element of** [FlattenerPreference.parent](#)  
[Guide.parent](#)  
[LayoutWindow.activeSpread](#)

**Used in:** [void Button.move \(\[to: any\]\[, by: Array of Measurement Unit \(Number or String\)\]\[, at: LocationOptions=LocationOptions.UNKNOWN\]\[, reference: any\]\[, withProperties: Object\]\)](#)  
[void EPS.move \(\[to: any\]\[, by: Array of Measurement Unit \(Number or String\)\]\[, at: LocationOptions=LocationOptions.UNKNOWN\]\[, reference: any\]\[, withProperties: Object\]\)](#)  
[void FormField.move \(\[to: any\]\[, by: Array of Measurement Unit \(Number or String\)\]\[, at: LocationOptions=LocationOptions.UNKNOWN\]\[, reference: any\]\[, withProperties: Object\]\)](#)  
[void Graphic.move \(\[to: any\]\[, by: Array of Measurement Unit \(Number or String\)\]\[, at: LocationOptions=LocationOptions.UNKNOWN\]\[, reference: any\]\[, withProperties: Object\]\)](#)  
[void GraphicLine.move \(\[to: any\]\[, by: Array of Measurement Unit \(Number or String\)\]\[, at: LocationOptions=LocationOptions.UNKNOWN\]\[, reference: any\]\[, withProperties: Object\]\)](#)  
[void GraphicLineGraphicLines.add \(\[layer: Layer\]\[, at: LocationOptions=LocationOptions.UNKNOWN\]\[, reference: any\]\[, withProperties: Object\]\)](#)  
[void Group.move \(\[to: any\]\[, by: Array of Measurement Unit \(Number or String\)\]\[, at: LocationOptions=LocationOptions.UNKNOWN\]\[, reference: any\]\[, withProperties: Object\]\)](#)  
[void GroupGroups.add \(groupItems: Array of PageItem\[, layer: Layer\]\[, at: LocationOptions=LocationOptions.UNKNOWN\]\[, reference: any\]\[, withProperties: Object\]\)](#)  
[void Image.move \(\[to: any\]\[, by: Array of Measurement Unit \(Number or String\)\]\[, array of StoryIndex.generate \(\[on: any\]\[, placePoint: Array of Measurement Unit \(Number or String\)\]\[, destinationLayer: Layer\]\[, autoflowing: bool=bool=false\]\)\]\[, destinationLayer: Layer\]\[, autoflowing: bool=bool=false\]\)](#)  
[void Movie.move \(\[to: any\]\[, by: Array of Measurement Unit \(Number or String\)\]\[, destinationLayer: Layer\]\[, autoflowing: bool=bool=false\]\)](#)

**Movie** **Movies.add** ([**layer**: **Layer**][, **at**: **LocationOptions**=**Locat**  
[, **reference**: *any*][, **withProperties**: *Object*])  
void **Oval.move** ([**to**: *any*][, **by**: *Array of Measurement Unit* (*N*)]  
**Oval** **Ovals.add** ([**layer**: **Layer**][, **at**: **LocationOptions**=**Location**  
**reference**: *any*][, **withProperties**: *Object*])  
void **PDF.move** ([**to**: *any*][, **by**: *Array of Measurement Unit* (*N*)]  
void **PICT.move** ([**to**: *any*][, **by**: *Array of Measurement Unit* (*N*)]  
**Page** **Page.duplicate** ([**to**: **LocationOptions**=**LocationOptions.A**  
**Page** **Page.move** ([**to**: **LocationOptions**=**LocationOptions.AT\_**  
    **binding**: **BindingOptions**=**BindingOptions.DEFAULT\_V**]  
void **PageItem.move** ([**to**: *any*][, **by**: *Array of Measurement Uni*  
**Page** **Pages.add** ([**at**: **LocationOptions**=**LocationOptions.UNK**  
    **withProperties**: *Object*])  
void **Polygon.move** ([**to**: *any*][, **by**: *Array of Measurement Unit*]  
**Polygon** **Polygons.add** ([**layer**: **Layer**][, **numberOfSides**: *numbe*  
    *number*][, **at**: **LocationOptions**=**LocationOptions.UNKN**  
    **withProperties**: *Object*])  
void **Rectangle.move** ([**to**: *any*][, **by**: *Array of Measurement Un*  
**Rectangle** **Rectangles.add** ([**layer**: **Layer**][, **at**:  
    **LocationOptions**=**LocationOptions.UNKNOWN**][, **referenc**  
    *Object*])  
void **Sound.move** ([**to**: *any*][, **by**: *Array of Measurement Unit* (*T*)]  
**Sound** **Sounds.add** ([**layer**: **Layer**][, **at**: **LocationOptions**=**Locati**  
    **reference**: *any*][, **withProperties**: *Object*])  
**Spread** **Spread.duplicate** ([**to**: **LocationOptions**=**LocationOpti**  
    *any*])  
**Spread** **Spread.move** ([**to**: **LocationOptions**=**LocationOptions.**  
    *any*])  
**Spread** **Spreads.add** ([**at**: **LocationOptions**=**LocationOptions.U**  
    *any*][, **withProperties**: *Object*])  
void **TextFrame.move** ([**to**: *any*][, **by**: *Array of Measurement U*  
**TextFrame** **TextFrames.add** ([**layer**: **Layer**][, **at**:  
    **LocationOptions**=**LocationOptions.UNKNOWN**][, **referenc**  
    *Object*])  
void **WMF.move** ([**to**: *any*][, **by**: *Array of Measurement Unit* (*N*)]

---

**Return** **Spread** **Spread.duplicate** ([**to**: **LocationOptions**=**LocationOpti**  
    *any*])  
**Spread** **Spread.move** ([**to**: **LocationOptions**=**LocationOptions**

*any])*  
**Spread** `Spreads.add ([at: LocationOptions=LocationOptions.any][, withProperties: Object])`

**Class**

# Spreads

A collection of spreads.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects i

**Methods** [Instances](#)

**Spread add ([at: LocationOptions=LocationOptions.UNKNOWN withProperties: Object])**

Creates a new spread.

Parameter	Type	Description
at	<a href="#">LocationOptions:</a> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING <a href="#">LocationOptions</a> .UNKNOWN	The loc relative or withi (Option)
reference	<a href="#">Document</a> <a href="#">Spread</a>	The ref Require specific accept: (Option)
withProperties	Object	Initial v the new

**number count ()**

Displays the number of elements in the Spread.

**Element of** [Document.spreads](#)

**Class**

# TextWrapPreference

Text wrap preferences.

## Hierarchy

[Button](#) | [EPS](#) | [FormField](#) | [G](#)

## Properties

Property	Type
contourOptions	<a href="#">ContourOption</a>
inverse	bool
parent	<a href="#">ButtonEPS</a> <a href="#">FormField</a> <a href="#">GraphicLine</a> <a href="#">Group</a> <a href="#">Image</a> <a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">PICT</a> <a href="#">Polygon</a> <a href="#">Rectangle</a> <a href="#">TextFrame</a> <a href="#">WMF</a>
paths	<a href="#">Paths</a>
properties	<a href="#">Object</a>

---

`textWrapOffset` Array of Units  
`NothingEnum`  
`Unit`

---

`textWrapType` `TextWrapTypes:`  
`TextWrapTypes.`  
`TextWrapTypes.`  
`TextWrapTypes.`  
`TextWrapTypes.`  
`TextWrapTypes.`  
`TextWrapTypes.`  
`TextWrapTypes.`

---

---

**Element of** `Button.textWrapPreferences`

[ContourOption.parent](#)  
[EPS.textWrapPreferences](#)  
[FormField.textWrapPreferences](#)  
[GraphicLine.textWrapPreferences](#)  
[Group.textWrapPreferences](#)  
[Image.textWrapPreferences](#)  
[Oval.textWrapPreferences](#)  
[PICT.textWrapPreferences](#)  
[PageItem.textWrapPreferences](#)  
[Path.parent](#)  
[Polygon.textWrapPreferences](#)  
[Rectangle.textWrapPreferences](#)  
[TextFrame.textWrapPreferences](#)  
[WMF.textWrapPreferences](#)

---

**Class**

# WMF

A placed WMF graphic. Base Class: [Graphic](#)

**QuickLinks** [exportFile](#), [extractLabel](#), [insertLabel](#), [move](#), [place](#), [remove](#), [resize](#)

## Hierarchy

[Button](#) | [GraphicLine](#) | [Group](#) | [Oval](#) | [PageItem](#) | [Polygon](#) | [WMF](#)

Graphic

WMF

[ClippingPathSettings](#) | [TextWrapPref](#)

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

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absoluteVerticalScale	number
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---

associatedXMLElement	<a href="#">XMLElement</a>
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---

blendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
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---

clippingPath	<a href="#">ClippingPathSettings</a>
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---

featherCornerType	<b>FeatherCornerType:</b> FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
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featherMode	<b>FeatherMode:</b>
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	FeatherMode.NONE FeatherMode.STANDARD
featherWidth	number
geometricBounds	Array of Measurement Unit (Number or String)
horizontalScale	number
id	number
imageTypeName	string
index	number

isolateBlending	bool
itemLink	<a href="#">Link</a>
knockoutGroup	bool
label	string
localDisplaySetting	<a href="#">DisplaySettingOptions</a> : DisplaySettingOptions.HIGH_QUAI DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZED DisplaySettingOptions.DEFAULT_V
nonprinting	bool
opacity	number
parent	<a href="#">Button</a> <a href="#">GraphicLine</a> <a href="#">Group</a> <a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a> <a href="#">State</a> <a href="#">XMLElement</a>

properties	Object
rotationAngle	number
shadowBlendMode	<p><a href="#">BlendMode</a>:</p> <p>BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY</p>
shadowBlurRadius	number
shadowColor	<a href="#">Swatch</a>

shadowMode	<b>ShadowMode:</b> ShadowMode.NONE ShadowMode.DROP
shadowOpacity	number
shadowXOffset	number
shadowYOffset	number
shearAngle	number
textWrapPreferences	<b>TextWrapPreference</b>
verticalScale	number
visibleBounds	Array of Measurement Unit (Number)

String)

## Methods Instances

**void exportFile (format: any, to: File[, showingOptions: bool=false])**  
Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat String	The export format. Can accept a String or String.
to	File	The path of the export file
showingOptions	bool	If true, prompts the user to choose a format. (Optional) (default: <b>false</b> )
using	PDFExportPreset	The export style to use. (Optional)

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key to get the label for.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key to set the label for.

value	string	The value to move.
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**void move ([to: any][, by: Array of Measurement Unit (Number or String)][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true])**  
Move Page Item to a new location. One of the To or By parameters must be specified.

Parameter	Type	Description
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The new location of the item. Units, Spread, Page or Layer.
by	Array of Measurement Unit (Number or String)	Amount by which to move from current position (Optional).

**any place (fileName: File[, placePoint: Array of Measurement Unit (Number or String)][, destinationLayer: any][, showingOptions: bool=false][, autoflowing: bool=false][, retainingFormatting: bool=true][, convertingQuotes: bool=true])**  
Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point where to place the file. You are telling a page where to place the file.
destinationLayer	Array of <a href="#">Layers</a> <a href="#">Layer</a>	The layer(s) to place the file on. Telling a page or spread where to place the file. Array of Layers. (Optional).
showingOptions	bool	Whether to display the file. (Optional) (default: <b>false</b> )
autoflowing	bool	Whether to autoflow the file. <b>false</b> )
retainingFormatting	bool	Whether to keep formating. (Optional) (default: <b>true</b> )
convertingQuotes	bool	Whether to convert to double quotes. (default: <b>true</b> )

withProperties	Object	Initial values for prop (Optional)
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### `void remove ()`

Deletes the WMF.

### `void resize ([horizontalScale: number][, verticalScale: number][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])`

Resize the page item. You must specify either horizontal scale or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scale.
verticalScale	number	The percentage of vertical scale.
around	<code>AnchorPoint</code> Array of 2 <code>Units</code>	The point to scale around. An anchor point or AnchorPoint enum. An array of 2 units.
consideringCurrentScale	bool	If true then the object's current scale will be combined. If false it will not. The default value is false.
transformingContent	bool	If true then both the object and its content will be scaled. If false only the object will be scaled. (Optional) (default: true)
consideringParentsScale	bool	If true then the object will consider the scale of its parents. If false it is not. (Optional) (default: false)

### `void rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, transformingContent: bool=true][, consideringParentsRotation: bool=false])`

Rotate the page item.

Parameter	Type	Description
by	number	Angle by which to rotate.
around	<code>AnchorPoint</code> Array of 2 <code>Units</code> or <code>AnchorPoint</code> <code>Units</code>	The point to rotate around. An anchor point or AnchorPoint enum. An array of 2 units.
consideringCurrentRotation	bool	If true then the object's current rotation will be combined. If false it will not. (Optional) (default: true)

		rotation will be considered relative to the page item's current rotation. The value is absolute. The default is false.
transformingContent	bool	If true then both the object and its parents will be rotated. The default is true.
consideringParentsRotation	bool	If true then the object can be rotated with its parents. If false it is not. Cannot rotate with considering parents rotation at the same time. (Optional) (default: false)

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, transformingContent: bool=true][, consideringParentsShear: bool=false])**  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear the page item. The default is 0.
around	<a href="#">AnchorPoint</a>	The point to shear around. An array of 2 numbers or AnchorPoint. Units or AnchorPoint. The default is [0, 0].
consideringCurrentShear	bool	If true then the object's current shear will be combined. If false it is absolute. The default is true. (default: <b>false</b> )
transformingContent	bool	If true then both the object and its parents will be sheared. (Optional) (default: true)
consideringParentsShear	bool	If true then the object can be sheared with its parents. If false it is not. Cannot shear with considering parents shear at the same time. (Optional) (default: false)

### [Asset store \(using: Library\)](#)

Store a page item in a library

Parameter	Type	Description

using	Library	The library in which t
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**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page or from

Parameter	Type
from	<b>UnlinkFrom:</b> UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD

**Element of** [TextWrapPreference.parent](#)

**Class**

# WMFs

A collection of WMF graphics.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the WMF.

**Element of** [Button.wmfs](#)  
[GraphicLine.wmfs](#)  
[Group.wmfs](#)  
[Oval.wmfs](#)  
[PageItem.wmfs](#)  
[Polygon.wmfs](#)  
[Rectangle.wmfs](#)  
[State.wmfs](#)  
[XMLElement.wmfs](#)

**Used in:** [Asset Library.store](#) ([using](#): Array of *any*)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

No, this is not a collection of Books! These come in handy with oft-repeated design items.

## Libraries Suite

[Basics Suite](#)  
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[Indexing Suite](#)  
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[Asset](#)  
[Assets](#)  
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[Library](#)

**Class**

# Asset

An object library asset.

**QuickLinks** [extractLabel](#), [insertLabel](#), [placeAsset](#), [remove](#)

## Hierarchy

Library

Asset

## Properties

Property	Type	Access	Descr
assetType	<a href="#">AssetType</a> : AssetType.IMAGE_TYPE AssetType.EPS_TYPE AssetType.PDF_TYPE AssetType.GEOMETRY_TYPE AssetType.PAGE_TYPE AssetType.TEXT_TYPE	r/w	The type of the object in the library asset.
date	Date	readonly	The date and time the Asset was created.
description	string	r/w	The description of the Asset.
id	number	readonly	The unique ID of the Asset.
index	number	readonly	The index of the object within the container object.

label	string	r/w	A property that can be set to a string.
name	string	r/w	The name of the Asset.
parent	Library	readonly	The parent of the asset (a Library).
properties	Object	r/w	A property that allows setting several properties at the same time.

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

Array of `any placeAsset (on: Document)`

Place the asset in a document

Parameter	Type	Description
on	Document	The document in which to place the asset.

---

**void remove ()**  
Deletes the Asset.

---

**Return** **Asset** `Button.store (using: Library)`  
**Asset** `EPS.store (using: Library)`  
**Asset** `FormField.store (using: Library)`  
**Asset** `GraphicLine.store (using: Library)`  
**Asset** `Group.store (using: Library)`  
**Asset** `Image.store (using: Library)`  
**Asset** `Library.store (using: Array of any)`  
**Asset** `Movie.store (using: Library)`  
**Asset** `Oval.store (using: Library)`  
**Asset** `PDF.store (using: Library)`  
**Asset** `PICT.store (using: Library)`  
**Asset** `PageItem.store (using: Library)`  
**Asset** `Polygon.store (using: Library)`  
**Asset** `Rectangle.store (using: Library)`  
**Asset** `Sound.store (using: Library)`  
**Asset** `TextFrame.store (using: Library)`  
**Asset** `WMF.store (using: Library)`

---

**Class**

# Assets

A collection of object library assets.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Asset.

**Element of** [Library.assets](#)

**Class**

# Libraries

A collection of libraries.

**QuickLinks** [add](#), [count](#)

## Properties

	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods Instances

**Library** [add](#) (*fullName*: *File*[, *withProperties*: *Object*])

Creates a new object library.

Parameter	Type	Description
fullName	File	The library's path and file name.
withProperties	Object	Initial values for properties of the new Library (Optional)

[number count \(\)](#)

Displays the number of elements in the Library.

**Element of** [Application.libraries](#)

**Class**

# Library

An object library.

**QuickLinks** [close](#), [store](#)

## Hierarchy

Application

Library

Asset

## Properties

Property	Type	Access	Description
assets	Assets	readonly	A collection of object library assets.
filePath	File	readonly	The full path to the file.
fullName	File	readonly	The full path to the Library, including the name of the Library.
index	number	readonly	The index of the Library within its containing object.
name	string	readonly	The name of the Library.
parent	Application	readonly	The parent of the Library (a Application).
properties	Object	r/w	A property that allows setting of several properties at the same time.

## Methods Instances

`void close ()`

Closes the Library.

**Asset store (using: Array of *any*)**

Store page item(s) in a library

Parameter	Type	Description
using	Array of : Array of <a href="#">PageItems</a> <a href="#">EPSs</a> <a href="#">Images</a> <a href="#">Movies</a> <a href="#">PDFs</a> <a href="#">PICTs</a> <a href="#">Sounds</a> <a href="#">WMFs</a>	The page item(s) to store. Can accept: Array of PageItems, Movies, Sounds, Images, EPSs, WMFs, PICTs or PDFs.

**Element of** [Asset.parent](#)

**Used in:** [Asset Button.store \(using: Library\)](#)  
[Asset EPS.store \(using: Library\)](#)  
[Asset FormField.store \(using: Library\)](#)  
[Asset GraphicLine.store \(using: Library\)](#)  
[Asset Group.store \(using: Library\)](#)  
[Asset Image.store \(using: Library\)](#)  
[Asset Movie.store \(using: Library\)](#)  
[Asset Oval.store \(using: Library\)](#)  
[Asset PDF.store \(using: Library\)](#)  
[Asset PICT.store \(using: Library\)](#)  
[Asset PageItem.store \(using: Library\)](#)  
[Asset Polygon.store \(using: Library\)](#)  
[Asset Rectangle.store \(using: Library\)](#)  
[Asset Sound.store \(using: Library\)](#)  
[Asset TextFrame.store \(using: Library\)](#)  
[Asset WMF.store \(using: Library\)](#)

**Return** [Library Libraries.add \(fullName: File\[, withProperties: Object\]\)](#)



# **Adobe InDesign CS (3.0) Object Model**

## Contents

These web pages contain lots of links already, but the section describes externally linked files such as images.

## Links Suite

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Link  
Links

**Class**

# Link

A link to a placed file.

**QuickLinks** [editOriginal](#), [extractLabel](#), [insertLabel](#), [relink](#), [show](#), [unembed](#), [update](#)

## Hierarchy

[Graphic](#) | [Movie](#) | [Sound](#) | [Story](#)

**Link**

## Properties

Property	Type	Access	Description
assetEtag	string	readonly	The etag of the link object.
assetID	Array of Longs or Strings	readonly	The ID of the link object returned as an array of strings.
assetURL	string	readonly	The URL of the link object.
date	Date	readonly	The date and time the Link was created.
edited	bool	readonly	If true, indicates the link has been modified.

			obj
			bee
			in tl
			curr
			doc
			but
			sou
			has
			upd
filePath	File	readonly	The path file.
id	number	readonly	The ID (Lin)
index	number	readonly	The of tl in tl coll
label	string	r/w	A p that set t strin
linkType	string	readonly	The type link obj
name	string	readonly	The of tl
needed	bool	readonly	If tr indi link full- resc vers

parent	Graphic Movie Sound Story		readonly	The obj retu Sto Gra Mo Sou
properties	Object		r/w	A p that setti seve proj the time
size	number		readonly	Size file
status	LinkStatus: LinkStatus.NORMAL LinkStatus.LINK_OUT_OF_DATE LinkStatus.LINK_MISSING LinkStatus.LINK_EMBEDDED		readonly	The of t

## Methods Instances

## void editOriginal ()

Opens the source file of the link in the default editor for the source type.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

**void relink (to: File)**

Points the link to a new source file.

Parameter	Type	Description
to	File	The full path name of the new source fil

**void show ()**

Selects the link.

**void unembed ([to: File])**

Unembeds the source file. If no folder is specified, creates a link to the original source file; if a folder is specified, copies the file to the folder and creates a link to the copied file.

Parameter	Type	Description
to	File	The folder to which to copy the unembedde (Optional)

**void unlink ()**

Embeds the source file in the document.

**Link update ()**

Updates the link if the source file has been changed.

## Element of

[EPS.itemLink](#)  
[Graphic.itemLink](#)  
[Image.itemLink](#)  
[Movie.itemLink](#)  
[PDF.itemLink](#)  
[PICT.itemLink](#)

[Sound.itemLink](#)  
[Story.itemLink](#)  
[WMF.itemLink](#)

---

**Return** [Link](#) [Link.update\(\)](#)

---

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**Class**

# Links

A collection of links.

## QuickLinks [count](#)

### Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

### Methods [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Link.

### Element of [Document.links](#)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

Enough preferences  
to suit anybody's  
taste. (gag!)

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TextImportPreference  
TextPreference  
TransformPreference  
TransparencyPreference  
ViewPreference  
WordRTFImportPreference  
XMLExportPreference  
XMLImportPreference  
XMLViewPreference

**Class**

# ButtonPreference

Button preferences.

## Hierarchy

[Application | Document](#)

**ButtonPreference**

## Properties

Property	Type
appearanceName	string
name	string
parent	<a href="#">ApplicationDocument</a>
properties	Object

**Element of** [Application.buttonPreferences](#)  
[Document.buttonPreferences](#)

**Class**

# ChangePreference

Preferences for changing found text or a selection.

## Hierarchy



### Properties

Property	Type
alignToBaseline	Boolean Nothing
appliedCharacterStyle	CharacterStyle Nothing String
appliedFont	Font Nothing String
appliedLanguage	Language Nothing

	appliedParagraphStyle	Noth Para $\delta$ String
	autoLeading	Noth Real
	balanceRaggedLines	Boolean Noth
	baselineShift	Noth Real
	bulletChar	Bulle Noth
	bulletsAndNumberingColor	Bnau Noth String Swat

bulletsAndNumberingFont [Bnau](#)  
[Font](#)  
[Noth](#)  
[String](#)

---

bulletsAndNumberingFontStyle [Bnau](#)  
[Noth](#)  
[String](#)

bulletsAndNumberingListType [Listty](#)  
[Noth](#)

---

bulletsAndNumberingSize [Bnau](#)  
[Noth](#)  
[Real](#)

---

capitalization [Capit](#)  
[Noth](#)

---

changeText [Noth](#)  
[String](#)

	composer	Noth String
	dropCapCharacters	Noth Short
	dropCapLines	Noth Short
	fillColor	Noth String Swat
	fillTint	Noth Real
	firstLineIndent	Noth Unit

---

fontStyle                              **Noth**  
String

---

horizontalScale                      **Noth**  
Real

---

justification                        **Justif**  
Noth

---

keepAllLinesTogether                **Bool**  
Noth

---

keepFirstLines                        **Noth**  
Short

	keepLastLines	Noth Short
	keepLinesTogether	Bool Noth
	keepWithNext	Noth Short
	kerningMethod	Noth String
	kerningValue	Noth Real
	leading	Lead Noth Real

	leftIndent	Nothing Unit
	ligatures	Boolean Nothing
	noBreak	Boolean Nothing
	numberSeparator	Nothing Short
	numberStartAt	Long Nothing
	numberingStyle	Nothing Number String
	otfContextualAlternate	Boolean Nothing

---

otfDiscretionaryLigature Boolean  
Noth

---

otfFigureStyle Noth  
OTF]

---

otfFraction Boolean  
Noth

---

otfOrdinal Boolean  
Noth

---

otfSwash Boolean  
Noth

---

otfTitling Boolean  
Noth

---

overprintFill	Boolean
	None

---

overprintStroke	Boolean
	None

---

parent	Applies to
--------	------------

---

pointSize	None
	Real

---

position	None
	Position

---

properties	Object
------------	--------

---

rightIndent	None
	Unit

	singleWordJustification	Noth Singl
	skew	Noth Real
	spaceAfter	Noth Unit
	spaceBefore	Noth Unit
	startParagraph	Noth Start]
	strikeThroughColor	Noth String Swat

---

strikeThroughGapColor	Noth String Swat
-----------------------	------------------------

strikeThroughGapOverprint	Boole Noth
---------------------------	---------------

---

strikeThroughGapTint	Noth Real
----------------------	--------------

---

strikeThroughOffset	Noth Unit
---------------------	--------------

---

strikeThroughOverprint	Boole Noth
------------------------	---------------

---

strikeThroughTint	Noth Real
-------------------	--------------

---

strikeThroughType	Noth Strok
-------------------	---------------

---

strikeThroughWeight	Noth Real
---------------------	--------------

---

strikeThru	Bool Noth
------------	--------------

---

strokeColor	Noth String Swat
-------------	------------------------

---

	strokeTint	Nothin Real
	strokeWeight	Nothin Real
	tracking	Nothin Real
	underline	Boolean Nothing
	underlineColor	Nothing String Swat

---

underlineGapColor	Nothing String Swatch
-------------------	-----------------------------

underlineGapOverprint	Boolean Nothing
-----------------------	--------------------

underlineGapTint	Nothing Real
------------------	-----------------

underlineOffset	Nothing Unit
-----------------	-----------------

underlineOverprint	Boolean Nothing
--------------------	--------------------

---

underlineTint	Noth Real
---------------	--------------

---

underlineType	Noth Strok
---------------	---------------

---

underlineWeight	Noth Real
-----------------	--------------

---

verticalScale	Noth Real
---------------	--------------

---

---

**Element of** [Application.changePreferences](#)  
[Bullet.parent](#)

---

**Class**

# ClipboardPreference

Clipboard preferences.

## Hierarchy

[F](#)

[ClipboardPreference](#)

## Properties

Property	Type
copyPDFToClipboard	boolean
parent	Application
pasteRemembersLayers	boolean
preferPDFWhenPasting	boolean
preferStyledTextWhenPasting	boolean
properties	Object

Element of [Application.clipboardPreferences](#)

**Class**

# ClippingPathSettings

Clipping path settings.

**QuickLinks** [convertToFrame](#)

## Hierarchy

Properties	Property	Type
	alphaChannelPathNames	Array
	appliedPathName	string
	clippingType	<a href="#">Clipp</a> <a href="#">Clipp</a> <a href="#">Clipp</a> <a href="#">Clipp</a> <a href="#">Clipp</a> <a href="#">Clipp</a>
	includeInsideEdges	bool
	insetFrame	Meas

---

invertPath	bool
parent	EPS Image PDF PICT WMI
paths	Paths
photoshopPathNames	Array
properties	Object
restrictToFrame	bool

threshold	numb
tolerance	numb
useHighResolutionImage	bool

## Methods Instances

[PageItem convertToFrame \(\)](#)  
Converts the clipping path to a frame.

**Element of** [EPS.clippingPath](#)  
[Image.clippingPath](#)  
[PDF.clippingPath](#)  
[PICT.clippingPath](#)  
[Path.parent](#)  
[WMF.clippingPath](#)

**Class**

# ColorSetting

Color management settings.

## Hierarchy

### Properties

Property	Type
cmsSettings	string
cmsSettingsList	Array of string
cmsSettingsPath	File
cmykPolicy	<a href="#">ColorSettingsPolicy</a> : ColorSettingsPolicy. ColorSettingsPolicy. ColorSettingsPolicy.

enableColorManagement	bool
engine	string
engineList	Array of string
intent	<a href="#">RenderingIntent</a> : <a href="#">RenderingIntent.USI</a> <a href="#">RenderingIntent.PEF</a> <a href="#">RenderingIntent.SAT</a> <a href="#">RenderingIntent.REI</a> <a href="#">RenderingIntent.ABICUSI</a>
mismatchAskWhenOpening	bool

---

mismatchAskWhenPasting bool

missingAskWhenOpening bool

parent [Application](#)

properties Object

rgbPolicy [ColorSettingsPolicy](#):  
[ColorSettingsPolicy.](#)  
[ColorSettingsPolicy.\]](#)  
[ColorSettingsPolicy.\[](#)

---

useBPC                    bool

---

workingSpaceCMYK        string

---

workingSpaceCMYKList    Array of string

---

workingSpaceRGB          string

---

workingSpaceRGBList     Array of string

---

**Element of** [Application.colorSettings](#)

---



**Class**

# DataMerge

A data merge object.

**QuickLinks** [mergeRecords](#), [removeDataSource](#), [selectDataSource](#),

## Hierarchy

Docu

DataM

DataMerge

## Properties

Property	Type	Access
dataMergePreferences	<a href="#">DataMergePreference</a>	readonly
parent	<a href="#">Document</a>	readonly
properties	Object	r/w

## Methods Instances

**void mergeRecords ([outputOversetReportFile: File])**  
Merges records and produces an optional overset report.

Parameter	Type	Description
outputOversetReportFile	File	The path to the file.

**void removeDataSource ()**

Removes the data source.

**void selectDataSource (dataSourceFile: File[, dataSourceType=DataSourceType.COMMA\_SEPARATED])**

Select data source

Parameter	Type
dataSourceFile	File
dataSourceType	<a href="#">DataSourceType</a> :

DataSourceType.COMMA\_SEPARATED  
DataSourceType.TAB\_DELIMITED

---

**void updateDataSource ()**

Updates the data source file with the most current data

---

**Element of** [DataMergePreference.parent](#)  
[Document.dataMergeProperties](#)

**Class**

# DataMergeOption

Data merge options.

## Hierarchy

[  
Da

### Properties

Property	Type
centerImage	bool
createNewDocument	bool
documentSize	number
fittingOption	Fitting: Fitting.PROPOF Fitting.FIT_COI Fitting.FIT_FRA

	Fitting.PRESER
linkImages	bool
parent	<a href="#">Application</a>
properties	Object
removeBlankLines	bool
<b>Element of</b> <a href="#">Application.dataMergeOptions</a>	

**Class**

# DataMergePreference

Data merge preferences.

**QuickLinks** [alertMissingImages](#)

## Hierarchy

### Properties

Property	Type
arrangeBy	<a href="#">ArrangeBy</a> : <a href="#">ArrangeBy.RC</a> <a href="#">ArrangeBy.CRC</a>
bottomMargin	Measurement
columnSpacing	Measurement
leftMargin	Measurement
parent	<a href="#">DataMerge</a>
properties	Object
recordNumber	number

recordRange string

recordSelection RecordSelecti  
RecordSelecti  
RecordSelecti  
RecordSelecti

recordsPerPage RecordsPerPa  
RecordsPerPa  
RecordsPerPa

rightMargin Measurement

rowSpacing Measurement

topMargin Measurement

## Methods Instances

bool alertMissingImages (outp

If true, lists missing images in tl

Parameter

outputMissingImagesReportFil

## **Element of** [DataMerge.dataMergePreference](#)

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**Class**

# DictionaryPreference

User dictionary preferences.

## Hierarchy

### Properties

Property	Type
composition	Compose Compose Compose Compose
mergeUserDictionary	bool
parent	Applicati Documer
properties	Object
recompose	bool

[Application.dictionaryPreference](#)

## **Element of** Document.dictionaryPreferences

---

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**Class**

# DisplayPerformancePreference

Default disp

## Hierarchy

### Properties

Property
defaultDisp
ignoreLoca
parent
persistLoca
properties

Element of [Application](#).

**Class**

# DisplaySetting

Object-level display settings.

## Hierarchy

Application

DisplaySetting

## Properties

Property	Type
antialiasing	bool
greekBelow	number
index	number
parent	Application
properties	Object

raster	<b>TagRaster:</b> TagRaster.GRAY_OUT TagRaster.PROXY TagRaster.HIGH_RESOLUTION TagRaster.DEFAULT_VALUE
transparency	<b>TagTransparency:</b> TagTransparency.OFF TagTransparency.LOW_QUALITY TagTransparency.MEDIUM_QUALITY TagTransparency.HIGH_QUALITY TagTransparency.DEFAULT_VALUE
vector	<b>TagVector:</b> TagVector.GRAY_OUT TagVector.PROXY TagVector.HIGH_RESOLUTION TagVector.DEFAULT_VALUE

**Class**

# DisplaySettings

Display setting properties.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods **Instances**

[number count \(\)](#)

Displays the number of elements in the DisplaySetting.

**Element of** [Application.displaySettings](#)

**Class**

# DocumentPreference

Document preferences.

## Hierarchy

### Properties

#### Property

allowPageShuffle

columnGuideColor

documentBleedBottomOffset

---

documentBleedInsideOrLeftOffset

---

documentBleedOutsideOrRightOffset

---

documentBleedTopOffset

---

documentBleedUniformSize

documentSlugUniformSize

---

facingPages

---

marginGuideColor

---

overprintBlack

---

pageHeight

---

pageOrientation

---

pageWidth

---

pagesPerDocument

---

parent

---

preserveLayoutWhenShuffling

---

properties

---

slugBottomOffset

---

slugInsideOrLeftOffset

---

slugRightOrOutsideOffset

---

slugTopOffset

---

**Element of** [Application.documentPreferences](#)  
[Document.documentPreferences](#)

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**Class**

# DocumentPreset

A preset that contains all of the new document properties.

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [removeLabel](#)

## Hierarchy

D

## Properties

Property	Type
bottom	Measure   String
columnCount	Number
columnGutter	Measure   String
documentBleedBottomOffset	Measure   String
documentBleedInsideOrLeftOffset	Measure   String

---

documentBleedOutsideOrRightOffset Me  
Stri

---

documentBleedTopOffset Me  
Stri

---

facingPages boc

---

id num

---

index num

---

label stri

---

left Me  
Stri

	<code>name</code>	stri
	<code>pageHeight</code>	Me Stri
	<code>pageOrientation</code>	Pag Pag Pag
	<code>pageWidth</code>	Me Stri
	<code>pagesPerDocument</code>	num
	<code>parent</code>	Ap]
	<code>properties</code>	Obj
	<code>right</code>	Me Stri
	<code>slugBottomOffset</code>	Me Stri
	<code>slugInsideOrLeftOffset</code>	Me

Stri

---

slugRightOrOutsideOffset

Me  
Stri

---

slugTopOffset

Me  
Stri

---

top

Me  
Stri

---

## Methods Instances

[DocumentPreset](#) **duplicate ()**

Duplicates the DocumentPreset.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type

key	string
value	string

**void remove ()**

Deletes the DocumentPreset.

---

**Used in:** [Document Documents.add \(\[showingWindc withProperties: Object\]\)](#)

---

**Return** [DocumentPreset DocumentPreset.duplica](#)  
[DocumentPreset DocumentPresets.add \(\[w](#)

---

**Class**

# DocumentPresets

A collection of document presets.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[DocumentPreset](#) **add** ([[withProperties](#): *Object*])

Creates a new DocumentPreset.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new DocumentPreset (Optional)

**number count ()**

Displays the number of elements in the DocumentPreset.

**Element of** [Application](#).documentPresets

**Class**

# EPSExportPreference

EPS export preferences.

## Hierarchy

### Properties

Property	Type
appliedFlattenerPreset	FlattenerPreset
bleedBottom	Measure
bleedInside	Measure
bleedOutside	Measure
bleedTop	Measure

---

dataFormat	DataF
	DataF
	DataF

---

epsColor	EPSC
	EPSC
	EPSC
	EPSC
	EPSC

---

epsSpreads	bool
------------	------

---

fontEmbedding	FontE
	FontE
	FontE
	FontE

---

ignoreSpreadOverrides	bool
-----------------------	------

---

imageData	EPSIn
	EPSIn
	EPSIn

---

omitBitmaps	bool
-------------	------

---

omitEPS	bool
---------	------

---

omitPDF	bool
---------	------

---

opiImageReplacement bool

---

pageRange [PageR](#)  
String

---

parent [Applic](#)

---

postscriptLevel [PostSc](#)  
[PostSc](#)  
[PostSc](#)

---

preview [Previe](#)  
[Previe](#)  
[Previe](#)  
[Previe](#)

properties

Object

---

## Element of [Application.epsExportPreferences](#)

---

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**Class**

# EPSImportPreference

EPS import preferences.

## Hierarchy

EPS

### Properties

Property	Type
epsFrames	bool
epsProxy	CreateProxy: CreateProxy.Application CreateProxy.Application
opiComments	bool
parent	Application
properties	Object

Element of [Application.epsImportPreference](#)

**Class**

# ExcelImportPreference

Excel import preferences.

## Hierarchy

Properties	Property	Type
	alignmentStyle	Alignme
		Alignme
	decimalPlaces	number
	errorCode	number
	parent	Applicat
	properties	Object
	rangeName	string

---

sheetIndex	number
------------	--------

---

sheetName	string
-----------	--------

---

showHiddenCells	bool
-----------------	------

---

tableFormatting	<a href="#">TableFor</a> <a href="#">TableFor</a> <a href="#">TableFor</a> <a href="#">TableFor</a>
-----------------	--

---

viewName	string
----------	--------

---

---

## Element of [Application.excelImportPref](#)

---

**Class**

# FindPreference

Preferences for searching for text or attributes

## Hierarchy

App

FindP

B

## Properties

Property	Type
alignToBaseline	Boolean NothingEnu
appliedCharacterStyle	CharacterSt NothingEnu String
appliedFont	Font NothingEnu String
appliedLanguage	Language NothingEnu

	appliedParagraphStyle	NothingEnum ParagraphStyleString
	autoLeading	NothingEnum Real
	balanceRaggedLines	Boolean NothingEnum
	baselineShift	NothingEnum Real
	bulletChar	Bullet NothingEnum
	bulletsAndNumberingColor	Bnautocolo NothingEnum String Swatch

	bulletsAndNumberingFont	Bnautofont Font NothingEnu String
	bulletsAndNumberingFontStyle	Bnautofont: NothingEnu String
	bulletsAndNumberingListType	Listtype NothingEnu
	bulletsAndNumberingSize	Bnautosize NothingEnu Real
	capitalization	Capitalizati NothingEnu
	caseSensitive	Boolean NothingEnu

---

composer	<a href="#">NothingEnum</a>
	<a href="#">String</a>

---

dropCapCharacters	<a href="#">NothingEnum</a>
	<a href="#">Short</a>

---

dropCapLines	<a href="#">NothingEnum</a>
	<a href="#">Short</a>

---

fillColor	<a href="#">NothingEnum</a>
	<a href="#">String</a>
	<a href="#">Swatch</a>

---

fillTint	<a href="#">NothingEnum</a>
	<a href="#">Real</a>

---

findText	NothingEnu String
----------	----------------------

---

firstLineIndent	NothingEnu Unit
-----------------	--------------------

---

fontStyle	NothingEnu String
-----------	----------------------

---

horizontalScale	NothingEnu Real
-----------------	--------------------

---

justification	Justificatio NothingEnu
---------------	----------------------------

---

keepAllLinesTogether	Boolean NothingEnu
----------------------	-----------------------

---

keepFirstLines	<a href="#">NothingEnum</a>
	Short

---

keepLastLines	<a href="#">NothingEnum</a>
	Short

---

keepLinesTogether	Boolean
	<a href="#">NothingEnum</a>

---

keepWithNext	<a href="#">NothingEnum</a>
	Short

---

kerningMethod	<a href="#">NothingEnum</a>
	String

---

kerningValue	<a href="#">NothingEnum</a>
	Real

leading	Leading NothingEni Real	
leftIndent	NothingEni Unit	
ligatures	Boolean NothingEni	
noBreak	Boolean NothingEni	
numberSeparator	NothingEni Short	
numberStartAt	Long NothingEni	

	numberingStyle	NothingEnum NumberingString
	otfContextualAlternate	Boolean NothingEnum
	otfDiscretionaryLigature	Boolean NothingEnum
	otfFigureStyle	NothingEnum OTFFigureStyle
	otfFraction	Boolean NothingEnum
	otfOrdinal	Boolean NothingEnum
	otfSwash	Boolean NothingEnum

---

otfTitling Boolean  
NothingEni

---

overprintFill Boolean  
NothingEni

---

overprintStroke Boolean  
NothingEni

---

parent Application

---

pointSize NothingEni  
Real

---

position NothingEni  
Position

	properties	Object
	rightIndent	NothingEn Unit
	singleWordJustification	NothingEn SingleWord
	skew	NothingEn Real
	spaceAfter	NothingEn Unit
	spaceBefore	NothingEn Unit
	startParagraph	NothingEn StartParagr

---

strikeThroughColor	<a href="#">NothingEnu</a> <a href="#">String</a> <a href="#">Swatch</a>
--------------------	--

---

strikeThroughGapColor	<a href="#">NothingEnu</a> <a href="#">String</a> <a href="#">Swatch</a>
-----------------------	--

---

strikeThroughGapOverprint	<a href="#">Boolean</a> <a href="#">NothingEnu</a>
---------------------------	---

---

strikeThroughGapTint	<a href="#">NothingEnu</a> <a href="#">Real</a>
----------------------	--

	strikeThroughOffset	NothingEnum Unit
	strikeThroughOverprint	Boolean NothingEnum
	strikeThroughTint	NothingEnum Real
	strikeThroughType	NothingEnum StrokeStyle
	strikeThroughWeight	NothingEnum Real
	strikeThru	Boolean NothingEnum

	strokeColor	NothingEnum String Swatch
	strokeTint	NothingEnum Real
	strokeWeight	NothingEnum Real
	tracking	NothingEnum Real
	underline	Boolean NothingEnum

---

underlineColor	<a href="#">NothingEnum</a>
	<a href="#">String</a>
	<a href="#">Swatch</a>

---

underlineGapColor	<a href="#">NothingEnum</a>
	<a href="#">String</a>
	<a href="#">Swatch</a>

---

underlineGapOverprint	<a href="#">Boolean</a>
	<a href="#">NothingEnum</a>

---

underlineGapTint	<a href="#">NothingEnum</a>
	<a href="#">Real</a>

---

underlineOffset	<a href="#">NothingEnum</a>
	<a href="#">Unit</a>

---

underlineOverprint	Boolean <a href="#">NothingEnum</a>
--------------------	--

underlineTint	<a href="#">NothingEnum</a> Real
---------------	-------------------------------------

underlineType	<a href="#">NothingEnum</a> <a href="#">StrokeStyle</a>
---------------	--

underlineWeight	<a href="#">NothingEnum</a> Real
-----------------	-------------------------------------

verticalScale	<a href="#">NothingEnum</a> Real
---------------	-------------------------------------

wholeWord	Boolean <a href="#">NothingEnum</a>
-----------	--

---

**Element of** [Application.findPreferences](#)  
[Bullet.parent](#)

---

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**Class**

# FlattenerPreference

Transparency flattener preferences.

## Hierarchy

Flattener

## Properties

Property	Type
clipComplexRegions	bool
convertAllStrokesToOutlines	bool
convertAllTextToOutlines	bool

---

gradientAndMeshResolution num]

---

lineArtAndTextResolution num]

---

parent Spread

---

properties Object

---

rasterVectorBalance Flatten

---

---

## Element of [Spread.flattenerPreferences](#)

---

**Class**

# FlattenerPreset

A preset that contains transparency flattener p

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

Application

FlattenerPres

## Properties

Property	Type
clipComplexRegions	bool
convertAllStrokesToOutlines	bool

---

convertAllTextToOutlines    bool

---

gradientAndMeshResolution    number

---

id	number
----	--------

---

index	number
-------	--------

---

label	string
-------	--------

---

lineArtAndTextResolution	number
--------------------------	--------

name	string
parent	Application
properties	Object
rasterVectorBalance	FlattenerLevel

## Methods Instances

[FlattenerPreset duplicate \(\)](#)

Duplicates the FlattenerPreset.

[string extractLabel \(key: string\)](#)

Gets the label value associated with the specif

Parameter	Type
key	string

[void insertLabel \(key: string, value: string\)](#)

Sets the label to the value associated with the

Parameter	Type

key	string
value	string

**void remove ()**

Deletes the FlattenerPreset.

**Element of** [EPSExportPreference.appliedFlattenerPreset](#)  
[PDFExportPreference.appliedFlattenerPreset](#)  
[PDFExportPreset.appliedFlattenerPreset](#)  
[SVGExportPreference.appliedFlattenerPreset](#)

**Return** [FlattenerPreset](#) [FlattenerPreset.duplicate \(\)](#)  
[FlattenerPreset](#) [FlattenerPresets.add \(\[withPreset\]\)](#)

**Class**

# FlattenerPresets

A collection of transparency flattener presets.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods Instances

`FlattenerPreset add ([withProperties: Object])`

Creates a new FlattenerPreset.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new FlattenerPreset (Optional)

`number count ()`

Displays the number of elements in the FlattenerPreset.

**Element of** [Application.flattenerPresets](#)

**Class**

# GalleyPreference

Galley preferences.

## Hierarchy

Application

Galley

## Properties

Property	Type
backgroundColor	3 Reals (0 - 255) <a href="#">InCopyUIColor</a>
blinkCursor	bool
cursorType	<a href="#">CursorTypes</a> : CursorTypes.S CursorTypes.T CursorTypes.B CursorTypes.B
overridePreviewFont	string
parent	<a href="#">Application</a> <a href="#">Document</a>

	properties	Object
	smoothText	bool
	textColor	3 Reals (0 - 25 <a href="#">InCopyUIColo</a>
	useOverridePreviewFont	bool
<b>Element of</b>	<a href="#">Application.galleyPreferences</a> <a href="#">Document.galleyPreferences</a>	

**Class**

# GeneralPreference

General application preferences.

## Hierarchy

### Properties

#### Property

completeFontDownloadGlyphLimit [ ]

includePreview [ ]

pageNumbering [ ]

parent [ ]

properties [ ]

temporaryFolder [ ]

toolTips [ ]

toolsPalette

---

## **Element of** [Application.generalPreferences](#)

---

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**Class**

# GridPreference

Grid preferences.

## Hierarchy

[Application](#) | [Document](#)

**GridPreference**

## Properties

Property	Type	Access
baselineColor	3 Reals (0 - 255) <a href="#">UIColors</a>	r/w
baselineDivision	number	r/w
baselineGridShown	bool	r/w
baselineStart	number	r/w

baselineViewThreshold	number	r/w
documentGridShown	bool	r/w
documentGridSnaptō	bool	r/w
gridColor	3 Reals (0 - 255) <a href="#">UIColors</a>	r/w

gridsInBack	bool	r/w
horizontalGridSubdivision	number	r/w
horizontalGridlineDivision	number	r/w
parent	Application Document	rea
properties	Object	r/w
verticalGridSubdivision	number	r/w

		verticalGridlineDivision	number	r/w
--	--	--------------------------	--------	-----

---

**Element of** [Application.gridPreferences](#)  
[Document.gridPreferences](#)

---

**Class**

# GuidePreference

Guide preferences.

## Hierarchy

Application | 1

GuidePref

## Properties

Property	Type
guidesInBack	bool
guidesLocked	bool
guidesShown	bool
guidesSnapTo	bool
parent	ApplicationD

---

properties	Object
------------	--------

---

rulerGuidesColor	3 Reals (0 - 2 UIColors
------------------	----------------------------

---

rulerGuidesViewThreshold	number
--------------------------	--------

---

---

**Element of** [Application.guidePreferences](#)  
[Document.guidePreferences](#)

---

**Class**

# IMEPreference

Input method editor (IME) preferences.

## Hierarchy

Application

IMEPreference

## Properties

Property	Type	Access	Description
inlineInput	bool	r/w	If true, all inline input is treated as non-Latin.
parent	Application	readonly	The parent application for this IMEPref.
properties	Object	r/w	A properties object which allows setting several properties at the same time.

Element of [Application.imePreferences](#)

**Class**

# ImageIOPreference

Image I/O preferences.

## Hierarchy

Application

ImageIO

## Properties

Property	Type
allowAutoEmbedding	bool
alphaChannelName	string
createClippingFrame	bool
parent	Application
previewResolution	number
properties	Object

**Element of** [Application.imageIOPreferences](#)  
[Image.imageIOPreferences](#)

**Class**

# JPEGExportPreference

JPEG export preferences.

## Hierarchy

### Properties

Property	Type
exportingSelection	bool
exportingSpread	bool
jpegQuality	JPEGQuality
jpegRenderingStyle	JPEGRenderingStyle
pageString	string

parent                      [Application](#)

---

properties                Object

---

## **Element of** [Application.jpegExportPrefe](#)

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**Class**

# LayoutAdjustmentPreference

Layout adjustment

## Hierarchy

### Properties

Property
allowGraphics
allowRulerGuide
enableLayoutFeedback
ignoreObjectCage
ignoreRulerGuide
parent
properties
snapZone

Element of [Application.layout](#)  
[Document.layout](#)

---

**Class**

# MarginPreference

Margin preferences.

## Hierarchy

[Application](#) | [Docun](#)

[MarginPrefer](#)

## Properties

Property	Type
bottom	Measurement Unit (Number or String)
columnCount	number
columnGutter	Measurement Unit (Number or String)
left	Measurement Unit (Number or String)
parent	<a href="#">ApplicationDocument</a> <a href="#">Page</a>
properties	Object
right	Measurement Unit (Number or String)
top	Measurement Unit

(Number or String)

---

**Element of** [Application.marginPreferences](#)  
[Document.marginPreferences](#)  
[Page.marginPreferences](#)

---

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**Class**

# MetadataPreference

Metadata preferences.

**QuickLinks** [append](#), [countContainer](#), [createContainer](#), [setProperty](#)

## Hierarchy

Metadata

### Properties

Property	Type
author	string
copyrightInfoURL	string
copyrightNotice	string
copyrightStatus	<a href="#">CopyrightStatus</a>
creationDate	Date
creator	string
description	string
documentTitle	string

format	string
jobName	string
keywords	Array of strings

modificationDate Date

parent Document

properties Object

serverURL string

## Methods Instances

**void append (from: File[, affectAll]**  
Uses metadata from the specified external file to update properties in the document.

Parameter	Type	Description
from	File	The path to the external file.
affectAll	bool	If true, also replace properties in the document with those from the external file. If false, only add new properties or update existing ones.

**number countContainer (namespace)**

Counts the number of items in the container.

Parameter	Type	Description
namespace	string	The namespace of the container.
path	string	The path to the container.

**void createContainerItem (namespace: string, path: string)**  
Creates an empty container.

Parameter	Type
namespace	string
path	string
index	number
container	<b>ContainerType:</b> ContainerType.BAG ContainerType.SEQ ContainerType.ALT

**string getProperty (namespace: string, path: string)**  
Gets the XMP property value associated with the specified path.

Parameter	Type	Description
namespace	string	The namespace of the property.
path	string	The path to the property.

**void replace (using: File[, affectAll: boolean])**  
Replaces the current metadata in the file with the specified file.

Parameter	Type	Description
using	File	The full path to the file containing the new metadata.

affectAll	bool	If true, treats all files in the document.
(Optional) (default: false)		

### **void save (*to*: File)**

Saves the metadata in the document to a file.

Parameter	Type	Description
<i>to</i>	File	The file to save the document to.

### **void setProperty (*namespace*: string, *path*: string, *value*: string)**

Sets the XMP property associated with the specified path.

Parameter	Type	Description
<i>namespace</i>	string	The namespace of the property.
<i>path</i>	string	The specified path of the property.
<i>value</i>	string	The value to associate with the property, pass null to remove it.

## Element of [Document.metadataPreferences](#)

**Class**

# NotePreference

Note preferences.

## Hierarchy

### Properties

Property	Type
noteBackgroundColor	<a href="#">NoteBackgrounds</a> : NoteBackgrounds.G/ NoteBackgrounds.US
noteColor	3 Reals (0 - 255) <a href="#">InCopyUIColors</a>
parent	<a href="#">Application</a>
properties	Object

---

showNoteTips	bool
--------------	------

---

---

**Element of** [Application.notePreferences](#)

---

**Class**

# PDFExportPreference

PDF export settings for the app

## Hierarchy

### Properties

#### Property

acrobatCompatibility

appliedFlattenerPreset

bleedBottom

bleedInside

bleedMarks

bleedOutside

---

bleedTop

---

changeSecurityPassword

---

colorBars

---

colorBitmapCompression

---

colorBitmapQuality

---

colorBitmapSampling

---

colorBitmapSamplingDPI

---

colorTileSize

---

compressTextAndLineArt

---

compressionType

---

contentToEmbed

---

cropImagesToFrames

---

cropMarks

---

disallowChanging

---

disallowCopying

---

disallowDocumentAssembly

---

disallowExtractionForAccessil

---

disallowFormFillIn

---

disallowHiResPrinting

disallowNotes

---

disallowPlaintextMetadata

---

disallowPrinting

---

exportGuidesAndGrids

---

exportLayers

---

exportNonprintingObjects

---

exportReaderSpreads

---

generateThumbnails

---

grayTileSize

---

grayscaleBitmapCompression

---

grayscaleBitmapQuality

---

grayscaleBitmapSampling

---

grayscaleBitmapSamplingDPI

---

ignoreSpreadOverrides

---

includeBookmarks

---

includeHyperlinks

---

includeICCPProfiles

---

includeSlugWithPDF

---

includeStructure

---

interactiveElements

---

monochromeBitmapCompress

---

monochromeBitmapSampling

---

monochromeBitmapSampling

---

omitBitmaps

---

omitEPS

---

omitPDF

---

openDocumentPassword

---

optimizePDF

---

outputCondition

---

pageInformationMarks

---

pageMarksOffset

---

pageRange

---

parent

---

pdfColorSpace

---

pdfDestinationProfile

---

pdfMarkType

---

pdfXProfile

---

printerMarkWeight

---

properties

---

registrationMarks

---

simulateOverprint

---

standardsCompliance

---

subsetFontsBelow

---

thresholdToCompressColor

---

thresholdToCompressGray

---

thresholdToCompressMonoch

---

useDocumentBleedWithPDF

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useSecurity

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viewPDF

---

**Element of** [Application.pdfExportPreference](#)

**Class**

# PDFExportPreset

PDF export settings for the document object.

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

## Hierarchy

### Properties

Property	Type
acrobatCompatibility	Ac
appliedFlattenerPreset	Fl
bleedBottom	Me
bleedInside	Me
bleedMarks	bo

bleedOutside	Me
bleedTop	Me
colorBars	bo
colorBitmapCompression	Bit Bit Bit Bit Bit Bit Bit
colorBitmapQuality	Co Co Co Co Co Co Co Co
colorBitmapSampling	Sar Sar

	Sar
	Sar
	Sar
colorBitmapSamplingDPI	nur
colorTileSize	nur
compressTextAndLineArt	boc
compressionType	<a href="#">PD</a>
	PD
	PD
	PD
contentToEmbed	<a href="#">PD</a>
	PD
	PD
	PD
cropImagesToFrames	boc
cropMarks	boc
exportGuidesAndGrids	boc

exportLayers	boo
exportNonprintingObjects	boo
exportReaderSpreads	boo
generateThumbnails	boo
grayTileSize	nur
grayscaleBitmapCompression	Bit Bit Bit Bit Bit Bit
grayscaleBitmapQuality	Co Co Co Co Co

	Co
	Co
	Co
grayscaleBitmapSampling	Sar
	Sar
	Sar
	Sar
	Sar
grayscaleBitmapSamplingDPI	nur
ignoreSpreadOverrides	boc
includeBookmarks	boc
includeHyperlinks	boc
includeICCProfiles	boc
includeSlugWithPDF	boc
includeStructure	boc

---

index nur

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interactiveElements boc

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monochromeBitmapCompression Mc  
Mc  
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monochromeBitmapSampling Sar  
Sar  
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Sar  
Sar

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monochromeBitmapSamplingDPI nur

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name stri

omitEPS boc

omitPDF boc

pageInformationMarks	bo
pageMarksOffset	Me
parent	Ap
pdfColorSpace	PD PD PD PD
pdfDestinationProfile	stri
pdfMarkType	Ma Ma
pdfXProfile	PD Str
printerMarkWeight	PD

PD  
PD  
PD  
PD  
PD  
PD  
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PD

---

properties Ob

---

registrationMarks boc

---

simulateOverprint boc

---

standardsCompliance PD  
PD  
PD  
PD

---

subsetFontsBelow nur

thresholdToCompressColor nur

thresholdToCompressGray nur

thresholdToCompressMonochrome nur

useDocumentBleedWithPDF boc

viewPDF boc

## Methods Instances

[PDFExportPreset](#) **duplicate ()**

Duplicates the PDFExportPreset.

**void remove ()**

Deletes the PDFExportPreset.

### Used in:

void [Button.exportFile \(format: any, to: File\)](#)  
void [Character.exportFile \(format: any, to: File\)](#)  
void [Document.exportFile \(format: any, to: File\)](#)  
void [EPS.exportFile \(format: any, to: File\)](#)  
void [FormField.exportFile \(format: any, to: File\)](#)  
void [Graphic.exportFile \(format: any, to: File\)](#)  
void [GraphicLine.exportFile \(format: any, to: File\)](#)  
void [Group.exportFile \(format: any, to: File\)](#)  
void [Image.exportFile \(format: any, to: File\)](#)  
void [InsertionPoint.exportFile \(format: any, to: File\)](#)  
void [Line.exportFile \(format: any, to: File\)](#)  
void [Oval.exportFile \(format: any, to: File\)](#)  
void [PDF.exportFile \(format: any, to: File\)](#)  
void [PICT.exportFile \(format: any, to: File\)](#)  
void [PageItem.exportFile \(format: any, to: File\)](#)  
void [Paragraph.exportFile \(format: any, to: File\)](#)  
void [Polygon.exportFile \(format: any, to: File\)](#)  
void [Rectangle.exportFile \(format: any, to: File\)](#)  
void [Story.exportFile \(format: any, to: File\)](#)  
void [Text.exportFile \(format: any, to: File\)](#)  
void [TextColumn.exportFile \(format: any, to: File\)](#)  
void [TextFrame.exportFile \(format: any, to: File\)](#)  
void [TextStyleRange.exportFile \(format: any, to: File\)](#)  
void [WMF.exportFile \(format: any, to: File\)](#)  
void [Word.exportFile \(format: any, to: File\)](#)  
void [XMLElement.exportFile \(format: any, to: File\)](#)

### Return

[PDFExportPreset](#) **PDFExportPreset.duplicate ()**

[PDFExportPreset](#) **PDFExportPresets.add (PDFExportPreset)**



**Class**

# PDFExportPresets

A collection of PDF export presets.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[PDFExportPreset add \(\[withProperties Object\]\)](#)

Creates a new PDFExportPreset.

Parameter	Type	Description
withProperties	Object	Initial values properties of the new PDFExportPreset (Optional)

[number count \(\)](#)

Displays the number of elements in the PDFExportPreset.

**Element of** [Application.pdfExportPresets](#)

**Class**

# PDFPlacePreference

PDF place preferences.

## Hierarchy



## Properties

Property	Type
openDocumentPassword	string
pageNumber	number
parent	Application
pdfCrop	PDFCrop
properties	Object

transparentBackground bool

---

## Element of [Application.pdfPlacePreferences](#)

---

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**Class**

# PackageForGoLivePreference

Package for GoLive

## Hierarchy

### Properties

Property
copyFormatte
copyOptimize
copyOriginall
excludeDtd
exportFromSe
fileEncoding
gifOptionsInte
gifOptionsPal

---

imageConversion

---

jpegOptionsForImage

---

jpegOptionsQuality

---

parent

---

preferredBrowser

---

properties

---

ruby

---

viewAfterExpansion

---

**Element of** [Application.package](#)  
[Document.package](#)



**Class**

# PasteboardPreference

Pasteboard preferences.

## Hierarchy



## Properties

### Property

bleedGuideColor

minimumSpaceAboveAndBelc

parent

pasteboardColor

---

previewBackgroundColor

---

properties

---

slugGuideColor

---

**Element of** [Application.pasteboardPreferences](#)  
[Document.pasteboardPreferences](#)

**Class**

# PolygonPreference

Default settings to use when creating a

## Hierarchy

[Application](#) | [I](#)

[PolygonPref](#)

## Properties

Property	Type
insetPercentage	number
numberOfSides	number
parent	<a href="#">ApplicationDocument</a>
properties	Object

**Element of** [Application.polygonPreferences](#)  
[Document.polygonPreferences](#)

**Class**

# PrintPreference

Print preferences.

## Hierarchy

### Properties

Property	Type
activePrinterPreset	PrinterPresetPr
allPrinterMarks	bool
blackAngle	number
blackFrequency	number
bleedBottom	Measurement U
bleedInside	Measurement U
bleedMarks	bool

---

bleedOutside	Measurement
--------------	-------------

---

bleedTop	Measurement
----------	-------------

---

collating	bool
-----------	------

---

colorBars	bool
-----------	------

---

colorOutput	ColorOutputMethod
	ColorOutputMethod

---

compositeAngle	number
----------------	--------

---

compositeFrequency	number
--------------------	--------

---

	copies	number
	crd	ColorRenderingString
	cropMarks	bool
	cyanAngle	number
	cyanFrequency	number
	dataFormat	DataFormat: DataFormat.AS DataFormat.BI]
	downloadPPDFonts	bool
	flattenerPresetName	string
	flip	Flip:



	<b>MarkLineWeight</b>
markOffset	number
markType	<b>MarkTypes:</b> MarkTypes.DE
negative	bool
omitBitmaps	bool
omitEPS	bool
omitPDF	bool
opiImageReplacement	bool
pageInformationMarks	bool
pagePosition	<b>PagePositions:</b> PagePositions.I PagePositions.C PagePositions.C PagePositions.C
pageRange	<b>PageRange</b>

		String
	paperGap	number
	paperHeight	PaperSize String
	paperOffset	number
	paperSize	PaperSizes String
	paperSizeList	Array of string
	paperTransverse	bool
	paperWidth	PaperSize Real

parent	Book Document
postscriptLevel	PostScriptLevel PostScriptLevel PostScriptLevel
ppd	PPDValues String
ppdList	Array of string
printBlack	bool
printBlankPages	bool
printCyan	bool
printFile	File
printGuidesGrids	bool
printMagenta	bool

printMasterPages	bool
printNonprinting	bool
printPageOrientation	<a href="#">PrintPageOrien</a> <a href="#">PrintPageOrien</a> <a href="#">PrintPageOrien</a> <a href="#">PrintPageOrien</a> <a href="#">PrintPageOrien</a>
printSpreads	bool
printYellow	bool
printer	<a href="#">Printer</a> String
printerList	Array of string
profile	<a href="#">Profile</a> String
properties	Object
registrationMarks	bool

reverseOrder	bool
scaleHeight	number
scaleMode	<b>ScaleModes:</b> ScaleModes.SC ScaleModes.SC
scaleProportional	bool
scaleWidth	number
screening	<b>Screeening</b> String

	screeningList	Array of string
	sendImageData	<pre>ImageDataTypes ImageDataTypes ImageDataTypes ImageDataTypes ImageDataTypes</pre>
	sequence	<p><a href="#">Sequences</a>:</p> <pre>Sequences.ALI Sequences.ODI Sequences.EVF</pre>
	simulateOverprint	bool
	sourceSpace	<p><a href="#">SourceSpaces</a>:</p> <pre>SourceSpaces.I SourceSpaces.F</pre>
	textAsBlack	bool

thumbnails	bool
thumbnailsPerPage	<p><a href="#">ThumbsPerPage</a></p> <p>ThumbsPerPage</p> <p>ThumbsPerPage</p> <p>ThumbsPerPage</p> <p>ThumbsPerPage</p> <p>ThumbsPerPage</p> <p>ThumbsPerPage</p> <p>ThumbsPerPage</p>
tile	bool
tilingOverlap	number
tilingType	<p><a href="#">TilingTypes</a>:</p> <p>TilingTypes.All</p> <p>TilingTypes.All</p> <p>TilingTypes.Medium</p>
trapping	<p><a href="#">Trapping</a>:</p> <p>Trapping.OFF</p> <p>Trapping.APPL</p> <p>Trapping.ADO</p>
useDocumentBleedToPrint	bool
yellowAngle	number
yellowFrequency	number

---

**Element of** [Book.printPreferences](#)  
[Document.printPreferences](#)

---

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**Class**

# PrinterPreset

A preset that contains all of the print settings.

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

## Hierarchy

### Properties

Property	Type
allPrinterMarks	bool
blackAngle	number
blackFrequency	number
bleedBottom	Measurement Unit (
bleedInside	Measurement Unit (
bleedMarks	bool
bleedOutside	Measurement Unit (

---

bleedTop	Measurement Unit ()
----------	---------------------

---

collating	bool
-----------	------

---

colorBars	bool
-----------	------

---

colorOutput	ColorOutputModes: ColorOutputModes. ColorOutputModes. ColorOutputModes. ColorOutputModes. ColorOutputModes. ColorOutputModes.]
-------------	--

---

compositeAngle	number
----------------	--------

---

compositeFrequency	number
--------------------	--------

---

copies	number
--------	--------

---

crd	<a href="#">ColorRenderingDict</a> String
-----	--

---

cropMarks	bool
-----------	------

---

cyanAngle	number
-----------	--------

---

cyanFrequency	number
---------------	--------

---

dataFormat	<a href="#">DataFormat</a> : DataFormat.ASCII DataFormat.BINAR
------------	--

---

downloadPPDFonts	bool
------------------	------

---

flattenerPresetName	string
---------------------	--------

---

flip	<a href="#">Flip</a> : Flip.NONE Flip.HORIZONTAL Flip.VERTICAL
------	---

## Flip.HORIZONTAL

fontDownloading	<a href="#">FontDownloading:</a> FontDownloading.N FontDownloading.C FontDownloading.S1 FontDownloading.S1
-----------------	--

ignoreSpreadOverrides	bool
-----------------------	------

includeSlugToPrint	bool
--------------------	------

index	number
-------	--------

intent	<a href="#">RenderingIntent:</a> RenderingIntent.USI RenderingIntent.PEI RenderingIntent.SAI RenderingIntent.REI RenderingIntent.ABI
--------	---

magentaAngle	number
--------------	--------

magentaFrequency	number
------------------	--------

markLineWeight	<a href="#">MarkLineWeight:</a> MarkLineWeight.P1 MarkLineWeight.P2 MarkLineWeight.P5 MarkLineWeight.P0 MarkLineWeight.P0 MarkLineWeight.P1 MarkLineWeight.P1
----------------	--

	MarkLineWeight.P2 MarkLineWeight.P3
markOffset	number
markType	<a href="#">MarkTypes</a> : MarkTypes.DEFAU
name	string
negative	bool
omitBitmaps	bool
omitEPS	bool
omitPDF	bool
opiImageReplacement	bool
pageInformationMarks	bool
pagePosition	<a href="#">PagePositions</a> : PagePositions.UPPE PagePositions.CENT

	PagePositions.CENTER PagePositions.CENTER
paperGap	number
paperHeight	PaperSize String
paperOffset	number
paperSize	PaperSizes String
paperSizeList	Array of string
paperTransverse	bool
paperWidth	PaperSize Real
parent	Application
postscriptLevel	PostScriptLevels: PostScriptLevels.LE

**PostScriptLevels.LE**

---

ppd                    PPDValues  
String

---

ppdList              Array of string

---

printBlack            bool

---

printBlankPages     bool

---

printCyan            bool

---

printFile            File

---

printGuidesGrids    bool

---

printMagenta        bool

---

printMasterPages    bool

---

printNonprinting    bool

---

printPageOrientation	PrintPageOrientation PrintPageOrientation PrintPageOrientation PrintPageOrientation PrintPageOrientation
----------------------	--

printSpreads	bool
--------------	------

printYellow	bool
-------------	------

printer	Printer String
---------	-------------------

printerList	Array of string
-------------	-----------------

profile	Profile String
---------	-------------------

properties	Object
------------	--------

registrationMarks	bool
-------------------	------

reverseOrder	bool
--------------	------

scaleHeight	number
-------------	--------

---

scaleMode	<b>ScaleModes:</b> ScaleModes.SCALE ScaleModes.SCALE
-----------	--

---

scaleProportional	bool
-------------------	------

---

scaleWidth	number
------------	--------

---

screening	<b>Screeening</b> String
-----------	-----------------------------

---

screeningList	Array of string
---------------	-----------------

---

sendImageData	<b>ImageDataTypes:</b> ImageDataTypes.AL ImageDataTypes.OP
---------------	--

		ImageDataTypes.PR ImageDataTypes.NC
sequence		<b>Sequences:</b> Sequences.ALL Sequences.ODD Sequences.EVEN
simulateOverprint		bool
sourceSpace		<b>SourceSpaces:</b> SourceSpaces.USE_ SourceSpaces.PROC
textAsBlack		bool
thumbnails		bool
thumbnailsPerPage		<b>ThumbsPerPage:</b> ThumbsPerPage.K1

	ThumbsPerPage.K2
	ThumbsPerPage.K3
	ThumbsPerPage.K4
	ThumbsPerPage.K5
	ThumbsPerPage.K6
	ThumbsPerPage.K7
tile	bool
tilingOverlap	number
tilingType	<p><a href="#">TilingTypes:</a></p> <p>TilingTypes.AUTO</p> <p>TilingTypes.AUTO_MANUAL</p> <p>TilingTypes.MANUAL</p>
trapping	<p><a href="#">Trapping:</a></p> <p>Trapping.OFF</p> <p>Trapping.APPLICATION</p> <p>Trapping.ADOBE_INCREMENTAL</p>
useDocumentBleedToPrint	bool
yellowAngle	number
yellowFrequency	number

## Methods Instances

[PrinterPreset duplicate \(\)](#)

Duplicates the PrinterPreset.

[void remove \(\)](#)

Deletes the PrinterPreset.

## Element of PrintPreference.activePrinterPreset

**Used in:** void [Application.print](#) (*from: any*[, *printDialog: bool*][, *using: any*])  
void [Book.print](#) ([*printDialog: bool*][, *using: any*])  
void [Document.print](#) ([*printDialog: bool*][, *using: any*])

**Return** [PrinterPreset](#) [PrinterPreset.duplicate](#) ()  
[PrinterPreset](#) [PrinterPresets.add](#) ([*withProperties*])

**Class**

# PrinterPresets

A collection of printer presets.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**PrinterPreset add ([withProperties: Object])**  
Creates a new PrinterPreset.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new PrinterPreset (Optional)

**number count ()**

Displays the number of elements in the PrinterPreset.

**Element of** [Application.printerPresets](#)

**Class**

# SVGExportPreference

SVG export preferences.

## Hierarchy

### Properties

Property	Type
appliedFlattenerPreset	FlattenerPreset
embedImages	bool
fileEncoding	FileEncoding
fontSubsetting	FontSubsetting
ignoreSpreadOverrides	bool
pageRange	PageRange

parent	Appl	
properties	Obj	
readersSpreads	bool	
realPrecision	numt	
renderingStyle	Rend	
	Rend	
	Rend	
styleFormat	Style	
	Style	

---

## **Element of** [Application.svgExportPreferer](#)

---

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**Class**

# ScriptPreference

Scripting environment preferences.

## Hierarchy

S

### Properties

Property	Type
parent	Application
properties	Object
userInteractionLevel	UserInteractionLevel
	UserInteractionLevel
	UserInteractionLevel
version	number

**Element of** [Application.scriptPreferences](#)

**Class**

# SpellPreference

Spell-check preferences.

## Hierarchy

Application

SpellPreference

## Properties

Property	Type	Access
checkCapitalizedSentences	bool	r/v
checkCapitalizedWords	bool	r/v
checkMisspelledWords	bool	r/v
checkRepeatedWords	bool	r/v
parent	Application	read-only
properties	Object	r/v

## **Element of** [Application.spellPreferences](#)

---

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**Class**

# StoryExportPreference

Story export preferences.

## Hierarchy

Properties	Property	Type
	includeStyleTable	bool
	includeSwatchList	bool
	includeXMPData	bool
	parent	Application
	properties	Object
	storyFileEncoding	InCopy\$
		InCopy\$
		InCopy\$

Element of [Application.storyExportPrefe](#)



**Class**

# StoryPreference

Story preferences.

## Hierarchy

Ap

### Properties

Property	Type
opticalMarginAlignment	bool
opticalMarginSize	number
parent	ApplicationDocumentStory
properties	Object
storyDirection	StoryDirectionObject StoryDirectionObject StoryDirectionObject

---

**Element of** [Application.storyPreferences](#)  
[Document.storyPreferences](#)  
[Story.storyPreferences](#)

---

**Class**

# TaggedTextExportPreference

Tagged text exp

## Hierarchy

### Properties

Property	Type
characterSet	T
parent	A
properties	O
tagForm	T

Element of [Application.tagg](#)

**Class**

# TaggedTextImportPreference

Tagged text imp

## Hierarchy

### Properties

#### Property

parent

properties

removeTextFor

styleConflict

useTypographie

Element of [Application.tagg](#)

**Class**

# TextDefault

Text defaults.

## Hierarchy

Ap

Bullet

## Properties

Property	Type
alignToBaseline	bool
appliedCharacterStyle	CharacterStyleString
appliedFont	Font String
appliedLanguage	Language String
appliedParagraphStyle	ParagraphStyle String

---

autoLeading                    number

---

balanceRaggedLines            bool

---

baselineShift                number

---

bulletChar                    Bullet

---

bulletsAndNumberingColor      Bnautocolor  
                                  String  
                                  Swatch

---

bulletsAndNumberingFont        Bnautofont  
                                  Font  
                                  String

---

bulletsAndNumberingFontStyle    Bnautofontstyle  
                                  String

bulletsAndNumberingListType	<b>Listtype:</b> Listtype.NO_LIST Listtype.BULLET_ Listtype.NUMBER
bulletsAndNumberingSize	<b>Bnautosize</b> Real
capitalization	<b>Capitalization:</b> Capitalization.NOF Capitalization.SMA Capitalization.ALL Capitalization.CAP
characterDirection	<b>CharacterDirection</b> CharacterDirection CharacterDirection CharacterDirection
composer	string
desiredGlyphScaling	number



DigitsTypeOptions.  
DigitsTypeOptions.

---

dropCapCharacters      number

---

dropCapLines      number

---

dropCapStyle      CharacterStyle  
String

---

fillColor      String  
Swatch

---

fillTint      number

---

firstLineIndent	Measurement Unit
-----------------	------------------

---

fontStyle	string
-----------	--------

---

gradientFillAngle	number
-------------------	--------

---

gradientFillLength	number
--------------------	--------

---

gridAlignFirstLineOnly	bool
------------------------	------

---

horizontalScale	number
-----------------	--------

hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit

justification	<b>Justification:</b> Justification.LEFT_ Justification.CENT Justification.RIGHT Justification.LEFT_ Justification.RIGHT Justification.CENT Justification.FULL
kashidas	<b>KashidasOptions:</b> KashidasOptions.D KashidasOptions.K
keepAllLinesTogether	bool
keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool

keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	CharacterDirection CharacterDirection CharacterDirection CharacterDirection
leading	Leading Real
leftIndent	Measurement Unit
ligatures	bool

---

maximumGlyphScaling      number

---

maximumLetterSpacing      number

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

---

nestedStyles                [NestedStyles](#)

---

noBreak                     bool

---

numberSeparator            number

---

numberStartAt             number

---

numberingStyle            [NumberingStyle](#)

String

---

otfContextualAlternate      bool

---

otfDiscretionaryLigature      bool

---

otfFigureStyle      [OTFFigureStyle](#):  
OTFFigureStyle.TA  
OTFFigureStyle.PF  
OTFFigureStyle.PF  
OTFFigureStyle.TA  
OTFFigureStyle.DI

---

otfFraction      bool

---

otfJustificationAlternate      bool

---

otfOrdinal      bool

---

otfOverlapSwash      bool

otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfSwash	bool
otfTitling	bool
overprintFill	bool
overprintStroke	bool
paragraphDirection	ParagraphDirection ParagraphDirection ParagraphDirection
paragraphJustification	ParagraphJustificat ParagraphJustificat ParagraphJustificat ParagraphJustificat
parent	Application Document

pointSize	number
position	<p><b>Position:</b></p> <p>Position.NORMAL            Position.SUPERSC            Position.SUBSCRI            Position.OT_SUPE            Position.OT_SUBS            Position.OT_NUM            Position.OT_DEN</p>
properties	Object
rightIndent	Measurement Unit
ruleAbove	bool
ruleAboveColor	<p>String</p> <p><b>Swatch</b></p>
ruleAboveGapColor	<p>String</p> <p><b>Swatch</b></p>

---

ruleAboveGapOverprint      bool

---

ruleAboveGapTint      number

---

ruleAboveLeftIndent      Measurement Unit

---

ruleAboveLineWeight	number
ruleAboveOffset	Measurement Unit
ruleAboveOverprint	bool
ruleAboveRightIndent	Measurement Unit
ruleAboveTint	number
ruleAboveType	StrokeStyle
ruleAboveWidth	RuleWidth:

RuleWidth.TEXT\_  
RuleWidth.COLUMN

---

ruleBelow                    bool

---

ruleBelowColor             String  
                            Swatch

---

ruleBelowGapColor          String  
                            Swatch

---

ruleBelowGapOverPrint     bool

---

ruleBelowGapTint           number

---

ruleBelowLeftIndent      Measurement Unit

---

ruleBelowLineWeight      number

---

ruleBelowOffset      Measurement Unit

---

ruleBelowOverPrint      bool

---

ruleBelowRightIndent      Measurement Unit

ruleBelowTint	number
ruleBelowType	StrokeStyle
ruleBelowWidth	RuleWidth: RuleWidth.TEXT_ RuleWidth.COLUMN
singleWordJustification	SingleWordJustification SingleWordJustification SingleWordJustification SingleWordJustification SingleWordJustification
skew	number
spaceAfter	Measurement Unit

spaceBefore	Measurement Unit
startParagraph	<b>StartParagraph:</b> StartParagraph.AN StartParagraph.NE StartParagraph.NE StartParagraph.NE StartParagraph.NE StartParagraph.NE
strikeThroughColor	String <b>Swatch</b>
strikeThroughGapColor	String <b>Swatch</b>
strikeThroughGapOverprint	bool

strikeThroughGapTint	number
strikeThroughOffset	Measurement Unit
strikeThroughOverprint	bool
strikeThroughTint	number
strikeThroughType	StrokeStyle
strikeThroughWeight	number
strikeThru	bool

strokeColor	String <a href="#">Swatch</a>
strokeTint	number
strokeWeight	number
tabList	Array of Arrays of Property
tabStops	<a href="#">TabStops</a>

tracking

number

---

underline

bool

---

underlineColor

String  
[Swatch](#)

---

underlineGapColor

String  
[Swatch](#)

---

underlineGapOverprint

bool

---

underlineGapTint

number

---

underlineOffset	Measurement Unit
-----------------	------------------

---

underlineOverprint	bool
--------------------	------

---

underlineTint	number
---------------	--------

---

underlineType	StrokeStyle
---------------	-------------

---

underlineWeight	number
-----------------	--------

---

verticalScale	number
---------------	--------

---

xOffsetDiacritic	number
------------------	--------

yOffsetDiacritic                    number

---

**Element of** [Application.textDefaults](#)  
[Document.textDefaults](#)

---

**Class**

# TextExportPreference

Text export preferences.

## Hierarchy

### Properties

Property	Type
characterSet	<a href="#">TextExportChara</a> <a href="#">TextExportChara</a> <a href="#">TextExportChara</a>
parent	<a href="#">Application</a>
platform	<a href="#">ImportPlatform:</a> <a href="#">ImportPlatform.M</a> <a href="#">ImportPlatform.F</a>
properties	<a href="#">Object</a>

Element of [Application.textExportPreference](#)

**Class**

# TextFramePreference

Text frame preferences.

## Hierarchy

### Properties

Property	T
firstBaselineOffset	F F F F F F F
ignoreWrap	b
insetSpacing	A L
minimumFirstBaselineOffset	M
parent	A I T

---

properties C

---

textColumnCount n

---

textColumnFixedWidth M

---

textColumnGutter M

---

useFixedColumnWidth b

---

verticalJustification V

V

V

V

---

verticalThreshold M

**Element of** [Application.textFramePreference](#)  
[Document.textFramePreferences](#)  
[TextFrame.textFramePreferences](#)

---

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**Class**

# TextImportPreference

Text import preferences.

## Hierarchy

### Properties

#### Property

characterSet

convertSpacesIntoTabs

dictionary

---

parent

---

platform

---

properties

---

spacesIntoTabsCount

---

stripReturnsBetweenLines

---

stripReturnsBetweenParagraph

---

---

**Element of** [Application.textImportPreferen](#)

---

**Class**

# TextPreference

Text preferences.

## Hierarchy

[Application](#) | [Documentation](#)

[TextPreference](#)

## Properties

Property	Type
abutTextToTextWrap	bool
baselineShiftKeyIncrement	number
highlightCustomSpacing	bool
highlightHjViolations	bool

---

highlightKeeps                  bool

---

highlightSubstitutedFonts    bool

---

highlightSubstitutedGlyphs    bool

---

justifyTextWraps              bool

---

kerningKeyIncrement            number

---

leadingKeyIncrement            number

---

linkTextFilesWhenImporting bool

---

parent ApplicationDoc

---

properties Object

---

scalingAdjustsText bool

---

showInvisibles      bool

---

smallCap      number

---

subscriptPosition      number

---

subscriptSize      number

---

superscriptPosition      number

---

superscriptSize      number

---

typographersQuotes	bool
--------------------	------

---

useOpticalSize	bool
----------------	------

---

useParagraphLeading	bool
---------------------	------

---

zOrderTextWrap	bool
----------------	------

---

**Element of** [Application.textPreferences](#)

---

## Document.textPreferences

---

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**Class**

# TransformPreference

Transform preferences.

## Hierarchy

Transform

## Properties

### Property

dimensionsIncludeStrokeWeight

parent

properties

scaleStrokes

showContentOffset

transformContent

---

transformationsAreTotals

---

**Element of** [Application.transformPreferences](#)

---

**Class**

# TransparencyPreference

Transparency preferences.

## Hierarchy

### Properties

Property	Type
blendingSpace	Blending Blending Blending Blending
parent	Application Document
properties	Object

Element of [Application.transparencyPreference](#)  
[Document.transparencyPreference](#)

**Class**

# ViewPreference

View preferences.

## Hierarchy

Applic

Vie

## Properties

Property	Type
cursorKeyIncrement	number
guideSnapToZone	number
horizontalMeasurementUnits	Measurement Measurement Measurement Measurement Measurement Measurement Measurement Measurement
parent	Application Document

properties	Object
rulerOrigin	<b>RulerOrigin:</b> RulerOrigin.S RulerOrigin.P RulerOrigin.S
showFrameEdges	bool
showNotes	bool
showRulers	bool
verticalMeasurementUnits	<b>Measurement</b> Measurement Measurement Measurement Measurement Measurement Measurement

Measurement

---

**Element of** [Application.viewPreferences](#)  
[Document.viewPreferences](#)

---

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**Class**

# WordRTFImportPreference

Word RTF import

## Hierarchy

### Properties

#### Property

convertPageBreaks

convertTablesTo

importIndex

importNotes

importTOC

parent

properties

removeFormatting

---

## **Element of Application.wordF**

---

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**Class**

# XMLExportPreference

XML export preferences.

## Hierarchy

Properties	Property	Type
	copyFormattedImages	bool
	copyOptimizedImages	bool
	copyOriginalImages	bool
	excludeDtd	bool
	exportFromSelected	bool
	fileEncoding	XM
		XM
		XM
		XM
	gifOptionsInterlaced	bool

---

gifOptionsPalette      [GIF](#)  
GIF  
GIF  
GIF  
GIF

---

imageConversion      [Image](#)  
Image  
Image  
Image  
Image

---

jpegOptionsFormat      [JPEG](#)  
JPEG  
JPEG

---

jpegOptionsQuality      [JPEG](#)  
JPEG  
JPEG  
JPEG  
JPEG

---

parent      [App](#)  
[Doc](#)

---

preferredBrowser      [File](#)

---

properties      [Object](#)

---

ruby	bool
viewAfterExport	bool

---

**Element of** [Application.xmlExportPreference](#)  
[Document.xmlExportPreference](#)

---

**Class**

# XMLImportPreference

XML import preferences.

## Hierarchy

### Properties

Property	Type
importStyle	<a href="#">XMLImpl</a>
	<a href="#">XMLImpl</a>
	<a href="#">XMLImpl</a>
importToSelected	bool
parent	<a href="#">Application</a> . <a href="#">Document</a>
properties	Object

**Element of** [Application.xmlImportPreference](#)  
[Document.xmlImportPreference](#)

**Class**

# XMLViewPreference

XML view preferences

## Hierarchy

Aplic

XML

## Properties

Property	Type
parent	Application
properties	Object
showAttributes	bool
showStructure	bool
showTagMarkers	bool
showTaggedFrames	bool
showTextSnippets	bool

---

**Element of** [Application.xmlViewPreferences](#)  
[Document.xmlViewPreferences](#)

---

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# **Adobe InDesign CS (3.0) Object Model**

## Contents

Why not start the day with a stroke? Striped or dotted.

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- [UI Suite](#)
- [XML Suite](#)

**Class**

# DashedStrokeStyle

A dashed stroke style. Base Class: [StrokeStyle](#)

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

## Hierarchy

### Properties

Property	Type
dashArray	Array of numbers
endCap	<a href="#">EndCap</a> : EndCap.BI EndCap.RC EndCap.PR
id	number
index	number
name	string
parent	<a href="#">Application</a> <a href="#">Document</a>
properties	Object

strokeCornerAdjustment	<a href="#">StrokeCorn</a>
	<a href="#">StrokeCorn</a>

strokeStyleType	string
-----------------	--------

## Methods [Instances](#)

[DashedStrokeStyle](#) **duplicate ()**

Duplicates the DashedStrokeStyle.

**void remove (replacingWith: StrokeStyle)**

Deletes a stroke style.

Parameter	Type
replacingWith	<a href="#">StrokeStyle</a>

**Return** [DashedStrokeStyle](#) [DashedStrokeStyle](#)

**Class**

# DashedStrokeStyles

A collection of dashed stroke styles.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[DashedStrokeStyle add \(\[withProperties Object\]\)](#)

Creates a new DashedStrokeStyle.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new DashedStrokeStyle. (Optional)

[number count \(\)](#)

Displays the number of elements in the DashedStrokeStyle.

## Element of

[Application.dashedStrokeStyles](#)  
[Document.dashedStrokeStyles](#)

**Class**

# DottedStrokeStyle

A dotted stroke style. Base Class: [StrokeStyle](#)

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

## Hierarchy

### Properties

Property	Type
dotArray	Array of number
id	number
index	number
name	string
parent	<a href="#">ApplicationInterface</a>
properties	Object
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment</a>
strokeCornerRadius	<a href="#">StrokeCornerRadius</a>
strokeDash	<a href="#">StrokeDash</a>

StrokeCorne	StrokeCorne
strokeStyleType	string

## Methods Instances

[DottedStrokeStyle duplicate \(\)](#)

Duplicates the DottedStrokeStyle.

[void remove \(replacingWith: StrokeStyle\)](#)

Deletes a stroke style.

Parameter	Type
replacingWith	<a href="#">StrokeStyle</a>

**Return** [DottedStrokeStyle](#) [DottedStrokeStyle](#)  
[DottedStrokeStyle](#) [DottedStrokeStyles](#)

**Class**

# DottedStrokeStyles

A collection of dotted stroke styles.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[DottedStrokeStyle add \(\[withProperties Object\]\)](#)

Creates a new DottedStrokeStyle.

Parameter	Type	Description
withProperties	Object	Initial values for properties of new DottedStrokeStyle (Optional)

[number count \(\)](#)

Displays the number of elements in the DottedStrokeStyle.

**Element of** [Application.dottedStrokeStyles](#)  
[Document.dottedStrokeStyles](#)

**Class**

# StripedStrokeStyle

A striped stroke style. Base Class: [Strc](#)

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

## Hierarchy

[Application](#) | ]

| StrokeS

| StripedStro

Properties	Property	Type
	id	number
	index	number
	name	string
	parent	<a href="#">ApplicationDocume</a>
	properties	Object
	stripeArray	Array of number

strokeStyleType string

## Methods Instances

StripedStrokeStyle **duplicate ()**  
Duplicates the StripedStrokeStyle.

void **remove (replacingWith: StrokeStyle)**  
Deletes a stroke style.

Parameter	Type	Description
replacingWith	StrokeStyle	The stroke style to replace the one

**Return** StripedStrokeStyle StripedStrokeStyle  
StripedStrokeStyle StripedStrokeStyle

**Class**

# StripedStrokeStyles

A collection of striped stroke styles.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**StripedStrokeStyle add ([withProperties Object])**

Creates a new StripedStrokeStyle.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new StripedStrokeStyle. (Optional)

**number count ()**

Displays the number of elements in the StripedStrokeStyle.

## Element of

[Application.stripedStrokeStyles](#)  
[Document.stripedStrokeStyles](#)

**Class**

# StrokeStyle

A stroke style.

Superclass of [DashedStrokeStyle](#), [DottedStrokeStyle](#), [StripedStrokeStyle](#)

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

## Hierarchy

[Application](#) | [Document](#)

**StrokeStyle**

[DashedStrokeStyle](#) | [DottedStrokeStyle](#) | [StripedStrokeStyle](#)

## Properties

Property	Type	Access	Description
id	number	readonly	The ID of the stroke style.
index	number	readonly	The index of the stroke style in its parent's list.
name	string	r/w	The name of the stroke style.
parent	<a href="#">ApplicationDocument</a>	readonly	The parent application document.
properties	Object	r/w	The properties of the stroke style.

se  
se  
pi  
th  
ti

strokeStyleType	string	readonly	T	st
-----------------	--------	----------	---	----

## Methods Instances

### [StrokeStyle duplicate \(\)](#)

Duplicates the `StrokeStyle`.

### [void remove \(replacingWith: `StrokeStyle`\)](#)

Deletes a stroke style.

Parameter	Type	Description
replacingWith	<code>StrokeStyle</code>	The stroke style to apply this one

## Element of

[Button.strokeType](#)

[Cell.bottomEdgeStrokeType](#)

[Cell.diagonalLineStrokeType](#)

[Cell.innerColumnStrokeType](#)

[Cell.innerRowStrokeType](#)

[Cell.leftEdgeStrokeType](#)

[Cell.rightEdgeStrokeType](#)

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`Column.leftEdgeStrokeType`  
`Column.rightEdgeStrokeType`  
`Column.topEdgeStrokeType`  
`FindPreference.strikeThroughType`  
`FindPreference.underlineType`  
`FormField.strokeType`  
`GraphicLine.strokeType`  
`Group.strokeType`  
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`InsertionPoint.ruleBelowType`  
`InsertionPoint.strikeThroughType`  
`InsertionPoint.underlineType`  
`Line.ruleAboveType`  
`Line.ruleBelowType`  
`Line.strikeThroughType`  
`Line.underlineType`  
`Oval.strokeType`  
`PageItem.strokeType`  
`Paragraph.ruleAboveType`  
`Paragraph.ruleBelowType`  
`Paragraph.strikeThroughType`  
`Paragraph.underlineType`  
`ParagraphStyle.ruleAboveType`  
`ParagraphStyle.ruleBelowType`  
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`Row.bottomEdgeStrokeType`  
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`Row.innerColumnStrokeType`  
`Row.innerRowStrokeType`  
`Row.leftEdgeStrokeType`  
`Row.rightEdgeStrokeType`  
`Row.topEdgeStrokeType`  
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`Story.ruleBelowType`  
`Story.strikeThroughType`

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[Table.endColumnLineStyle](#)  
[Table.endRowStrokeType](#)  
[Table.leftBorderStrokeType](#)  
[Table.rightBorderStrokeType](#)  
[Table.startColumnStrokeType](#)  
[Table.startRowStrokeType](#)  
[Table.topBorderStrokeType](#)  
[Text.ruleAboveType](#)  
[Text.ruleBelowType](#)  
[Text.strikeThroughType](#)  
[Text.underlineType](#)  
[TextColumn.ruleAboveType](#)  
[TextColumn.ruleBelowType](#)  
[TextColumn.strikeThroughType](#)  
[TextColumn.underlineType](#)  
[TextDefault.ruleAboveType](#)  
[TextDefault.ruleBelowType](#)  
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[Word.ruleBelowType](#)  
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[Word.underlineType](#)

---

**Used in:** [void DashedStrokeStyle.remove \(replacingWith: StrokeStyle\)](#)  
[void DottedStrokeStyle.remove \(replacingWith: StrokeStyle\)](#)  
[void StripedStrokeStyle.remove \(replacingWith: StrokeStyle\)](#)  
[void StrokeStyle.remove \(replacingWith: StrokeStyle\)](#)

---

**Return** [StrokeStyle](#) [StrokeStyle.duplicate \(\)](#)

---

---

**Class**

# StrokeStyles

A collection of stroke styles.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods [Instances](#)

[number count \(\)](#)

Displays the number of elements in the StrokeStyle.

**Element of** [Application.strokeStyles](#)  
[Document.strokeStyles](#)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

### Table Of Contents Suite

You like this table of contents? Why not put one in your book?  
Scripted, of course.

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- [XML Suite](#)

[TOCStyle](#)  
[TOCStyleEntries](#)  
[TOCStyleEntry](#)  
[TOCStyles](#)

**Class**

# TOCStyle

A TOC style definition.

**QuickLinks** [duplicate](#), [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

[Application](#) | [Document](#)

**TOCStyle**

[TOCStyleEntry](#)

## Properties

Property	Type	Access
id	number	readonly
includeBookDocuments	bool	r/w
includeHidden	bool	r/w

index	number	readon]
-------	--------	---------

label	string	r/w
name	string	r/w
parent	[ApplicationDocument](#)	readon]
properties	Object	r/w
runIn	bool	r/w

title	string	r/w
titleStyle	ParagraphStyle	r/w
tocStyleEntries	TOCStyleEntries	readonly

# Methods Instances

## TOCStyle **duplicate** ()

Duplicates the TOCStyle.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

**void remove()**

**Deletes the TOCStyle.**

**Element of** `TOCStyleEntry.parent`

#### Used in:

**TextFrame Document.createTOC (using: TOCStyle[, rep  
bool=false][, fromBook: Book][, placePoint: Array of  
Unit (Number or String)][, includeOverset: bool=false]**

destinationLayer: Layer])

---

**Return** TOCStyle TOCStyle.duplicate ()  
TOCStyle TOCStyles.add ([withProperties: Object])

---

**Class**

# TOCStyleEntries

A collection TOC style entries.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[TOCStyleEntry](#) **add** ([**styleName**: *string*][  
**withProperties**: *Object*])  
Adds a TOC style entry.

Parameter	Type	Description
styleName	string	The paragraph style to include a TOC entries in the TOC. (Optional)
withProperties	Object	Initial values for properties of the new TOCStyleEntry (Optional)

**number count ()**

Displays the number of elements in the TOCStyleEntry.

**Element of** [TOCStyle.tocStyleEntries](#)

**Class**

# TOCStyleEntry

A TOC entry definition.

**QuickLinks** [remove](#)

## Hierarchy

[TO](#)

[TOCS](#)

## Properties

Property	Type
formatStyle	ParagraphStyle
index	number
level	number
name	string
pageNumberPosition	<a href="#">PageNumberPosition</a> <a href="#">PageNumberPosition</a> <a href="#">PageNumberPosition</a> <a href="#">PageNumberPosition</a>
pageNumberStyle	<a href="#">CharacterStyle</a>

parent	<a href="#">TOCStyle</a>
properties	<a href="#">Object</a>
separator	string
separatorStyle	<a href="#">CharacterStyle</a>
sortAlphabet	bool

## Methods [Instances](#)

[void remove \(\)](#)

Deletes the TOCStyleEntry.

---

**Return** [TOCStyleEntry](#) [TOCStyleEntries.add \(\[style\]\)](#)

---



**Class**

# TOCStyles

A collection of TOC styles.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**TOCStyle add ([withProperties: Object])**

Creates a new TOCStyle.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new TOCStyle (Optional)

**number count ()**

Displays the number of elements in the TOCStyle.

## Element of

[Application.tocStyles](#)  
[Document.tocStyles](#)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

Next stop, chairs and sofas. These are for tables only.

## Tables Suite

Basics Suite	Cell
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XML Suite	

**Class**

# Cell

A table cell.

**QuickLinks** [createOutlines](#), [merge](#), [remove](#), [search](#), [select](#), [split](#), [unmerge](#)

## Hierarchy

[Cell](#) | [Column](#) | [Row](#)

[Cell](#)

[Button](#) | [Cell](#) | [Character](#) | [Column](#) | [FormField](#) | [GraphicLine](#) |  
[Paragraph](#) | [Polygon](#) | [Rectangle](#) | [Row](#) | [Table](#) | [Text](#) | [TextC](#)

## Properties

Property	Type
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
autoGrow	bool
bottomEdgeStrokeColor	<a href="#">Swatch</a>

---

bottomEdgeStrokeGapColor      [Swatch](#)

---

bottomEdgeStrokeGapOverprint      bool

---

bottomEdgeStrokeGapTint      number

---

bottomEdgeStrokeOverprint      bool

bottomEdgeStrokeTint	number
bottomEdgeStrokeType	StrokeStyle
bottomEdgeStrokeWeight	Measurement Unit (N)
bottomInset	Measurement Unit (N)
buttons	Buttons
cells	Cells
characters	Characters
clipContentToCell	bool
columnSpan	number
columns	Columns
contents	NothingEnumSpecial< String>

---

diagonalLineInFront	bool
---------------------	------

---

diagonalLineStrokeColor	Swatch
-------------------------	--------

---

diagonalLineStrokeGapColor	Swatch
----------------------------	--------

---

diagonalLineStrokeGapOverprint	bool
--------------------------------	------

---

diagonalLineStrokeGapTint	number
---------------------------	--------

diagonalLineStrokeOverprint	bool
diagonalLineStrokeTint	number
diagonalLineStrokeType	<a href="#">StrokeStyle</a>
diagonalLineStrokeWeight	Measurement Unit (N)
fillColor	<a href="#">String</a> <a href="#">Swatch</a>
fillTint	number
firstBaselineOffset	<a href="#">FirstBaseline:</a> FirstBaseline.ASCEN FirstBaseline.CAP_HI FirstBaseline.LEADIN FirstBaseline.EMBOX FirstBaseline.X_HEIC FirstBaseline.FIXED_
formFields	<a href="#">FormFields</a>

gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measurements String)
graphicLines	<a href="#">GraphicLines</a>
groups	<a href="#">Groups</a>
height	Measurement Unit (N)
id	number
index	number

innerColumnStrokeColor	<a href="#">Swatch</a>
innerColumnStrokeGapColor	<a href="#">Swatch</a>
innerColumnStrokeGapOverprint	bool
innerColumnStrokeGapTint	number
innerColumnStrokeOverprint	bool

innerColumnStrokeTint	number
innerColumnStrokeType	StrokeStyle
innerColumnStrokeWeight	Measurement Unit (N)
innerRowStrokeColor	Swatch
innerRowStrokeGapColor	Swatch
innerRowStrokeGapOverprint	bool

---

innerRowStrokeGapTint	number
-----------------------	--------

---

innerRowStrokeOverprint	bool
-------------------------	------

---

innerRowStrokeTint	number
--------------------	--------

---

innerRowStrokeType	StrokeStyle
--------------------	-------------

---

innerRowStrokeWeight	Measurement Unit (N
----------------------	---------------------

---

insertionPoints	InsertionPoints
-----------------	-----------------

---

keepWithNextRow	bool
-----------------	------

---

leftEdgeStrokeColor	Swatch
---------------------	--------

---

leftEdgeStrokeGapColor	Swatch
------------------------	--------

---

leftEdgeStrokeGapOverprint	bool
----------------------------	------

---

leftEdgeStrokeGapTint	number
-----------------------	--------

---

leftEdgeStrokeOverprint	bool
-------------------------	------

---

leftEdgeStrokeTint	number
--------------------	--------

leftEdgeStrokeType	StrokeStyle
leftEdgeStrokeWeight	Measurement Unit (N)
leftInset	Measurement Unit (N)
lines	Lines
maximumHeight	Measurement Unit (N)
minimumFirstBaselineOffset	Measurement Unit (N)
minimumHeight	Measurement Unit (N)

name	string
ovals	Ovals
overflows	bool
overprintFill	bool
pageItems	PageItems
paragraphSpacingLimit	Measurement Unit (N

---

paragraphs [Paragraphs](#)

---

parent [Cell](#)  
[Column](#)  
[Row](#)  
[Table](#)

---

parentColumn [Column](#)

---

parentRow [Row](#)

---

polygons [Polygons](#)

---

properties [Object](#)

---

rectangles [Rectangles](#)

---

rightEdgeStrokeColor [Swatch](#)

---

rightEdgeStrokeGapColor [Swatch](#)

---

rightEdgeStrokeGapOverprint                    bool

---

rightEdgeStrokeGapTint                        number

---

rightEdgeStrokeOverprint                    bool

---

rightEdgeStrokeTint                        number

---

rightEdgeStrokeType                        [StrokeStyle](#)

---

rightEdgeStrokeWeight                      Measurement Unit (N)

---

rightInset	Measurement Unit (N)
------------	----------------------

---

rotationAngle	number
---------------	--------

---

rowSpan	number
---------	--------

---

rowType	<b>RowTypes:</b> RowTypes.BODY_R RowTypes.HEADER_R RowTypes.FOOTER_R RowTypes.MIXED_S
---------	---

---

rows	<b>Rows</b>
------	-------------

---

startRow	<b>StartParagraph:</b> StartParagraph.ANYV StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT
----------	--

---

tables	<b>Tables</b>
--------	---------------

---

textCellRotationFollowsStoryDirection	bool
---------------------------------------	------

---

textColumns	TextColumns
textFrames	TextFrames
textStyleRanges	TextStyleRanges
texts	Texts
topEdgeStrokeColor	Swatch
topEdgeStrokeGapColor	Swatch
topEdgeStrokeGapOverprint	bool
topEdgeStrokeGapTint	number

topEdgeStrokeOverprint	bool
topEdgeStrokeTint	number
topEdgeStrokeType	StrokeStyle
topEdgeStrokeWeight	Measurement Unit (N)
topInset	Measurement Unit (N)
topLeftDiagonalLine	bool
topRightDiagonalLine	bool
verticalJustification	VerticalJustification: VerticalJustification.T VerticalJustification.C

	VerticalJustification.B VerticalJustification.Jl
width	Measurement Unit (N)
words	Words

## Methods Instances

Array of [PageItem](#) **createOutlines** ([`deleteOriginal: bool=true`])  
 Converts text to outlines. Each line of text becomes a polygon or a group if the text has no internal spaces or detached parts, the polygon contains the outline of the text. If the font does not support outlines, the text is returned as is.  
 Whether a font allows the creation of outlines, see `allowOutlines`.

Parameter	Type	Description
<code>deleteOriginal</code>	bool	If true, deletes the original text. If false, retains the original text. (Optional) (default: <b>true</b> )

### [Cell](#) **merge** ([with](#): Cell)

Merge cells together

Parameter	Type	Description
<code>with</code>	Cell	The cell to merge with.

### [void](#) **remove** ()

Deletes the Cell.

Array of [Text](#) **search** ([`for: string`][, `wholeWord: bool`][, `caseSensitive: bool`][, `withFindAttributes: Object`][, `withChangeAttributes: Object`])  
 Look for occurrences of text that matches specific criteria

Parameter	Type	Description
<code>for</code>	string	What to look for (Optional)
<code>wholeWord</code>	bool	If true, then disregard text embedded in words.
<code>caseSensitive</code>	bool	If true, then search only for text in uppercase.

replacingWith	string	What to replace the found text (Optional)
withFindAttributes	Object	A record of find preference sett
withChangeAttributes	Object	A record of change preference :

**void select ([existingSelection: SelectionOptions=SelectionOptions.ADD\_TO])**  
Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to add the selected object. (default: SelectionOptions.ADD_TO)

**void split (using: HorizontalOrVertical)**  
Splits the cell along the specified axis.

Parameter	Type
using	HorizontalOrVertical: HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL

Array of **Cell unmerge ()**  
Unmerges all merged cells in the Cell.

---

**Element of** [Table.parent](#)

---

**Used in:** [Cell Cell.merge \(with: Cell\)](#)  
[Cell Column.merge \(with: Cell\)](#)  
[void Column.redistribute \(using: HorizontalOrVertical\[, thru: any\]\)](#)  
[Cell Row.merge \(with: Cell\)](#)  
[void Row.redistribute \(using: HorizontalOrVertical\[, thru: any\]\)](#)  
[Table Tables.add \(\[to: LocationOptions=LocationOptions.UNIQUE\\_OBJECT\]\)](#)

---

**Return** [Cell Cell.merge \(with: Cell\)](#)  
Array of [Cell Cell.unmerge \(\)](#)  
[Cell Column.merge \(with: Cell\)](#)  
Array of [Cell Column.unmerge \(\)](#)

**Cell** `Row.merge (with: Cell)`  
Array of **Cell** `Row.unmerge ()`  
Array of **Cell** `Table.unmerge ()`

**Class**

# Cells

A collection of table cells.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the Cell.

## Element of

[Cell.cells](#)

[Column.cells](#)

[Row.cells](#)

[Table.cells](#)

**Class**

# Column

A table column.

**QuickLinks** [createOutlines](#), [merge](#), [redistribute](#), [remove](#), [search](#), [select](#), [sp](#)

## Hierarchy

[Cell](#) | [Column](#) | [Ro](#)

[Column](#)

[Cell](#) | [Column](#) |

## Properties

Property	Type
autoGrow	bool
bottomEdgeStrokeColor	Swatch
bottomEdgeStrokeGapColor	Swatch

bottomEdgeStrokeGapOverprint	bool
bottomEdgeStrokeGapTint	number
bottomEdgeStrokeOverprint	bool
bottomEdgeStrokeTint	number
bottomEdgeStrokeType	StrokeStyle

---

bottomEdgeStrokeWeight	Measurement Unit (
------------------------	--------------------

---

bottomInset	Measurement Unit (
-------------	--------------------

---

cells	Cells
-------	-------

---

clipContentToCell	bool
-------------------	------

---

columnSpan	number
------------	--------

---

columns	Columns
---------	---------

---

contents	NothingEnumSpeci String
----------	----------------------------

---

diagonalLineInFront	bool
---------------------	------

---

diagonalLineStrokeColor	Swatch
-------------------------	--------

---

diagonalLineStrokeGapColor	Swatch
----------------------------	--------

---

diagonalLineStrokeGapOverprint	bool
--------------------------------	------

---

diagonalLineStrokeGapTint	number
---------------------------	--------

---

diagonalLineStrokeOverprint	bool
-----------------------------	------

---

diagonalLineStrokeTint	number
------------------------	--------

---

diagonalLineStrokeType	<a href="#">StrokeStyle</a>
diagonalLineStrokeWeight	Measurement Unit (
fillColor	<a href="#">String</a> <a href="#">Swatch</a>
fillTint	number
firstBaselineOffset	<a href="#">FirstBaseline:</a> <a href="#">FirstBaseline.ASCE</a> <a href="#">FirstBaseline.CAP_</a> <a href="#">FirstBaseline.LEAI</a> <a href="#">FirstBaseline.EMB(</a> <a href="#">FirstBaseline.X_HE</a> <a href="#">FirstBaseline.FIXE]</a>
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measurem String)

height	Measurement Unit (
index	number
innerColumnStrokeColor	Swatch
innerColumnStrokeGapColor	Swatch
innerColumnStrokeGapOverprint	bool

---

innerColumnStrokeGapTint	number
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---

innerColumnStrokeOverprint	bool
----------------------------	------

---

innerColumnStrokeTint	number
-----------------------	--------

---

innerColumnStrokeType	StrokeStyle
-----------------------	-------------

---

innerColumnStrokeWeight	Measurement Unit (
-------------------------	--------------------

---

innerRowStrokeColor	Swatch
---------------------	--------

---

innerRowStrokeGapColor	Swatch
------------------------	--------

---

innerRowStrokeGapOverprint      bool

---

innerRowStrokeGapTint      number

---

innerRowStrokeOverprint      bool

---

innerRowStrokeTint      number

---

innerRowStrokeType      [StrokeStyle](#)

innerRowStrokeWeight	Measurement Unit (
keepWithNextRow	bool
leftEdgeStrokeColor	Swatch
leftEdgeStrokeGapColor	Swatch
leftEdgeStrokeGapOverprint	bool
leftEdgeStrokeGapTint	number

leftEdgeStrokeOverprint	bool
leftEdgeStrokeTint	number
leftEdgeStrokeType	StrokeStyle
leftEdgeStrokeWeight	Measurement Unit (
leftInset	Measurement Unit (
maximumHeight	Measurement Unit (

---

minimumFirstBaselineOffset	Measurement Unit (
----------------------------	--------------------

---

minimumHeight	Measurement Unit (
---------------	--------------------

---

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

---

overflows	bool
-----------	------

---

overprintFill	bool
---------------	------

---

paragraphSpacingLimit	Measurement Unit (
-----------------------	--------------------

parent	<a href="#">Cell</a> <a href="#">Column</a> <a href="#">Row</a> <a href="#">Table</a>
--------	--

parentColumn	**Column**
parentRow	[Row](#)
properties	Object
rightEdgeStrokeColor	[Swatch](#)
rightEdgeStrokeGapColor	[Swatch](#)
rightEdgeStrokeGapOverprint	bool

---

rightEdgeStrokeGapTint	number
------------------------	--------

---

rightEdgeStrokeOverprint	bool
--------------------------	------

---

rightEdgeStrokeTint	number
---------------------	--------

---

rightEdgeStrokeType	StrokeStyle
---------------------	-------------

---

rightEdgeStrokeWeight	Measurement Unit (
-----------------------	--------------------

---

rightInset	Measurement Unit (
------------	--------------------

---

rotationAngle	number
---------------	--------

rowSpan	number
rowType	<b>RowTypes:</b> RowTypes.BODY_ RowTypes.HEAD RowTypes.FOOTER RowTypes.MIXED
rows	<b>Rows</b>
startRow	<b>StartParagraph:</b> StartParagraph.ANY StartParagraph.NEUTRAL StartParagraph.NEUTRAL StartParagraph.NEUTRAL StartParagraph.NEUTRAL StartParagraph.NEUTRAL
textCellRotationFollowsStoryDirection	bool
topEdgeStrokeColor	<b>Swatch</b>
topEdgeStrokeGapColor	<b>Swatch</b>

---

topEdgeStrokeGapOverprint	bool
---------------------------	------

---

topEdgeStrokeGapTint	number
----------------------	--------

---

topEdgeStrokeOverprint	bool
------------------------	------

---

topEdgeStrokeTint	number
-------------------	--------

---

topEdgeStrokeType	StrokeStyle
-------------------	-------------

---

topEdgeStrokeWeight	Measurement Unit (
---------------------	--------------------

topInset	Measurement Unit (
topLeftDiagonalLine	bool
topRightDiagonalLine	bool
verticalJustification	<a href="#">VerticalJustification</a> VerticalJustification VerticalJustification VerticalJustification VerticalJustification
width	Measurement Unit (

## Methods [Instances](#)

Array of [PageItem createOutlines \(\[deleteOriginal: bool=true\]\)](#)  
 Converts text to outlines. Each line of text becomes a polygon that has no internal spaces or detached parts, the polygon controls whether a font allows the creation of outlines, see [allow outlines](#)

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, retains the original text. (Optional) (default: <b>true</b> )

### [Cell merge \(with: Cell\)](#)

Merge cells together

--	--	--

Parameter	Type	Description
with	Cell	The cell to redistribute.

**void redistribute (using: HorizontalOrVertical[, thru: any])**  
Redistributes the specified range of Columns so that the Column's minimum height or width specified for some of the cells in the range is honored.

Parameter	Type	Description
using	HorizontalOrVertical: HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL	The direction to redistribute.
thru	Cell Column Row	The last cell, column or row to redistribute.

**void remove ()**

Deletes the Column.

Array of **Text search ([for: string][, wholeWord: bool][, caseSensitive: bool][, withFindAttributes: Object][, withChangeAttributes: Object])**  
Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard text endings.
caseSensitive	bool	If true, then search only for the exact case.
replacingWith	string	What to replace the found text with (Optional)
withFindAttributes	Object	A record of find preferences.
withChangeAttributes	Object	A record of change preferences.

**void select ([existingSelection: SelectionOptions=SelectionOptions])**  
Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions:	How to select the object.

SelectionOptions.ADD\_TO (def)  
SelectionOptions.REMOVE\_FROM  
SelectionOptions.REPLACE

---

**void split (using: HorizontalOrVertical)**

Splits the cell along the specified axis.

Parameter	Type
using	HorizontalOrVertical: HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL

---

**Array of Cell unmerge ()**

Unmerges all merged cells in the Column.

---

**Element of**

[Cell.parent](#)  
[Cell.parentColumn](#)  
[Column.parent](#)  
[Column.parentColumn](#)  
[Row.parent](#)  
[Row.parentColumn](#)

---

**Used in:**

void [Column.redistribute \(using: HorizontalOrVertical\[, thru: Column Columns.add \(\[at: LocationOptions=LocationOption withProperties: Object\]\)\]](#)  
void [Row.redistribute \(using: HorizontalOrVertical\[, thru: any\]\)](#)

---

**Return**

[Column Columns.add \(\[at: LocationOptions=LocationOption withProperties: Object\]\)](#)

---

**Class**

# Columns

A collection of table columns.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of object

**Methods** [Instances](#)

[Column add \(\[at: LocationOptions=LocationOptions.UNK withProperties: Object\]\)](#)

Creates a new Column.

Parameter	Type	Description
at	<a href="#">LocationOptions:</a> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING <a href="#">LocationOptions</a> LocationOptions.UNKNOWN	The location relative or with (default) <a href="#">LocationOptions</a>
reference	<a href="#">Column</a> <a href="#">Table</a>	The reference required value Can also (Optional)
withProperties	Object	Initializes the new column

[number count \(\)](#)

Displays the number of elements in the Column.

**Element of** [Cell.columns](#)  
[Column.columns](#)  
[Row.columns](#)  
[Table.columns](#)



**Class**

# Row

A table row.

**QuickLinks** [createOutlines](#), [merge](#), [redistribute](#), [remove](#), [search](#), [select](#), [split](#),

## Hierarchy

[Cell](#) | [Column](#) | **Row**

**Row**

[Cell](#) | [Column](#) | **Row**

## Properties

Property	Type
autoGrow	bool
bottomEdgeStrokeColor	<a href="#">Swatch</a>
bottomEdgeStrokeGapColor	<a href="#">Swatch</a>

---

bottomEdgeStrokeGapOverprint      bool

---

bottomEdgeStrokeGapTint      number

---

bottomEdgeStrokeOverprint      bool

---

bottomEdgeStrokeTint      number

---

bottomEdgeStrokeType      [StrokeStyle](#)

bottomEdgeStrokeWeight	Measurement Unit (N)
bottomInset	Measurement Unit (N)
cells	Cells
clipContentToCell	bool
columnSpan	number
columns	Columns
contents	NothingEnumSpecial String
diagonalLineInFront	bool
diagonalLineStrokeColor	Swatch

diagonalLineStrokeGapColor	Swatch
----------------------------	--------

---

diagonalLineStrokeGapOverprint	bool
--------------------------------	------

---

diagonalLineStrokeGapTint	number
---------------------------	--------

---

diagonalLineStrokeOverprint	bool
-----------------------------	------

---

diagonalLineStrokeTint	number
------------------------	--------

---

diagonalLineStrokeType	StrokeStyle
------------------------	-------------

diagonalLineStrokeWeight	Measurement Unit (N)
fillColor	String <a href="#">Swatch</a>
fillTint	number
firstBaselineOffset	<a href="#">FirstBaseline:</a> FirstBaseline.ASCEN FirstBaseline.CAP_HI FirstBaseline.LEADIN FirstBaseline.EMBOSS FirstBaseline.X_HEIC FirstBaseline.FIXED_
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measurements String)

---

height	Measurement Unit (N)
--------	----------------------

---

index	number
-------	--------

---

innerColumnStrokeColor	Swatch
------------------------	--------

---

innerColumnStrokeGapColor	Swatch
---------------------------	--------

---

innerColumnStrokeGapOverprint	bool
-------------------------------	------

---

innerColumnStrokeGapTint	number
--------------------------	--------

---

innerColumnStrokeOverprint	bool
----------------------------	------

---

innerColumnStrokeTint	number
-----------------------	--------

---

innerColumnStrokeType	StrokeStyle
-----------------------	-------------

---

innerColumnStrokeWeight	Measurement Unit (N)
-------------------------	----------------------

---

innerRowStrokeColor	Swatch
---------------------	--------

---

innerRowStrokeGapColor	Swatch
------------------------	--------

---

innerRowStrokeGapOverprint                  bool

---

innerRowStrokeGapTint                  number

---

innerRowStrokeOverprint                  bool

---

innerRowStrokeTint                  number

---

innerRowStrokeType                  [StrokeStyle](#)

---

innerRowStrokeWeight                  Measurement Unit ([N](#))

---

keepWithNextRow	bool
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---

leftEdgeStrokeColor	<a href="#">Swatch</a>
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---

leftEdgeStrokeGapColor	<a href="#">Swatch</a>
------------------------	------------------------

---

leftEdgeStrokeGapOverprint	bool
----------------------------	------

---

leftEdgeStrokeGapTint	number
-----------------------	--------

---

leftEdgeStrokeOverprint	bool
-------------------------	------

---

leftEdgeStrokeTint	number
--------------------	--------

---

leftEdgeStrokeType	StrokeStyle
--------------------	-------------

---

leftEdgeStrokeWeight	Measurement Unit (N)
----------------------	----------------------

---

leftInset	Measurement Unit (N)
-----------	----------------------

---

maximumHeight	Measurement Unit (N)
---------------	----------------------

---

minimumFirstBaselineOffset	Measurement Unit (N)
----------------------------	----------------------

---

minimumHeight	Measurement Unit (N)
---------------	----------------------

---

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

---

overflows	bool
-----------	------

---

overprintFill	bool
---------------	------

---

paragraphSpacingLimit	Measurement Unit (N)
-----------------------	----------------------

parent	<a href="#">Cell</a> <a href="#">Column</a> <b>Row</b> <a href="#">Table</a>
--------	---

---

parentColumn	<a href="#">Column</a>
--------------	------------------------

---

parentRow	<b>Row</b>
-----------	------------

---

properties	<a href="#">Object</a>
------------	------------------------

---

rightEdgeStrokeColor	<a href="#">Swatch</a>
----------------------	------------------------

---

rightEdgeStrokeGapColor	<a href="#">Swatch</a>
-------------------------	------------------------

---

rightEdgeStrokeGapOverprint	bool
-----------------------------	------

---

rightEdgeStrokeGapTint	number
------------------------	--------

---

rightEdgeStrokeOverprint	bool
--------------------------	------

---

rightEdgeStrokeTint	number
---------------------	--------

---

rightEdgeStrokeType	StrokeStyle
---------------------	-------------

---

rightEdgeStrokeWeight	Measurement Unit (N
-----------------------	---------------------

---

rightInset	Measurement Unit (N
------------	---------------------

---

rotationAngle	number
---------------	--------

---

rowSpan	number
rowType	<b>RowTypes:</b> RowTypes.BODY_RC RowTypes.HEADER_RC RowTypes.FOOTER_RC RowTypes.MIXED_S
rows	<b>Rows</b>
startRow	<b>StartParagraph:</b> StartParagraph.ANYV StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT
textCellRotationFollowsStoryDirection	bool
topEdgeStrokeColor	<b>Swatch</b>
topEdgeStrokeGapColor	<b>Swatch</b>

---

topEdgeStrokeGapOverprint      bool

---

topEdgeStrokeGapTint      number

---

topEdgeStrokeOverprint      bool

---

topEdgeStrokeTint      number

---

topEdgeStrokeType      [StrokeStyle](#)

---

topEdgeStrokeWeight      Measurement Unit (N)

---

topInset      Measurement Unit (N)

topLeftDiagonalLine	bool
topRightDiagonalLine	bool
verticalJustification	<p><b>VerticalJustification:</b></p> <p>VerticalJustification.T  VerticalJustification.C  VerticalJustification.B  VerticalJustification.Jl</p>
width	Measurement Unit (N)

## Methods Instances

Array of [PageItem](#) **createOutlines** ([[deleteOriginal](#): *bool=true*])  
Converts text to outlines. Each line of text becomes a polygon or shape.  
If a font does not support outlines, the text will not be converted.  
Whether a font allows the creation of outlines, see [allow outlines](#).

Parameter	Type	Description
<a href="#">deleteOriginal</a>	bool	If true, deletes the original text. If false, retains the original text. (Optional) (default: <b>true</b> )

### [Cell](#) **merge** ([with](#): [Cell](#))

Merge cells together

Parameter	Type	Description
<a href="#">with</a>	<a href="#">Cell</a>	The cell to merge with.

**void redistribute (using: HorizontalOrVertical[, thru: any])**  
 Redistributions the specified range of Rows so that the Rows have minimum height or width specified for some of the cells in the range.

Parameter	Type	Description
using	HorizontalOrVertical: HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL	The direction of redistribution.
thru	Cell Column Row	The last Row in the range. (Optional)

**void remove ()**  
 Deletes the Row.

Array of **Text search ([for: string][, wholeWord: bool][, caseSensitive: bool][, withFindAttributes: Object][, withChangeAttributes: Object])**  
 Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard text embedded in words.
caseSensitive	bool	If true, then search only for text in uppercase.
replacingWith	string	What to replace the found text with (Optional)
withFindAttributes	Object	A record of find preference settings.
withChangeAttributes	Object	A record of change preference settings.

**void select ([existingSelection: SelectionOptions=SelectionOptions.REPLACE])**  
 Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to handle existing selection. (default: REPLACE)

**void split (using: HorizontalOrVertical)**

Splits the cell along the specified axis.

Parameter	Type
using	HorizontalOrVertical: HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL

Array of **Cell unmerge ()**

Unmerges all merged cells in the Row.

---

**Element of**

[Cell.parent](#)  
[Cell.parentRow](#)  
[Column.parent](#)  
[Column.parentRow](#)  
[Row.parent](#)  
[Row.parentRow](#)

---

**Used in:**

[void Column.redistribute \(using: HorizontalOrVertical\[, thru: any\]\)](#)  
[void Row.redistribute \(using: HorizontalOrVertical\[, thru: any\]\)](#)  
**Row** [Rows.add \(\[at: LocationOptions=LocationOptions.UNK Object\]\)](#)

---

**Return**

**Row** [Rows.add \(\[at: LocationOptions=LocationOptions.UNK Object\]\)](#)

---

**Class**

# Rows

A collection of table rows.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in

**Methods** [Instances](#)

**Row add ([at: LocationOptions=LocationOptions.UNKNOWI  
withProperties: Object])**

Creates a new Row.

Parameter	Type	Description
at	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The locati relative to or within (default: <b>LocationO</b> LocationOptions.UNKNOWN
reference	Row Table	The refere Required value spec Can accep (Optional)
withProperties	Object	Initial val the new R

**number count ()**

Displays the number of elements in the Row.

**Element of** [Cell.rows](#)  
[Column.rows](#)  
[Row.rows](#)  
[Table.rows](#)



**Class**

# Table

A table.

**QuickLinks** [convertToText](#), [createOutlines](#), [remove](#), [search](#), [select](#), [unmerge](#)

## Hierarchy

[Cell](#) | [Character](#) | [InsertionPoint](#) | [Line](#) | [Paragraph](#) | [Story](#)

Table

[Button](#) | [Cell](#) | [Column](#) | [FormField](#) | [GraphicLine](#) | [Group](#)

## Properties

Property	Type
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
alternatingFills	<a href="#">AlternatingFillsTypes</a> : <a href="#">AlternatingFillsTypes.NO</a> <a href="#">AlternatingFillsTypes.AL</a> <a href="#">AlternatingFillsTypes.AL</a>
bodyRowCount	number
bottomBorderStrokeColor	<a href="#">Swatch</a>
bottomBorderStrokeGapColor	<a href="#">Swatch</a>

---

bottomBorderStrokeGapOverprint    bool

---

bottomBorderStrokeGapTint              number

---

bottomBorderStrokeOverprint    bool

---

bottomBorderStrokeTint              number

---

bottomBorderStrokeType              [StrokeStyle](#)

bottomBorderStrokeWeight	Measurement Unit (Number)
breakFooters	<a href="#">HeaderFooterBreakTypes</a> <a href="#">HeaderFooterBreakTypes</a> <a href="#">HeaderFooterBreakTypes</a> <a href="#">HeaderFooterBreakTypes</a>
breakHeaders	<a href="#">HeaderFooterBreakTypes</a> <a href="#">HeaderFooterBreakTypes</a> <a href="#">HeaderFooterBreakTypes</a> <a href="#">HeaderFooterBreakTypes</a>
buttons	<a href="#">Buttons</a>
cells	<a href="#">Cells</a>
columnCount	number
columnFillsPriority	bool
columns	<a href="#">Columns</a>
contents	<a href="#">SpecialCharacters</a> String
endColumnFillColor	<a href="#">Swatch</a>

---

endColumnFillCount	number
--------------------	--------

---

endColumnFillOverprint	bool
------------------------	------

---

endColumnFillTint	number
-------------------	--------

---

endColumnLineStyle	<a href="#">StrokeStyle</a>
--------------------	-----------------------------

---

endColumnStrokeColor	<a href="#">Swatch</a>
----------------------	------------------------

---

endColumnStrokeCount	number
----------------------	--------

---

endColumnStrokeGapColor	<a href="#">Swatch</a>
-------------------------	------------------------

---

endColumnStrokeGapOverprint      bool

---

endColumnStrokeGapTint      number

---

endColumnStrokeOverprint      bool

---

endColumnStrokeTint	number
---------------------	--------

---

endColumnStrokeWeight	Measurement Unit (Numl
-----------------------	------------------------

---

endRowFillColor	Swatch
-----------------	--------

---

endRowFillCount	number
-----------------	--------

---

endRowFillOverprint	bool
---------------------	------

---

endRowFillTint	number
----------------	--------

---

endRowStrokeColor	Swatch
-------------------	--------

endRowStrokeCount      number

endRowStrokeGapColor      Swatch

endRowStrokeGapOverprint      bool

endRowStrokeGapTint Measurement Unit (NumL)

endRowStrokeOverprint bool

endRowStrokeTint Measurement Unit (NumL)

endRowStrokeType [StrokeStyle](#)

endRowStrokeWeight Measurement Unit (NumL)

footerRowCount number

formFields	FormFields
graphicLines	GraphicLines
groups	Groups
headerRowCount	number
height	Measurement Unit (Numl)
id	number
index	number
label	string
leftBorderStrokeColor	Swatch
leftBorderStrokeGapColor	Swatch

---

leftBorderStrokeGapOverprint      bool

---

leftBorderStrokeGapTint      number

---

leftBorderStrokeOverprint      bool

---

leftBorderStrokeTint      number

---

leftBorderStrokeType      [StrokeStyle](#)

---

leftBorderStrokeWeight      Measurement Unit (Numl

---

ovals      [Ovals](#)

pageItems	<a href="#">PageItems</a>
parent	<a href="#">Cell</a> <a href="#">Character</a> <a href="#">InsertionPoint</a> <a href="#">Line</a> <a href="#">Paragraph</a> <a href="#">Story</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextStyleRange</a> <a href="#">Word</a>
polygons	<a href="#">Polygons</a>
properties	<a href="#">Object</a>
rectangles	<a href="#">Rectangles</a>
rightBorderStrokeColor	<a href="#">Swatch</a>

rightBorderStrokeGapColor      [Swatch](#)

---

rightBorderStrokeGapOverprint      bool

---

rightBorderStrokeGapTint      number

---

rightBorderStrokeOverprint      bool

---

rightBorderStrokeTint      number

rightBorderStrokeType	StrokeStyle
rightBorderStrokeWeight	Measurement Unit (Numl
rows	Rows
skipFirstAlternatingFillColumns	number
skipFirstAlternatingFillRows	number
skipFirstAlternatingStrokeColumns	number

---

skipFirstAlternatingStrokeRows      number

---

skipFirstHeader      bool

---

skipLastAlternatingFillColumns      number

---

skipLastAlternatingFillRows      number

---

skipLastAlternatingStrokeColumns number

---

skipLastAlternatingStrokeRows number

---

skipLastFooter bool

---

spaceAfter Measurement Unit (Numl

---

spaceBefore Measurement Unit (Numl

---

startColumnFillColor	Swatch
----------------------	--------

---

startColumnFillCount	number
----------------------	--------

---

startColumnFillOverprint	bool
--------------------------	------

---

startColumnFillTint	number
---------------------	--------

---

startColumnStrokeColor      [Swatch](#)

---

startColumnStrokeCount      number

---

startColumnStrokeGapColor      [Swatch](#)

---

startColumnStrokeGapOverprint      bool

startColumnStrokeGapTint      number

startColumnStrokeOverprint      bool

startColumnStrokeTint      number

startColumnStrokeType	StrokeStyle
startColumnStrokeWeight	Measurement Unit (Numl)
startRowFillColor	Swatch
startRowFillCount	number

---

startRowFillOverprint                    bool

---

startRowFillTint                        number

---

startRowStrokeColor                    Swatch

startRowStrokeCount      number

---

startRowStrokeGapColor      [Swatch](#)

---

startRowStrokeGapOverprint      bool

---

startRowStrokeGapTint      number

---

startRowStrokeOverprint	bool
-------------------------	------

---

startRowStrokeTint	number
--------------------	--------

---

startRowStrokeType	StrokeStyle
--------------------	-------------

---

startRowStrokeWeight	Measurement Unit (Numl
----------------------	------------------------

storyOffset	number
strokeOrder	<b>StrokeOrderTypes:</b> StrokeOrderTypes.ROW_ StrokeOrderTypes.COLU StrokeOrderTypes.BEST_ StrokeOrderTypes.INDES
tableDirection	<b>TableDirectionOptions:</b> TableDirectionOptions.LI TableDirectionOptions.RI
textFrames	<b>TextFrames</b>
topBorderStrokeColor	<b>Swatch</b>
topBorderStrokeGapColor	<b>Swatch</b>

topBorderStrokeGapOverprint      bool

---

topBorderStrokeGapTint      number

---

topBorderStrokeOverprint      bool

---

topBorderStrokeTint      number

---

topBorderStrokeType      [StrokeStyle](#)

---

topBorderStrokeWeight      Measurement Unit (Numl

---

width      Measurement Unit (Numl

## Methods Instances

**Text convertToText ([columnSeparator: string][, rowSeparator: string])**  
Converts the table to text.

Parameter	Type	Description
columnSeparator	string	The character to insert between the elements of each row. Can be defined as any single character, such as a space or tab. Use the actual character rather than double or single quotes or a backslash with an escape character. To insert a paragraph, use ^p. (Optional)
rowSeparator	string	The character to use to separate each row. Can be defined as any single character, such as a letter, comma, or semicolon. Use the actual character rather than it's representation in single quotes or a backslash with an escape character. To insert a paragraph, use ^p. (Optional)

Array of **PageItem createOutlines ([deleteOriginal: bool=true])**  
Converts text to outlines. Each line of text becomes a polygon or a group of polygons. If there are internal spaces or detached parts, the polygon contains only a single outline. To create multiple outlines, see allow outlines.

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, preserves the original text. (Optional) (default: <b>true</b> )

**void remove ()**

Deletes the Table.

Array of **Text search ([for: string][, wholeWord: bool][, caseSensitive: bool][, Object][, withChangeAttributes: Object])**

Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard text endings. (Optional) (default: false)
caseSensitive	bool	If true, then search only for the exact case. (Optional) (default: false)
replacingWith	string	What to replace the found text with. (Optional)

withFindAttributes	Object	A record of find preference
withChangeAttributes	Object	A record of change preference

**void select ([existingSelection: SelectionOptions=SelectionOpt**  
Select this object.

Parameter	Type	Description
existingSelection	<code>SelectionOptions:</code> <code>SelectionOptions.ADD_TO</code> <code>SelectionOptions.REMOVE_FROM</code> <code>SelectionOptions.REPLACE</code>	How to Select

Array of **Cell unmerge ()**  
Unmerges all merged cells in the Table.

**Used in:** Column Columns.add ([at: LocationOptions=LocationOptions.  
Row Rows.add ([at: LocationOptions=LocationOptions.UNKN  
Table Tables.add ([to: LocationOptions=LocationOptions.UNI

<b>Return</b>	<b>Table</b> Character.convert.ToTable ([columnSeparator: <i>string</i> ][, rowSep: <i>string</i> ][, textFormat: <i>TextFormat</i> ]), <b>Table</b> InsertionPoint.convert.ToTable ([columnSeparator: <i>string</i> ][, rowSep: <i>string</i> ][, textFormat: <i>TextFormat</i> ]), <b>Table</b> Line.convert.ToTable ([columnSeparator: <i>string</i> ][, rowSep: <i>string</i> ][, textFormat: <i>TextFormat</i> ]), <b>Table</b> Paragraph.convert.ToTable ([columnSeparator: <i>string</i> ][, rowSep: <i>string</i> ][, textFormat: <i>TextFormat</i> ]), <b>Table</b> Tables.add ([to: <i>LocationOptions</i> = <b>LocationOptions.UNIQUE</b> ]), <b>Table</b> Text.convert.ToTable ([columnSeparator: <i>string</i> ][, rowSep: <i>string</i> ][, textFormat: <i>TextFormat</i> ]), <b>Table</b> TextColumn.convert.ToTable ([columnSeparator: <i>string</i> ][, rowSep: <i>string</i> ][, textFormat: <i>TextFormat</i> ]), <b>Table</b> TextStyleRange.convert.ToTable ([columnSeparator: <i>string</i> ][, rowSep: <i>string</i> ][, textFormat: <i>TextFormat</i> ]), <b>Table</b> Word.convert.ToTable ([columnSeparator: <i>string</i> ][, rowSep: <i>string</i> ][, textFormat: <i>TextFormat</i> ]),
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**Class**

# Tables

A collection of tables.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in

**Methods** [Instances](#)

**Table add ([to: LocationOptions=LocationOptions.UNKNOW withProperties: Object])**

Creates a new table.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location relative to or within (Optional) <b>LocationOptions</b>
reference	Cell Character InsertionPoint Line Paragraph Story Table Text TextColumn TextFrame TextStyleRange Word	The reference Required specifies what accept: Table Character Paragraph InsertionPoint TextStyle
withProperties	Object	Initial value for the new Table

**number count ()**

Displays the number of elements in the Table.

---

**Element of** [Cell.tables](#)

[Character.tables](#)

[InsertionPoint.tables](#)

[Line.tables](#)

[Paragraph.tables](#)

[Story.tables](#)

[Text.tables](#)

[TextColumn.tables](#)

[TextFrame.tables](#)

[TextStyleRange.tables](#)

[Word.tables](#)

# **Adobe InDesign CS (3.0) Object Model**

# Contents

So much trouble for just twenty-six different characters... Oh, I forgot: CS uses Unicode fonts. So there's some 60,000 more. So what?

## Text Suite

Basics Suite	Bullet
Book Suite	Character
Color Suite	CharacterStyle
Enum Suite	CharacterStyles
Hyperlinks Suite	Characters
Indexing Suite	Font
Interactive Elements Suite	Fonts
Layout Suite	HyphenationException
Libraries Suite	HyphenationExceptions
Links Suite	InsertionPoint
Preferences Suite	InsertionPoints
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Table Of Contents Suite	LanguageWithVendors
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Jongware, 27-  
Jun-2010 v3.0.3d

## Contents :: [Index](#)

**Class**

# Bullet

Bullet character.

## Hierarchy

[ChangePreference](#) | [Character](#) | [FindPreference](#) | [InsertionPoint](#)  
[ParagraphStyle](#) | [Story](#) | [Text](#) | [TextColumn](#) | [TextDefault](#) |

Bullet

## Properties

Property	Type
characterType	<a href="#">Bulletcharactertype</a> : <a href="#">Bulletcharactertype.UNICODE_ONLY</a> <a href="#">Bulletcharactertype.UNICODE_WITH_FONT</a> <a href="#">Bulletcharactertype.GLYPH_WITH_FONT</a>
characterValue	number
parent	<a href="#">ChangePreference</a> <a href="#">Character</a> <a href="#">FindPreference</a> <a href="#">InsertionPoint</a> <a href="#">Line</a> <a href="#">Paragraph</a> <a href="#">ParagraphStyle</a> <a href="#">Story</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextDefault</a> <a href="#">TextStyleRange</a> <a href="#">Word</a>
properties	Object

---

**Element** [ChangePreference.bulletChar](#)  
**of** [Character.bulletChar](#)  
[FindPreference.bulletChar](#)  
[InsertionPoint.bulletChar](#)  
[Line.bulletChar](#)  
[Paragraph.bulletChar](#)  
[ParagraphStyle.bulletChar](#)  
[Story.bulletChar](#)  
[Text.bulletChar](#)  
[TextColumn.bulletChar](#)  
[TextDefault.bulletChar](#)  
[TextStyleRange.bulletChar](#)  
[Word.bulletChar](#)

---

**Class**

# Character

A text character. Base Class: Text

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changecase](#), [co](#)  
[move](#), [place](#), [remove](#), [removeBulletsAndNumbers](#), [search](#)

## Hierarchy

[Cell](#) | **Character** | [InsertionPoint](#) | [Line](#) | [Note](#) |  
[TextStyleRange](#)

[Bullet](#) | [Button](#) | **Character** | [FormField](#) | [GraphicLine](#) |  
[Paragraph](#) | [Polygon](#) | [Rectangle](#) | [TabStop](#) | [Tal](#)

## Properties

Property	Type
alignToBaseline	bool
allGraphics	Array of Graphic
allPageItems	Array of PageItem
appliedCharacterStyle	CharacterStyleString
appliedFont	Font String

appliedLanguage	Language String
appliedParagraphStyle	ParagraphStyle String
ascent	Measurement Unit (N <small>umerical</small> )
associatedXMLElements	Array of XMLElemen
autoLeading	number
balanceRaggedLines	bool
baseline	Measurement Unit (N <small>umerical</small> )
baselineShift	number
bulletChar	Bullet
bulletsAndNumberingColor	Bnautocolor

**String**  
**Swatch**

---

**bulletsAndNumberingFont** **Bnautofont**  
**Font**  
**String**

---

**bulletsAndNumberingFontStyle** **Bnautofontstyle**  
**String**

---

**bulletsAndNumberingListType** **Listtype:**  
Listtype.NO\_LIST  
Listtype.BULLET\_LIST  
Listtype.NUMBERED

---

**bulletsAndNumberingSize** **Bnautosize**  
**Real**

---

**buttons** **Buttons**

---

**capitalization** **Capitalization:**  
Capitalization.NORM

	Capitalization.SMALI Capitalization.ALL_C Capitalization.CAP_T
characterDirection	<a href="#">CharacterDirectionOp1</a> <a href="#">CharacterDirectionOp1</a> <a href="#">CharacterDirectionOp1</a> <a href="#">CharacterDirectionOp1</a>
characters	<a href="#">Characters</a>
composer	string
contents	<a href="#">SpecialCharacters</a> <a href="#">String</a>
descent	Measurement Unit (Ni)
desiredGlyphScaling	number
desiredLetterSpacing	number

desiredWordSpacing	number
diacriticPosition	<a href="#">DiacriticPositionOptio</a> DiacriticPositionOptio DiacriticPositionOptio DiacriticPositionOptio DiacriticPositionOptio DiacriticPositionOptio DiacriticPositionOptio
digitsType	<a href="#">DigitsTypeOptions:</a> DigitsTypeOptions.DE DigitsTypeOptions.AF DigitsTypeOptions.HI DigitsTypeOptions.FA DigitsTypeOptions.NA DigitsTypeOptions.FU DigitsTypeOptions.TE DigitsTypeOptions.LA DigitsTypeOptions.DE DigitsTypeOptions.BE DigitsTypeOptions.GI DigitsTypeOptions.GU DigitsTypeOptions.OF DigitsTypeOptions.TA DigitsTypeOptions.TE DigitsTypeOptions.KA DigitsTypeOptions.MA DigitsTypeOptions.TI DigitsTypeOptions.KI DigitsTypeOptions.BI
dropCapCharacters	number

dropCapLines	number
dropCapStyle	<a href="#">CharacterStyle</a> String
fillColor	String <a href="#">Swatch</a>
fillTint	number
firstLineIndent	Measurement Unit ( <a href="#">N1</a> )
fontStyle	string
formFields	<a href="#">FormFields</a>
gradientFillAngle	number

gradientFillLength	number
gradientFillStart	Array of Measurement
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Measurement

graphicLines	<a href="#">GraphicLines</a>
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---

gridAlignFirstLineOnly	bool
------------------------	------

---

groups	<a href="#">Groups</a>
--------	------------------------

---

horizontalOffset	Measurement Unit (N <small>umerical</small> )
------------------	---

---

horizontalScale	number
-----------------	--------

---

hyphenWeight	number
--------------	--------

---

hyphenateAfterFirst	number
---------------------	--------

---

hyphenateBeforeLast	number
---------------------	--------

---

hyphenateCapitalizedWords	bool
---------------------------	------

---

hyphenateLadderLimit	number
----------------------	--------

---

hyphenateWordsLongerThan	number
--------------------------	--------

hyphenation	bool
hyphenationZone	Measurement Unit (N1)
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<p><b>Justification:</b></p> <p>Justification.LEFT_AI          Justification.CENTER          Justification.RIGHT_A          Justification.LEFT_JU          Justification.RIGHT_J          Justification.CENTER          Justification.FULLY_J</p>
kashidas	<p><b>KashidasOptions:</b></p> <p>KashidasOptions.DEF          KashidasOptions.KAS</p>
keepAllLinesTogether	bool

keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterDirectionOptions</a> <a href="#">CharacterDirectionOptions</a>

	CharacterDirectionOp	
	CharacterDirectionOp	
leading	<a href="#">Leading</a> Real	
leftIndent	Measurement Unit (N <small>i</small> )	
length	number	
ligatures	bool	
lines	<a href="#">Lines</a>	
maximumGlyphScaling	number	
maximumLetterSpacing	number	

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

nestedStyles	<a href="#">NestedStyles</a>
noBreak	bool
notes	<a href="#">Notes</a>
numberSeparator	number
numberStartAt	number
numberingStyle	<a href="#">NumberingStyle</a> String
openTypeFeatures	Array of number
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> : OTFFigureStyle.TABl

OTFFigureStyle.PROI  
OTFFigureStyle.PROI  
OTFFigureStyle.TAB1  
OTFFigureStyle.DEF/

---

otfFraction bool

---

otfJustificationAlternate bool

---

otfOrdinal bool

---

otfOverlapSwash bool

---

otfStretchedAlternate bool

---

otfStylisticAlternate bool

---

otfSwash bool

---

otfTitling bool

---

ovals Ovals

overprintFill	bool
overprintStroke	bool
pageItems	<a href="#">PageItems</a>
paragraphDirection	<a href="#">ParagraphDirectionOp</a> <a href="#">ParagraphDirectionOp</a> <a href="#">ParagraphDirectionOp</a>
paragraphJustification	<a href="#">ParagraphJustification</a> <a href="#">ParagraphJustification</a> <a href="#">ParagraphJustification</a> <a href="#">ParagraphJustification</a>
paragraphs	<a href="#">Paragraphs</a>
parent	<a href="#">Cell</a> <b>Character</b> <a href="#">InsertionPoint</a> <a href="#">Line</a> <a href="#">Note</a> <a href="#">Paragraph</a> <a href="#">Story</a> <a href="#">Text</a>

	TextColumn TextFrame TextPath TextStyleRange Word XMLElement
parentStory	Story
parentTextFrame	TextFrame
pointSize	number
polygons	Polygons
position	Position: Position.NORMAL Position.SUPERSCRIPT Position.SUBSCRIPT Position.OT_SUPERS Position.OT_SUBSCRIPT Position.OT_NUMER Position.OT_DENOM
properties	Object
rectangles	Rectangles
rightIndent	Measurement Unit (NUnit)
ruleAbove	bool

---

ruleAboveColor	String <a href="#">Swatch</a>
----------------	----------------------------------

---

ruleAboveGapColor	String <a href="#">Swatch</a>
-------------------	----------------------------------

---

ruleAboveGapOverprint	bool
-----------------------	------

---

ruleAboveGapTint	number
------------------	--------

---

ruleAboveLeftIndent	Measurement Unit (N1)
---------------------	-----------------------

---

ruleAboveLineWeight	number
---------------------	--------

---

ruleAboveOffset	Measurement Unit (N1)
-----------------	-----------------------

---

ruleAboveOverprint	bool
--------------------	------

---

ruleAboveRightIndent	Measurement Unit (N1)
----------------------	-----------------------

---

ruleAboveTint	number
ruleAboveType	StrokeStyle
ruleAboveWidth	<b>RuleWidth:</b> RuleWidth.TEXT_WIDTH RuleWidth.COLUMN
ruleBelow	bool
ruleBelowColor	String <b>Swatch</b>
ruleBelowGapColor	String <b>Swatch</b>

ruleBelowGapOverPrint	bool
ruleBelowGapTint	number
ruleBelowLeftIndent	Measurement Unit (N1)
ruleBelowLineWeight	number
ruleBelowOffset	Measurement Unit (N1)

ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit (NUnit)
ruleBelowTint	number
ruleBelowType	StrokeStyle
ruleBelowWidth	RuleWidth: RuleWidth.TEXT_WIDTH RuleWidth.COLUMN
singleWordJustification	SingleWordJustification SingleWordJustification SingleWordJustification SingleWordJustification SingleWordJustification

skew	number
spaceAfter	Measurement Unit (N <small>i</small> )
spaceBefore	Measurement Unit (N <small>i</small> )
startParagraph	<a href="#">StartParagraph:</a> StartParagraph.ANYW StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT
strikeThroughColor	String <a href="#">Swatch</a>
strikeThroughGapColor	String <a href="#">Swatch</a>
strikeThroughGapOverprint	bool

strikeThroughGapTint	number
strikeThroughOffset	Measurement Unit (NUnit)
strikeThroughOverprint	bool
strikeThroughTint	number
strikeThroughType	StrokeStyle
strikeThroughWeight	number

strikeThru	bool
strokeColor	String <a href="#">Swatch</a>
strokeTint	number
strokeWeight	number
tabList	Array of Arrays of Property Na
tabStops	<a href="#">TabStops</a>

tables	Tables
textColumns	TextColumns
textFrames	TextFrames
textStyleRanges	TextStyleRanges
texts	Texts
tracking	number
underline	bool
underlineColor	String Swatch
underlineGapColor	String Swatch

underlineGapOverprint	bool
underlineGapTint	number
underlineOffset	Measurement Unit (NUnit)
underlineOverprint	bool
underlineTint	number
underlineType	StrokeStyle
underlineWeight	number
verticalScale	number

words	<a href="#">Words</a>
xOffsetDiacritic	number
yOffsetDiacritic	number

## Methods Instances

**void applyBullets ([bulletChar: number][, bulletType: Bulletcharactertype][, bulletSize: number][, bulletColor: Swatch][, bulletAlignr][, listLeftIndent: number][, listFirstLineIndent: number][, li])**  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	<a href="#">Bulletcharactertype</a> : <a href="#">Bulletcharactertype.UNICODE_O</a> <a href="#">Bulletcharactertype.UNICODE_W</a> <a href="#">Bulletcharactertype.GLYPH_WITH</a>
bulletFont	<a href="#">Font</a> String
bulletFontSize	string
bulletSize	number
bulletColor	<a href="#">Swatch</a>

bulletAlignment	<a href="#">ListAlignment</a> : ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGN
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers ([numberingStyle: NumberingStyle][, numberFont: *any*][, numberFontStyle: *string*][, numberSize: *number*][, numberColor: *Swatch*][, numberAlignment: [ListAlignment](#).HANGING\_LIST][, listLeftIndent: *number*][, listFirstLineIndent: *number*][, listFirstTabPosition: *number*])**

Apply numbers

Parameter	Type
numberingStyle	<a href="#">NumberingStyle</a> : NumberingStyle.UPPER_ROMAN NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER_LETTER NumberingStyle.LOWER_LETTER NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	<a href="#">Font</a> String
numberFontStyle	string
numberSize	number
numberColor	<a href="#">Swatch</a>
numberAlignment	<a href="#">ListAlignment</a> : ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGN
listLeftIndent	number

listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle (using: any[, clearingOverrides: bool=true])**  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	CharacterStyle ParagraphStyle	The style to apply. ((CharacterStyle, ParagraphStyle))
clearingOverrides	bool	If true, clears existing styles. Valid only when the parameter is true.

**void changecase (using: Changemode)**  
Sets the case of the text.

Parameter	Type
using	Changemode: Changemode.UPPERCASE Changemode.LOWERCASE Changemode.TITLECASE Changemode.SENTENCECASE

**Note convertToNote ()**

Converts the text to a note.

**Table convert.ToTable ([columnSeparator: string][, rowSeparator: string][, numberOfRowsColumns: number][, allowOutlines: bool=false])**  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts a new column.
rowSeparator	string	The character starts a new row.
numberOfColumns	number	The number of columns if all rows have the same number of characters. ((number))

Array of **PageItem createOutlines ([deleteOriginal: bool=false])**  
Converts text to outlines. Each line of text becomes a polygon. If there are internal spaces or detached parts, the polygon contains one outline per part. For creation of outlines, see [allow outlines](#).

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, the original text is retained. (Optional) (default: <b>true</b> )

**void exportFile (format: *any*, to: *File*[, showingOptions: *Object*])**  
Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat String	The export format. If a String is provided, it must be one of the supported formats: "HTML", "PDF", "RTF", "DOCX", "ODT", "XLSX", "ODS", "PPTX", "ODP", "CSV", "JSON", "XML", "YAML", "PDF_EXPORT", "WORD", "EXCEL", "POWERPOINT", "ODS_EXPORT", "CSV_EXPORT", "JSON_EXPORT", "XML_EXPORT", "YAML_EXPORT".
to	File	The path of the output file.
showingOptions	bool	If true, prompt the user to choose the export style.
using	PDFExportPreset	The export style to use if showingOptions is true. This parameter is ignored if showingOptions is false.

**void markup (using: *XMLElement*)**  
Associates the page item with the specified XML element.

Parameter	Type
using	XMLElement

**void move (to: *LocationOptions*[, reference: *Text*])**  
Moves the text to the specified location.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location where the text will be moved.
reference	Text	The reference point before which the text will be inserted.

**any place (fileName: *File*[, placePoint: Array of *Measure*[, showingOptions: *bool=false*][, autoflowing: *bool=false*][, withProperties: *Object*])**  
Places a file in the document.

Parameter	Type	Description
fileName	File	The file to save the document.
placePoint	Array of Measurement Unit (Number or String)	The position or spread of the text.
destinationLayer	Array of <a href="#">Layers</a>	The layer spread.
showingOptions	bool	Whether to show the options.
autoflowing	bool	Whether to automatically flow the text.
retainingFormatting	bool	Whether to retain the original formatting.
convertingQuotes	bool	Whether to convert quotes to double quotes.
withProperties	Object	Initial properties for the text.

### **void remove ()**

Deletes the Character.

### **void removeBulletsAndNumbers ()**

Remove bullets and numbers

Array of [Text](#) **search ([for: string][, wholeWord: bool][, caseSensitive: bool][, replacingWith: string][, withFindAttributes: Object][, withChangeAttributes: Object])**

Look for occurrences of text that matches specific criteria.

Parameter	Type	Description
for	string	What to look for (Optional).
wholeWord	bool	If true, then disregard partial matches.
caseSensitive	bool	If true, then search or replace in a case-sensitive manner.
replacingWith	string	What to replace the found text with.
withFindAttributes	Object	A record of find preferences.
withChangeAttributes	Object	A record of change preferences.

**void select ([existingSelection: SelectionOptions=SelectType])**

Select this object.

Parameter	Type

existingSelection [SelectionOptions](#):  
    [SelectionOptions.ADD\\_TO](#)  
    [SelectionOptions.REMOVE\\_FROM](#)  
    [SelectionOptions.REPLACE](#)

---

**Element of** [GraphicLine.parent](#)  
[Group.parent](#)  
[Oval.parent](#)  
[Polygon.parent](#)  
[Rectangle.parent](#)  
[TextFrame.parent](#)

**Used in:** [Table](#) [Tables.add](#) ([[to](#): [LocationOptions](#)=[LocationOption](#)])

---

**Class**

# CharacterStyle

A character style.

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

Application

Character

## Properties

Property	Type
appliedFont	FontNothingEnum String
appliedLanguage	Language NothingEnum String
basedOn	CharacterStyle NothingEnum String
baselineShift	NothingEnum Real
capitalization	Capitalization NothingEnum

	characterDirection	CharacterDirect NothingEnum
	diacriticPosition	DiacriticPosition NothingEnum
	digitsType	DigitsTypeOptio NothingEnum
	fillColor	NothingEnum String Swatch
	fillTint	NothingEnum Real
	fontStyle	NothingEnum String
	horizontalScale	NothingEnum Real

hyphenWeight	NothingEnum Short	
id	Long NothingEnum	
imported	Boolean NothingEnum	
index	Long NothingEnum	
kashidas	KashidasOption NothingEnum	
kerningMethod	NothingEnum String	
keyboardDirection	CharacterDirect NothingEnum	

	label	NothingEnum String
	leading	Leading NothingEnum Real
	ligatures	Boolean NothingEnum
	name	NothingEnum String
	noBreak	Boolean NothingEnum
	otfContextualAlternate	Boolean NothingEnum
	otfDiscretionaryLigature	Boolean NothingEnum
	otfFigureStyle	NothingEnum OTFFigureStyle

---

otfFraction Boolean  
[NothingEnum](#)

---

otfJustificationAlternate Boolean  
[NothingEnum](#)

---

otfOrdinal Boolean  
[NothingEnum](#)

---

otfOverlapSwash Boolean  
[NothingEnum](#)

---

otfStretchedAlternate Boolean  
[NothingEnum](#)

---

otfStylisticAlternate Boolean  
[NothingEnum](#)

---

otfSwash Boolean  
[NothingEnum](#)

	otfTitling	Boolean <a href="#">NothingEnum</a>
	overprintFill	Boolean <a href="#">NothingEnum</a>
	overprintStroke	Boolean <a href="#">NothingEnum</a>
	parent	<a href="#">Application</a> <a href="#">Document</a>
	pointSize	<a href="#">NothingEnum</a> Real
	position	<a href="#">NothingEnum</a> <a href="#">Position</a>
	properties	Object
	skew	<a href="#">NothingEnum</a> Real
	strikeThroughColor	<a href="#">NothingEnum</a> String <a href="#">Swatch</a>

---

strikeThroughGapColor	NothingEnum String Swatch
-----------------------	---------------------------------

---

strikeThroughGapOverprint	Boolean NothingEnum
---------------------------	------------------------

---

strikeThroughGapTint	NothingEnum Real
----------------------	---------------------

---

strikeThroughOffset	NothingEnum Unit
---------------------	---------------------

---

strikeThroughOverprint	Boolean NothingEnum
------------------------	------------------------

---

strikeThroughTint	NothingEnum Real
-------------------	---------------------

---

strikeThroughType	NothingEnum StrokeStyle
-------------------	----------------------------

---

strikeThroughWeight	NothingEnum Real
---------------------	---------------------

---

strikeThru	Boolean NothingEnum
------------	------------------------

---

strokeColor	NothingEnum String Swatch
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---

strokeTint	NothingEnum Real
------------	---------------------

---

strokeWeight	NothingEnum Real
--------------	---------------------

---

tracking	<a href="#">NothingEnum</a> <a href="#">Real</a>
----------	---

---

underline	<a href="#">Boolean</a> <a href="#">NothingEnum</a>
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---

underlineColor	<a href="#">NothingEnum</a> <a href="#">String</a> <a href="#">Swatch</a>
----------------	---

---

underlineGapColor	<a href="#">NothingEnum</a> <a href="#">String</a> <a href="#">Swatch</a>
-------------------	---

---

underlineGapOverprint	<a href="#">Boolean</a> <a href="#">NothingEnum</a>
-----------------------	--

---

underlineGapTint	<a href="#">NothingEnum</a> <a href="#">Real</a>
------------------	---

---

underlineOffset	<a href="#">NothingEnum</a> <a href="#">Unit</a>
-----------------	---

---

underlineOverprint	<a href="#">Boolean</a> <a href="#">NothingEnum</a>
--------------------	--

---

underlineTint	<a href="#">NothingEnum</a> <a href="#">Real</a>
---------------	---

---

underlineType	<a href="#">NothingEnum</a> <a href="#">StrokeStyle</a>
---------------	--

---

underlineWeight	<a href="#">NothingEnum</a> <a href="#">Real</a>
-----------------	---

---

verticalScale	<a href="#">NothingEnum</a> <a href="#">Real</a>
---------------	---

---

xOffsetDiacritic	<a href="#">NothingEnum</a> <a href="#">Real</a>
------------------	---

---

yOffsetDiacritic	NothingEnum Real
------------------	---------------------

---

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type
key	string

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

`void remove ()`

Deletes the CharacterStyle.

---

**Element of** [ChangePreference.appliedCharacterStyle](#)  
[Character.appliedCharacterStyle](#)  
[Character.dropCapStyle](#)  
[CharacterStyle.basedOn](#)  
[FindPreference.appliedCharacterStyle](#)  
[IndexOptions.crossReferenceStyle](#)  
[IndexOptions.crossReferenceTopicStyle](#)  
[IndexOptions.pageNumberStyle](#)  
[InsertionPoint.appliedCharacterStyle](#)  
[InsertionPoint.dropCapStyle](#)  
[Line.appliedCharacterStyle](#)  
[Line.dropCapStyle](#)  
[NestedStyle.appliedCharacterStyle](#)  
[PageReference.pageNumberStyleOverride](#)  
[Paragraph.appliedCharacterStyle](#)  
[Paragraph.dropCapStyle](#)

[ParagraphStyle.dropCapStyle](#)  
[Story.appliedCharacterStyle](#)  
[Story.dropCapStyle](#)  
[TOCStyleEntry.pageNumberStyle](#)  
[TOCStyleEntry.separatorStyle](#)  
[Text.appliedCharacterStyle](#)  
[Text.dropCapStyle](#)  
[TextColumn.appliedCharacterStyle](#)  
[TextColumn.dropCapStyle](#)  
[TextDefault.appliedCharacterStyle](#)  
[TextDefault.dropCapStyle](#)  
[TextStyleRange.appliedCharacterStyle](#)  
[TextStyleRange.dropCapStyle](#)  
[Word.appliedCharacterStyle](#)  
[Word.dropCapStyle](#)  
[XMLExportMap.mappedStyle](#)  
[XMLImportMap.mappedStyle](#)

---

**Used in:** void [Character.applyStyle \(using: any\[, clearingOverridenStyle: CharacterStyle\]\)](#)  
void [InsertionPoint.applyStyle \(using: any\[, clearingOverridenStyle: CharacterStyle\]\)](#)  
void [Line.applyStyle \(using: any\[, clearingOverridenStyle: CharacterStyle\]\)](#)  
PageReference [PageReferences.add \(parentStyle: CharacterStyle, pageReferenceType: PageReferenceType = PageReferenceType.page, styleOverride: CharacterStyle\)](#)  
void [Paragraph.applyStyle \(using: any\[, clearingOverridenStyle: CharacterStyle\]\)](#)  
void [Text.applyStyle \(using: any\[, clearingOverridenStyle: CharacterStyle\]\)](#)  
void [TextColumn.applyStyle \(using: any\[, clearingOverridenStyle: CharacterStyle\]\)](#)  
void [TextStyleRange.applyStyle \(using: any\[, clearingOverridenStyle: CharacterStyle\]\)](#)  
void [Word.applyStyle \(using: any\[, clearingOverridenStyle: CharacterStyle\]\)](#)  
XMLExportMap [XMLExportMaps.add \(mappedStyle: CharacterStyle, object: Object\)](#)  
XMLImportMap [XMLImportMaps.add \(mappedStyle: CharacterStyle, object: Object\)](#)

---

**Return** [CharacterStyle](#) [CharacterStyles.add \(\[withProperties: Dictionary<String, Object>\]\)](#)

---

**Class**

# CharacterStyles

A collection of character styles.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	Long <a href="#">NothingEnum</a>	readonly	The number of objects in the collection. Can return Long or Nothing enum.

## Methods Instances

[CharacterStyle](#) **add ([withProperties: Object])**  
Creates a new CharacterStyle.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new CharacterStyle (Optional)

**number count ()**

Displays the number of elements in the CharacterStyle.

## Element of

[Application.characterStyles](#)  
[Document.characterStyles](#)

**Class**

# Characters

A collection of characters.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Character.

**Element of** [Cell.characters](#)  
[Character.characters](#)  
[InsertionPoint.characters](#)  
[Line.characters](#)  
[Note.characters](#)  
[Paragraph.characters](#)  
[Story.characters](#)  
[Text.characters](#)  
[TextColumn.characters](#)  
[TextFrame.characters](#)  
[TextPath.characters](#)  
[TextStyleRange.characters](#)  
[Word.characters](#)  
[XMLElement.characters](#)

**Class**

# Font

A font.

**QuickLinks** [checkOpenTypeFeature](#)

## Hierarchy

Application | Document

Font

## Properties

Property	Type	Ac
allowEditableEmbedding	bool	rea
allowOutlines	bool	rea
allowPDFEmbedding	bool	rea
allowPrinting	bool	rea
fontFamily	string	rea
fontStyleName	string	rea
fontType	FontTypes: FontTypes.TYPE_1 FontTypes.TRUETYPE FontTypes.CID FontTypes.ATC FontTypes.BITMAP FontTypes.OCF FontTypes.OPENTYPE_CFF FontTypes.OPENTYPE_CID FontTypes.OPENTYPE_TT	rea

index	number	rea
location	string	rea
name	string	rea
parent	Application Document	rea
postscriptName	string	rea
properties	Object	r/w
restrictedPrinting	bool	rea
status	FontStatus: FontStatus.INSTALLED FontStatus.NOT_AVAILABLE FontStatus.FAUXED FontStatus.SUBSTITUTED FontStatus.UNKNOWN	rea

## Methods Instances

`bool checkOpenTypeFeature (using: OpenTypeFeature)`

Check whether a font object supports a specific OpenType feature enumeration values or a string with the 4 character code of the feature.

Parameter	Type
using	<code>OpenTypeFeature:</code> OpenTypeFeature.LOW OpenTypeFeature.DISCRETIONARY_LIGATURES

OpenTypeFeature.FRACTIONS\_FEATURE  
OpenTypeFeature.ORDINAL\_FEATURE  
OpenTypeFeature.SWASH\_FEATURE  
OpenTypeFeature.TITLING\_FEATURE  
OpenTypeFeature.CONTEXTUAL\_ALTERNATIVE  
OpenTypeFeature.ALL\_SMALL\_CAPS\_FEATURE  
OpenTypeFeature.SUPERSCRIPT\_FEATURE  
OpenTypeFeature.SUBSCRIPT\_FEATURE  
OpenTypeFeature.NUMERATOR\_FEATURE  
OpenTypeFeature.DENOMINATOR\_FEATURE  
OpenTypeFeature.TABULAR\_LINING\_FEATURE  
OpenTypeFeature.PROPORTIONAL\_OLDSTYLE\_FEATURE  
OpenTypeFeature.PROPORTIONAL\_LINING\_FEATURE  
OpenTypeFeature.TABULAR\_OLDSTYLE\_FEATURE  
OpenTypeFeature.DEFAULT FIGURE STYLE  
OpenTypeFeature.OVERLAP\_SWASH  
OpenTypeFeature.STYLISTIC\_ALTERNATE  
OpenTypeFeature.JUSTIFICATION\_ALTERNATE  
OpenTypeFeature.STRETCHED\_ALTERNATE

**Element of** [ChangePreference.appliedFont](#)  
[ChangePreference.bulletsAndNumberingFont](#)  
[Character.appliedFont](#)  
[Character.bulletsAndNumberingFont](#)  
[CharacterStyle.appliedFont](#)  
[FindPreference.appliedFont](#)  
[FindPreference.bulletsAndNumberingFont](#)  
[InsertionPoint.appliedFont](#)  
[InsertionPoint.bulletsAndNumberingFont](#)  
[Line.appliedFont](#)  
[Line.bulletsAndNumberingFont](#)  
[Paragraph.appliedFont](#)  
[Paragraph.bulletsAndNumberingFont](#)  
[ParagraphStyle.appliedFont](#)  
[ParagraphStyle.bulletsAndNumberingFont](#)  
[Story.appliedFont](#)  
[Story.bulletsAndNumberingFont](#)  
[Text.appliedFont](#)

`Text.bulletsAndNumberingFont`  
`TextColumn.appliedFont`  
`TextColumn.bulletsAndNumberingFont`  
`TextDefault.appliedFont`  
`TextDefault.bulletsAndNumberingFont`  
`TextStyleRange.appliedFont`  
`TextStyleRange.bulletsAndNumberingFont`  
`Word.appliedFont`  
`Word.bulletsAndNumberingFont`

**Used in:** `void Character.applyBullets ([bulletChar: number][, bulletType: bulletFont: any][, bulletFontStyle: string][, bulletSize: number][, bulletAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listFirstTabPosition: number])`  
`void Character.applyNumbers ([numberingStyle: NumberingStyle][, startingValue: number][, numberFont: any][, numberFontSize: number][, numberSize: number][, numberColor: Swatch][, numberAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listFirstTabPosition: number])`  
`void InsertionPoint.applyBullets ([bulletChar: number][, bulletType: bulletFont: any][, bulletFontStyle: string][, bulletSize: number][, bulletAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listFirstTabPosition: number])`  
`void InsertionPoint.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: number][, startingValue: number][, numberFontStyle: string][, numberSize: number][, numberColor: Swatch][, numberAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listFirstTabPosition: number])`  
`void Line.applyBullets ([bulletChar: number][, bulletType: BulletType=BulletType.BULLET][, bulletFont: any][, bulletFontStyle: string][, bulletSize: number][, bulletColor: Swatch][, bulletAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listFirstTabPosition: number])`  
`void Line.applyNumbers ([numberingStyle: NumberingStyle][, startingValue: number][, numberFont: any][, numberFontSize: number][, numberSize: number][, numberColor: Swatch][, numberAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listFirstTabPosition: number])`  
`void Paragraph.applyBullets ([bulletChar: number][, bulletType: BulletType=BulletType.BULLET][, bulletFont: any][, bulletFontStyle: string][, bulletSize: number][, bulletColor: Swatch][, bulletAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listFirstTabPosition: number])`



```
numberingSeparator: number][, startingValue: number][, n]
numberFontStyle: string][, numberSize: number][, number
numberAlignment: ListAlignment=ListAlignment.HANG
number][, listFirstLineIndent: number][, listFirstTabPosition
void Word.applyBullets ([bulletChar: number][, bulletType: Bul
any][, bulletFontStyle: string][, bulletSize: number][, bulle
bulletAlignment: ListAlignment=ListAlignment.HANGING_
number][, listFirstLineIndent: number][, listFirstTabPosition
void Word.applyNumbers ([numberingStyle: NumberingStyle][,
number][, startingValue: number][, numberFont: any][, nur
numberSize: number][, numberColor: Swatch][, numberAl
ListAlignment=ListAlignment.HANGING_LIST][, listL
listFirstLineIndent: number][, listFirstTabPosition: number
```

**Class**

# Fonts

A collection of fonts.

## QuickLinks

[count](#)

## Properties

	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the Font.

## Element of

[Application.fonts](#)  
[Document.fonts](#)

**Class**

# HyphenationException

A hyphenation exceptions list

**QuickLinks** [addException](#), [removeExcept](#)

## Hierarchy

HyphenationException

## Properties

Property	Type
addedExceptions	Array of string
index	number
name	string
parent	<a href="#">Document</a>
properties	Object
removedExceptions	Array of string

## Methods Instances

**void addException (addedExceptions: string[], removedList: bool=false)**

Adds the specified words to the exception list.

Parameter	Type	Description
addedExceptions	Array of string	The array of strings to be added to the exception list.
removedList	bool	If true, removes the specified words from the exception list; otherwise, adds them.

**void removeException (removedExceptions: string[], removedList: bool=false)**

Removes the specified words from the exception list.

Parameter	Type	Description
removedExceptions	Array of string	The array of strings to be removed from the exception list.
removedList	bool	If true, removes the specified words from the exception list; otherwise, adds them.

**Class**

# HyphenationExceptions

A collection of hyphenation

**QuickLinks** [count](#)

## Properties

Property	Type	Access
length	number	readonly

## Methods Instances

[number count \(\)](#)

Displays the number of elements in a HyphenationException.

**Element of** [Document.hyphenationExceptions](#)

**Class**

# InsertionPoint

An insertion point between two characters. Base

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [change](#), [move](#), [place](#), [remove](#), [removeBulletsAndNumbe](#)

## Hierarchy

[Cell](#) | [Character](#) | **InsertionPoint** | [Line](#)  
[Text](#)

[Bullet](#) | [Button](#) | [Character](#) | [FormField](#) | [Graph](#)  
[Paragraph](#) | [Polygon](#) | [Rectangle](#) | [Tab](#)

## Properties

Property	Type
alignToBaseline	bool
allGraphics	Array of <a href="#">Grap</a>
allPageItems	Array of <a href="#">Page</a>
appliedCharacterStyle	CharacterStyl
appliedFont	Font String

appliedLanguage	Language String
appliedParagraphStyle	ParagraphSty String
ascent	Measurement
associatedXMLElements	Array of XM
autoLeading	number
balanceRaggedLines	bool
baseline	Measurement
baselineShift	number
bulletChar	Bullet

	bulletsAndNumberingColor	Bnautocolor String Swatch
	bulletsAndNumberingFont	Bnautofont Font String
	bulletsAndNumberingFontStyle	Bnautofontsty String
	bulletsAndNumberingListType	Listtype: Listtype.NO_ Listtype.BUL Listtype.NUM
	bulletsAndNumberingSize	Bnautosize Real
	buttons	Buttons
	capitalization	Capitalizatior

	Capitalization
	Capitalization
	Capitalization
	Capitalization
characterDirection	<a href="#">CharacterDirection</a>
	CharacterDirection
	CharacterDirection
	CharacterDirection
characters	<a href="#">Characters</a>
composer	string
contents	<a href="#">SpecialCharacterString</a>
descent	Measurement
desiredGlyphScaling	number
desiredLetterSpacing	number

desiredWordSpacing	number
diacriticPosition	DiacriticPosit DiacriticPosit DiacriticPosit DiacriticPosit DiacriticPosit DiacriticPosit DiacriticPosit
digitsType	DigitsTypeOr DigitsTypeOr
dropCapCharacters	number

---

dropCapLines	number
--------------	--------

---

dropCapStyle	CharacterStyl String
--------------	-------------------------

---

fillColor	String Swatch
-----------	------------------

---

fillTint	number
----------	--------

---

firstLineIndent	Measurement
-----------------	-------------

---

fontStyle	string
-----------	--------

---

formFields	FormFields
------------	------------

---

gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Mea
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Mea

---

graphicLines	GraphicLines
--------------	--------------

---

gridAlignFirstLineOnly	bool
------------------------	------

---

groups	Groups
--------	--------

---

horizontalOffset	Measurement
------------------	-------------

---

horizontalScale	number
-----------------	--------

---

hyphenWeight	number
--------------	--------

---

hyphenateAfterFirst	number
---------------------	--------

---

hyphenateBeforeLast	number
---------------------	--------

---

hyphenateCapitalizedWords	bool
---------------------------	------

---

hyphenateLadderLimit	number
----------------------	--------

---

	hyphenateWordsLongerThan	number
	hyphenation	bool
	hyphenationZone	Measurement
	index	number
	insertionPoints	InsertionPoint
	justification	<b>Justification:</b> Justification.I Justification.C Justification.I Justification.I Justification.I Justification.C Justification.I
	kashidas	KashidasOpti KashidasOpti KashidasOpti
	keepAllLinesTogether	bool

---

keepFirstLines                    number

---

keepLastLines                    number

---

keepLinesTogether                bool

---

keepWithNext                    number

---

kerningMethod                  string

---

kerningValue                    number

keyboardDirection	CharacterDirection
	CharacterDirection
	CharacterDirection
	CharacterDirection
leading	Leading
	Real
leftIndent	Measurement
length	number
ligatures	bool
lines	Lines
maximumGlyphScaling	number
maximumLetterSpacing	number

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

---

nestedStyles	NestedStyles
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---

noBreak	bool
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---

notes	Notes
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---

numberSeparator	number
-----------------	--------

---

numberStartAt	number
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---

numberingStyle	NumberingSt String
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---

openTypeFeatures	Array of num
------------------	--------------

---

otfContextualAlternate	bool
------------------------	------

---

otfDiscretionaryLigature	bool
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---

otfFigureStyle	OTFFigureSt <sub>1</sub>
	OTFFigureSt <sub>2</sub>
	OTFFigureSt <sub>3</sub>
	OTFFigureSt <sub>4</sub>
	OTFFigureSt <sub>5</sub>
	OTFFigureSt <sub>6</sub>
otfFraction	bool
otfJustificationAlternate	bool
otfOrdinal	bool
otfOverlapSwash	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfSwash	bool
otfTitling	bool

ovals	Ovals
overprintFill	bool
overprintStroke	bool
pageItems	PageItems
paragraphDirection	ParagraphDir ParagraphDir ParagraphDir
paragraphJustification	ParagraphJust ParagraphJust ParagraphJust ParagraphJust
paragraphs	Paragraphs
parent	Cell Character InsertionPoint Line Note

Paragraph  
Story  
Text  
TextColumn  
TextFrame  
TextPath  
TextStyleRan  
Word  
XMLElement

---

parentStory Story

---

parentTextFrame TextFrame

---

pointSize number

---

polygons Polygons

---

position Position:  
Position.NOF  
Position.SUP  
Position.SUB  
Position.OT\_  
Position.OT\_  
Position.OT\_  
Position.OT\_

---

properties Object

---

rectangles Rectangles

---

rightIndent Measurement

---

ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>
ruleAboveGapOverprint	bool
ruleAboveGapTint	number

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ruleAboveLeftIndent	Measurement
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---

ruleAboveLineWeight	number
---------------------	--------

---

ruleAboveOffset	Measurement
-----------------	-------------

---

ruleAboveOverprint	bool
--------------------	------

---

ruleAboveRightIndent	Measurement
----------------------	-------------

ruleAboveTint	number
ruleAboveType	<a href="#">StrokeStyle</a>
ruleAboveWidth	<a href="#">RuleWidth:</a> <a href="#">RuleWidth.TI</a> <a href="#">RuleWidth.CI</a>
ruleBelow	bool
ruleBelowColor	<a href="#">String</a> <a href="#">Swatch</a>
ruleBelowGapColor	<a href="#">String</a> <a href="#">Swatch</a>

ruleBelowGapOverPrint	bool
ruleBelowGapTint	number
ruleBelowLeftIndent	Measurement
ruleBelowLineWeight	number
ruleBelowOffset	Measurement

ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement
ruleBelowTint	number
ruleBelowType	StrokeStyle
ruleBelowWidth	RuleWidth: RuleWidth.TL RuleWidth.CT
singleWordJustification	SingleWordJi

	SingleWordJ <sub>1</sub> SingleWordJ <sub>1</sub> SingleWordJ <sub>1</sub> SingleWordJ <sub>1</sub>
skew	number
spaceAfter	Measurement
spaceBefore	Measurement
startParagraph	StartParagrap StartParagrap StartParagrap StartParagrap StartParagrap StartParagrap StartParagrap
strikeThroughColor	String <a href="#">Swatch</a>
strikeThroughGapColor	String <a href="#">Swatch</a>

strikeThroughGapOverprint      bool

strikeThroughGapTint      number

strikeThroughOffset      Measurement

strikeThroughOverprint      bool

strikeThroughTint      number

strikeThroughType      StrokeStyle

---

strikeThroughWeight	number
---------------------	--------

---

strikeThru	bool
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---

strokeColor	String <a href="#">Swatch</a>
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---

strokeTint	number
------------	--------

---

strokeWeight	number
--------------	--------

---

tabList	Array of Arrays of Pro
---------	---------------------------

tabStops	TabStops
tables	Tables
textColumns	TextColumns
textFrames	TextFrames
textStyleRanges	TextStyleRan
texts	Texts
tracking	number
underline	bool
underlineColor	String Swatch
underlineGapColor	String Swatch

underlineGapOverprint	bool
underlineGapTint	number
underlineOffset	Measurement
underlineOverprint	bool
underlineTint	number
underlineType	StrokeStyle

underlineWeight	number
-----------------	--------

verticalScale	number
words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

## Methods Instances

void **applyBullets** ([bulletChar: number][, bulletSize: number][, bulletColor: Swatch][, bulletLeftIndent: number][, listFirstLineIndent: number])  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	Bulletcharactertype: Bulletcharactertype.UNIC Bulletcharactertype.UNIC Bulletcharactertype.GLYF
bulletFont	Font

	String
bulletFontStyle	string
bulletSize	number
bulletColor	Swatch
bulletAlignment	<b>ListAlignment:</b> ListAlignment.HANGING ListAlignment.FLUSH_LEFT ListAlignment.CUSTOM
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers ([numberingStyle: NumberingStyle, numberFont: any][, numberFontStyle: string][, listLeftIndent: number][, ListAlignment=ListAlignment.HANGING\_LIST][, listFirstLineIndent: number][, listFirstTabPosition: number])**

Apply numbers

Parameter	Type
numberingStyle	<b>NumberingStyle:</b> NumberingStyle.UPPER NumberingStyle.LOWER NumberingStyle.UPPER NumberingStyle.LOWER NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	<b>Font</b> String
numberFontStyle	string
numberSize	number
numberColor	Swatch

numberAlignment	<b>ListAlignment:</b> ListAlignment.HANGIN ListAlignment.FLUSH_I ListAlignment.CUSTOM
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle (using: any[, clearingOverrides])**  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	CharacterStyle   ParagraphStyle	The style to apply.
clearingOverrides	bool	If true, clears the existing overrides. Valid only if the using parameter is a ParagraphStyle (true).

**void changecase (using: Changemode)**  
Sets the case of the text.

Parameter	Type
using	Changemode: Changemode.UPPER Changemode.LOWER Changemode.TITLE Changemode.SENTENCE

#### Note convertToNote ()

Converts the text to a note.

**Table convert.ToTable ([columnSeparator: string])**  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that separates the columns.
rowSeparator	string	The character that separates the rows.

numberColumns	number	The number of columns. The characters are the same width.
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Array of **PageItem** **createOutlines** ([**deleteOriginal**])

Converts text to outlines. Each line of text becomes internal spaces or detached parts, the polygon can be used for creation of outlines, see allow outlines.

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. (Optional) (default: <b>true</b> )

**void exportFile** (**format**: *any*, **to**: *File*[, **showingOptions**])

Exports the object(s) to a file.

Parameter	Type	Description
format	<b>ExportFormat</b> String	The export format.
to	<b>File</b>	The path to the file.
showingOptions	bool	If true, shows the progress bar.
using	<b>PDFExportPreset</b>	The preset to use.

**void markup** (**using**: **XMLElement**)

Associates the page item with the specified XML element.

Parameter	Type
using	<b>XMLElement</b>

**void move** (**to**: **LocationOptions**[, **reference**: **Text**])

Moves the text to the specified location.

Parameter	Type
to	<b>LocationOptions</b> : LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN

reference    [Text](#)

**any place** (`fileName: File[, placePoint: Array of Measurement Unit (Number or String), showingOptions: bool=false][, autoflowing: bool][, convertingQuotes: bool][, withProperties: Object]`)

Places a file in the document.

Parameter	Type
fileName	File
placePoint	Array of Measurement Unit (Number or String)
destinationLayer	Array of <a href="#">Layers</a> Layer
showingOptions	bool
autoflowing	bool
retainingFormatting	bool
convertingQuotes	bool
withProperties	Object

**void remove ()**

Deletes the InsertionPoint.

**void removeBulletsAndNumbers ()**

Remove bullets and numbers

Array of [Text](#) **search ([for: string][, wholeWord Object][, withChangeAttributes: Object])**

Look for occurrences of text that matches specific criteria.

Parameter	Type	Description
for	string	What to look for.
wholeWord	bool	If true, then whole words only.
caseSensitive	bool	If true, then case sensitive.
replacingWith	string	What to replace with.

withFindAttributes	Object	A record of the object's properties.
withChangeAttributes	Object	A record of changes to the object's properties.

**void select ([existingSelection: SelectionOption])**  
Select this object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE SelectionOptions.REPLACE

**Element of:** [Button.parent](#)  
[FormField.parent](#)  
[HyperlinkTextDestination.destinationText](#)  
[NestedStyle.parent](#)  
[PageItem.parent](#)  
[TabStop.parent](#)

**Used in:** [PageReference PageReferences.add \(parentStory, PageReferenceType=PageReferenceType, CharacterStyle\) \[ , withProperties: Object \]](#)  
[Table Tables.add \(\[to: LocationOptions=LocationOptions, withProperties: Object\]\)](#)  
[XMLComment XMLComments.add \(storyOffset, storyLength\)](#)  
[XMLInstruction XMLInstructions.add \(storyOffset, storyLength\)](#)

**Class**

# InsertionPoints

A collection of insertion points.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the InsertionPoint.

**Element of**

[Cell.insertionPoints](#)  
[Character.insertionPoints](#)  
[InsertionPoint.insertionPoints](#)  
[Line.insertionPoints](#)  
[Note.insertionPoints](#)  
[Paragraph.insertionPoints](#)  
[Story.insertionPoints](#)  
[Text.insertionPoints](#)  
[TextColumn.insertionPoints](#)  
[TextFrame.insertionPoints](#)  
[TextPath.insertionPoints](#)  
[TextStyleRange.insertionPoints](#)  
[Word.insertionPoints](#)  
[XMLElement.insertionPoints](#)

**Class**

# Language

The language on which to base hyphenation rules and spell checking.

**QuickLinks** [extractLabel](#), [insertLabel](#)

## Hierarchy



## Properties

Property	Type	Access	Description
doubleQuotes	string	r/w	The double quotes pair for the language.
id	number	readonly	The unique ID of the Language.
index	number	readonly	The index of the Language within its containing object.
label	string	r/w	A property that can be set to any string.
name	string	readonly	The name of the Language.
parent	<a href="#">Document</a>	readonly	The parent of the Language (a Document).
properties	Object	r/w	A property that allows setting of several properties at the same time.

singleQuotes	string	r/w	The single quotes pair for the language.
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## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

**Element of** `ChangePreference.appliedLanguage`  
`Character.appliedLanguage`  
`CharacterStyle.appliedLanguage`  
`FindPreference.appliedLanguage`  
`InsertionPoint.appliedLanguage`  
`Line.appliedLanguage`  
`Paragraph.appliedLanguage`  
`ParagraphStyle.appliedLanguage`  
`Story.appliedLanguage`  
`Text.appliedLanguage`  
`TextColumn.appliedLanguage`  
`TextDefault.appliedLanguage`  
`TextStyleRange.appliedLanguage`  
`Word.appliedLanguage`

**Class**

# LanguageWithVendors

A language that allows the source, a spell-checking source

**QuickLinks** [extractLabel](#), [insertLabel](#)

## Hierarchy

[Language](#)

## Properties

Property	Type
doubleQuotes	string
hyphenationVendor	string
id	number
index	number
label	string
name	string
parent	<a href="#">Application</a>
properties	Object

singleQuotes	string
spellingVendor	string
thesaurusVendor	string

## Methods Instances

**string extractLabel (key: string)**  
Gets the label value associated with the key.

Parameter	Type
key	string

**void insertLabel (key: string, value: string)**  
Sets the label to the value associated with the key.

Parameter	Type
key	string
value	string

**Class**

# Languages

A collection of languages.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the Language.

**Element of** [Document.languages](#)

**Class**

# LanguagesWithVendors

A collection of languages with vendors.

## QuickLinks

[count](#)

## Properties

Property	Type	Access
----------	------	--------

length	number	readonly
--------	--------	----------

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the LanguagesWithVendors.

**Element of** [Application.languagesWithVendors](#)

**Class**

# Line

A line of text. Base Class: [Text](#)

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changecase](#), [convertToText](#), [move](#), [place](#), [remove](#), [removeBulletsAndNumbers](#), [search](#), [select](#)

## Hierarchy

[Cell](#) | [Character](#) | [InsertionPoint](#) | **Line** | [Note](#) | [Paragraph](#) | [Text](#) | [TextStyleRange](#) | [Text](#)

Te

Li

[Bullet](#) | [Button](#) | [Character](#) | [FormField](#) | [GraphicLine](#) | [Group](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [TabStop](#) | [Table](#) | [Text](#)

## Properties

Property	Type
alignToBaseline	bool
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
appliedCharacterStyle	<a href="#">CharacterStyleString</a>
appliedFont	<a href="#">Font</a> <a href="#">String</a>

appliedLanguage	Language String
appliedParagraphStyle	ParagraphStyle String
ascent	Measurement Unit (Number or String)
associatedXMLElements	Array of XMLElement
autoLeading	number
balanceRaggedLines	bool
baseline	Measurement Unit (Number or String)
baselineShift	number
bulletChar	Bullet
bulletsAndNumberingColor	Bnautocolor

String  
**Swatch**

---

bulletsAndNumberingFont **Bnautofont**  
Font  
String

---

bulletsAndNumberingFontStyle **Bnautofontstyle**  
String

---

bulletsAndNumberingListType **Listtype:**  
Listtype.NO\_LIST  
Listtype.BULLET\_LIST  
Listtype.NUMBERED\_LIST

---

bulletsAndNumberingSize **Bnautosize**  
Real

---

buttons **Buttons**

---

capitalization **Capitalization:**  
Capitalization.NORMAL

	Capitalization.SMALL_CAPS Capitalization.ALL_CAPS Capitalization.CAP_TO_SMALL_CAPS
characterDirection	<a href="#">CharacterDirectionOptions</a> : CharacterDirectionOptions.D CharacterDirectionOptions.L CharacterDirectionOptions.R
characters	<a href="#">Characters</a>
composer	string
contents	<a href="#">SpecialCharacters</a> String
descent	Measurement Unit (Number or String)
desiredGlyphScaling	number
desiredLetterSpacing	number

desiredWordSpacing	number
diacriticPosition	<p><a href="#">DiacriticPositionOptions</a>:</p> <p>DiacriticPositionOptions.DEI  DiacriticPositionOptions.LOC  DiacriticPositionOptions.ME  DiacriticPositionOptions.TIG  DiacriticPositionOptions.OPI</p>
digitsType	<p><a href="#">DigitsTypeOptions</a>:</p> <p>DigitsTypeOptions.DEFAUL  DigitsTypeOptions.ARABIC  DigitsTypeOptions.HINDI_D  DigitsTypeOptions.FARSI_D  DigitsTypeOptions.NATIVE_D  DigitsTypeOptions.FULL_FA  DigitsTypeOptions.THAI_DI  DigitsTypeOptions.LAOS_DI  DigitsTypeOptions.DEVANA  DigitsTypeOptions.BENGALI  DigitsTypeOptions.GURMUI  DigitsTypeOptions.GUJARA  DigitsTypeOptions.ORIYA_I  DigitsTypeOptions.TAMIL_I  DigitsTypeOptions.TELUGU  DigitsTypeOptions.KANNAI  DigitsTypeOptions.MALAYA  DigitsTypeOptions.TIBETAN  DigitsTypeOptions.KHMER  DigitsTypeOptions.BURMES</p>
dropCapCharacters	number

dropCapLines	number
dropCapStyle	<a href="#">CharacterStyle</a> String
fillColor	String <a href="#">Swatch</a>
fillTint	number
firstLineIndent	Measurement Unit (Number or String)
fontStyle	string
formFields	<a href="#">FormFields</a>
gradientFillAngle	number

gradientFillLength                    number

gradientFillStart                    Array of Measurement Unit (

gradientStrokeAngle                    number

gradientStrokeLength                    number

gradientStrokeStart                    Array of Measurement Unit (

graphicLines	<a href="#">GraphicLines</a>
gridAlignFirstLineOnly	bool
groups	<a href="#">Groups</a>
horizontalOffset	Measurement Unit (Number or String)
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateWordsLongerThan	number

hyphenation	bool
hyphenationZone	Measurement Unit (Number of characters)
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<p><a href="#">Justification:</a></p> <p>Justification.LEFT_ALIGN          Justification.CENTER_ALIGN          Justification.RIGHT_ALIGN          Justification.LEFT_JUSTIFICATION          Justification.RIGHT_JUSTIFICATION          Justification.CENTER_JUSTIFICATION          Justification.FULLY_JUSTIFICATION</p>
kashidas	<p><a href="#">KashidasOptions:</a></p> <p>KashidasOptions.DEFAULT_KASHIDA          KashidasOptions.KASHIDA</p>
keepAllLinesTogether	bool

---

keepFirstLines	number
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---

keepLastLines	number
---------------	--------

---

keepLinesTogether	bool
-------------------	------

---

keepWithNext	number
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---

kerningMethod	string
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---

kerningValue	number
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keyboardDirection	<a href="#">CharacterDirectionOptions:</a> CharacterDirectionOptions.D
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CharacterDirectionOptions.L  
CharacterDirectionOptions.R

---

leading [Leading](#)  
Real

---

leftIndent Measurement Unit (Number or String)

---

length number

---

ligatures bool

---

lines [Lines](#)

---

maximumGlyphScaling number

---

maximumLetterSpacing number

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

nestedStyles	<a href="#">NestedStyles</a>
noBreak	bool
notes	<a href="#">Notes</a>
numberSeparator	number
numberStartAt	number
numberingStyle	<a href="#">NumberingStyle</a> String
openTypeFeatures	Array of number
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> : OTFFigureStyle.TABULAR_

	OTFFigureStyle.PROPORTIAL OTFFigureStyle.PROPORTIAL OTFFigureStyle.TABULAR OTFFigureStyle.DEFAULT
otfFraction	bool
otfJustificationAlternate	bool
otfOrdinal	bool
otfOverlapSwash	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfSwash	bool
otfTitling	bool
ovals	Ovals

overprintFill	bool
overprintStroke	bool
pageItems	PageItems
paragraphDirection	ParagraphDirectionOptions: ParagraphDirectionOptions.L ParagraphDirectionOptions.R
paragraphJustification	ParagraphJustificationOption ParagraphJustificationOption ParagraphJustificationOption ParagraphJustificationOption
paragraphs	Paragraphs
parent	Cell Character InsertionPoint Line Note Paragraph Story Text

	TextColumn TextFrame TextPath TextStyleRange Word XMLElement
parentStory	Story
parentTextFrame	TextFrame
pointSize	number
polygons	Polygons
position	<b>Position:</b> Position.NORMAL Position.SUPERSCRIPT Position.SUBSCRIPT Position.OT_SUPERSCRIPT Position.OT_SUBSCRIPT Position.OT_NUMERATOR Position.OT_DENOMINATOR
properties	Object
rectangles	Rectangles
rightIndent	Measurement Unit (Number or String)
ruleAbove	bool

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ruleAboveColor	String <a href="#">Swatch</a>
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---

ruleAboveGapColor	String <a href="#">Swatch</a>
-------------------	----------------------------------

---

ruleAboveGapOverprint	bool
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---

ruleAboveGapTint	number
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ruleAboveLeftIndent	Measurement Unit (Number)
ruleAboveLineWeight	number
ruleAboveOffset	Measurement Unit (Number)
ruleAboveOverprint	bool
ruleAboveRightIndent	Measurement Unit (Number)

ruleAboveTint	number
ruleAboveType	StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDTH
ruleBelow	bool
ruleBelowColor	String Swatch
ruleBelowGapColor	String Swatch

---

ruleBelowGapOverPrint      bool

---

ruleBelowGapTint      number

---

ruleBelowLeftIndent      Measurement Unit (Number or String)

---

ruleBelowLineWeight      number

---

ruleBelowOffset      Measurement Unit (Number or String)

ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit (Number or String)
ruleBelowTint	number
ruleBelowType	StrokeStyle
ruleBelowWidth	<b>RuleWidth:</b> RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDTH
singleWordJustification	<b>SingleWordJustification:</b> SingleWordJustification.LEFT SingleWordJustification.CENTER SingleWordJustification.RIGHT SingleWordJustification.FULL

skew	number
spaceAfter	Measurement Unit (Number or String)
spaceBefore	Measurement Unit (Number or String)
startParagraph	<b>StartParagraph:</b> StartParagraph.ANYWHERE StartParagraph.NEXT_COLU StartParagraph.NEXT_FRAN StartParagraph.NEXT_PAGE StartParagraph.NEXT_ODD_ StartParagraph.NEXT_EVEN
strikeThroughColor	String <a href="#">Swatch</a>
strikeThroughGapColor	String <a href="#">Swatch</a>
strikeThroughGapOverprint	bool

strikeThroughGapTint	number
strikeThroughOffset	Measurement Unit (Number or String)
strikeThroughOverprint	bool
strikeThroughTint	number
strikeThroughType	StrokeStyle
strikeThroughWeight	number

strikeThru	bool
strokeColor	String <a href="#">Swatch</a>
strokeTint	number
strokeWeight	number
tabList	Array of Arrays of Property Name/Val
tabStops	<a href="#">TabStops</a>

tables	Tables
textColumns	TextColumns
textFrames	TextFrames
textStyleRanges	TextStyleRanges
texts	Texts
tracking	number
underline	bool
underlineColor	String Swatch
underlineGapColor	String Swatch

---

`underlineGapOverprint`      `bool`

---

`underlineGapTint`      `number`

---

`underlineOffset`      `Measurement Unit (Number | String)`

---

`underlineOverprint`      `bool`

---

`underlineTint`      `number`

---

`underlineType`      `StrokeStyle`

---

`underlineWeight`      `number`

---

`verticalScale`      `number`

words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

## Methods Instances

void **applyBullets** ([bulletChar: *number*][, bulletType: *Bulletcharctertype*][, bulletSize: *number*][, bulletColor: *Swatch*][, bulletAlignment: *LeftRight*][, listLeftIndent: *number*][, listFirstLineIndent: *number*][, listFirstLineAlign: *LeftRight*])  
Apply bullets

Parameter	Type
bulletChar	<i>number</i>
bulletType	<b>Bulletcharctertype:</b> <i>Bulletcharctertype.UNICODE_ONLY</i> <i>Bulletcharctertype.UNICODE_WITH_FON</i> <i>Bulletcharctertype.GLYPH_WITH_FON</i>
bulletFont	<b>Font</b> <i>String</i>
bulletFontSize	<i>string</i>
bulletSize	<i>number</i>
bulletColor	<b>Swatch</b>

bulletAlignment	<b>ListAlignment:</b> ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_LIST
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers ([numberingStyle: NumberingStyle][, numberSize: number][, numberFont: any][, numberFontStyle: string][, numberColor: Swatch][, numberAlignment: ListAlignment][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])**

Apply numbers

Parameter	Type
numberingStyle	<b>NumberingStyle:</b> NumberingStyle.UPPER_ROMAN NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER LETTERS NumberingStyle.LOWER LETTERS NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	<b>Font</b> String
numberFontStyle	string
numberSize	number
numberColor	Swatch
numberAlignment	<b>ListAlignment:</b> ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_LIST
listLeftIndent	number

listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle (using: any[, clearingOverrides: bool=true])**  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	CharacterStyle ParagraphStyle	The style to apply. Can acc
clearingOverrides	bool	If true, clears existing text Valid only when the using <b>true</b> )

**void changecase (using: Changemode)**

Sets the case of the text.

Parameter	Type
using	Changemode: Changemode.UPPERCASE Changemode.LOWERCASE Changemode.TITLECASE Changemode.SENTENCECASE

**Note convertToNote ()**

Converts the text to a note.

**Table convert.ToTable ([columnSeparator: string][, rowSeparator: string])**  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts a new column.
rowSeparator	string	The character starts a new row in the table.
numberOfColumns	number	The number of columns in the table. If the number of characters are the same. (Optional)

Array of **PageItem createOutlines ([deleteOriginal: bool=true])**  
Converts text to outlines. Each line of text becomes a polygon or a group of polygons. Internal spaces or detached parts, the polygon contains only a single outline. To prevent creation of outlines, see allow outlines.

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, (Optional) (default: <b>true</b> )

**void exportFile (format: any, to: File[, showingOptions: bool=false])**  
Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat String	The export format. Can be PDF, HTML, or XML.
to	File	The path of the exported file.
showingOptions	bool	If true, prompts the user for confirmation before exporting.
using	PDFExportPreset	The export style to use.

**void markup (using: XMLElement)**

Associates the page item with the specified XML element while

Parameter	Type
using	XMLElement

**void move (to: LocationOptions[, reference: Text])**

Moves the text to the specified location.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location to move the text to.
reference	Text	The reference point before or after which the text is moved.

**any place (fileName: File[, placePoint: Array of Measurement | Measurement[], showingOptions: bool=false][, autoflowing: bool=false][, retainWithProperties: Object])**

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place the line in.
placePoint	Array of Measurement Unit (Number or String)	The point where or spread to place the line.
destinationLayer	Array of <a href="#">Layers</a> Layer	The layer(s) to spread to place the line.
showingOptions	bool	Whether to display the line.
autoflowing	bool	Whether to automatically flow the line.
retainingFormatting	bool	Whether to keep the line's original styling.
convertingQuotes	bool	Whether to convert quotes in the line's text.
withProperties	Object	Initial values for the line's properties.

### `void remove ()`

Deletes the Line.

### `void removeBulletsAndNumbers ()`

Remove bullets and numbers

Array of [Text search](#) ([`for: string`][, `wholeWord: bool`][, `caseSensitive: bool`][, `withChangeAttributes: Object`])

Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard text endings.
caseSensitive	bool	If true, then search only for uppercase.
replacingWith	string	What to replace the found text with.
withFindAttributes	Object	A record of find preferences.
withChangeAttributes	Object	A record of change preferences.

### `void select ([existingSelection: SelectionOptions=SelectionOptions.all])`

Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions	The selection to add this object to.

existingSelection [SelectionOptions](#):  
SelectionOptions.ADD\_TO  
SelectionOptions.REMOVE\_FROM  
SelectionOptions.REPLACE

How to [Select](#)

---

**Used in:** [Table Tables.add \(\[to: LocationOptions=LocationOptions.UNDEF\]\)](#)

---

**Class**

# Lines

A collection of lines.

## QuickLinks

[count](#)

## Properties

	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the Line.

## Element of

[Cell.lines](#)  
[Character.lines](#)  
[InsertionPoint.lines](#)  
[Line.lines](#)  
[Note.lines](#)  
[Paragraph.lines](#)  
[Story.lines](#)  
[Text.lines](#)  
[TextColumn.lines](#)  
[TextFrame.lines](#)  
[TextPath.lines](#)  
[TextStyleRange.lines](#)  
[Word.lines](#)  
[XMLElement.lines](#)

**Class**

# NestedStyle

A nested style.

**QuickLinks** [remove](#)

## Hierarchy

[Character](#) | [InsertionPoint](#) | [Line](#) | [Paragraph](#) | [Para](#)  
[TextColumn](#) | [TextDefault](#) | [TextStyleI](#)

**NestedStyle**

## Properties

Property	Type	Access
appliedCharacterStyle	<a href="#">CharacterStyleString</a>	r/w
delimiter	<a href="#">NestedStyleDelimiters</a> String	r/w
inclusive	bool	r/w
index	number	read/write
parent	<a href="#">Character</a>	read/write

		InsertionPoint Line Paragraph ParagraphStyle Story Text TextColumn TextDefault TextStyleRange Word
properties	Object	r/w
repetition	number	r/w

## Methods **Instances**

**void remove ()**

Deletes the NestedStyle.

---

**Return** **NestedStyle** `NestedStyles.add ([withProperties: Object])`

---

**Class**

# NestedStyles

A collection of nested styles.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[NestedStyle](#) [add](#) ([withProperties: Object])

Creates a new NestedStyle.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new NestedStyle (Optional)

[number](#) [count](#) ()

Displays the number of elements in the NestedStyle.

## Element of

[Character.nestedStyles](#)  
[InsertionPoint.nestedStyles](#)  
[Line.nestedStyles](#)  
[Paragraph.nestedStyles](#)  
[ParagraphStyle.nestedStyles](#)  
[Story.nestedStyles](#)  
[Text.nestedStyles](#)  
[TextColumn.nestedStyles](#)  
[TextDefault.nestedStyles](#)  
[TextStyleRange.nestedStyles](#)  
[Word.nestedStyles](#)

---

**Class**

# Note

A note in a story.

**QuickLinks** [convertToText](#), [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

Character | InsertionPoint | Line | Paragraph | Story | Text  
TextColumn | TextFrame | TextStyleRange | Word

### Note

Character | InsertionPoint | Line | Paragraph | Text | TextCol  
TextStyleRange | Word

## Properties

Property	Type	Access	Description
characters	Characters	readonly	A collection of characters in the Note.
collapsed	bool	r/w	If true, the Note is collapsed in the galley view.
creationDate	Date	readonly	The date and time the Note was created.
id	number	readonly	The unique identifier for the Note.
index	number	readonly	The index of the Note within the container object.
insertionPoints	InsertionPoints	readonly	A collection of insertion points.
label	string	r/w	A property that can be set to a string.

lines	<a href="#">Lines</a>	readonly	A collection of lines.
modificationDate	Date	readonly	The date/time the note was last modified.
paragraphs	<a href="#">Paragraphs</a>	readonly	A collection of paragraphs.
parent	<a href="#">CharacterInsertionPoint</a> <a href="#">Line</a> <a href="#">Paragraph</a> <a href="#">Story</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextStyleRange</a> <a href="#">Word</a>	readonly	The parent note (a TextFrame or InsertionPoint).
parentTextFrame	<a href="#">TextFrame</a>	readonly	The text frame containing this note.
properties	Object	r/w	A properties object allowing several properties to be set at the same time.
storyOffset	number	readonly	The location of this note relative to the beginning of the story.
textColumns	<a href="#">TextColumns</a>	readonly	A collection of text columns.
textStyleRanges	<a href="#">TextStyleRanges</a>	readonly	A collection of text style ranges.
texts	<a href="#">Texts</a>	readonly	A collection of texts.

			text object
userName	string	readonly	The user who made the note.
words	Words	readonly	A collection of words.

## Methods Instances

`void convertToText ()`

Converts the note to story text.

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

`void remove ()`

Deletes the Note.

**Element of** `Character.parent`  
`InsertionPoint.parent`  
`Line.parent`  
`Paragraph.parent`  
`Text.parent`  
`TextColumn.parent`  
`TextStyleRange.parent`  
`Word.parent`

**Used in:** `Note Notes.add ([at: LocationOptions=LocationOptions.UNKINSHIP reference: Note][, withProperties: Object])`

**Return** **Note** `Character.convertToNote ()`  
**Note** `InsertionPoint.convertToNote ()`  
**Note** `Line.convertToNote ()`  
**Note** `Notes.add ([at: LocationOptions=LocationOptions.UNK  
reference: Note][, withProperties: Object])`  
**Note** `Paragraph.convertToNote ()`  
**Note** `Text.convertToNote ()`  
**Note** `TextColumn.convertToNote ()`  
**Note** `TextStyleRange.convertToNote ()`  
**Note** `Word.convertToNote ()`

**Class**

# Notes

A collection of notes.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in

**Methods** [Instances](#)

Note `add ([at: LocationOptions=LocationOptions.UNKNOW]  
withProperties: Object])`

Create a new note

Parameter	Type	Description
at	<code>LocationOptions:</code> <code>LocationOptions.BEFORE</code> <code>LocationOptions.AFTER</code> <code>LocationOptions.AT_END</code> <code>LocationOptions.AT_BEGINNING</code> <code>LocationOptions.UNKNOWN</code>	Location <code>LocationOptions</code>
reference	<code>Note</code>	Before/after the beginn or text fra
withProperties	<code>Object</code>	Initial val the new N

`number count ()`

Displays the number of elements in the Note.

**Element of** [Character.notes](#)

[InsertionPoint.notes](#)

[Line.notes](#)

[Paragraph.notes](#)

[Story.notes](#)

[Text.notes](#)

[TextColumn.notes](#)  
[TextFrame.notes](#)  
[TextStyleRange.notes](#)  
[Word.notes](#)

---

Jongware, 27-  
Jun-2010 v3.0.3d

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**Class**

# Paragraph

A paragraph. Base Class: [Text](#)

# Hierarchy

---

**Bullet** | **Button** | **Character** | **FormField** | **GraphicLine**  
**Paragraph** | **Polygon** | **Rectangle** | **TabStop** | **T**

Properties	Property	Type
	alignToBaseline	bool
	allGraphics	Array of Graphic
	allPageItems	Array of PageItem
	appliedCharacterStyle	CharacterStyleString
	appliedFont	Font String

appliedLanguage	Language String
appliedParagraphStyle	ParagraphStyle String
ascent	Measurement Unit (N)
associatedXMLElements	Array of XMLElement
autoLeading	number
balanceRaggedLines	bool
baseline	Measurement Unit (N)
baselineShift	number
bulletChar	Bullet
bulletsAndNumberingColor	Bnautocolor

**String**  
**Swatch**

---

**bulletsAndNumberingFont** **Bnautofont**  
**Font**  
**String**

---

**bulletsAndNumberingFontStyle** **Bnautofontstyle**  
**String**

---

**bulletsAndNumberingListType** **Listtype:**  
Listtype.NO\_LIST  
Listtype.BULLET\_LIST  
Listtype.NUMBERED\_LIST

---

**bulletsAndNumberingSize** **Bnautosize**  
**Real**

---

**buttons** **Buttons**

---

**capitalization** **Capitalization:**  
Capitalization.NORMAL

	Capitalization.SMALL_C Capitalization.ALL_C Capitalization.CAPITAL_C
characterDirection	<a href="#">CharacterDirectionObject</a> CharacterDirectionObject CharacterDirectionObject CharacterDirectionObject
characters	<a href="#">Characters</a>
composer	string
contents	<a href="#">SpecialCharacters</a> <a href="#">String</a>
descent	Measurement Unit ( <a href="#">N</a> )
desiredGlyphScaling	number
desiredLetterSpacing	number

desiredWordSpacing	number
diacriticPosition	<a href="#">DiacriticPositionOpti</a> <a href="#">DiacriticPositionOpti</a> <a href="#">DiacriticPositionOpti</a> <a href="#">DiacriticPositionOpti</a> <a href="#">DiacriticPositionOpti</a> <a href="#">DiacriticPositionOpti</a> <a href="#">DiacriticPositionOpti</a>
digitsType	<a href="#">DigitsTypeOptions:</a> <a href="#">DigitsTypeOptions.D</a> <a href="#">DigitsTypeOptions.A</a> <a href="#">DigitsTypeOptions.H</a> <a href="#">DigitsTypeOptions.F</a> <a href="#">DigitsTypeOptions.N</a> <a href="#">DigitsTypeOptions.F</a> <a href="#">DigitsTypeOptions.T</a> <a href="#">DigitsTypeOptions.L</a> <a href="#">DigitsTypeOptions.D</a> <a href="#">DigitsTypeOptions.B</a> <a href="#">DigitsTypeOptions.G</a> <a href="#">DigitsTypeOptions.G</a> <a href="#">DigitsTypeOptions.O</a> <a href="#">DigitsTypeOptions.T</a> <a href="#">DigitsTypeOptions.T</a> <a href="#">DigitsTypeOptions.K</a> <a href="#">DigitsTypeOptions.M</a> <a href="#">DigitsTypeOptions.T</a> <a href="#">DigitsTypeOptions.K</a> <a href="#">DigitsTypeOptions.B</a>
dropCapCharacters	number

dropCapLines	number
dropCapStyle	<a href="#">CharacterStyle</a> String
fillColor	String <a href="#">Swatch</a>
fillTint	number
firstLineIndent	Measurement Unit (N)
fontStyle	string
formFields	<a href="#">FormFields</a>
gradientFillAngle	number

gradientFillLength	number
gradientFillStart	Array of Measuremei
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Measuremei

graphicLines	<a href="#">GraphicLines</a>
gridAlignFirstLineOnly	bool
groups	<a href="#">Groups</a>
horizontalOffset	Measurement Unit ( <a href="#">N</a> )
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateWordsLongerThan	number

hyphenation	bool
hyphenationZone	Measurement Unit (N)
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<p><b>Justification:</b></p> <p>Justification.LEFT_A          Justification.CENTE]          Justification.RIGHT_          Justification.LEFT_J          Justification.RIGHT_          Justification.CENTE]          Justification.FULLY_</p>
kashidas	<p><b>KashidasOptions:</b></p> <p>KashidasOptions.DE          KashidasOptions.KA</p>
keepAllLinesTogether	bool

keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterDirectionObj</a> <a href="#">CharacterDirectionObj</a>

	CharacterDirectionO] CharacterDirectionO]	
leading	<a href="#">Leading</a> Real	
leftIndent	Measurement Unit (N	
length	number	
ligatures	bool	
lines	<a href="#">Lines</a>	
maximumGlyphScaling	number	
maximumLetterSpacing	number	

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

nestedStyles	NestedStyles
noBreak	bool
notes	Notes
numberSeparator	number
numberStartAt	number
numberingStyle	NumberingStyle String
openTypeFeatures	Array of number
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	OTFFigureStyle: OTFFigureStyle.TAF

OTFFigureStyle.PRC  
OTFFigureStyle.PRC  
OTFFigureStyle.TAE  
OTFFigureStyle.DEF

---

otfFraction bool

---

otfJustificationAlternate bool

---

otfOrdinal bool

---

otfOverlapSwash bool

---

otfStretchedAlternate bool

---

otfStylisticAlternate bool

---

otfSwash bool

---

otfTitling bool

---

ovals Ovals

overprintFill	bool
overprintStroke	bool
pageItems	PageItems
paragraphDirection	ParagraphDirectionO ParagraphDirectionO ParagraphDirectionO
paragraphJustification	ParagraphJustificationO ParagraphJustificationO ParagraphJustificationO ParagraphJustificationO
paragraphs	Paragraphs
parent	Cell Character InsertionPoint Line Note <b>Paragraph</b> Story Text

	TextColumn TextFrame TextPath TextStyleRange Word XMLElement
parentStory	Story
parentTextFrame	TextFrame
pointSize	number
polygons	Polylines
position	Position: Position.NORMAL Position.SUPERSCRIP Position.SUBSCRIPT Position.OT_SUPER Position.OT_SUBSCRIPT Position.OT_NUMBER Position.OT_DENOMINATOR
properties	Object
rectangles	Rectangles
rightIndent	Measurement Unit (N)
ruleAbove	bool

---

ruleAboveColor	String <a href="#">Swatch</a>
----------------	----------------------------------

---

ruleAboveGapColor	String <a href="#">Swatch</a>
-------------------	----------------------------------

---

ruleAboveGapOverprint	bool
-----------------------	------

---

ruleAboveGapTint	number
------------------	--------

---

ruleAboveLeftIndent	Measurement Unit (N)
---------------------	----------------------

---

ruleAboveLineWeight	number
---------------------	--------

---

ruleAboveOffset	Measurement Unit (N)
-----------------	----------------------

---

ruleAboveOverprint	bool
--------------------	------

---

ruleAboveRightIndent	Measurement Unit (N)
----------------------	----------------------

---

ruleAboveTint	number
ruleAboveType	StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.TEXT_W RuleWidth.COLUMN
ruleBelow	bool
ruleBelowColor	String Swatch
ruleBelowGapColor	String Swatch

ruleBelowGapOverPrint	bool
ruleBelowGapTint	number
ruleBelowLeftIndent	Measurement Unit (N)
ruleBelowLineWeight	number
ruleBelowOffset	Measurement Unit (N)

ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit (N)
ruleBelowTint	number
ruleBelowType	StrokeStyle
ruleBelowWidth	RuleWidth: RuleWidth.TEXT_W RuleWidth.COLUMN_W
singleWordJustification	SingleWordJustification SingleWordJustification SingleWordJustification SingleWordJustification SingleWordJustification

skew	number
spaceAfter	Measurement Unit (N)
spaceBefore	Measurement Unit (N)
startParagraph	<a href="#">StartParagraph</a> : StartParagraph.ANY StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT StartParagraph.NEXT
strikeThroughColor	String <a href="#">Swatch</a>
strikeThroughGapColor	String <a href="#">Swatch</a>
strikeThroughGapOverprint	bool

strikeThroughGapTint	number
strikeThroughOffset	Measurement Unit (N)
strikeThroughOverprint	bool
strikeThroughTint	number
strikeThroughType	StrokeStyle
strikeThroughWeight	number

strikeThru	bool
strokeColor	String Swatch
strokeTint	number
strokeWeight	number
tabList	Array of Arrays of Property N
tabStops	TabStops

tables	<b>Tables</b>
textColumns	<b>TextColumns</b>
textFrames	<b>TextFrames</b>
textStyleRanges	<b>TextStyleRanges</b>
texts	<b>Texts</b>
tracking	number
underline	bool
underlineColor	<b>String</b> <b>Swatch</b>
underlineGapColor	<b>String</b> <b>Swatch</b>

underlineGapOverprint	bool
underlineGapTint	number
underlineOffset	Measurement Unit (N)
underlineOverprint	bool
underlineTint	number
underlineType	StrokeStyle
underlineWeight	number
verticalScale	number

words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

## Methods Instances

**void applyBullets ([bulletChar: number][, bulletType: I  
bulletSize: number][, bulletColor: Swatch][, bulletAlign:  
listLeftIndent: number][, listFirstLineIndent: number][,  
Apply bullets**

Parameter	Type
bulletChar	number
bulletType	<a href="#">Bulletcharactertype</a> : <a href="#">Bulletcharactertype.UNICODE_0</a> <a href="#">Bulletcharactertype.UNICODE_1</a> <a href="#">Bulletcharactertype.GLYPH_WIDTH</a>
bulletFont	<a href="#">Font</a> String
bulletFontSize	string
bulletSize	number
bulletColor	<a href="#">Swatch</a>

bulletAlignment	<b>ListAlignment:</b> ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNMENT
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers ([numberingStyle: NumberingStyle][, numberFont: *any*][, numberFontSize: *string*][, numberFormat: *any*][, ListAlignment=ListAlignment.HANGING\_LIST][, listLeftIndent: *number*][, listFirstLineIndent: *number*][, listFirstTabPosition: *number*])**

Apply numbers

Parameter	Type
numberingStyle	<b>NumberingStyle:</b> NumberingStyle.UPPER_ROMAN NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER_LETTER NumberingStyle.LOWER_LETTER NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	Font String
numberFontSize	string
numberSize	number
numberColor	Swatch
numberAlignment	<b>ListAlignment:</b> ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNMENT
listLeftIndent	number

listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle (using: any[, clearingOverrides: bool])**  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	CharacterStyle ParagraphStyle	The style to apply.
clearingOverrides	bool	If true, clears exist Valid only when the <b>true</b> )

**void changecase (using: ChangecaseMode)**

Sets the case of the text.

Parameter	Type
using	ChangecaseMode: ChangecaseMode.UPPERCASE ChangecaseMode.LOWERCASE ChangecaseMode.TITLECASE ChangecaseMode.SENTENCECASE

**Note convertToNote ()**

Converts the text to a note.

**Table convert.ToTable ([columnSeparator: string][, rowSeparator: string][, numberOfRowsColumns: number][, allowOutlines: boolean])**  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts a new column.
rowSeparator	string	The character starts a new row.
numberOfColumns	number	The number of columns. If the number of characters are the same, the number of columns is inferred.

Array of **PageItem createOutlines ([deleteOriginal: boolean])**

Converts text to outlines. Each line of text becomes a polygon. If there are internal spaces or detached parts, the polygon contains them. For creation of outlines, see [allow outlines](#).

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. (Optional) (default: <b>true</b> )

**void exportFile (format: *any*, to: *File*[, showingOptions)**  
Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat String	The export fo
to	File	The path of th
showingOptions	bool	If true, promp
using	PDFExportPreset	The export st

**void markup (using: *XMLElement*)**  
Associates the page item with the specified XML eleme

Parameter	Type
using	XMLElement

**void move (to: *LocationOptions*[, reference: *Text*])**  
Moves the text to the specified location.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The l
reference	Text	The t befor

**any place (fileName: *File*[, placePoint: Array of *Measu*  
showingOptions: *bool=false*][, autoflowing: *bool=false*  
withProperties: *Object*])**  
Places a file in the document.

Parameter	Type	Description
fileName	File	The file to save the document.
placePoint	Array of Measurement Unit (Number or String)	The point where the text will be placed.
destinationLayer	Array of <a href="#">Layers</a> <a href="#">Layer</a>	The layer where the text will be placed.
showingOptions	bool	Whether to show the dialog.
autoflowing	bool	Whether to automatically flow the text.
retainingFormatting	bool	Whether to retain the original text's styling.
convertingQuotes	bool	Whether to convert quotes to double quotes.
withProperties	Object	Initial properties for the text.

### **void remove ()**

Deletes the Paragraph.

### **void removeBulletsAndNumbers ()**

Remove bullets and numbers

Array of [Text search](#) ([[for](#): *string*][, [wholeWord](#): *bool*][, *Object*][, [withChangeAttributes](#): *Object*])

Look for occurrences of text that matches specific criteria.

Parameter	Type	Description
for	<i>string</i>	What to look for (Optional).
wholeWord	<i>bool</i>	If true, then disregard partial matches.
caseSensitive	<i>bool</i>	If true, then search case sensitively.
replacingWith	<i>string</i>	What to replace the found text with.
withFindAttributes	<i>Object</i>	A record of find properties.
withChangeAttributes	<i>Object</i>	A record of change properties.

**void select ([existingSelection: SelectionOptions=SelectionOptions])**

Select this object.

Parameter	Type

existingSelection [SelectionOptions](#):  
SelectionOptions.ADD\_TO  
SelectionOptions.REMOVE\_FROM  
SelectionOptions.REPLACE

---

**Element of** [Note.parent](#)

**Used in:** [Table Tables.add \(\[to: LocationOptions=LocationOptions\]\)](#)

---

Jongware, 27-  
Jun-2010 v3.0.3d

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**Class**

# ParagraphStyle

A paragraph style.

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

### Properties

Property	Type
alignToBaseline	bool
appliedFont	FontString
appliedLanguage	Language String
autoLeading	number

balanceRaggedLines	bool
basedOn	<b>Paragraph</b> String
baselineShift	number
bulletChar	<b>Bullet</b>
bulletsAndNumberingColor	<b>Bnautocolc</b> String Swatch
bulletsAndNumberingFont	<b>Bnautofon</b> Font String
bulletsAndNumberingFontSize	<b>Bnautofon</b> String

bulletsAndNumberingListType	<b>Listtype:</b> Listtype.N Listtype.B Listtype.N
bulletsAndNumberingSize	<b>Bnautosize</b> Real
capitalization	<b>Capitalizat</b> Capitalizat Capitalizat Capitalizat Capitalizat
characterDirection	<b>CharacterI</b> CharacterI CharacterI CharacterI
composer	string
desiredGlyphScaling	number



	DigitsType
dropCapCharacters	number
dropCapLines	number
dropCapStyle	CharacterS String
fillColor	String Swatch
fillTint	number

---

firstLineIndent	Measurements
-----------------	--------------

---

fontStyle	string
-----------	--------

---

gridAlignFirstLineOnly	bool
------------------------	------

---

horizontalScale	number
-----------------	--------

---

hyphenWeight	number
--------------	--------

---

hyphenateAfterFirst	number
---------------------	--------

---

hyphenateBeforeLast	number
---------------------	--------

---

hyphenateCapitalizedWords	bool
---------------------------	------

---

hyphenateLadderLimit	number
----------------------	--------

---

hyphenateWordsLongerThan number

---

hyphenation bool

---

hyphenationZone Measureme

---

id number

---

imported bool

---

index number

---

justification Justificatio  
Justificatio

Justificatio  
Justificatio  
Justificatio  
Justificatio  
Justificatio  
Justificatio

---

kashidas **KashidasO**  
KashidasO  
KashidasO

---

keepAllLinesTogether bool

---

keepFirstLines number

---

keepLastLines number

---

keepLinesTogether bool

keepWithNext number

---

kerningMethod string

---

keyboardDirection [CharacterI](#)  
CharacterI  
CharacterI  
CharacterI

---

label string

---

leading [Leading](#)  
Real

---

leftIndent Measurem

---

ligatures bool

---

maximumGlyphScaling number

---

maximumLetterSpacing      number

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

---

name      string

---

nestedStyles      [NestedStyle](#)

---

nextStyle      [ParagraphStyle](#)

---

noBreak      bool

---

numberSeparator      number

---

numberStartAt      number

---

numberingStyle	<a href="#">NumberingString</a>
----------------	---------------------------------

---

otfContextualAlternate	bool
------------------------	------

---

otfDiscretionaryLigature	bool
--------------------------	------

---

otfFigureStyle	<a href="#">OTFFigure</a>
	<a href="#">OTFFigure</a>

---

otfFraction	bool
-------------	------

---

otfJustificationAlternate	bool
---------------------------	------

---

otfOrdinal	bool
------------	------

---

otfOverlapSwash	bool
-----------------	------

otfStretchedAlternate      bool

otfStylisticAlternate      bool

otfSwash      bool

otfTitling      bool

overprintFill      bool

overprintStroke      bool

paragraphDirection      ParagraphI

ParagraphI

ParagraphI

paragraphJustification      ParagraphJ

ParagraphJ

ParagraphJ

ParagraphJ

parent	Application Document
pointSize	number
position	<b>Position:</b> Position.N Position.SU Position.SI Position.O' Position.O' Position.O' Position.O'
properties	Object
rightIndent	Measurement
ruleAbove	bool
ruleAboveColor	String Swatch
ruleAboveGapColor	String Swatch

---

ruleAboveGapOverprint      bool

---

ruleAboveGapTint      number

---

ruleAboveLeftIndent      Measurement

ruleAboveLineWeight number

ruleAboveOffset Measurement

ruleAboveOverprint bool

ruleAboveRightIndent Measurement

ruleAboveTint number

ruleAboveType StrokeStyle

---

ruleAboveWidth	<a href="#">RuleWidth</a>
	<a href="#">RuleWidth</a>
	<a href="#">RuleWidth</a>

---

ruleBelow	bool
-----------	------

---

ruleBelowColor	<a href="#">String</a>
	<a href="#">Swatch</a>

---

ruleBelowGapColor	<a href="#">String</a>
	<a href="#">Swatch</a>

---

ruleBelowGapOverPrint	bool
-----------------------	------

---

ruleBelowGapTint number

---

ruleBelowLeftIndent Measurement

---

ruleBelowLineWeight number

---

ruleBelowOffset Measurement

---

ruleBelowOverPrint bool

ruleBelowRightIndent Measurement

---

ruleBelowTint number

---

ruleBelowType StrokeStyle

---

ruleBelowWidth RuleWidth  
RuleWidth  
RuleWidth

---

singleWordJustification SingleWord  
SingleWord  
SingleWord  
SingleWord  
SingleWord

---

skew number

spaceAfter	Measurements
spaceBefore	Measurements
startParagraph	<a href="#">StartParagraph</a> <a href="#">StartParagraph</a> <a href="#">StartParagraph</a> <a href="#">StartParagraph</a> <a href="#">StartParagraph</a> <a href="#">StartParagraph</a> <a href="#">StartParagraph</a>
strikeThroughColor	String <a href="#">Swatch</a>
strikeThroughGapColor	String <a href="#">Swatch</a>
strikeThroughGapOverprint	bool

---

strikeThroughGapTint number

---

strikeThroughOffset Measurement

---

strikeThroughOverprint bool

---

strikeThroughTint number

---

strikeThroughType StrokeStyle

---

strikeThroughWeight number

strikeThru	bool
strokeColor	String <a href="#">Swatch</a>
strokeTint	number
strokeWeight	number
tabList	Array of Arrays of I

**tabStops** **TabStops**

tracking number

underline      bool

**underlineColor** String Swatch

**underlineGapColor** String *Swatch*

underlineGapTint number

underlineOffset Measurement

underlineOverprint bool

underlineTint number

underlineType StrokeStyle

underlineWeight number

verticalScale number

---

xOffsetDiacritic	number
------------------	--------

---

yOffsetDiacritic	number
------------------	--------

---

## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the speci

### Parameter

key

---

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the

### Parameter

key

---

value

---

`void remove ()`

Deletes the ParagraphStyle.

---

## Element of

`ChangePreference.appliedParagraphStyle`

`Character.appliedParagraphStyle`

`FindPreference.appliedParagraphStyle`

`IndexOptions.level1Style`

`IndexOptions.level2Style`

`IndexOptions.level3Style`

`IndexOptions.level4Style`

`IndexOptions.sectionHeadingStyle`

[IndexOptions.titleStyle](#)  
[InsertionPoint.appliedParagraphStyle](#)  
[Line.appliedParagraphStyle](#)  
[PageReference.pageReferenceLimit](#)  
[Paragraph.appliedParagraphStyle](#)  
[ParagraphStyle.basedOn](#)  
[ParagraphStyle.nextStyle](#)  
[Story.appliedParagraphStyle](#)  
[TOCStyle.titleStyle](#)  
[TOCStyleEntry.formatStyle](#)  
[Text.appliedParagraphStyle](#)  
[TextColumn.appliedParagraphStyle](#)  
[TextDefault.appliedParagraphStyle](#)  
[TextStyleRange.appliedParagraphStyle](#)  
[Word.appliedParagraphStyle](#)  
[XMLExportMap.mappedStyle](#)  
[XMLImportMap.mappedStyle](#)

---

**Used in:** void [Character.applyStyle \(using: any\[, clear\]\)](#)  
void [InsertionPoint.applyStyle \(using: any\[, clearingOverridingStyle\]\)](#)  
void [Line.applyStyle \(using: any\[, clearingOverridingStyle\]\)](#)  
[PageReference PageReferences.add \(parentStyle: ParagraphStyle, pageReferenceType: PageReferenceType = PageReferenceType.pageNumber, pageNumberStyleOverride: CharacterStyle\)](#)  
void [Paragraph.applyStyle \(using: any\[, clearingOverridingStyle\]\)](#)  
void [Text.applyStyle \(using: any\[, clearingOverridingStyle\]\)](#)  
void [TextColumn.applyStyle \(using: any\[, clearingOverridingStyle\]\)](#)  
void [TextStyleRange.applyStyle \(using: any\[, clearingOverridingStyle\]\)](#)  
void [Word.applyStyle \(using: any\[, clearingOverridingStyle\]\)](#)  
[XMLExportMap XMLExportMaps.add \(map: XMLExportMap\)](#)  
[XMLImportMap XMLImportMaps.add \(map: XMLImportMap\)](#)

---

**Return** [ParagraphStyle ParagraphStyles.add \(\[withIndex: Int\]\)](#)

---

**Class**

# ParagraphStyles

A collection of paragraph styles.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[ParagraphStyle add \(\[withProperties: Object\]\)](#)

Creates a new ParagraphStyle.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new ParagraphStyle (Optional)

[number count \(\)](#)

Displays the number of elements in the ParagraphStyle.

## Element of

[Application.paragraphStyles](#)  
[Document.paragraphStyles](#)

**Class**

# Paragraphs

A collection of paragraphs.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Paragraph.

## Element of

[Cell.paragraphs](#)  
[Character.paragraphs](#)  
[InsertionPoint.paragraphs](#)  
[Line.paragraphs](#)  
[Note.paragraphs](#)  
[Paragraph.paragraphs](#)  
[Story.paragraphs](#)  
[Text.paragraphs](#)  
[TextColumn.paragraphs](#)  
[TextFrame.paragraphs](#)  
[TextPath.paragraphs](#)  
[TextStyleRange.paragraphs](#)  
[Word.paragraphs](#)  
[XMLElement.paragraphs](#)

**Class**

# Stories

A collection of stories.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Story.

**Element of** [Document.stories](#)  
[XMLElement.stories](#)

**Class**

# Story

A story.

**QuickLinks** [applyBullets](#), [applyNumbers](#), [changecase](#), [checkIn](#), [checkOut](#), [ci](#), [move](#), [placeXML](#), [remove](#), [removeBulletsAndNumbers](#), [revert](#),

## Hierarchy

[Document](#) | ↴

↳ [Sto](#)

[Bullet](#) | [Button](#) | [Character](#) | [FormField](#) | [GraphicLine](#) | [Gro](#)  
[PageItem](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [StoryPrefer](#)  
[TextStyleRe](#)

## Properties

Property	Type
alignToBaseline	bool
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
appliedCharacterStyle	<a href="#">CharacterStyleString</a>
appliedFont	Font String

appliedLanguage	<a href="#">Language</a> String
appliedParagraphStyle	<a href="#">ParagraphStyle</a> String
associatedXMLElements	Array of <a href="#">XMLElement</a>
autoLeading	number
balanceRaggedLines	bool
baselineShift	number
bulletChar	<a href="#">Bullet</a>
bulletsAndNumberingColor	<a href="#">Bnautocolor</a> String <a href="#">Swatch</a>
bulletsAndNumberingFont	<a href="#">Bnautofont</a> Font

		<b>String</b>
	<b>bulletsAndNumberingFontStyle</b>	<b>Bnautofontstyle</b> <b>String</b>
	<b>bulletsAndNumberingListType</b>	<b>Listtype:</b> Listtype.NO_LIST Listtype.BULLET_LIST Listtype.NUMBERED_LIST
	<b>bulletsAndNumberingSize</b>	<b>Bnautosize</b> Real
	<b>buttons</b>	<b>Buttons</b>
	<b>capitalization</b>	<b>Capitalization:</b> Capitalization.NORMAL Capitalization.SMALL_CAP Capitalization.ALL_CAPS Capitalization.CAP_TO_SM
	<b>characterDirection</b>	<b>CharacterDirectionOptions:</b> CharacterDirectionOptions.D CharacterDirectionOptions.L CharacterDirectionOptions.R
	<b>characters</b>	<b>Characters</b>

---

composer	string
----------	--------

---

contents	<a href="#">SpecialCharacters</a> <a href="#">String</a>
----------	---

---

desiredGlyphScaling	number
---------------------	--------

---

desiredLetterSpacing	number
----------------------	--------

---

desiredWordSpacing	number
--------------------	--------

---

diacriticPosition	<a href="#">DiacriticPositionOptions</a> : <a href="#">DiacriticPositionOptions.DEI</a> <a href="#">DiacriticPositionOptions.LOC</a> <a href="#">DiacriticPositionOptions.ME</a> <a href="#">DiacriticPositionOptions.TIG</a> <a href="#">DiacriticPositionOptions.OPI</a>
-------------------	---

---

<code>digitsType</code>	<p><a href="#">DigitsTypeOptions</a>:</p> <p>DigitsTypeOptions.DEFAUL          DigitsTypeOptions.ARABIC          DigitsTypeOptions.HINDI_D          DigitsTypeOptions.FARSI_D          DigitsTypeOptions.NATIVE_          DigitsTypeOptions.FULL_FA          DigitsTypeOptions.THAI_DI          DigitsTypeOptions.LAO_DI          DigitsTypeOptions.DEVANA          DigitsTypeOptions.BENGAL          DigitsTypeOptions.GURMUI          DigitsTypeOptions.GUJARA          DigitsTypeOptions.ORIYA_I          DigitsTypeOptions.TAMIL_I          DigitsTypeOptions.TELUGU          DigitsTypeOptions.KANNAI          DigitsTypeOptions.MALAYA          DigitsTypeOptions.TIBETAN          DigitsTypeOptions.KHMER_          DigitsTypeOptions.BURMES</p>
<code>dropCapCharacters</code>	number
<code>dropCapLines</code>	number
<code>dropCapStyle</code>	<p><a href="#">CharacterStyle</a></p> <p>String</p>
<code>fillColor</code>	<p>String</p> <p><a href="#">Swatch</a></p>

fillTint	number
firstLineIndent	Measurement Unit (Number)
fontStyle	string
formFields	FormFields
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measurement Unit (Number)

---

gradientStrokeAngle	number
---------------------	--------

---

gradientStrokeLength	number
----------------------	--------

---

gradientStrokeStart	Array of Measurement Unit (
---------------------	-----------------------------

---

graphicLines	<a href="#">GraphicLines</a>
--------------	------------------------------

---

gridAlignFirstLineOnly	bool
------------------------	------

---

groups	<a href="#">Groups</a>
--------	------------------------

---

horizontalScale	number
-----------------	--------

hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit (Number or String)

id	number
index	number
insertionPoints	<a href="#">InsertionPoints</a>
itemLink	<a href="#">Link</a>
justification	<p><a href="#">Justification:</a></p> <p>Justification.LEFT_ALIGN          Justification.CENTER_ALIG          Justification.RIGHT_ALIGN          Justification.LEFT_JUSTIFII          Justification.RIGHT_JUSTIF          Justification.CENTER_JUST          Justification.FULLY_JUSTIF</p>
kashidas	<p><a href="#">KashidasOptions:</a></p> <p>KashidasOptions.DEFAULT_          KashidasOptions.KASHIDA</p>
keepAllLinesTogether	bool
keepFirstLines	number
keepLastLines	number

---

keepLinesTogether	bool
-------------------	------

---

keepWithNext	number
--------------	--------

---

kerningMethod	string
---------------	--------

---

keyboardDirection	<a href="#">CharacterDirectionOptions</a> : CharacterDirectionOptions.D CharacterDirectionOptions.L CharacterDirectionOptions.R
-------------------	--

---

label	string
-------	--------

---

leading	<a href="#">Leading</a> Real
---------	---------------------------------

---

leftIndent	Measurement Unit (Number or String)
------------	-------------------------------------

---

length	number
--------	--------

---

ligatures	bool
-----------	------

lines	Lines
lockState	<b>LockStateValues:</b> LockStateValues.NONE LockStateValues.UNMANAGED LockStateValues.CHECKED LockStateValues.CHECKED_LOCKED LockStateValues.LOCKED_UNLOCKED LockStateValues.EMBEDDED LockStateValues.MISSING_LINKED LockStateValues.MIXED_LINKED
maximumGlyphScaling	number
maximumLetterSpacing	number
maximumWordSpacing	number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

---

nestedStyles      [NestedStyles](#)

---

noBreak      bool

notes	<b>Notes</b>
numberSeparator	number
numberStartAt	number
numberingStyle	<b>NumberingStyle</b> String
openTypeFeatures	Array of number
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<b>OTFFigureStyle:</b> OTFFigureStyle.TABULAR_ OTFFigureStyle.PROPORTIONAL_ OTFFigureStyle.PROPORTIONAL_ OTFFigureStyle.TABULAR_ OTFFigureStyle.DEFAULT_
otfFraction	bool

---

otfJustificationAlternate	bool
---------------------------	------

---

otfOrdinal	bool
------------	------

---

otfOverlapSwash	bool
-----------------	------

---

otfStretchedAlternate	bool
-----------------------	------

---

otfStylisticAlternate	bool
-----------------------	------

---

otfSwash	bool
----------	------

---

otfTitling	bool
------------	------

---

ovals	Ovals
-------	-------

---

overprintFill	bool
---------------	------

---

overprintStroke	bool
-----------------	------

pageItems	<a href="#">PageItems</a>
paragraphDirection	<a href="#">ParagraphDirectionOptions:</a> <a href="#">ParagraphDirectionOptions.L</a> <a href="#">ParagraphDirectionOptions.R</a>
paragraphJustification	<a href="#">ParagraphJustificationOption</a> <a href="#">ParagraphJustificationOption</a> <a href="#">ParagraphJustificationOption</a> <a href="#">ParagraphJustificationOption</a>
paragraphs	<a href="#">Paragraphs</a>
parent	<a href="#">Document</a> <a href="#">XMLElement</a>
pointSize	number
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> <a href="#">Position.NORMAL</a> <a href="#">Position.SUPERSCRIPT</a> <a href="#">Position.SUBSCRIPT</a> <a href="#">Position.OT_SUPERSCRIPT</a>

	Position.OT_SUBSCRIPT Position.OT_NUMERATOR Position.OT_DENOMINATOR
properties	Object
rectangles	<a href="#">Rectangles</a>
rightIndent	Measurement Unit (Number or String)
ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>

ruleAboveGapOverprint      bool

---

ruleAboveGapTint      number

---

ruleAboveLeftIndent      Measurement Unit (Number or String)

---

ruleAboveLineWeight      number

---

ruleAboveOffset      Measurement Unit (Number or String)

---

ruleAboveOverprint	bool
--------------------	------

---

ruleAboveRightIndent	Measurement Unit (Number or String)
----------------------	-------------------------------------

---

ruleAboveTint	number
---------------	--------

---

ruleAboveType	StrokeStyle
---------------	-------------

---

ruleAboveWidth	RuleWidth: RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDTH
----------------	--

---

ruleBelow	bool
-----------	------

---

ruleBelowColor	String Swatch
----------------	------------------

ruleBelowGapColor	String <a href="#">Swatch</a>
ruleBelowGapOverPrint	bool
ruleBelowGapTint	number
ruleBelowLeftIndent	Measurement Unit (Number or String)

---

ruleBelowLineWeight	number
ruleBelowOffset	Measurement Unit (Number or String)
ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit (Number or String)
ruleBelowTint	number

ruleBelowType	<a href="#">StrokeStyle</a>
ruleBelowWidth	<a href="#">RuleWidth:</a> RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDTH
singleWordJustification	<a href="#">SingleWordJustification:</a> SingleWordJustification.LEFT SingleWordJustification.CENTER SingleWordJustification.RIGHT SingleWordJustification.FULL
skew	number
spaceAfter	Measurement Unit (Number)
spaceBefore	Measurement Unit (Number)
startParagraph	<a href="#">StartParagraph:</a> StartParagraph.ANYWHERE StartParagraph.NEXT_COLUMN StartParagraph.NEXT_FRAME StartParagraph.NEXT_PAGE StartParagraph.NEXT_ODD_PAGE StartParagraph.NEXT_EVEN_PAGE
storyPreferences	<a href="#">StoryPreference</a>

strikeThroughColor	String <a href="#">Swatch</a>
strikeThroughGapColor	String <a href="#">Swatch</a>
strikeThroughGapOverprint	bool
strikeThroughGapTint	number
strikeThroughOffset	Measurement Unit (Number or String)

strikeThroughOverprint	bool
strikeThroughTint	number
strikeThroughType	StrokeStyle
strikeThroughWeight	number
strikeThru	bool
strokeColor	String <a href="#">Swatch</a>
strokeTint	number

strokeWeight	number
tabList	Array of Arrays of Property Name/Val
tabStops	<a href="#">TabStops</a>
tables	<a href="#">Tables</a>
textColumns	<a href="#">TextColumns</a>
textFrames	<a href="#">TextFrames</a>
textStyleRanges	<a href="#">TextStyleRanges</a>
texts	<a href="#">Texts</a>
tracking	number

underline	bool
underlineColor	String <a href="#">Swatch</a>
underlineGapColor	String <a href="#">Swatch</a>
underlineGapOverprint	bool
underlineGapTint	number
underlineOffset	Measurement Unit (Number or String)

---

underlineOverprint	bool
--------------------	------

---

underlineTint	number
---------------	--------

---

underlineType	StrokeStyle
---------------	-------------

---

underlineWeight	number
-----------------	--------

---

verticalScale	number
---------------	--------

---

words	Words
-------	-------

---

xOffsetDiacritic	number
------------------	--------

---

yOffsetDiacritic	number
------------------	--------

---

## Methods Instances

**void applyBullets ([bulletChar: number][, bulletType: Bulletcharactertype][, bulletSize: number][, bulletColor: Swatch][, bulletAlignment: ListAlignment][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])**

Apply bullets

Parameter	Type
bulletChar	number
bulletType	<b>Bulletcharactertype:</b> Bulletcharactertype.UNICODE_ONLY Bulletcharactertype.UNICODE_WITH_FON Bulletcharactertype.GLYPH_WITH_FON
bulletFont	<b>Font</b> String
bulletFontSize	string
bulletSize	number
bulletColor	Swatch
bulletAlignment	<b>ListAlignment:</b> ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_LIST
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers ([numberingStyle: NumberingStyle][, numFormat: string][, numberFont: any][, numberFontSize: string][, numberSize: number][, ListAlignment=ListAlignment.HANGING\_LIST][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])**

Apply numbers

Parameter	Type
numberingStyle	<b>NumberingStyle:</b> NumberingStyle.UPPER_ROMAN

	NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER LETTERS NumberingStyle.LOWER LETTERS NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	Font String
numberFontSize	string
numberSize	number
numberColor	Swatch
numberAlignment	ListAlignment: ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_LIST
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

### **void changecase (using: Changemode)**

Sets the case of the text.

Parameter	Type
using	Changemode: Changemode.UPPERCASE Changemode.LOWERCASE Changemode.TITLECASE Changemode.SENTENCECASE

### **bool checkIn ()**

Checks in the story.

### **bool checkOut ()**

Checks out the story.

Array of **PageItem createOutlines** ([**deleteOriginal**: *bool=true*])  
Converts text to outlines. Each line of text becomes a polygon or  
internal spaces or detached parts, the polygon contains only a single  
creation of outlines, see allow outlines.

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, (Optional) (default: <b>true</b> )

**void exportFile (format: *any*, to: *File*[, showingOptions: *bool*=**false**])**  
Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export format. Can be one of the following values:
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user for options.
using	<a href="#">PDFExportPreset</a>	The export style to use.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**void markup (using: XElement)**

Associates the page item with the specified XML element while

Parameter	Type
using	XMLElement

**void move (to: LocationOptions[, reference: Text])**

Moves the text to the specified location.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location
reference	Text	The reference before or after

**void placeXML (using: XMLElement)**

Places XML content into the specified object. Note: Replaces ar

Parameter	Type	Description
using	XMLElement	The XML element

**void remove ()**

Deletes the Story.

**void removeBulletsAndNumbers ()**

Remove bullets and numbers

**bool revert ()**

Reverts the document to its state at the last save operation.

Array of **Text search ([for: string][, wholeWord: bool][, caseSensitive: bool][, withChangeAttributes: Object])**

Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard text endings
caseSensitive	bool	If true, then search only for uppercase
replacingWith	string	What to replace the found text with
withFindAttributes	Object	A record of find preference settings

`withChangeAttributes` Object A record of change preferences.

`void storyEdit()`

Edit the story in a story editor window.

**Element of** `Character.parentStory`  
`InsertionPoint.parentStory`  
`Line.parentStory`  
`Link.parent`  
`NestedStyle.parent`  
`PageReference.parentStory`  
`Paragraph.parentStory`  
`StoryPreference.parent`  
`TabStop.parent`  
`Text.parentStory`  
`TextColumn.parentStory`  
`TextFrame.parentStory`  
`TextPath.parentStory`  
`TextStyleRange.parentStory`  
`Word.parentStory`  
`XMLElement.parentStory`

**Used in:** `PageReference PageReferences.add (parentStory: Story, storyOptions: StoryOptions, pageReferenceType: PageReferenceType.CURRENT_PAGE, characterStyle: CharacterStyle) [, withProperties: Object]`  
`Table Tables.add ([to: LocationOptions=LocationOptions.UNSPECIFIED] [, withProperties: Object])`  
`void XMLElement.markup (using: any)`  
`void XMLElement.placeXML (using: any)`  
`XMLElement XMLElements.add (markupTag: any [, xmlContent: String])`

**Return** Array of `Story` `Index.generate ([on: any] [, placePoint: Array of Layer] [, autoflowing: bool=false] [, includeOverset: bool=false])`

**Class**

# TabStop

A tab stop.

**QuickLinks** [remove](#)

## Hierarchy

[Character](#) | [InsertionPoint](#) | [Line](#) | [Paragraph](#) | [ParagraphStyle](#)  
[TextDefault](#) | [TextStyleRange](#) | [TextRange](#)

**TabStop**

## Properties

Property	Type
alignment	<a href="#">TabStopAlignment</a> : TabStopAlignment.LEFT_ALIGN TabStopAlignment.CENTER_ALIGN TabStopAlignment.RIGHT_ALIGN TabStopAlignment.CHARACTER_ALIGN
alignmentCharacter	string
index	number
leader	string
parent	<a href="#">Character</a> <a href="#">InsertionPoint</a> <a href="#">Line</a> <a href="#">Paragraph</a> <a href="#">ParagraphStyle</a> <a href="#">Story</a>

	<a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextDefault</a> <a href="#">TextStyleRange</a> <a href="#">Word</a>
position	Measurement Unit (Number or String)
properties	Object

---

## Methods Instances

**void remove ()**

Deletes the TabStop.

---

**Return** **TabStop** [TabStops.add \(\[withProperties: Object\]\)](#)

---

**Class**

# TabStops

A collection of tab stops.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**TabStop add ([withProperties: Object])**

Creates a new TabStop.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new TabStop (Optional)

**number count ()**

Displays the number of elements in the TabStop.

## Element of

[Character.tabStops](#)  
[InsertionPoint.tabStops](#)  
[Line.tabStops](#)  
[Paragraph.tabStops](#)  
[ParagraphStyle.tabStops](#)  
[Story.tabStops](#)  
[Text.tabStops](#)  
[TextColumn.tabStops](#)  
[TextDefault.tabStops](#)  
[TextStyleRange.tabStops](#)  
[Word.tabStops](#)

**Class**

# Text

A text object.

Superclass of Character, InsertionPoint, Line, Paragraph, TextCharacter, TextStyleRange, TextObject, TextRange, TextSelection, TextText, TextTextRange

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changecase](#), [convertToText](#), [move](#), [place](#), [remove](#), [removeBulletsAndNumbers](#), [search](#), [select](#)

## Hierarchy

Cell | Character | InsertionPoint | Line | Note | Paragraph | TextStyleRange | TextText | TextTextRange

Text

Character | InsertionPoint | Line | Paragraph

Bullet | Button | Character | FormField | GraphicLine | Group | Paragraph | Polygon | Rectangle | TabStop | Table | Text

## Properties

Property	Type
alignToBaseline	bool
allGraphics	Array of Graphic
allPageItems	Array of PageItem
appliedCharacterStyle	CharacterStyleString
appliedFont	Font String

appliedLanguage	Language String
appliedParagraphStyle	ParagraphStyle String
ascent	Measurement Unit (Number or String)
associatedXMLElements	Array of XMLElement
autoLeading	number
balanceRaggedLines	bool
baseline	Measurement Unit (Number or String)
baselineShift	number
bulletChar	Bullet

bulletsAndNumberingColor	<b>Bnautocolor</b> String <b>Swatch</b>
bulletsAndNumberingFont	<b>Bnautofont</b> Font String
bulletsAndNumberingFontStyle	<b>Bnautofontstyle</b> String
bulletsAndNumberingListType	<b>Listtype:</b> Listtype.NO_LIST Listtype.BULLET_LIST Listtype.NUMBERED_LIST
bulletsAndNumberingSize	<b>Bnautosize</b> Real
buttons	<b>Buttons</b>
capitalization	<b>Capitalization:</b>

	Capitalization.NORMAL Capitalization.SMALL_CAPS Capitalization.ALL_CAPS Capitalization.CAP_TO_SMALL_CAPS
characterDirection	<a href="#">CharacterDirectionOptions</a> : CharacterDirectionOptions.D CharacterDirectionOptions.L CharacterDirectionOptions.R
characters	<a href="#">Characters</a>
composer	string
contents	<a href="#">SpecialCharacters</a> String
descent	Measurement Unit (Number or String)
desiredGlyphScaling	number
desiredLetterSpacing	number

desiredWordSpacing	number
diacriticPosition	<p><b>DiacriticPositionOptions:</b></p> <p>DiacriticPositionOptions.DEI  DiacriticPositionOptions.LOI  DiacriticPositionOptions.MEI  DiacriticPositionOptions.TIG  DiacriticPositionOptions.OPI</p>
digitsType	<p><b>DigitsTypeOptions:</b></p> <p>DigitsTypeOptions.DEFAULT  DigitsTypeOptions.ARABIC  DigitsTypeOptions.HINDI_D  DigitsTypeOptions.FARSI_D  DigitsTypeOptions.NATIVE_D  DigitsTypeOptions.FULL_FA  DigitsTypeOptions.THAI_DI  DigitsTypeOptions.LAO_DI  DigitsTypeOptions.DEVANA  DigitsTypeOptions.BENGAL  DigitsTypeOptions.GURMUI  DigitsTypeOptions.GUJARA  DigitsTypeOptions.ORIYA_I  DigitsTypeOptions.TAMIL_I  DigitsTypeOptions.TELUGU  DigitsTypeOptions.KANNAI  DigitsTypeOptions.MALAYA  DigitsTypeOptions.TIBETAN  DigitsTypeOptions.KHMER  DigitsTypeOptions.BURMES</p>
dropCapCharacters	number

dropCapLines	number
dropCapStyle	<a href="#">CharacterStyle</a> String
fillColor	String <a href="#">Swatch</a>
fillTint	number
firstLineIndent	Measurement Unit (Number or String)
fontStyle	string
formFields	<a href="#">FormFields</a>

gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measurement Unit (
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Measurement Unit (

graphicLines	<a href="#">GraphicLines</a>
gridAlignFirstLineOnly	bool
groups	<a href="#">Groups</a>
horizontalOffset	Measurement Unit (Number or String)
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number

hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit (Number)
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<p><b>Justification:</b></p> <p>Justification.LEFT_ALIGN          Justification.CENTER_ALIGN          Justification.RIGHT_ALIGN          Justification.LEFT_JUSTIFY          Justification.RIGHT_JUSTIFY          Justification.CENTER_JUSTIFY          Justification.FULLY_JUSTIFY</p>
kashidas	<p><b>KashidasOptions:</b></p> <p>KashidasOptions.DEFAULT_KASHIDA          KashidasOptions.KASHIDA</p>
keepAllLinesTogether	bool

---

keepFirstLines                    number

---

keepLastLines                    number

---

keepLinesTogether                bool

---

keepWithNext                    number

---

kerningMethod                  string

---

kerningValue                  number

keyboardDirection	<a href="#">CharacterDirectionOptions</a> : CharacterDirectionOptions.D CharacterDirectionOptions.L CharacterDirectionOptions.R
leading	<a href="#">Leading</a> Real
leftIndent	Measurement Unit (Number)
length	number
ligatures	bool
lines	<a href="#">Lines</a>
maximumGlyphScaling	number
maximumLetterSpacing	number

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

---

nestedStyles                            [NestedStyles](#)

---

noBreak                                bool

---

notes                                    [Notes](#)

---

numberSeparator                      number

---

numberStartAt                        number

---

numberingStyle                      [NumberingStyle](#)  
    String

---

openTypeFeatures                    Array of number

---

otfContextualAlternate             bool

---

otfDiscretionaryLigature            bool

---

otfFigureStyle	OTFFigureStyle: OTFFigureStyle.TABULAR_ OTFFigureStyle.PROPORTIONAL_ OTFFigureStyle.PROPORTIONAL_ OTFFigureStyle.TABULAR_ OTFFigureStyle.DEFAULT_
otfFraction	bool
otfJustificationAlternate	bool
otfOrdinal	bool
otfOverlapSwash	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfSwash	bool
otfTitling	bool

ovals	Ovals
overprintFill	bool
overprintStroke	bool
pageItems	PageItems
paragraphDirection	ParagraphDirectionOptions: ParagraphDirectionOptions.L ParagraphDirectionOptions.R
paragraphJustification	ParagraphJustificationOption ParagraphJustificationOption ParagraphJustificationOption ParagraphJustificationOption
paragraphs	Paragraphs
parent	Cell Character InsertionPoint Line Note

[Paragraph](#)  
[Story](#)  
**Text**  
[TextColumn](#)  
[TextFrame](#)  
[TextPath](#)  
[TextStyleRange](#)  
[Word](#)  
[XMLElement](#)

---

parentStory [Story](#)

---

parentTextFrame [TextFrame](#)

---

pointSize number

---

polygons [Polygons](#)

---

position [Position](#):  
Position.NORMAL  
Position.SUPERSCRIPT  
Position.SUBSCRIPT  
Position.OT\_SUPERSCRIPT  
Position.OT\_SUBSCRIPT  
Position.OT\_NUMERATOR  
Position.OT\_DENOMINATOR

---

properties Object

---

rectangles [Rectangles](#)

---

rightIndent Measurement Unit (Number or String)

---

ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>
ruleAboveGapOverprint	bool
ruleAboveGapTint	number

---

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---

---

---

ruleAboveLeftIndent	Measurement Unit (Number)
---------------------	---------------------------

---

ruleAboveLineWeight	number
---------------------	--------

---

ruleAboveOffset	Measurement Unit (Number)
-----------------	---------------------------

---

ruleAboveOverprint	bool
--------------------	------

---

ruleAboveRightIndent	Measurement Unit (Number)
----------------------	---------------------------

ruleAboveTint	number
ruleAboveType	StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDTH
ruleBelow	bool
ruleBelowColor	String Swatch
ruleBelowGapColor	String Swatch

---

ruleBelowGapOverPrint      bool

---

ruleBelowGapTint      number

---

ruleBelowLeftIndent      Measurement Unit (Number or String)

---

ruleBelowLineWeight      number

---

ruleBelowOffset      Measurement Unit (Number or String)

ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit (Number or String)
ruleBelowTint	number
ruleBelowType	StrokeStyle
ruleBelowWidth	<b>RuleWidth:</b> RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDTH
singleWordJustification	SingleWordJustification:

	SingleWordJustification.LEF SingleWordJustification.CEN SingleWordJustification.RIG] SingleWordJustification.FUL
skew	number
spaceAfter	Measurement Unit (Number)
spaceBefore	Measurement Unit (Number)
startParagraph	<p><a href="#">StartParagraph:</a></p> <p>StartParagraph.ANYWHERE StartParagraph.NEXT_COLU StartParagraph.NEXT_FRAM StartParagraph.NEXT_PAGE StartParagraph.NEXT_ODD_ StartParagraph.NEXT_EVEN</p>
strikeThroughColor	<p>String</p> <p><a href="#">Swatch</a></p>
strikeThroughGapColor	<p>String</p> <p><a href="#">Swatch</a></p>

strikeThroughGapOverprint      bool

strikeThroughGapTint      number

strikeThroughOffset      Measurement Unit (Number or String)

strikeThroughOverprint      bool

strikeThroughTint      number

strikeThroughType      [StrokeStyle](#)

---

strikeThroughWeight	number
---------------------	--------

---

strikeThru	bool
------------	------

---

strokeColor	String <a href="#">Swatch</a>
-------------	----------------------------------

---

strokeTint	number
------------	--------

---

strokeWeight	number
--------------	--------

---

tabList	Array of Arrays of Property Name/Val
---------	---

tabStops	<a href="#">TabStops</a>
tables	<a href="#">Tables</a>
textColumns	<a href="#">TextColumns</a>
textFrames	<a href="#">TextFrames</a>
textStyleRanges	<a href="#">TextStyleRanges</a>
texts	<a href="#">Texts</a>
tracking	number
underline	bool
underlineColor	<a href="#">String</a> <a href="#">Swatch</a>
underlineGapColor	<a href="#">String</a> <a href="#">Swatch</a>

---

underlineGapOverprint	bool
-----------------------	------

---

underlineGapTint	number
------------------	--------

---

underlineOffset	Measurement Unit (Number or String)
-----------------	-------------------------------------

---

underlineOverprint	bool
--------------------	------

---

underlineTint	number
---------------	--------

---

underlineType	StrokeStyle
---------------	-------------

underlineWeight	number
verticalScale	number
words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

## Methods Instances

void **applyBullets** ([bulletChar: number][, bulletType: Bulletcharactertype][, bulletSize: number][, bulletColor: Swatch][, bulletAlignment: LeftRight][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstLineLeftIndent: number][, listFirstLineLeftMargin: number][, listFirstLineRightMargin: number][, listLeftMargin: number][, listRightMargin: number][, listLeftIndent: number][, listFirstLineLeftMargin: number][, listFirstLineRightMargin: number][, listLeftMargin: number][, listRightMargin: number])  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	Bulletcharactertype: Bulletcharactertype.UNICODE_ONLY Bulletcharactertype.UNICODE_WITH_FON Bulletcharactertype.GLYPH_WITH_FON
bulletFont	Font

	String
bulletFontStyle	string
bulletSize	number
bulletColor	Swatch
bulletAlignment	<p><a href="#">ListAlignment:</a></p> <p>ListAlignment.HANGING_LIST</p> <p>ListAlignment.FLUSH_LEFT_LIST</p> <p>ListAlignment.CUSTOM_ALIGNED_LIST</p>
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

```
void applyNumbers ([numberingStyle: NumberingStyle][, numberSize: number][, numberFont: any][, numberFontStyle: string][, numberColor: Swatch][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])
```

Apply numbers

Parameter	Type
numberingStyle	<p><a href="#">NumberingStyle:</a></p> <p>NumberingStyle.UPPER_ROMAN</p> <p>NumberingStyle.LOWER_ROMAN</p> <p>NumberingStyle.UPPER LETTERS</p> <p>NumberingStyle.LOWER LETTERS</p> <p>NumberingStyle.ARABIC</p>
numberingSeparator	number
startingValue	number
numberFont	<p><a href="#">Font</a></p> <p>String</p>
numberFontStyle	string
numberSize	number
numberColor	Swatch

numberAlignment	<b>ListAlignment:</b> ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_L]
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle (using: any[, clearingOverrides: bool=true])**  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	CharacterStyle ParagraphStyle	The style to apply. Can acc
clearingOverrides	bool	If true, clears existing text Valid only when the using <b>true)</b>

**void changecase (using: ChangecaseMode)**

Sets the case of the text.

Parameter	Type
using	<b>ChangecaseMode:</b> ChangecaseMode.UPPERCASE ChangecaseMode.LOWERCASE ChangecaseMode.TITLECASE ChangecaseMode.SENTENCECASE

**Note convertToNote ()**

Converts the text to a note.

**Table convert.ToTable ([columnSeparator: string][, rowSeparator: string])**  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts a new column.
rowSeparator	string	The character starts a new row in

`numberOfColumns` `number` The number of columns in the table. All characters are the same. (Optional)

Array of **PageItem createOutlines** ([**deleteOriginal: bool=true**])  
Converts text to outlines. Each line of text becomes a polygon or  
internal spaces or detached parts, the polygon contains only a single  
creation of outlines, see allow outlines.

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, (Optional) (default: <b>true</b> )

**void exportFile (format: *any*, to: *File*[, showingOptions: *bool*=false])**  
Exports the object(s) to a file.

**void markup (using: XElement)**

Associates the page item with the specified XML element while

Parameter	Type
using	XMLElement

**void move (to: LocationOptions[, reference: Text])**

Moves the text to the specified location.

Parameter	Type	Description
to	<code>LocationOptions:</code> <code>LocationOptions.BEFORE</code> <code>LocationOptions.AFTER</code> <code>LocationOptions.AT_END</code> <code>LocationOptions.AT_BEGINNING</code> <code>LocationOptions.UNKNOWN</code>	The location

reference	Text	The reference before or after
-----------	------	-------------------------------

**any place (fileName: File[, placePoint: Array of Measurement [, showingOptions: bool=false][, autoflowing: bool=false][, retainWithProperties: Object])**

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place
placePoint	Array of Measurement Unit (Number or String)	The point where or spread to place
destinationLayer	Array of <a href="#">Layers</a> <a href="#">Layer</a>	The layer(s) to spread to place
showingOptions	bool	Whether to display
autoflowing	bool	Whether to automatically flow
retainingFormatting	bool	Whether to keep the original styling
convertingQuotes	bool	Whether to convert quotes to double quotes
withProperties	Object	Initial values for properties

**void remove ()**

Deletes the Text.

**void removeBulletsAndNumbers ()**

Remove bullets and numbers

Array of **Text search ([for: string][, wholeWord: bool][, caseSensitive: bool][, withChangeAttributes: Object])**

Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard text elsewhere
caseSensitive	bool	If true, then search only for the exact case
replacingWith	string	What to replace the found text with

withFindAttributes	Object	A record of find preference settings.
withChangeAttributes	Object	A record of change preference settings.

**void select ([existingSelection: SelectionOptions=SelectionOptions.UNSET])**  
Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to select the object. <b>Select</b>

## Element of `HyperlinkTextSource.sourceText`

**Used in:** void [Character.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[XMLElement DTD.move \(to: LocationOptions\[, reference: any\]\)](#)  
[HyperlinkTextDestination HyperlinkTextDestinations.add \(destination: HyperlinkTextDestination\)](#)  
[HyperlinkTextSource HyperlinkTextSources.add \(source: Text\[, reference: Text\]\)](#)  
[void InsertionPoint.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[void Line.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[void Paragraph.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[void Story.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[Table Tables.add \(\[to: LocationOptions=LocationOptions.UNSET\]\)](#)  
[void Text.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[void TextColumn.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[void TextStyleRange.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[void Word.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[XMLElement XMLComment.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[void XMLElement.markup \(using: any\)](#)  
[XMLElement XMLElement.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[XMLElement XMLElements.add \(markupTag: any\[, xmlContent: String\]\)](#)  
[XMLElement XMLInstruction.move \(to: LocationOptions\[, reference: Text\]\)](#)  
[XMLElement XMLItem.move \(to: LocationOptions\[, reference: Text\]\)](#)

**Return** Array of **Text** [Application.search \(\[for: string\]\[, wholeWord: bool\]\[, withFindAttributes: Object\]\[, withChangeAttributes: Object\]\)](#)  
Array of **Text** [Cell.search \(\[for: string\]\[, wholeWord: bool\]\[, caseSensitive: bool\]\[, withFindAttributes: Object\]\[, withChangeAttributes: Object\]\)](#)

Array of **Text** Character.search ([for: string][, wholeWord: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** Column.search ([for: string][, wholeWord: bool][  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** Document.search ([for: string][, wholeWord: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** InsertionPoint.search ([for: string][, wholeWord: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** Line.search ([for: string][, wholeWord: bool][, caseSensitive: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** Paragraph.search ([for: string][, wholeWord: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** Row.search ([for: string][, wholeWord: bool][, caseSensitive: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** Story.search ([for: string][, wholeWord: bool][, caseSensitive: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
**Text** Table.convertToText ([columnSeparator: string][, rowSeparator: string])  
Array of **Text** Table.search ([for: string][, wholeWord: bool][, caseSensitive: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** Text.search ([for: string][, wholeWord: bool][, caseSensitive: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** TextColumn.search ([for: string][, wholeWord: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** TextFrame.search ([for: string][, wholeWord: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** TextPath.search ([for: string][, wholeWord: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** TextStyleRange.search ([for: string][, wholeWord: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]  
Array of **Text** Word.search ([for: string][, wholeWord: bool][, caseSensitive: bool]  
    withFindAttributes: Object][, withChangeAttributes: Object]

**Class**

# TextColumn

A text column. Base Class: [Text](#)

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changeCase](#),  
[move](#), [place](#), [remove](#), [removeBulletsAndNumbers](#), [s](#)

## Hierarchy

[Cell](#) | [Character](#) | [InsertionPoint](#) | [Line](#) | [NotTextStyle](#)

[Bullet](#) | [Button](#) | [Character](#) | [FormField](#) | [GraphicLayer](#)  
[Paragraph](#) | [Polygon](#) | [Rectangle](#) | [TabStop](#)

## Properties

Property	Type
alignToBaseline	bool
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
appliedCharacterStyle	<a href="#">CharacterStyleString</a>
appliedFont	<a href="#">Font</a> <a href="#">String</a>

appliedLanguage	Language String
appliedParagraphStyle	ParagraphStyle String
ascent	Measurement Uni
associatedXMLElements	Array of <a href="#">XMLEle</a>
autoLeading	number
balanceRaggedLines	bool
baseline	Measurement Uni
baselineShift	number
bulletChar	<a href="#">Bullet</a>

	<code>bulletsAndNumberingColor</code>	<a href="#">Bnautocolor</a> <a href="#">String</a> <a href="#">Swatch</a>
	<code>bulletsAndNumberingFont</code>	<a href="#">Bnautofont</a> <a href="#">Font</a> <a href="#">String</a>
	<code>bulletsAndNumberingFontStyle</code>	<a href="#">Bnautofontstyle</a> <a href="#">String</a>
	<code>bulletsAndNumberingListType</code>	<a href="#">Listtype:</a> <a href="#">Listtype.NO_LIST</a> <a href="#">Listtype.BULLET</a> <a href="#">Listtype.NUMBER</a>
	<code>bulletsAndNumberingSize</code>	<a href="#">Bnautosize</a> <a href="#">Real</a>
	<code>buttons</code>	<a href="#">Buttons</a>
	<code>capitalization</code>	<a href="#">Capitalization:</a>

	Capitalization.NO Capitalization.SM Capitalization.AL Capitalization.CA
characterDirection	<a href="#">CharacterDirectio</a> <a href="#">CharacterDirectio</a> <a href="#">CharacterDirectio</a> <a href="#">CharacterDirectio</a>
characters	<a href="#">Characters</a>
composer	string
contents	<a href="#">SpecialCharacters</a> <a href="#">String</a>
descent	Measurement Uni
desiredGlyphScaling	number
desiredLetterSpacing	number

desiredWordSpacing	number
diacriticPosition	<a href="#">DiacriticPositionC</a> <a href="#">DiacriticPositionC</a> <a href="#">DiacriticPositionC</a> <a href="#">DiacriticPositionC</a> <a href="#">DiacriticPositionC</a> <a href="#">DiacriticPositionC</a>
digitsType	<a href="#">DigitsTypeOption</a> DigitsTypeOption
dropCapCharacters	number

---

dropCapLines number

---

dropCapStyle [CharacterStyle](#)  
String

---

fillColor String  
[Swatch](#)

---

fillTint number

---

firstLineIndent Measurement Uni

---

fontStyle string

---

formFields [FormFields](#)

---

gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measure
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Measure

---

graphicLines                      [GraphicLines](#)

---

gridAlignFirstLineOnly            bool

---

groups                            [Groups](#)

---

horizontalOffset                 Measurement Uni

---

horizontalScale                 number

---

hyphenWeight                    number

---

hyphenateAfterFirst             number

---

hyphenateBeforeLast            number

---

hyphenateCapitalizedWords    bool

---

hyphenateLadderLimit          number

---

hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<p><a href="#">Justification:</a></p> <p>Justification.LEFT            Justification.CEN            Justification.RIGH            Justification.LEFT            Justification.RIGH            Justification.CEN            Justification.FULL</p>
kashidas	<p><a href="#">KashidasOptions:</a></p> <p>KashidasOptions.            KashidasOptions.</p>
keepAllLinesTogether	bool

---

keepFirstLines                    number

---

keepLastLines                    number

---

keepLinesTogether                bool

---

keepWithNext                    number

---

kerningMethod                  string

---

kerningValue                    number

keyboardDirection	CharacterDirection
	CharacterDirection
	CharacterDirection
	CharacterDirection
leading	Leading
	Real
leftIndent	Measurement Unit
length	number
ligatures	bool
lines	Lines
maximumGlyphScaling	number
maximumLetterSpacing	number

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

nestedStyles	<a href="#">NestedStyles</a>
noBreak	bool
notes	<a href="#">Notes</a>
numberSeparator	number
numberStartAt	number
numberingStyle	<a href="#">NumberingStyle</a> String
openTypeFeatures	Array of number
otfContextualAlternate	bool
otfDiscretionaryLigature	bool

otfFigureStyle	OTFFigureStyle: OTFFigureStyle.I OTFFigureStyle.F OTFFigureStyle.F OTFFigureStyle.I OTFFigureStyle.I
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otfFraction	bool
-------------	------

otfJustificationAlternate	bool
---------------------------	------

otfOrdinal	bool
------------	------

otfOverlapSwash	bool
-----------------	------

otfStretchedAlternate	bool
-----------------------	------

otfStylisticAlternate	bool
-----------------------	------

otfSwash	bool
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otfTitling	bool
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---

ovals	Ovals
-------	-------

---

overprintFill	bool
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---

overprintStroke	bool
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---

pageItems	PageItems
-----------	-----------

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paragraphDirection	ParagraphDirective ParagraphDirective ParagraphDirective
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paragraphJustification	ParagraphJustification ParagraphJustification ParagraphJustification ParagraphJustification
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paragraphs	Paragraphs
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---

parent	Cell Character InsertionPoint Line Note
--------	---

	Paragraph Story Text <b>TextColumn</b> TextFrame TextPath TextStyleRange Word XMLElement
parentStory	Story
parentTextFrame	TextFrame
pointSize	number
polygons	Polygons
position	<b>Position:</b> Position.NORMA Position.SUPERS Position.SUBSCR Position.OT_SUP Position.OT_SUB Position.OT_NUM Position.OT_DEN
properties	Object
rectangles	Rectangles
rightIndent	Measurement Uni

ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>
ruleAboveGapOverprint	bool
ruleAboveGapTint	number

---

---

---

---

---

ruleAboveLeftIndent      Measurement Unit

---

ruleAboveLineWeight      number

---

ruleAboveOffset      Measurement Unit

---

ruleAboveOverprint      bool

---

ruleAboveRightIndent      Measurement Unit

ruleAboveTint	number
ruleAboveType	StrokeStyle
ruleAboveWidth	<b>RuleWidth:</b> RuleWidth.TEXT RuleWidth.COLU
ruleBelow	bool
ruleBelowColor	String <a href="#">Swatch</a>
ruleBelowGapColor	String <a href="#">Swatch</a>

---

ruleBelowGapOverPrint      bool

---

ruleBelowGapTint      number

---

ruleBelowLeftIndent      Measurement Uni

---

ruleBelowLineWeight      number

---

ruleBelowOffset      Measurement Uni

ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit
ruleBelowTint	number
ruleBelowType	StrokeStyle
ruleBelowWidth	RuleWidth: RuleWidth.TEXT RuleWidth.COLU
singleWordJustification	SingleWordJustifi

	SingleWordJustifi SingleWordJustifi SingleWordJustifi SingleWordJustifi
skew	number
spaceAfter	Measurement Uni
spaceBefore	Measurement Uni
startParagraph	<p><a href="#">StartParagraph:</a></p> <p>StartParagraph.AI</p> <p>StartParagraph.NI</p> <p>StartParagraph.NI</p> <p>StartParagraph.NI</p> <p>StartParagraph.NI</p> <p>StartParagraph.NI</p>
strikeThroughColor	<p>String</p> <p><a href="#">Swatch</a></p>
strikeThroughGapColor	<p>String</p> <p><a href="#">Swatch</a></p>

strikeThroughGapOverprint      bool

strikeThroughGapTint      number

strikeThroughOffset      Measurement Unit

strikeThroughOverprint      bool

strikeThroughTint      number

strikeThroughType      [StrokeStyle](#)

---

strikeThroughWeight      number

---

strikeThru      bool

---

strokeColor      String  
Swatch

---

strokeTint      number

---

strokeWeight      number

---

tabList      Array of  
Arrays of Property

tabStops	<a href="#">TabStops</a>
tables	<a href="#">Tables</a>
textColumns	<a href="#">TextColumns</a>
textFrames	<a href="#">TextFrames</a>
textStyleRanges	<a href="#">TextStyleRanges</a>
texts	<a href="#">Texts</a>
tracking	number
underline	bool
underlineColor	<a href="#">String</a> <a href="#">Swatch</a>
underlineGapColor	<a href="#">String</a> <a href="#">Swatch</a>

underlineGapOverprint	bool
underlineGapTint	number
underlineOffset	Measurement Unit
underlineOverprint	bool
underlineTint	number
underlineType	StrokeStyle

underlineWeight	number
-----------------	--------

verticalScale	number
words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

## Methods Instances

**void applyBullets ([bulletChar: number][, bulletType: number][, bulletColor: Swatch][, bulletA  
listLeftIndent: number][, listFirstLineIndent: number])**  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	Bulletcharactertype: Bulletcharactertype.UNICODI Bulletcharactertype.UNICODI Bulletcharactertype.GLYPH_V
bulletFont	Font

	String
bulletFontStyle	string
bulletSize	number
bulletColor	Swatch
bulletAlignment	ListAlignment: ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT ListAlignment.CUSTOM_ALIGNMENT
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

```
void applyNumbers ([numberingStyle: NumberingStyle, numberFont: any][, numberFontStyle: string][, numlListAlignment=ListAlignment.HANGING_LIST][, listFirstTabPosition: number])  
Apply numbers
```

Parameter	Type
numberingStyle	<b>NumberingStyle:</b> NumberingStyle.UPPER_ROMAN NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER_ALPHABETIC NumberingStyle.LOWER_ALPHABETIC NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	<b>Font</b> String
numberFontSize	string
numberSize	number
numberColor	<b>Swatch</b>

numberAlignment	<a href="#">ListAlignment</a> :
	ListAlignment.HANGING_L
	ListAlignment.FLUSH_LEFT
	ListAlignment.CUSTOM_ALIGN
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle (using: *any*[, clearingOverrides: *bool*])**  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	<a href="#">CharacterStyle</a>   <a href="#">ParagraphStyle</a>	The style to apply.
clearingOverrides	bool	If true, clears existing styles. Valid only when using a <a href="#">ParagraphStyle</a> (false by default). <b>true</b> )

**void changecase (using: [ChangecaseMode](#))**  
Sets the case of the text.

Parameter	Type
using	<a href="#">ChangecaseMode</a> :

**Note convertToNote ()**  
Converts the text to a note.

**Table convert.ToTable ([columnSeparator: *string*][, rowSeparator: *string*])**  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	<i>string</i>	The character that starts a column.
rowSeparator	<i>string</i>	The character starts a new row.

numberOfColumns	number	The number of columns. If the characters are the same, the width of the column is increased.
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Array of **PageItem** **createOutlines** ([**deleteOriginal**:  
Converts text to outlines. Each line of text becomes a polygon. If there are internal spaces or detached parts, the polygon contains them. To prevent this, set **allowOutlines** to `true`.  
creation of outlines, see **allowOutlines**.

Parameter	Type	Description
<b>deleteOriginal</b>	bool	If true, deletes the original text. (Optional) (default: <b>true</b> )

**void exportFile (format: any, to: File[, showingOptions: boolean, using: PDFExportPreset])**  
Exports the object(s) to a file.

Parameter	Type	Description
<b>format</b>	<b>ExportFormat</b> String	The export format.
<b>to</b>	File	The path to the file.
<b>showingOptions</b>	bool	If true, prints the progress bar.
<b>using</b>	<b>PDFExportPreset</b>	The export preset.

**void markup (using: XMLElement)**  
Associates the page item with the specified XML element.

Parameter	Type
<b>using</b>	<b>XMLElement</b>

**void move (to: LocationOptions[, reference: Text])**  
Moves the text to the specified location.

Parameter	Type	Description
<b>to</b>	<b>LocationOptions:</b> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location where the text is moved.

reference [Text](#)

T  
b

any **place** (*fileName*: *File*[, *placePoint*: Array of *Measurement*, *showingOptions*: *bool=false*][, *autoflowing*: *bool=false*][, *withProperties*: *Object*])

Places a file in the document.

Parameter	Type	Description
fileName	File	File to place
placePoint	Array of <i>Measurement</i> Unit (Number or String)	Place point
destinationLayer	Array of <a href="#">Layers</a> <a href="#">Layer</a>	Destination layer
showingOptions	bool	Showing options
autoflowing	bool	Autoflowing
retainingFormatting	bool	Retaining formatting
convertingQuotes	bool	Converting quotes
withProperties	Object	With properties

**void remove ()**

Deletes the TextColumn.

**void removeBulletsAndNumbers ()**

Remove bullets and numbers

Array of [Text](#) **search** ([*for*: *string*][, *wholeWord*: *bool=false*][, *Object*][, *withChangeAttributes*: *Object*])

Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for
wholeWord	bool	If true, then disregard punctuation
caseSensitive	bool	If true, then search case sensitively
replacingWith	string	What to replace it with

withFindAttributes	Object	A record of find attributes.
withChangeAttributes	Object	A record of change attributes.

**void select ([existingSelection: SelectionOptions=SelectionOptions.REPLACE])**  
Select this object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE

**Used in:** [Table Tables.add \(\[to: LocationOptions=LocationOptions.REPLACE\]\)](#)

**Class**

# TextColumns

A collection of text columns.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods [Instances](#)

[number count \(\)](#)

Displays the number of elements in the TextColumn.

## Element of

[Cell.textColumns](#)  
[Character.textColumns](#)  
[InsertionPoint.textColumns](#)  
[Line.textColumns](#)  
[Note.textColumns](#)  
[Paragraph.textColumns](#)  
[Story.textColumns](#)  
[Text.textColumns](#)  
[TextColumn.textColumns](#)  
[TextFrame.textColumns](#)  
[TextPath.textColumns](#)  
[TextStyleRange.textColumns](#)  
[Word.textColumns](#)  
[XMLElement.textColumns](#)

**Class**

# TextFrame

A text frame. Base Class: [PageItem](#)

## QuickLinks

[addPath](#), [bringForward](#), [bringToFront](#), [createOutlines](#), [c  
fit](#), [insertLabel](#), [intersectPath](#), [makeCompoundPath](#), [ma  
releaseCompoundPath](#), [remove](#), [removeOverride](#), [resetC  
sendBackward](#), [sendToBack](#), [shear](#), [store](#), [subtractPath](#),

## Hierarchy

[Button](#) | [Cell](#) | [Character](#) | [Document](#) | [GraphicLine](#)  
[Oval](#) | [Page](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | [Recta  
TextFrame](#) | [Tex](#)

Page

Text

[Button](#) | [Character](#) | [FormField](#) | [GraphicLine](#) | [Gr  
Paragraph](#) | [Path](#) | [Polygon](#) | [Rectangle](#) | [Table](#) | [Tex  
TextPath](#) | [TextStyleRange](#)

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

absoluteVerticalScale	number
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
associatedXMLElement	<a href="#">XMLElement</a>
blendMode	<b>BlendMode:</b> BlendMode.NORMAL BlendMode.MULTIPLY BlendMode.SCREEN BlendMode.OVERLAY BlendMode.SOFT_LIGHT BlendMode.HARD_LIGHT BlendMode.COLOR_DODGE BlendMode.COLOR_BURN BlendMode.DARKEN BlendMode.LIGHTEN BlendMode.DIFFERENCE BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATION BlendMode.COLOR BlendMode.LUMINOSITY
buttons	<a href="#">Buttons</a>
characters	<a href="#">Characters</a>

contentType	<b>ContentType:</b> ContentType.UNASSIGN ContentType.GRAPHIC_ ContentType.TEXT_TYP
contents	<b>SpecialCharacters</b> String <b>TextFrameContents</b>
cornerEffect	<b>CornerEffects:</b> CornerEffects.NONE CornerEffects.ROUND_EI CornerEffects.INVERSE_C CornerEffects.INSET_CC CornerEffects.BEVEL_C CornerEffects.FANCY_C
cornerRadius	number
endCap	<b>EndCap:</b> EndCap.BUTT_END_CA EndCap.ROUND_END_C EndCap.PROJECTING_F
endJoin	<b>EndJoin:</b> EndJoin.MITER_END_JO EndJoin.ROUND_END_J EndJoin.BEVEL_END_J
endTextFrame	<b>TextFrame</b>

## TextPath

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featherCornerType	<b>FeatherCornerType:</b> FeatherCornerType.SHAI FeatherCornerType.ROUI FeatherCornerType.DIFF
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featherMode	<b>FeatherMode:</b> FeatherMode.NONE FeatherMode.STANDARD
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featherWidth	number
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fillColor	String <b>Swatch</b>
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fillTint	number
----------	--------

formFields	<b>FormFields</b>
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gapColor	<b>Swatch</b>
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gapTint	number
geometricBounds	Array of Measurement U1
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measurement U1

gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Measurement Uri
graphicLines	<a href="#">GraphicLines</a>
groups	<a href="#">Groups</a>
horizontalScale	number
id	number

index	number
insertionPoints	<a href="#">InsertionPoints</a>
isolateBlending	bool
itemLayer	<a href="#">Layer</a>
knockoutGroup	bool
label	string
leftLineEnd	<p><a href="#">ArrowHead:</a></p> <p>ArrowHead.NONE          ArrowHead.SIMPLE_AR          ArrowHead.SIMPLE_WI          ArrowHead.TRIANGLE_          ArrowHead.TRIANGLE_          ArrowHead.BARBED_A          ArrowHead.CURVED_A          ArrowHead.CIRCLE_AR          ArrowHead.CIRCLE_SO          ArrowHead.SQUARE_A]          ArrowHead.SQUARE_SO          ArrowHead.BAR_ARRO</p>
lines	<a href="#">Lines</a>
localDisplaySetting	<p><a href="#">DisplaySettingOptions:</a></p> <p>DisplaySettingOptions.HI</p>

DisplaySettingOptions.TY  
DisplaySettingOptions.OI  
DisplaySettingOptions.DI

---

locked bool

---

miterLimit number

---

nextTextFrame **TextFrame**  
**TextPath**

---

nonprinting bool

---

notes **Notes**

---

opacity number

---

ovals **Ovals**

---

overflows bool

---

overprintFill bool

---

overprintGap                  bool

---

overprintStroke                bool

---

overridden                    bool

---

overriddenMasterPageItem    [PageItem](#)

---

pageItems                    [PageItems](#)

---

paragraphs	Paragraphs
parent	Button Cell Character Document GraphicLine Group InsertionPoint Layer Line MasterSpread Oval Page PageItem Paragraph Polygon Rectangle Spread State Story Table Text TextColumn <b>TextFrame</b> TextStyleRange Word
parentStory	Story

---

paths	Paths
polygons	Polygons
previousTextFrame	<b>TextFrame</b> <b>TextPath</b>
properties	Object
rectangles	Rectangles
rightLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_AR ArrowHead.SIMPLE_WI ArrowHead.TRIANGLE_AR ArrowHead.TRIANGLE_WI ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_AR ArrowHead.CIRCLE_SO ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SO ArrowHead.BAR_ARROW
rotationAngle	number
shadowBlendMode	<b>BlendMode:</b> BlendMode.NORMAL

BlendMode.MULTIPLY  
BlendMode.SCREEN  
BlendMode.OVERLAY  
BlendMode.SOFT\_LIGHT  
BlendMode.HARD\_LIGHT  
BlendMode.COLOR\_DODGE  
BlendMode.COLOR\_BURN  
BlendMode.DARKEN  
BlendMode.LIGHTEN  
BlendMode.DIFFERENCE  
BlendMode.EXCLUSION  
BlendMode.HUE  
BlendMode.SATURATION  
BlendMode.COLOR  
BlendMode.LUMINOSITY

---

shadowBlurRadius number

---

shadowColor [Swatch](#)

---

shadowMode [ShadowMode](#):  
ShadowMode.NONE  
ShadowMode.DROP

---

shadowOpacity number

---

shadowXOffset number

---

shadowYOffset number

---

shearAngle number

startTextFrame	<b>TextFrame</b> <a href="#">TextPath</a>
strokeAlignment	<b>StrokeAlignment:</b> StrokeAlignment.CENTE StrokeAlignment.INSIDE StrokeAlignment.OUTSII
strokeColor	<b>String</b> <a href="#">Swatch</a>
strokeCornerAdjustment	<b>StrokeCornerAdjustment:</b> StrokeCornerAdjustment. StrokeCornerAdjustment. StrokeCornerAdjustment. StrokeCornerAdjustment. StrokeCornerAdjustment.
strokeDashAndGap	Array of Measurement U1
strokeTint	number

strokeType	StrokeStyle
strokeWeight	number
tables	Tables
textColumns	TextColumns
textFrameIndex	number
textFramePreferences	TextFramePreference
textFrames	TextFrames
textPaths	TextPaths
textStyleRanges	TextStyleRanges
textWrapPreferences	TextWrapPreference

texts	Texts
verticalScale	number
visibleBounds	Array of Measurement Uri
words	Words

## Methods Instances

[PageItem addPath \(with: Array of PageItem\)](#)

Creates a new page item by combining the TextFrame with another one that intersect.

Parameter	Type
with	Array of <a href="#">PageItem</a>

[void bringForward \(\)](#)

Brings the TextFrame forward one level in its layer.

[void bringToFront \(\)](#)

Brings the TextFrame to the front.

[Array of PageItem createOutlines \(\[deleteOriginal: boolean\]\)](#)

Converts text to outlines. Each line of text becomes a polygonal shape. If the text has no internal spaces or detached parts, the polygon will be closed.

whether a font allows the creation of outlines, see `allowOutlines`

Parameter	Type	Description
<code>deleteOriginal</code>	<code>bool</code>	If true, deletes the original text. of the text. (Optional) (default: <code>true</code> )

### `TextFrame duplicate ()`

Duplicates the `TextFrame`.

`PageItem excludeOverlapPath (with: Array of PageItem)`  
Creates a new page item by excluding the overlapping areas.

Parameter	Type
<code>with</code>	Array of <code>PageItem</code>

`void exportFile (format: any, to: File[, showingOptions: boolean, using: PDFExportPreset])`  
Exports the object(s) to a file.

Parameter	Type	Description
<code>format</code>	<code>ExportFormat</code> <code>String</code>	The export format
<code>to</code>	<code>File</code>	The path of the exported file
<code>showingOptions</code>	<code>bool</code>	If true, prompts the user for options (false by default). (Optional) (default: <code>false</code> )
<code>using</code>	<code>PDFExportPreset</code>	The export style to use (Optional)

### `string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type
<code>key</code>	<code>string</code>

### `void fit (given: FitOptions)`

Applies the specified fit option to content in a frame.

Parameter	Type
<code>given</code>	<code>FitOptions</code> : <code>FitOptions.CONTENT_TO_FRAME</code> <code>FitOptions.CENTER_CONTENT</code>

FitOptions.PROPORTIONALLY  
FitOptions.FRAME\_TO\_CENTER

**void insertLabel (`key`: string, `value`: string)**

Sets the label to the value associated with the specified

Parameter	Type
key	string
value	string

**PageItem intersectPath (`with`: Array of PageItem)**

Creates a new page item by intersecting the TextFrame intersect.

Parameter	Type	Description
with	Array of PageItem	The other objects

**PageItem makeCompoundPath (`with`: Array of PageItem)**

Creates a compound path by combining the path(s) of the

Parameter	Type	Description
with	Array of PageItem	The other objects

**void markup (`using`: XMLElement)**

Associates the page item with the specified XML element

Parameter	Type
using	XMLElement

**PageItem minusBack (`with`: Array of PageItem)**

Creates a new page item by reverse subtracting the overlapp

Parameter	Type
with	Array of PageItem

**void move ([`to`: any][, `by`: Array of Measurement Unit])**

Move Page Item to a new location. One of the To or By

Parameter	Type	Description
to	Array of 2 Units	The new location

	Layer Page Spread	Spread,
by	Array of Measurement Unit (Number or String)	Amount position

### PageItem override (destinationPage: Page)

Overrides a master page item and places it on the page

Parameter	Type	Description
destinationPage	Page	The document page on which the item is placed.

any place (fileName: File[, placePoint: Array of Measurement Unit, showingOptions: bool=false][, autoflowing: bool=false][, convertingQuotes: bool=true][, withProperties: Object])

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place.
placePoint	Array of Measurement Unit (Number or String)	The point telling a position.
destinationLayer	Array of Layers Layer	The layer on the page or spread (Optional).
showingOptions	bool	Whether to show (default: <b>false</b> )
autoflowing	bool	Whether to flow the text (default: <b>false</b> )
retainingFormatting	bool	Whether to retain the original formatting (default: <b>false</b> )
convertingQuotes	bool	Whether to convert quotes (default: <b>true</b> )
withProperties	Object	Initial values for properties.

### void placeXML (using: XElement)

Places XML content into the specified object. Note: Re

Parameter	Type	Description
using	XMLElement	The XML elem

Array of [PageItem](#) **releaseCompoundPath ()**

Releases a compound path.

**void remove ()**

Deletes the TextFrame.

**void removeOverride ()**

Removes the override from a previously overridden ma

**void resetScaling ()**

Resets the TextFrame's scaling to 100%. Note: This doe

the current size of the TextFrame the basis for future sc

**void resize ([horizontalScale: number][, verticalScale: number][, around: any][, bool=false][, transformingContent: bool=true][, consideringCurrentScale: bool=false][, consideringParentsScale: bool=false])**

Resize the page item. You must specify either horizontal

Parameter	Type	Description
horizontalScale	number	The percentage
verticalScale	number	The percentage
around	AnchorPoint	The point to s
	Array of 2 AnchorPoint	AnchorPoint e
Units	Units	Units
consideringCurrentScale	bool	If true then th
		If false then th
		(Optional) (de
transformingContent	bool	If true then bc
		(default: <b>true</b> )
consideringParentsScale	bool	If true then th
		it is scaled rel

**void rotate (by: number[, around: any][, consideringCu**

**bool=true][, consideringParentsRotation: bool=false])**

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate the text.
around	<a href="#">AnchorPoint</a>	The point around which to rotate the text. Array of 2 AnchorPoint Units
consideringCurrentRotation	bool	If true then consider the current rotation when combining the rotation with the new rotation. If false then the new rotation will always be combined.
transformingContent	bool	If true then transform the content of the text frame when applying the rotation.
consideringParentsRotation	bool	If true then consider the rotation of the parent text frame when applying the rotation. If false it is not considered and the rotation is set at the start of the text frame.

### **void scaleTextAttributes ()**

Scales attributes of the text in the text frame to reflect specific criteria when executed in the script after the text frame.

Array of [Text](#) **search** ([**for**: *string*][, **wholeWord**: *bool*][, **withFindAttributes**: *Object*][, **withChangeAttributes**: *Object*])  
Look for occurrences of text that matches specific criteria.

Parameter	Type	Description
<b>for</b>	<i>string</i>	What to look for (Optional)
<b>wholeWord</b>	<i>bool</i>	If true, then disregard partial matches.
<b>caseSensitive</b>	<i>bool</i>	If true, then search only for exact matches.
<b>replacingWith</b>	<i>string</i>	What to replace the found text with (Optional)
<b>withFindAttributes</b>	<i>Object</i>	A record of find preferences.
<b>withChangeAttributes</b>	<i>Object</i>	A record of change preferences.

**void select ([existingSelection: SelectionOptions=SelectionOptions.all])**  
Select this object.

Parameter	Type
existingSelection	<code>SelectionOptions:</code> <code>SelectionOptions.ADD_TO</code> <code>SelectionOptions.REMOVE_FROM</code> <code>SelectionOptions.REPLACE</code>

**void sendBackward ()**

Sends the TextFrame back one level in its layer.

**void sendToBack ()**

Sends the TextFrame to the back.

**void shear (by: number[, around: any][, consideringCurrentShear: bool=true][, consideringParentsShear: bool=false])**  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear
around	<code>AnchorPoint</code> Array of 2 <code>AnchorPoint</code> Units	The point to shear around The point to shear around
consideringCurrentShear	bool	If true then the current shear is considered If false then it is ignored (Optional) (default: <code>false</code> )
transformingContent	bool	If true then the content is transformed (default: <code>true</code> )
consideringParentsShear	bool	If true then the parents shear is considered false it is sheared by the current shear (Optional) (default: <code>false</code> )

**Asset store (using: Library)**

Store a page item in a library

Parameter	Type	Description
using	<code>Library</code>	The library to store the item in

**PageItem subtractPath (with: Array of PageItem)**

Creates a new page item by subtracting the overlapping

Parameter	Type
with	Array of PageItem

**void unlink (from: UnlinkFrom)**

Detaches an overridden master page item from the page

Parameter	Type
from	<b>UnlinkFrom:</b> UnlinkFrom.PAGE UnlinkFrom.MASTER_SPREAD

### Element of

Character.parentTextFrame  
InsertionPoint.parentTextFrame  
Line.parentTextFrame  
Note.parentTextFrame  
Paragraph.parentTextFrame  
Text.parentTextFrame  
TextColumn.parentTextFrame  
TextFrame.endTextFrame  
TextFrame.nextTextFrame  
TextFrame.previousTextFrame  
TextFrame.startTextFrame  
TextFramePreference.parent  
TextPath.endTextFrame  
TextPath.nextTextFrame  
TextPath.parent  
TextPath.previousTextFrame  
TextPath.startTextFrame  
TextStyleRange.parentTextFrame  
Word.parentTextFrame

**Used in:** Table Tables.add ([to: LocationOptions=LocationOptions Object])

### Return

TextFrame Document.createTOC (using: TOCStyle[, **Measurement Unit**]),  
Array of *Measurement Unit (Number or String)*][,  
TextFrame TextFrame.duplicate ()  
TextFrame TextFrames.add ([layer: Layer][, at: LocationOptions])

*any*][, **withProperties**: *Object*])

Jongware, 27-  
Jun-2010 v3.0.3d

[Contents](#) :: [Index](#)

**Class**

# TextFrames

A collection of text frames.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of

**Methods** **Instances**

TextFrame **add** ([**layer**: Layer][, **at**: LocationOptions= [, **reference**: any][, **withProperties**: Object])

Create a new TextFrame

Parameter	Type
layer	Layer
at	<b>LocationOptions</b> : LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN
reference	Document Layer MasterSpread Page Spread
withProperties	Object

**number count ()**

Displays the number of elements in the TextFrame.

---

**Element of** [Button.textFrames](#)  
[Cell.textFrames](#)  
[Character.textFrames](#)  
[Document.textFrames](#)  
[GraphicLine.textFrames](#)  
[Group.textFrames](#)  
[InsertionPoint.textFrames](#)  
[Layer.textFrames](#)  
[Line.textFrames](#)  
[MasterSpread.textFrames](#)  
[Oval.textFrames](#)  
[Page.textFrames](#)  
[PageItem.textFrames](#)  
[Paragraph.textFrames](#)  
[Polygon.textFrames](#)  
[Rectangle.textFrames](#)  
[Spread.textFrames](#)  
[State.textFrames](#)  
[Story.textFrames](#)  
[Table.textFrames](#)  
[Text.textFrames](#)  
[TextColumn.textFrames](#)  
[TextFrame.textFrames](#)  
[TextStyleRange.textFrames](#)  
[Word.textFrames](#)

---

**Class**

# TextPath

A text object that is on a path.

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#), [search](#)

## Hierarchy

[GraphicLine](#) | [Oval](#) | [PageIt](#)



[Character](#) | [InsertionPoint](#) | [Line](#) | [Paragraph](#)

## Properties

Property	Type
centerBracket	number
characters	<a href="#">Characters</a>
contents	<a href="#">SpecialCharactersString</a> <a href="#">TextFrameContents</a>
endBracket	number
endTextFrame	<a href="#">TextFrame</a> <a href="#">TextPath</a>

---

flipPathEffect	<b>FlipValues:</b> FlipValues.NOT_FLIPPED FlipValues.FLIPPED FlipValues.UNDEFINED_FLIP_VAL
----------------	---

---

id	number
----	--------

---

index	number
-------	--------

---

insertionPoints	<b>InsertionPoints</b>
-----------------	------------------------

---

label	string
-------	--------

---

lines	<b>Lines</b>
-------	--------------

---

nextTextFrame	<b>TextFrame</b> <b>TextPath</b>
---------------	-------------------------------------

---

overflows	bool
-----------	------

---

paragraphs	<b>Paragraphs</b>
------------	-------------------

---

parent	<b>GraphicLine</b> <b>Oval</b> <b>PageItem</b> <b>Polygon</b> <b>Rectangle</b> <b>TextFrame</b>
--------	--

---

parentStory	Story
pathAlignment	<p><b>PathTypeAlignments:</b></p> <ul style="list-style-type: none"> <li>PathTypeAlignments.TOP_PATH_AI</li> <li>PathTypeAlignments.BOTTOM_PATH</li> <li>PathTypeAlignments.CENTER_PATH</li> </ul>
pathEffect	<p><b>TextPathEffects:</b></p> <ul style="list-style-type: none"> <li>TextPathEffects.RAINBOW_PATH_EFFECT</li> <li>TextPathEffects.SKEW_PATH_EFFECT</li> <li>TextPathEffects.RIBBON_PATH_EFFECT</li> <li>TextPathEffects.STAIR_STEP_PATH</li> <li>TextPathEffects.GRAVITY_PATH_EFFECT</li> </ul>
pathSpacing	number
previousTextFrame	<p><b>TextFrame</b></p> <p><b>TextPath</b></p>
properties	Object
startBracket	number
startTextFrame	<p><b>TextFrame</b></p> <p><b>TextPath</b></p>

textAlignment	<a href="#">TextTypeAlignments</a> : TextTypeAlignments.ASCENDER_T TextTypeAlignments.DESCENDER_T TextTypeAlignments.CENTER_TEXT TextTypeAlignments.BASELINE_TEXT TextTypeAlignments.ABOVE_RIGHT TextTypeAlignments.BELOW_LEFT TextTypeAlignments.ABOVE_RIGHT TextTypeAlignments.BELOW_LEFT
textColumns	<a href="#">TextColumns</a>
textFrameIndex	number
textStyleRanges	<a href="#">TextStyleRanges</a>
texts	<a href="#">Texts</a>
words	<a href="#">Words</a>

## Methods [Instances](#)

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type
key	string

**void insertLabel (key: string, value: string)**

Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**void remove ()**

Deletes the TextPath.

Array of **Text search ([for: string][, wholeWord: bool][, caseSensitive: bool][, withChangeAttributes: Object])**

Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard trailing punctuation
caseSensitive	bool	If true, then search only for uppercase or lowercase matches
replacingWith	string	What to replace the found text with
withFindAttributes	Object	A record of find preferences
withChangeAttributes	Object	A record of change preferences

**Element of** [TextFrame.endTextFrame](#)

[TextFrame.nextTextFrame](#)

[TextFrame.previousTextFrame](#)

[TextFrame.startTextFrame](#)

[TextPath.endTextFrame](#)

[TextPath.nextTextFrame](#)

[TextPath.previousTextFrame](#)

[TextPath.startTextFrame](#)

**Return** [TextPath](#) [TextPaths.add \(\[withProperties: Object\]\)](#)

**Class**

# TextPaths

A collection of text paths.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[TextPath.add](#) ([withProperties: Object])

Creates a new TextPath.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new TextPath (Optional)

[number count\(\)](#)

Displays the number of elements in the TextPath.

## Element of

[GraphicLine.textPaths](#)

[Oval.textPaths](#)

[PageItem.textPaths](#)

[Polygon.textPaths](#)

[Rectangle.textPaths](#)

[TextFrame.textPaths](#)

**Class**

# TextStyleRange

A continuous range of identical text formattin

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [cha](#)  
[move](#), [place](#), [remove](#), [removeBulletsAndNur](#)

## Hierarchy

Cell | Character | InsertionPoint | Li

T

Bullet | Button | Character | FormField | Gr  
Paragraph | Polygon | Rectangle | Ta

## Properties

Property	Type
alignToBaseline	bool
allGraphics	Array of <a href="#">G</a>
allPageItems	Array of <a href="#">Pa</a>
appliedCharacterStyle	<a href="#">CharacterS</a>
appliedFont	<a href="#">Font</a> <a href="#">String</a>

appliedLanguage	Language String
appliedParagraphStyle	ParagraphS String
ascent	Measureme
associatedXMLElements	Array of X
autoLeading	number
balanceRaggedLines	bool
baseline	Measureme
baselineShift	number
bulletChar	Bullet

bulletsAndNumberingColor [Bnautocolc](#)  
String  
Swatch

---

bulletsAndNumberingFont [Bnautofont](#)  
Font  
String

---

bulletsAndNumberingFontStyle [Bnautofont](#)  
String

---

bulletsAndNumberingListType [Listtype](#):  
Listtype.Nu  
Listtype.Bul  
Listtype.Nu

---

bulletsAndNumberingSize [Bnautosize](#)  
Real

---

buttons [Buttons](#)

---

capitalization [Capitalizat](#)

	Capitalizat	
characterDirection	<a href="#">CharacterL</a>	
	CharacterL	
	CharacterL	
	CharacterL	
characters	<a href="#">Characters</a>	
composer	string	
contents	<a href="#">SpecialChæ</a>	
	String	
descent	<a href="#">Measureme</a>	
desiredGlyphScaling	number	
desiredLetterSpacing	number	



---

dropCapLines number

---

dropCapStyle CharacterS  
String

---

fillColor String  
Swatch

---

fillTint number

---

firstLineIndent Measureme

---

fontStyle string

---

formFields FormFieldS

gradientFillAngle number

---

gradientFillLength number

---

gradientFillStart Array of M

---

gradientStrokeAngle number

---

gradientStrokeLength number

---

gradientStrokeStart Array of M

---

graphicLines [GraphicLines](#)

---

gridAlignFirstLineOnly bool

---

groups [Groups](#)

---

horizontalOffset [Measurements](#)

---

horizontalScale number

---

hyphenWeight number

---

hyphenateAfterFirst number

---

hyphenateBeforeLast number

---

hyphenateCapitalizedWords bool

---

hyphenateLadderLimit number

---

hyphenateWordsLongerThan number

---

hyphenation bool

---

hyphenationZone Measureme

---

index number

---

insertionPoints InsertionPo

---

justification Justificatio  
Justificatio  
Justificatio  
Justificatio  
Justificatio  
Justificatio  
Justificatio  
Justificatio  
Justificatio

---

kashidas KashidasO  
KashidasO  
KashidasO

---

keepAllLinesTogether bool

---

keepFirstLines                    number

---

keepLastLines                    number

---

keepLinesTogether                bool

---

keepWithNext                    number

---

kerningMethod                  string

---

kerningValue                    number

keyboardDirection	CharacterL CharacterL CharacterL CharacterL
leading	Leading Real
leftIndent	Measurements
length	number
ligatures	bool
lines	Lines
maximumGlyphScaling	number
maximumLetterSpacing	number

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

---

nestedStyles [NestedStyle](#)

---

noBreak bool

---

notes [Notes](#)

---

numberSeparator number

---

numberStartAt number

---

numberingStyle [NumberingStyle](#)

---

openTypeFeatures Array of [OpenTypeFeature](#)

---

otfContextualAlternate bool

---

otfDiscretionaryLigature bool

---

otfFigureStyle	<a href="#">OTFFigure</a>
	<a href="#">OTFFigure</a>

---

otfFraction	bool
-------------	------

---

otfJustificationAlternate	bool
---------------------------	------

---

otfOrdinal	bool
------------	------

---

otfOverlapSwash	bool
-----------------	------

---

otfStretchedAlternate	bool
-----------------------	------

---

otfStylisticAlternate	bool
-----------------------	------

---

otfSwash	bool
----------	------

---

otfTitling	bool
------------	------

ovals	Ovals
overprintFill	bool
overprintStroke	bool
pageItems	PageItems
paragraphDirection	ParagraphI ParagraphI ParagraphI
paragraphJustification	ParagraphJ ParagraphJ ParagraphJ ParagraphJ
paragraphs	Paragraphs
parent	Cell Character InsertionPc Line Note

Paragraph  
Story  
Text  
TextColumn  
TextFrame  
TextPath  
**TextStyleF**  
Word  
XMLElement

parentStory	Story
parentTextFrame	TextFrame
pointSize	number
polygons	Polygons
position	Position: Position.N Position.SL Position.SL Position.O' Position.O' Position.O' Position.O'
properties	Object
rectangles	Rectangles
rightIndent	Measureme

ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>
ruleAboveGapOverprint	bool
ruleAboveGapTint	number

---

---

---

---

---

ruleAboveLeftIndent      Measurement

---

ruleAboveLineWeight      number

---

ruleAboveOffset      Measurement

---

ruleAboveOverprint      bool

---

ruleAboveRightIndent      Measurement

---

ruleAboveTint number

---

ruleAboveType [StrokeStyle](#)

---

ruleAboveWidth [RuleWidth](#)  
[RuleWidth](#)  
[RuleWidth](#)

---

ruleBelow bool

---

ruleBelowColor [String](#)  
[Swatch](#)

---

ruleBelowGapColor [String](#)  
[Swatch](#)

---

ruleBelowGapOverPrint      bool

---

ruleBelowGapTint      number

---

ruleBelowLeftIndent      Measurement

---

ruleBelowLineWeight      number

---

ruleBelowOffset      Measurement

ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement
ruleBelowTint	number
ruleBelowType	StrokeStyle
ruleBelowWidth	<b>RuleWidth</b> RuleWidth RuleWidth
singleWordJustification	SingleWord

	SingleWord	
skew	number	
spaceAfter	Measureme	
spaceBefore	Measureme	
startParagraph	StartParagı	
	StartParagı	
strikeThroughColor	String Swatch	
strikeThroughGapColor	String Swatch	

strikeThroughGapOverprint      bool

strikeThroughGapTint      number

strikeThroughOffset      Measurement

strikeThroughOverprint      bool

strikeThroughTint      number

strikeThroughType      StrokeStyle

---

strikeThroughWeight number

---

strikeThru bool

---

strokeColor String  
Swatch

---

strokeTint number

---

strokeWeight number

---

tabList Array of  
Arrays of I

---

tabStops [TabStops](#)

---

tables [Tables](#)

---

textColumns [TextColum](#)

---

textFrames [TextFrame](#)

---

textStyleRanges [TextStyleR](#)

---

texts [Texts](#)

---

tracking number

---

underline bool

---

underlineColor [String](#)  
[Swatch](#)

---

underlineGapColor [String](#)  
[Swatch](#)

---

underlineGapOverprint	bool
underlineGapTint	number
underlineOffset	Measurement
underlineOverprint	bool
underlineTint	number
underlineType	StrokeStyle

---

underlineWeight	number
-----------------	--------

---

verticalScale	number
---------------	--------

---

words	Words
-------	-------

---

xOffsetDiacritic	number
------------------	--------

---

yOffsetDiacritic	number
------------------	--------

---

## Methods Instances

**void applyBullets ([bulletChar: number][, bulletSize: number][, bulletColor: Swatch][, listLeftIndent: number][, listFirstLineIndent: number])**  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	Bulletcharactertype: Bulletcharactertype.UN Bulletcharactertype.UN Bulletcharactertype.GL
bulletFont	Font

		String
bulletFontStyle	string	
bulletSize	number	
bulletColor	Swatch	
bulletAlignment	ListAlignment: ListAlignment.HANGI ListAlignment.FLUSH ListAlignment.CUSTO	
listLeftIndent	number	
listFirstLineIndent	number	
listFirstTabPosition	number	

---

**void applyNumbers ([numberingStyle: NumberingStyle: Num numberFont: any][, numberFontStyle: string] ListAlignment=ListAlignment.HANGING\_ listFirstTabPosition: number])**  
Apply numbers

Parameter	Type
numberingStyle	NumberingStyle: NumberingStyle.UPPI NumberingStyle.LOW NumberingStyle.UPPI NumberingStyle.LOW NumberingStyle.ARA
numberingSeparator	number
startingValue	number
numberFont	Font String
numberFontStyle	string
numberSize	number
numberColor	Swatch

numberAlignment	<a href="#">ListAlignment</a> :
	ListAlignment.HANG
	ListAlignment.FLUSH
	ListAlignment.CUSTOM
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle (using: any[, clearingOverrides])**  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	<a href="#">CharacterStyle</a> or <a href="#">ParagraphStyle</a>	The style to apply.
clearingOverrides	bool	If true, clears the existing style. Valid only if using is a <a href="#">ParagraphStyle</a> (true).

**void changecase (using: ChangecaseMode)**  
Sets the case of the text.

Parameter	Type
using	<a href="#">ChangecaseMode</a> :

#### **Note convertToNote ()**

Converts the text to a note.

**Table convert.ToTable ([columnSeparator: string, rowSeparator: string])**  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character used to separate columns.
rowSeparator	string	The character used to separate rows.

numberOfColumns number The number of columns are

Array of [PageItem](#) **createOutlines** ([[deleteOriginal](#)])  
Converts text to outlines. Each line of text becomes a polygon. If there are internal spaces or detached parts, the polygon will be split into multiple parts. For more information about creation of outlines, see [allow outlines](#).

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text after creating outlines. (Optional) (default: true)

**void exportFile (format: any, to: File[, showingOptions: boolean, using: PDFExportPreset])**  
Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The format to use for the export.
to	File	The file to export to.
showingOptions	bool	If true, shows the export progress.
using	<a href="#">PDFExportPreset</a>	The preset to use for the export.

**void markup (using: XMLElement)**  
Associates the page item with the specified XML element.

Parameter	Type
using	<a href="#">XMLElement</a>

**void move (to: LocationOptions[, reference: PageItem])**  
Moves the text to the specified location.

Parameter	Type
to	<a href="#">LocationOptions</a> : LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN

reference    [Text](#)

---

any **place** (*fileName*: *File*[, *placePoint*: *Array*  
*showingOptions*: *bool*=**false**][, *autoflowing*: *l*  
*withProperties*: *Object*])

Places a file in the document.

Parameter	Type
<i>fileName</i>	<i>File</i>
<i>placePoint</i>	<i>Array</i> of <i>Measurement</i> <i>Unit</i> (Number or String)
<i>destinationLayer</i>	<i>Array</i> of <a href="#">Layers</a> <a href="#">Layer</a>
<i>showingOptions</i>	<i>bool</i>
<i>autoflowing</i>	<i>bool</i>
<i>retainingFormatting</i>	<i>bool</i>
<i>convertingQuotes</i>	<i>bool</i>
<i>withProperties</i>	<i>Object</i>

---

**void remove ()**

Deletes the *TextStyleRange*.

**void removeBulletsAndNumbers ()**

Remove bullets and numbers

*Array* of [Text](#) **search** ([*for*: *string*][, *wholeWord*: *Object*][, *withChangeAttributes*: *Object*])

Look for occurrences of text that matches spe

Parameter	Type	Description
<i>for</i>	<i>string</i>	What to lo
<i>wholeWord</i>	<i>bool</i>	If true, the
<i>caseSensitive</i>	<i>bool</i>	If true, the
<i>replacingWith</i>	<i>string</i>	What to re

withFindAttributes	Object	A record containing attributes.
withChangeAttributes	Object	A record containing changes.

**void select ([existingSelection: SelectionOptions])**  
Select this object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE SelectionOptions.REPLACE

**Element of** [Note.parent](#)  
[Table.parent](#)

**Used in:** [Table Tables.add \(\[to: LocationOptions=LocationOptions\]\)](#)

**Class**

# TextStyleRanges

A collection of text style ranges.

## QuickLinks

[count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the TextStyleRange.

## Element of

[Cell.textStyleRanges](#)  
[Character.textStyleRanges](#)  
[InsertionPoint.textStyleRanges](#)  
[Line.textStyleRanges](#)  
[Note.textStyleRanges](#)  
[Paragraph.textStyleRanges](#)  
[Story.textStyleRanges](#)  
[Text.textStyleRanges](#)  
[TextColumn.textStyleRanges](#)  
[TextFrame.textStyleRanges](#)  
[TextPath.textStyleRanges](#)  
[TextStyleRange.textStyleRanges](#)  
[Word.textStyleRanges](#)  
[XMLElement.textStyleRanges](#)

**Class**

# Texts

A collection of text objects.

## QuickLinks [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

## Methods [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Text.

## Element of [Cell.texts](#)

[Character.texts](#)

[InsertionPoint.texts](#)

[Line.texts](#)

[Note.texts](#)

[Paragraph.texts](#)

[Story.texts](#)

[Text.texts](#)

[TextColumn.texts](#)

[TextFrame.texts](#)

[TextPath.texts](#)

[TextStyleRange.texts](#)

[Word.texts](#)

[XMLElement.texts](#)

**Class**

# UserDictionaries

A collection of user dictionaries.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods [Instances](#)

[number count \(\)](#)

Displays the number of elements in the UserDictionary.

**Element of** [Application.userDictionaries](#)

**Class**

# UserDictionary

A user dictionary.

**QuickLinks** [addWord](#), [removeWord](#)

## Hierarchy

Application

UserDictionary

## Properties

Property	Type	Access	Description
addedWords	Array of string	r/w	A list of words added by the user
index	number	readonly	The index of the User within the container object
name	string	readonly	The name of the User
parent	Application	readonly	The Application object containing the User (a Application object)
properties	Object	r/w	A properties object allowing setting of specific properties for the User
removedWords	Array of string	r/w	A list of words removed by the user

the u  
dictio

## Methods Instances

**void addWord (addedWords: Array of string[removedList: bool=false])**

Adds the specified words to the specified list in the dictionary.

Parameter	Type	Description
addedWords	Array of string	The words to add.
removedList	bool	If true, adds the words to the removed words list. If false or unspecified, adds the words to the added words list. (Optional) (default: <b>false</b> )

**void removeWord (removedWords: Array of string[removedList: bool=false])**

Removes the specified words from the specified list in the dictionary.

Parameter	Type	Description
removedWords	Array of string	The words to remove.
removedList	bool	If true, removes the words from the removed words list. If false or unspecified, removes the words from the added words list. (Optional) (default: <b>false</b> )

**Class**

# Word

A word. Base Class: Text

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changecase](#), [convertToText](#), [move](#), [place](#), [remove](#), [removeBulletsAndNumbers](#), [search](#), [select](#)

## Hierarchy

[Cell](#) | [Character](#) | [InsertionPoint](#) | [Line](#) | [Note](#) | [Paragraph](#) | [Story](#) | **Word** | [XMLElement](#)

Text

Word

[Bullet](#) | [Button](#) | [Character](#) | [FormField](#) | [GraphicLine](#) | [Group](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [TabStop](#) | [Table](#) | [Text](#)

## Properties

Property	Type
alignToBaseline	bool
allGraphics	Array of Graphic
allPageItems	Array of PageItem
appliedCharacterStyle	CharacterStyleString
appliedFont	Font String

appliedLanguage	Language String
appliedParagraphStyle	ParagraphStyle String
ascent	Measurement Unit (Number or String)
associatedXMLElements	Array of XMLElement
autoLeading	number
balanceRaggedLines	bool
baseline	Measurement Unit (Number or String)
baselineShift	number
bulletChar	Bullet
bulletsAndNumberingColor	Bnautocolor

String  
**Swatch**

---

bulletsAndNumberingFont **Bnautofont**  
Font  
String

---

bulletsAndNumberingFontStyle **Bnautofontstyle**  
String

---

bulletsAndNumberingListType **Listtype:**  
Listtype.NO\_LIST  
Listtype.BULLET\_LIST  
Listtype.NUMBERED\_LIST

---

bulletsAndNumberingSize **Bnautosize**  
Real

---

buttons **Buttons**

---

capitalization **Capitalization:**  
Capitalization.NORMAL

	Capitalization.SMALL_CAPS Capitalization.ALL_CAPS Capitalization.CAP_TO_SMALL_CAPS
characterDirection	<a href="#">CharacterDirectionOptions</a> : CharacterDirectionOptions.D CharacterDirectionOptions.L CharacterDirectionOptions.R
characters	<a href="#">Characters</a>
composer	string
contents	<a href="#">SpecialCharacters</a> String
descent	Measurement Unit (Number or String)
desiredGlyphScaling	number
desiredLetterSpacing	number

desiredWordSpacing	number
diacriticPosition	<p><a href="#">DiacriticPositionOptions</a>:</p> <p>DiacriticPositionOptions.DEI  DiacriticPositionOptions.LOC  DiacriticPositionOptions.ME  DiacriticPositionOptions.TIG  DiacriticPositionOptions.OPI</p>
digitsType	<p><a href="#">DigitsTypeOptions</a>:</p> <p>DigitsTypeOptions.DEFAUL  DigitsTypeOptions.ARABIC  DigitsTypeOptions.HINDI_D  DigitsTypeOptions.FARSI_D  DigitsTypeOptions.NATIVE_D  DigitsTypeOptions.FULL_FA  DigitsTypeOptions.THAI_DI  DigitsTypeOptions.LAOS_DI  DigitsTypeOptions.DEVANA  DigitsTypeOptions.BENGALI  DigitsTypeOptions.GURMUI  DigitsTypeOptions.GUJARA  DigitsTypeOptions.ORIYA_I  DigitsTypeOptions.TAMIL_I  DigitsTypeOptions.TELUGU  DigitsTypeOptions.KANNAI  DigitsTypeOptions.MALAYA  DigitsTypeOptions.TIBETAN  DigitsTypeOptions.KHMER  DigitsTypeOptions.BURMES</p>
dropCapCharacters	number

dropCapLines	number
dropCapStyle	<a href="#">CharacterStyle</a> String
fillColor	String <a href="#">Swatch</a>
fillTint	number
firstLineIndent	Measurement Unit (Number or String)
fontStyle	string
formFields	<a href="#">FormFields</a>
gradientFillAngle	number

---

gradientFillLength                    number

---

gradientFillStart                    Array of Measurement Unit (

---

gradientStrokeAngle                number

---

gradientStrokeLength                number

---

gradientStrokeStart                Array of Measurement Unit (

graphicLines	<a href="#">GraphicLines</a>
gridAlignFirstLineOnly	bool
groups	<a href="#">Groups</a>
horizontalOffset	Measurement Unit (Number or String)
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateWordsLongerThan	number

hyphenation	bool
hyphenationZone	Measurement Unit (Number of characters)
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<p><a href="#">Justification:</a></p> <p>Justification.LEFT_ALIGN          Justification.CENTER_ALIGN          Justification.RIGHT_ALIGN          Justification.LEFT_JUSTIFICATION          Justification.RIGHT_JUSTIFICATION          Justification.CENTER_JUSTIFICATION          Justification.FULLY_JUSTIFICATION</p>
kashidas	<p><a href="#">KashidasOptions:</a></p> <p>KashidasOptions.DEFAULT_KASHIDA          KashidasOptions.KASHIDA</p>
keepAllLinesTogether	bool

---

keepFirstLines	number
----------------	--------

---

keepLastLines	number
---------------	--------

---

keepLinesTogether	bool
-------------------	------

---

keepWithNext	number
--------------	--------

---

kerningMethod	string
---------------	--------

---

kerningValue	number
--------------	--------

---

keyboardDirection	<a href="#">CharacterDirectionOptions:</a> CharacterDirectionOptions.D
-------------------	---

CharacterDirectionOptions.L  
CharacterDirectionOptions.R

---

leading [Leading](#)  
Real

---

leftIndent Measurement Unit (Number or String)

---

length number

---

ligatures bool

---

lines [Lines](#)

---

maximumGlyphScaling number

---

maximumLetterSpacing number

---

maximumWordSpacing      number

---

minimumGlyphScaling      number

---

minimumLetterSpacing      number

---

minimumWordSpacing      number

nestedStyles	<a href="#">NestedStyles</a>
noBreak	bool
notes	<a href="#">Notes</a>
numberSeparator	number
numberStartAt	number
numberingStyle	<a href="#">NumberingStyle</a> String
openTypeFeatures	Array of number
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> : OTFFigureStyle.TABULAR_

	OTFFigureStyle.PROPORTIAL OTFFigureStyle.PROPORTIAL OTFFigureStyle.TABULAR OTFFigureStyle.DEFAULT
otfFraction	bool
otfJustificationAlternate	bool
otfOrdinal	bool
otfOverlapSwash	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfSwash	bool
otfTitling	bool
ovals	Ovals

overprintFill	bool
overprintStroke	bool
pageItems	PageItems
paragraphDirection	ParagraphDirectionOptions: ParagraphDirectionOptions.L ParagraphDirectionOptions.R
paragraphJustification	ParagraphJustificationOption ParagraphJustificationOption ParagraphJustificationOption ParagraphJustificationOption
paragraphs	Paragraphs
parent	Cell Character InsertionPoint Line Note Paragraph Story Text

	TextColumn TextFrame TextPath TextStyleRange <b>Word</b> XMLElement
parentStory	Story
parentTextFrame	TextFrame
pointSize	number
polygons	Polygons
position	Position: Position.NORMAL Position.SUPERSCRIPT Position.SUBSCRIPT Position.OT_SUPERSCRIPT Position.OT_SUBSCRIPT Position.OT_NUMERATOR Position.OT_DENOMINATOR
properties	Object
rectangles	Rectangles
rightIndent	Measurement Unit (Number or String)
ruleAbove	bool

---

ruleAboveColor	String <a href="#">Swatch</a>
----------------	----------------------------------

---

ruleAboveGapColor	String <a href="#">Swatch</a>
-------------------	----------------------------------

---

ruleAboveGapOverprint	bool
-----------------------	------

---

ruleAboveGapTint	number
------------------	--------

ruleAboveLeftIndent	Measurement Unit (Number)
ruleAboveLineWeight	number
ruleAboveOffset	Measurement Unit (Number)
ruleAboveOverprint	bool
ruleAboveRightIndent	Measurement Unit (Number)

ruleAboveTint	number
ruleAboveType	StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDTH
ruleBelow	bool
ruleBelowColor	String Swatch
ruleBelowGapColor	String Swatch

---

ruleBelowGapOverPrint      bool

---

ruleBelowGapTint      number

---

ruleBelowLeftIndent      Measurement Unit (Number or String)

---

ruleBelowLineWeight      number

---

ruleBelowOffset      Measurement Unit (Number or String)

ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit (Number or String)
ruleBelowTint	number
ruleBelowType	StrokeStyle
ruleBelowWidth	<b>RuleWidth:</b> RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDTH
singleWordJustification	<b>SingleWordJustification:</b> SingleWordJustification.LEFT SingleWordJustification.CENTER SingleWordJustification.RIGHT SingleWordJustification.FULL

skew	number
spaceAfter	Measurement Unit (Number or String)
spaceBefore	Measurement Unit (Number or String)
startParagraph	<p><a href="#">StartParagraph:</a></p> <p>StartParagraph.ANYWHERE            StartParagraph.NEXT_COLU            StartParagraph.NEXT_FRAN            StartParagraph.NEXT_PAGE            StartParagraph.NEXT_ODD_            StartParagraph.NEXT_EVEN</p>
strikeThroughColor	<p>String</p> <p><a href="#">Swatch</a></p>
strikeThroughGapColor	<p>String</p> <p><a href="#">Swatch</a></p>
strikeThroughGapOverprint	bool

strikeThroughGapTint number

strikeThroughOffset Measurement Unit (Number or String)

strikeThroughOverprint bool

strikeThroughTint number

strikeThroughType [StrokeStyle](#)

strikeThroughWeight number

strikeThru	bool
strokeColor	String <a href="#">Swatch</a>
strokeTint	number
strokeWeight	number
tabList	Array of Arrays of Property Name/Val
tabStops	<a href="#">TabStops</a>

tables	Tables
textColumns	TextColumns
textFrames	TextFrames
textStyleRanges	TextStyleRanges
texts	Texts
tracking	number
underline	bool
underlineColor	String Swatch
underlineGapColor	String Swatch

---

`underlineGapOverprint`      `bool`

---

`underlineGapTint`      `number`

---

`underlineOffset`      `Measurement Unit (Number | String)`

---

`underlineOverprint`      `bool`

---

`underlineTint`      `number`

---

`underlineType`      `StrokeStyle`

---

`underlineWeight`      `number`

---

`verticalScale`      `number`

words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

## Methods Instances

void **applyBullets** ([bulletChar: *number*][, bulletType: *Bulletcharctertype*][, bulletSize: *number*][, bulletColor: *Swatch*][, bulletAlignment: *LeftRight*][, listLeftIndent: *number*][, listFirstLineIndent: *number*][, listFirstLineAlign: *LeftRight*])  
Apply bullets

Parameter	Type
bulletChar	<i>number</i>
bulletType	<b>Bulletcharctertype:</b> <i>Bulletcharctertype.UNICODE_ONLY</i> <i>Bulletcharctertype.UNICODE_WITH_FON</i> <i>Bulletcharctertype.GLYPH_WITH_FON</i>
bulletFont	<b>Font</b> <i>String</i>
bulletFontSize	<i>string</i>
bulletSize	<i>number</i>
bulletColor	<b>Swatch</b>

bulletAlignment	<b>ListAlignment:</b> ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_LIST
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers ([numberingStyle: NumberingStyle][, numberSize: number][, numberFont: any][, numberFontStyle: string][, numberColor: Swatch][, numberAlignment: ListAlignment][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])**

Apply numbers

Parameter	Type
numberingStyle	<b>NumberingStyle:</b> NumberingStyle.UPPER_ROMAN NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER LETTERS NumberingStyle.LOWER LETTERS NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	<b>Font</b> String
numberFontStyle	string
numberSize	number
numberColor	Swatch
numberAlignment	<b>ListAlignment:</b> ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_LIST
listLeftIndent	number

listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle (using: any[, clearingOverrides: bool=true])**  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	CharacterStyle ParagraphStyle	The style to apply. Can acc
clearingOverrides	bool	If true, clears existing text Valid only when the using <b>true</b> )

**void changecase (using: Changemode)**

Sets the case of the text.

Parameter	Type
using	Changemode: Changemode.UPPERCASE Changemode.LOWERCASE Changemode.TITLECASE Changemode.SENTENCECASE

**Note convertToNote ()**

Converts the text to a note.

**Table convert.ToTable ([columnSeparator: string][, rowSeparator: string])**  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts a new column.
rowSeparator	string	The character starts a new row in the table.
numberOfColumns	number	The number of columns in the table. If the number of characters are the same. (Optional)

Array of **PageItem createOutlines ([deleteOriginal: bool=true])**  
Converts text to outlines. Each line of text becomes a polygon or a group of polygons. Internal spaces or detached parts, the polygon contains only a single outline. To prevent creation of outlines, see allow outlines.

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, (Optional) (default: <b>true</b> )

**void exportFile (format: any, to: File[, showingOptions: bool=false])**  
Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat String	The export format. Can be PDF, XLSX, or CSV.
to	File	The path of the exported file.
showingOptions	bool	If true, prompts the user for confirmation before exporting.
using	PDFExportPreset	The export style to use.

**void markup (using: XElement)**

Associates the page item with the specified XML element while

Parameter	Type
using	XMLElement

**void move (to: LocationOptions[, reference: Text])**

Moves the text to the specified location.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location to move the text to.
reference	Text	The reference point before or after which the text should be moved.

**any place (fileName: File[, placePoint: Array of Measurement | Measurement[], showingOptions: bool=false][, autoflowing: bool=false][, retainWithProperties: Object])**

Places a file in the document.

Parameter	Type	Description
fileName	File	The file to place the text in.
placePoint	Array of Measurement Unit (Number or String)	The point where or spread to place the text.
destinationLayer	Array of <a href="#">Layers</a> Layer	The layer(s) to which to spread to place the text.
showingOptions	bool	Whether to display the text.
autoflowing	bool	Whether to automatically wrap the text.
retainingFormatting	bool	Whether to keep the original text's styling.
convertingQuotes	bool	Whether to convert quotes to double quotes.
withProperties	Object	Initial values for the text properties.

### `void remove ()`

Deletes the Word.

### `void removeBulletsAndNumbers ()`

Remove bullets and numbers

Array of [Text search](#) ([`for: string`][, `wholeWord: bool`][, `caseSensitive: bool`][, `withChangeAttributes: Object`])

Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard text elsewhere in the word.
caseSensitive	bool	If true, then search only for the exact case.
replacingWith	string	What to replace the found text with.
withFindAttributes	Object	A record of find preferences.
withChangeAttributes	Object	A record of change preferences.

### `void select ([existingSelection: SelectionOptions=SelectionOptions.all])`

Select this object.

Parameter	Type	Description
existingSelection	SelectionOptions	The selection to update.

existingSelection	<a href="#">SelectionOptions:</a>	How to <b>Select</b>
	SelectionOptions.ADD_TO	
	SelectionOptions.REMOVE_FROM	
	SelectionOptions.REPLACE	

---

**Used in:** [Table Tables.add \(\[to: LocationOptions=LocationOptions.UNDEF\]\)](#)

---

**Class**

# Words

A collection of words.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the Word.

**Element of**

[Cell.words](#)

[Character.words](#)

[InsertionPoint.words](#)

[Line.words](#)

[Note.words](#)

[Paragraph.words](#)

[Story.words](#)

[Text.words](#)

[TextColumn.words](#)

[TextFrame.words](#)

[TextPath.words](#)

[TextStyleRange.words](#)

[Word.words](#)

[XMLElement.words](#)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

Use these if the ScriptUI  
classes are too much ...  
"OK", "Cancel", and  
just a bit more.

## UI Suite

Basics Suite	AngleCombobox
Book Suite	AngleComboboxes
Color Suite	AngleEditbox
Enum Suite	AngleEditboxes
Hyperlinks Suite	BorderPanel
Indexing Suite	BorderPanels
Interactive Elements Suite	CheckboxControl
Layout Suite	CheckboxControls
Libraries Suite	Dialog
Links Suite	DialogColumn
Preferences Suite	DialogColumns
Stroke Styles Suite	DialogRow
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Tables Suite	Dialogs
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	IntegerCombobox
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	RealCombobox
	RealComboboxes

[RealEditbox](#)  
[RealEditboxes](#)  
[StaticText](#)  
[StaticTexts](#)  
[TextEditbox](#)  
[TextEditboxes](#)  
[Widget](#)  
[Widgets](#)

**Class**

# AngleCombobox

A degree entry control featuring both a pop  
Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [Di](#)

[Widget](#)

[AngleCombobox](#)

## Properties

Property	Type
editContents	string
editValue	number

---

`id`      number

---

`index`      number

---

`largeNudge`      number

---

`maximumValue`      number

---

`minWidth`      number

---

---

minimumValue number

---

parent BorderPanelDialogColor  
DialogRow  
EnablingGroup

---

properties Object

---

smallNudge number

stringList      Array of string

---

**Return** [AngleCombobox](#) [AngleComboboxes.add\(\)](#)

---

Jongware, 27-  
Jun-2010 v3.0.3d

[Contents](#) :: [Index](#)

**Class**

# AngleComboboxes

A collection of angle comboboxes.

## QuickLinks

[add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods

## Instances

[AngleCombobox add \(\[withProperties Object\]\)](#)

Creates a new AngleCombobox.

Parameter	Type	Description
withProperties	Object	Initial values properties of the new AngleCombobox (Optional)

[number count \(\)](#)

Displays the number of elements in the AngleCombobox.

## Element of

[BorderPanel.angleComboboxes](#)  
[DialogColumn.angleComboboxes](#)  
[DialogRow.angleComboboxes](#)  
[EnablingGroup.angleComboboxes](#)

**Class**

# AngleEditbox

A degree entry field. Base Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogRow](#)

[Widget](#)

**AngleEditbox**

## Properties

Property	Type	Access
editContents	string	r/v
editValue	number	r/v

	id	number	re
	index	number	re
	largeNudge	number	r/v
	maximumValue	number	r/v
	minWidth	number	r/v

---

minimumValue number

r/v

---

parent BorderPanelDialogColumn  
DialogRow  
EnablingGroup

---

properties Object

r/v

---

smallNudge number

r/v

**Return** **AngleEditbox** **AngleEditboxes.add ([withProperties])**

Jongware, 27-Jun-2010 v3.0.3d

[Contents](#) :: [Index](#)

**Class**

# AngleEditboxes

A collection of angle editboxes.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods **Instances**

[AngleEditbox add \(\[withProperties: Object\]\)](#)

Creates a new AngleEditbox.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new AngleEditbox (Optional)

[number count \(\)](#)

Displays the number of elements in the AngleEditbox.

## Element of

[BorderPanel.angleEditboxes](#)  
[DialogColumn.angleEditboxes](#)  
[DialogRow.angleEditboxes](#)  
[EnablingGroup.angleEditboxes](#)

**Class**

# BorderPanel

A bordered panel on a dialog that can contain any type of control.  
Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogRow](#)

[Widget](#)

**BorderPanel**

[AngleCombobox](#) | [AngleEditbox](#) | **BorderPanel**  
[DialogColumn](#) | [DialogRow](#) | [Dropdown](#) | [Enabled](#)  
[IntegerEditbox](#) | [MeasurementCombobox](#)  
[PercentCombobox](#) | [PercentEditbox](#) | [Radiobutton](#)  
[RealEditbox](#) | [StaticText](#) | [TextEditor](#)

## Properties

Property	Type
angleComboboxes	<a href="#">AngleComboboxes</a>
angleEditboxes	<a href="#">AngleEditboxes</a>
borderPanels	<a href="#">BorderPanels</a>
checkboxControls	<a href="#">CheckboxControls</a>
dialogColumns	<a href="#">DialogColumns</a>
dialogRows	<a href="#">DialogRows</a>

dropdowns	Dropdowns
enablingGroups	EnablingGroups
id	number
index	number
integerComboboxes	IntegerComboboxes
integerEditboxes	IntegerEditboxes
measurementComboboxes	MeasurementComboboxes
measurementEditboxes	MeasurementEditboxes
minWidth	number

parent	<b>BorderPanel</b> <b>DialogContent</b> <b>DialogRow</b> <b>EnablingGroup</b>
percentComboboxes	<b>PercentComboboxes</b>
percentEditboxes	<b>PercentEditboxes</b>
properties	<b>Object</b>
radiobuttonGroups	<b>RadiobuttonGroups</b>
realComboboxes	<b>RealComboboxes</b>
realEditboxes	<b>RealEditboxes</b>
staticTexts	<b>StaticTexts</b>
textEditboxes	<b>TextEditboxes</b>
widgets	<b>Widgets</b>

**Element of** [AngleCombobox.parent](#)  
[AngleEditbox.parent](#)  
[BorderPanel.parent](#)  
[CheckboxControl.parent](#)  
[DialogColumn.parent](#)  
[DialogRow.parent](#)  
[Dropdown.parent](#)  
[EnablingGroup.parent](#)  
[IntegerCombobox.parent](#)  
[IntegerEditbox.parent](#)  
[MeasurementCombobox.parent](#)  
[MeasurementEditbox.parent](#)  
[PercentCombobox.parent](#)  
[PercentEditbox.parent](#)  
[RadiobuttonGroup.parent](#)  
[RealCombobox.parent](#)  
[RealEditbox.parent](#)  
[StaticText.parent](#)  
[TextEditbox.parent](#)  
[Widget.parent](#)

**Return** [BorderPanel](#) [BorderPanels.add \(\[withProperties: O](#)

**Class**

# BorderPanels

A collection of border panels.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**BorderPanel** [add](#) ([withProperties: Object])  
Creates a new BorderPanel.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new BorderPanel (Optional)

[number](#) [count](#) ()

Displays the number of elements in the BorderPanel.

## Element of

[BorderPanel.borderPanels](#)  
[DialogColumn.borderPanels](#)  
[DialogRow.borderPanels](#)  
[EnablingGroup.borderPanels](#)

**Class**

# CheckboxControl

A checkbox control. Base Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [Di](#)

[Widget](#)

**CheckboxC**

## Properties

Property	Type
checkedState	bool
id	number
index	number
minWidth	number
parent	<a href="#">BorderPanel</a> <a href="#">DialogColun</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>

properties      Object

---

staticLabel      string

---

---

**Return** **CheckboxControl** [CheckboxControls.adoc](#)

---

**Class**

# CheckboxControls

A collection of checkbox controls.

## QuickLinks

[add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[CheckboxControl add \(\[withProperties Object\]\)](#)

Creates a new CheckboxControl.

Parameter	Type	Description
withProperties	Object	Initial values for the properties of the new CheckboxControl. (Optional)

[number count \(\)](#)

Displays the number of elements in the CheckboxControl.

## Element of

[BorderPanel.checkboxControls](#)  
[DialogColumn.checkboxControls](#)  
[DialogRow.checkboxControls](#)  
[EnablingGroup.checkboxControls](#)

**Class**

# Dialog

A dialog.

**QuickLinks** [destroy](#), [extractLabel](#), [insertLabel](#), [show](#)

## Hierarchy



Properties	Property	Type	Access	Description
	canCancel	bool	r/w	If true, creates a Cancel button in the dialog that allows users to close the dialog without saving any selections. If false, the dialog contains an OK button but no Cancel button.
	dialogColumns	<a href="#">DialogColumns</a>	readonly	A collection of dialog columns.
	id	number	readonly	The unique ID of the Dialog.
	index	number	readonly	The index of the Dialog within its containing object.
	label	string	r/w	A property that can be set to any

			string.
name	string	r/w	The name of the Dialog.
parent	Application	readonly	The parent of the Dialog (a Application).
properties	Object	r/w	A property that allows setting of several properties at the same time.

## Methods Instances

`void destroy ()`

Destroys the dialog object. Note: Dialog objects remain in memory until you destroy them or quit the program.

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	The key.
value	string	The value.

`bool show ()`

Displays the dialog.

**Return** Dialog Dialogs.add ([withProperties: Object])

**Class**

# DialogColumn

A borderless column for containing controls in a dialog.

## Hierarchy

BorderPanel | Dialog | DialogRow

DialogColumn

AngleCombobox | AngleEditbox | BorderPanel  
Dropdown | EnablingGroup | IntegerCombobox  
MeasurementCombobox | MeasurementEditbox  
PercentEditbox | RadiobuttonGroup | RealCombobox  
TextEditbox | Widget

## Properties

Property	Type
angleComboboxes	AngleComboboxes
angleEditboxes	AngleEditboxes
borderPanels	BorderPanels
checkboxControls	CheckboxControls
dialogRows	DialogRows
dropdowns	Dropdowns
enablingGroups	EnablingGroups
id	number

index	number
integerComboboxes	<a href="#">IntegerComboboxes</a>
integerEditboxes	<a href="#">IntegerEditboxes</a>
measurementComboboxes	<a href="#">MeasurementComboboxes</a>
measurementEditboxes	<a href="#">MeasurementEditboxes</a>
parent	<a href="#">BorderPanelDialog</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>
percentComboboxes	<a href="#">PercentComboboxes</a>
percentEditboxes	<a href="#">PercentEditboxes</a>

properties	Object
radiobuttonGroups	<a href="#">RadiobuttonGroup</a>
realComboboxes	<a href="#">RealComboboxes</a>
realEditboxes	<a href="#">RealEditboxes</a>
staticTexts	<a href="#">StaticTexts</a>
textEditboxes	<a href="#">TextEditboxes</a>
widgets	<a href="#">Widgets</a>
<b>Return</b> <a href="#">DialogColumn</a> <a href="#">DialogColumns.add ([withProp</a>	

**Class**

# DialogColumns

A collection of dialog columns.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[DialogColumn add \(\[withProperties: Object\]\)](#)

Creates a new DialogColumn.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new DialogColumn (Optional)

[number count \(\)](#)

Displays the number of elements in the DialogColumn.

## Element of

[BorderPanel.dialogColumns](#)  
[Dialog.dialogColumns](#)  
[DialogRow.dialogColumns](#)  
[EnablingGroup.dialogColumns](#)

**Class**

# DialogRow

A borderless row for containing controls in a dialog.

## Hierarchy

BorderPanel | DialogColumn | EnablingGroup

**DialogRow**

AngleCombobox | AngleEditbox | BorderPanel  
DialogColumn | Dropdown | EnablingGroup | IntegerEditbox  
| MeasurementCombobox | MeasurementEditbox  
PercentEditbox | RadiobuttonGroup | RealCombobox  
TextEditbox | Widget

## Properties

Property	Type
angleComboboxes	AngleComboboxes
angleEditboxes	AngleEditboxes
borderPanels	BorderPanels
checkboxControls	CheckboxControls
dialogColumns	DialogColumns
dropdowns	Dropdowns
enablingGroups	EnablingGroups

	<b>id</b>	number
	<b>index</b>	number
	<b>integerComboboxes</b>	<a href="#">IntegerComboboxes</a>
	<b>integerEditboxes</b>	<a href="#">IntegerEditboxes</a>
	<b>measurementComboboxes</b>	<a href="#">MeasurementComboboxes</a>
	<b>measurementEditboxes</b>	<a href="#">MeasurementEditboxes</a>
	<b>parent</b>	<a href="#">BorderPanelDialogColumn</a> <a href="#">EnablingGroup</a>
	<b>percentComboboxes</b>	<a href="#">PercentComboboxes</a>
	<b>percentEditboxes</b>	<a href="#">PercentEditboxes</a>
	<b>properties</b>	Object

---

radiobuttonGroups	<a href="#">RadiobuttonGroups</a>
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---

realComboboxes	<a href="#">RealComboboxes</a>
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---

realEditboxes	<a href="#">RealEditboxes</a>
---------------	-------------------------------

---

staticTexts	<a href="#">StaticTexts</a>
-------------	-----------------------------

---

textEditboxes	<a href="#">TextEditboxes</a>
---------------	-------------------------------

---

widgets	<a href="#">Widgets</a>
---------	-------------------------

---

---

**Return** [DialogRow](#) `DialogRows.add ([withProperties: Object])`

---

**Class**

# DialogRows

A collection of dialog rows.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[DialogRow](#) **add** ([withProperties: *Object*])

Creates a new DialogRow.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new DialogRow (Optional)

**number count ()**

Displays the number of elements in the DialogRow.

## Element of

[BorderPanel.dialogRows](#)

[DialogColumn.dialogRows](#)

[EnablingGroup.dialogRows](#)

**Class**

# Dialogs

A collection of dialogs.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**Dialog add ([withProperties: Object])**

Creates a new Dialog.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new Dialog (Optional)

**number count ()**

Displays the number of elements in the Dialog.

**Element of** [Application.dialogs](#)

**Class**

# Dropdown

A dropdown control. Base Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogRow](#) | [EnablingGroup](#)

Widget

Dropdown

## Properties

Property	Type	Access	I	C	R	S	F
id	number	readonly	T	C			
index	number	readonly	T	t	V	C	C
minWidth	number	r/w	T	t	a	s	n
parent	<a href="#">BorderPanel</a> <a href="#">DialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>	readonly	T	t	(	I	E
			I	I	E	C	E

properties	Object	r/w	F a c E t
selectedIndex	number	r/w	T t a c c
stringList	Array of string	r/w	T i d c c a s

---

**Return** **Dropdown** `Dropdowns.add ([withProperties: Object])`

---

**Class**

# Dropdowns

A collection of dropdowns.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**Dropdown add ([withProperties: Object])**

Creates a new Dropdown.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new Dropdown (Optional)

**number count ()**

Displays the number of elements in the Dropdown.

## Element of

[BorderPanel.dropdowns](#)  
[DialogColumn.dropdowns](#)  
[DialogRow.dropdowns](#)  
[EnablingGroup.dropdowns](#)

**Class**

# EnablingGroup

A bordered panel that contains an enabling group active or inactive by clicking the check any type and number of controls. Base Class:

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [Di](#)

[Widge](#)

[EnablingG](#)

[AngleCombobox](#) | [AngleEditbox](#) | [B](#)  
[DialogColumn](#) | [DialogRow](#) | [Dropdown](#) | [I](#)  
[IntegerEditbox](#) | [MeasurementCom](#)  
[PercentCombobox](#) | [PercentEditbox](#) | [Ra](#)  
[RealEditbox](#) | [StaticText](#) | [T](#)

## Properties

Property	Type
angleComboboxes	<a href="#">AngleCombobo</a>
angleEditboxes	<a href="#">AngleEditboxes</a>
borderPanels	<a href="#">BorderPanels</a>
checkboxControls	<a href="#">CheckboxContro</a>
checkedState	bool

dialogColumns	DialogColumns
dialogRows	DialogRows
dropdowns	Dropdowns
enablingGroups	EnablingGroups
id	number
index	number
integerComboboxes	IntegerComboboxes
integerEditboxes	IntegerEditboxes
measurementComboboxes	MeasurementComboboxes
measurementEditboxes	MeasurementEditboxes
minWidth	number

parent [BorderPanelDialog](#)  
[DialogRow](#)  
[EnablingGroup](#)

percentComboboxes [PercentComboboxes](#)

percentEditboxes [PercentEditboxes](#)

properties Object

radiobuttonGroups [RadiobuttonGroups](#)

realComboboxes [RealComboboxes](#)

realEditboxes [RealEditboxes](#)

staticLabel string

---

staticTexts	StaticTexts
textEditboxes	TextEditboxes
widgets	Widgets

---

textEditboxes	TextEditboxes
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---

widgets	Widgets
---------	---------

---

**Element of** [AngleCombobox.parent](#)  
[AngleEditbox.parent](#)  
[BorderPanel.parent](#)  
[CheckboxControl.parent](#)  
[DialogColumn.parent](#)  
[DialogRow.parent](#)  
[Dropdown.parent](#)  
[EnablingGroup.parent](#)  
[IntegerCombobox.parent](#)  
[IntegerEditbox.parent](#)  
[MeasurementCombobox.parent](#)  
[MeasurementEditbox.parent](#)  
[PercentCombobox.parent](#)  
[PercentEditbox.parent](#)  
[RadiobuttonGroup.parent](#)  
[RealCombobox.parent](#)  
[RealEditbox.parent](#)  
[StaticText.parent](#)  
[TextEditbox.parent](#)  
[Widget.parent](#)

---

**Return** [EnablingGroup](#) [EnablingGroups.add \(\[withI](#)

---

**Class**

# EnablingGroups

A collection of enabling groups.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[EnablingGroup add \(\[withProperties: Object\]\)](#)

Creates a new EnablingGroup.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new EnablingGroup (Optional)

[number count \(\)](#)

Displays the number of elements in the EnablingGroup.

## Element of

[BorderPanel.enablingGroups](#)  
[DialogColumn.enablingGroups](#)  
[DialogRow.enablingGroups](#)  
[EnablingGroup.enablingGroups](#)

**Class**

# IntegerCombobox

An integer entry control featuring both a dropdown and an edit control.  
Note: .5 is rounded up. Base Class: [Window](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#)

[Window](#)

[IntegerCombobox](#)

## Properties

Property	Type
editContents	string
editValue	number

---

`id`      number

---

`index`      number

---

`largeNudge`      number

---

`maximumValue`      number

---

---

`minWidth`      number

minimumValue number

parent [BorderPanelDialogCc](#)  
[DialogRow](#)  
[EnablingGroup](#)

properties Object

smallNudge number

stringList      Array of string

---

**Return** [IntegerCombobox](#) [IntegerComboboxes](#)

---

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**Class**

# IntegerComboboxes

A collection of integer comboboxes

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of elements in the collection.

## Methods Instances

[IntegerCombobox add \(\[withProperties\]\)](#)

Creates a new IntegerCombobox.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new IntegerCombobox. (Optional)

[number count \(\)](#)

Displays the number of elements in IntegerCombobox.

## Element of

[BorderPanel.integerComboboxes](#)  
[DialogColumn.integerComboboxes](#)  
[DialogRow.integerComboboxes](#)  
[EnablingGroup.integerComboboxes](#)

**Class**

# IntegerEditbox

A numeric entry field that rounds to the nearest rounded up. Base Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [Dialo](#)

[Widget](#)

[IntegerEditbo](#)

## Properties

Property	Type
editContents	string
editValue	number

id number

index number

largeNudge number

maximumValue number

minWidth number

---

minimumValue number

---

parent BorderPanelDialogColumn  
DialogRow  
EnablingGroup

---

properties Object

---

smallNudge number

---

**Return** IntegerEditbox IntegerEditboxes.add ([withP

---

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**Class**

# IntegerEditboxes

A collection of integer editboxes.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[IntegerEditbox](#) **add** ([withProperties: *Object*])

Creates a new IntegerEditbox.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new IntegerEditbox (Optional)

**number count ()**

Displays the number of elements in the IntegerEditbox.

## Element of

[BorderPanel.integerEditboxes](#)

[DialogColumn.integerEditboxes](#)

[DialogRow.integerEditboxes](#)

[EnablingGroup.integerEditboxes](#)

**Class**

# MeasurementCombobox

A measurement entry cont  
Widget

## Hierarchy

Border

## Properties

Property	Type
editContents	string
editUnits	Measure
editValue	number

---

id	number
----	--------

---

index	number
-------	--------

---

largeNudge	number
------------	--------

---

maximumValue	number
--------------	--------

---

minWidth	number
----------	--------

---

---

minimumValue number

---

parent [BorderF](#)  
[DialogC](#)  
[DialogF](#)  
[Enabling](#)

---

properties Object

---

smallNudge number

---

stringList Array of

## **Return MeasurementCombobox**

---

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**Class**

# MeasurementComboboxes

A collection of measur

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Description
length	number	The number of items in the collection.

## Methods Instances

[MeasurementCombob  
Object\]\)](#)

Creates a new MeasurementCombobox.

Parameter	Type	Description
withProperties	Object	The properties to be added to the new MeasurementCombobox.

**number count ()**  
Displays the number of items in the MeasurementCombobox.

## Element of

[BorderPanel.measure\(\)](#)  
[DialogColumn.measure\(\)](#)  
[DialogRow.measure\(\)](#)  
[EnablingGroup.measure\(\)](#)

**Class**

# MeasurementEditbox

A measurement entry field. Base

## Hierarchy

[BorderPanel](#) | [I](#)

## Properties

Property	Type
editContents	string
editUnits	<a href="#">MeasurementI</a> <a href="#">MeasurementI</a> <a href="#">MeasurementI</a> <a href="#">MeasurementI</a> <a href="#">MeasurementI</a> <a href="#">MeasurementI</a> <a href="#">MeasurementI</a> <a href="#">MeasurementI</a>
editValue	number

---

`id`      number

---

`index`      number

---

`largeNudge`      number

---

`maximumValue`    number

---

minWidth number

---

minimumValue number

---

parent [BorderPanel](#)  
[DialogColumn](#)  
[DialogRow](#)  
[EnablingGroup](#)

---

properties Object

---

smallNudge number

---

**Return** [MeasurementEditbox](#) [Measure](#)

---

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[Contents :: Index](#)

**Class**

# MeasurementEditboxes

A collection of measurement

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access
	length	number	readonly

## Methods Instances

[MeasurementEditbox add \(\[Object\]\)](#)

Creates a new Measurement

Parameter	Type	Description
withProperties	Object	Initializes the MeasurementEditbox with the specified properties.

**Element of** [BorderPanel.measurementEditboxes](#)

[DialogColumn.measurementEditboxes](#)

[DialogRow.measurementEditboxes](#)

[EnablingGroup.measurementEditboxes](#)

**Class**

# PercentCombobox

A percentage entry control featuring bo  
Base Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#)

Wi

PercentC

## Properties

Property	Type
editContents	string
editValue	number

---

`id`      number

---

`index`      number

---

`largeNudge`      number

---

`maximumValue`    number

---

`minWidth`      number

---

---

minimumValue number

---

parent [BorderPanelDialogC](#)  
[DialogRow](#)  
[EnablingGroup](#)

---

properties Object

---

smallNudge number

stringList      Array of string

**Return** [PercentCombobox](#) [PercentCombobox](#)

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**Class**

# PercentComboboxes

A collection of percent comboboxes

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The length of the collection.

## Methods Instances

**PercentCombobox add ([withProperties Object])**

Creates a new PercentCombobox.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new PercentCombobox. (Optional)

**number count ()**

Displays the number of elements in the PercentCombobox.

## Element of

[BorderPanel.percentComboboxes](#)  
[DialogColumn.percentCombobox](#)  
[DialogRow.percentComboboxes](#)  
[EnablingGroup.percentComboboxes](#)

**Class**

# PercentEditbox

A percentage entry field. Base Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [Dialog](#)

[Widget](#)

**PercentEditbox**

## Properties

Property	Type
editContents	string
editValue	number

---

id	number
----	--------

---

index	number
-------	--------

---

largeNudge	number
------------	--------

---

maximumValue	number
--------------	--------

---

minWidth	number
----------	--------

---

---

minimumValue number

---

parent [BorderPanelDialogColumn](#)  
[DialogRow](#)  
[EnablingGroup](#)

---

properties Object

---

smallNudge number

**Return** [PercentEditbox](#) [PercentEditboxes.add \(\[with](#)

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**Class**

# PercentEditboxes

A collection of percent editboxes.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection

## Methods Instances

[PercentEditbox add \(\[withProperties: Object\]\)](#)

Creates a new PercentEditbox.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new PercentEditbox (Optional)

[number count \(\)](#)

Displays the number of elements in the PercentEditbox.

## Element of

[BorderPanel.percentEditboxes](#)  
[DialogColumn.percentEditboxes](#)  
[DialogRow.percentEditboxes](#)  
[EnablingGroup.percentEditboxes](#)

**Class**

# RadiobuttonControl

An individual radiobutton control is  
Class: [Widget](#)

## Hierarchy

[Radiobutton](#)

[Widget](#)

[RadiobuttonControl](#)

## Properties

Property	Type
checkedState	bool
id	number
index	number
minWidth	number
parent	<a href="#">RadiobuttonGroup</a>
properties	Object

staticLabel string

---

**Return** **RadiobuttonControl** **RadiobuttonObject**]

---

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**Class**

# RadiobuttonControls

A collection of individual radiobutton controls.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of th

## Methods Instances

[RadiobuttonControl add \(\[withProperties Object\]\)](#)

Creates a new RadiobuttonControl.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new RadiobuttonControl. (Optional)

[number count \(\)](#)

Displays the number of elements in the RadiobuttonControl.

**Element of** [RadiobuttonGroup.radioButtonCollection](#)

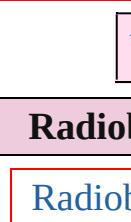
**Class**

# RadiobuttonGroup

A single control that contains one or more RadioButtons.  
Widget

## Hierarchy

[BorderPanel](#) | [DialogColor](#)



## Properties

Property	Type
id	number
index	number
minWidth	number
parent	<a href="#">BorderPanel</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>
properties	Object

radiobuttonControls [RadiobuttonControl](#)

---

selectedButton number

---

**Element of** [RadiobuttonControl.parent](#)

---

**Return** [RadiobuttonGroup](#) [RadioButtonGroup.parent](#)

---

**Class**

# RadiobuttonGroups

A collection of radiobutton groups.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of elements in the collection.

## Methods Instances

[RadiobuttonGroup](#) **add ([withProperties Object])**

Creates a new RadiobuttonGroup.

Parameter	Type	Description
withProperties	Object	Initial values for the new RadiobuttonGroup (Optional)

**number count ()**

Displays the number of elements in RadiobuttonGroup.

## Element of

[BorderPanel](#).radiobuttonGroups  
[DialogColumn](#).radiobuttonGroups  
[DialogRow](#).radiobuttonGroups  
[EnablingGroup](#).radiobuttonGroups

**Class**

# RealCombobox

A high-precision numeric entry control featuring a dropdown entry field. Base Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [Dialog](#)

[Widget](#)

**RealCombobox**

## Properties

Property	Type
editContents	string
editValue	number

---

`id`      number

---

`index`      number

---

`largeNudge`      number

---

`maximumValue`    number

---

`minWidth`      number

---

---

minimumValue number

---

parent BorderPanelDialogColumn  
DialogRow  
EnablingGroup

---

properties Object

---

smallNudge number

---

stringList	Array of string
------------	-----------------

---

---

**Return** **RealCombobox** [RealComboboxes.add \(\[with](#)

---

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[Contents :: Index](#)

**Class**

# RealComboboxes

A collection of real number comboboxes.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[RealCombobox add \(\[withProperties: Object\]\)](#)

Creates a new RealCombobox.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new RealCombobox (Optional)

[number count \(\)](#)

Displays the number of elements in the RealCombobox.

## Element of

[BorderPanel.realComboboxes](#)  
[DialogColumn.realComboboxes](#)  
[DialogRow.realComboboxes](#)  
[EnablingGroup.realComboboxes](#)

**Class**

# RealEditbox

A high-precision numeric entry field. Base Class: [W](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogRow](#)

[Widget](#)

**RealEditbox**

## Properties

Property	Type	Access
editContents	string	r/w
editValue	number	r/w

	id	number	readc
	index	number	readc
	largeNudge	number	r/w
	maximumValue	number	r/w
	minWidth	number	r/w

---

minimumValue	number	r/w
--------------	--------	-----

---

parent	BorderPanelDialogColumn DialogRow EnablingGroup	
--------	---	--

---

properties	Object	r/w
------------	--------	-----

---

smallNudge	number	r/w
------------	--------	-----

**Return** **RealEditbox** **RealEditboxes.add ([withProperties: C**

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**Class**

# RealEditboxes

A collection of real number editboxes.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods Instances**

**RealEditbox add ([withProperties: Object])**  
Creates a new RealEditbox.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new RealEditbox (Optional)

**number count ()**

Displays the number of elements in the RealEditbox.

**Element of** [BorderPanel.realEditboxes](#)  
[DialogColumn.realEditboxes](#)  
[DialogRow.realEditboxes](#)  
[EnablingGroup.realEditboxes](#)

**Class**

# StaticText

A static text control (typically a label for another control or group of controls). Base Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogRow](#) | [EnablingGroup](#)

Widget

StaticText

## Properties

Property	Type	Access	Description
id	number	readonly	The unique identifier of the StaticText object.
index	number	readonly	The index of the StaticText within its parent container object.
minWidth	number	r/w	The minimum width of the control's content area, excluding the border and padding. It specifies the minimum width of the control's content area.
parent	<a href="#">BorderPanel</a> <a href="#">DialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>	readonly	The parent container of the StaticText, which can be a BorderPanel, DialogColumn, DialogRow, EnablingGroup, or Border.

properties	Object	r/w	A pro... allow... of se... prop... the s...
staticLabel	string	r/w	Text... appe... Static...

**Return** **StaticText** [StaticTexts.add \(\[withProperties: Object\]\)](#)

**Class**

# StaticTexts

A collection of static text objects.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[StaticText add \(\[withProperties: Object\]\)](#)

Creates a new StaticText.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new StaticText (Optional)

[number count \(\)](#)

Displays the number of elements in the StaticText.

## Element of

[BorderPanel.staticTexts](#)  
[DialogColumn.staticTexts](#)  
[DialogRow.staticTexts](#)  
[EnablingGroup.staticTexts](#)

**Class**

# TextEditbox

A text entry field. Base Class: [Widget](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogRow](#) | [En](#)

Widget

TextEditbox

## Properties

Property	Type	Access
editContents	string	r/w
id	number	readonly
index	number	readonly
minWidth	number	r/w

---

parent      [BorderPanelDialogColumn](#) [readonly](#)  
[DialogRow](#)  
[EnablingGroup](#)

---

properties    Object                          r/w

---

---

**Return** [TextEditbox](#) [TextEditboxes.add \(\[withProperties: Object\]\)](#)

---

**Class**

# TextEditboxes

A collection of text editboxes.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[TextEditbox](#) **add** ([withProperties: Object])  
Creates a new TextEditbox.

Parameter	Type	Description
withProperties	Object	Initial values for properties of the new TextEditbox (Optional)

**number count ()**

Displays the number of elements in the TextEditbox.

## Element of

[BorderPanel.textEditboxes](#)  
[DialogColumn.textEditboxes](#)  
[DialogRow.textEditboxes](#)  
[EnablingGroup.textEditboxes](#)

**Class**

# Widget

Generic term for an object in a dialog column or dialog row, including dialog controls such as radio button groups, checkboxes, editboxes, dropdowns, and comboboxes; static text objects; enabling groups; border panels; and nested dialog columns and dialog rows. For information, see dialog column, dialog row, static text, border panel, enabling group, radiobutton group, checkbox control, angle editbox, angle combobox, integer editbox, integer combobox, measurement editbox, measurement combobox, percent editbox, percent combobox, real editbox, real combobox, and text editbox.

Superclass of [AngleCombobox](#), [AngleEditbox](#), [BorderPanel](#), [CheckboxControl](#), [Dropdown](#), [EnablingGroup](#), [IntegerCombobox](#), [IntegerEditbox](#), [MeasurementCombobox](#), [MeasurementEditbox](#), [PercentCombobox](#), [PercentEditbox](#), [RadiobuttonControl](#), [RadiobuttonGroup](#), [RealCombobox](#), [RealEditbox](#), [StaticText](#), and [TextEditbox](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogRow](#) | [EnablingGroup](#)

**Widget**

[AngleCombobox](#) | [AngleEditbox](#) | [BorderPanel](#) |  
[CheckboxControl](#) | [Dropdown](#) | [EnablingGroup](#) |  
[IntegerCombobox](#) | [IntegerEditbox](#) | [MeasurementCombobox](#) |  
[MeasurementEditbox](#) | [PercentCombobox](#) | [PercentEditbox](#) |  
[RadiobuttonControl](#) | [RadiobuttonGroup](#) | [RealCombobox](#) |  
[RealEditbox](#) | [StaticText](#) | [TextEditbox](#)

## Properties

Property	Type	Access	Description
<code>id</code>	number	readonly	The unique identifier of the Widget.
<code>index</code>	number	readonly	The index of the Widget within its container.

			containing object.
	minWidth number	r/w	The width of the control. In an editbox or combobox, specifies the minimum width of the box.
parent	<a href="#">BorderPanelDialogColumn</a> <a href="#">readonly</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>	readonly	The parent of the Widget in BorderPanel, DialogColumn, DialogRow, EnablingGroup or BorderPane
properties	Object	r/w	A property that allows setting of several properties at the same time.

**Class**

# Widgets

A collection of widgets.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the Widget.

## Element of

[BorderPanel.widgets](#)  
[DialogColumn.widgets](#)  
[DialogRow.widgets](#)  
[EnablingGroup.widgets](#)

# **Adobe InDesign CS (3.0) Object Model**

## Contents

These HTML pages were created using XSLT transformations on the XML help file that came with your favourite DTP program. If you're not scared away by four consecutive abbreviations, take a look in here.

## XML Suite

Basics Suite	DTD
Book Suite	DTDs
Color Suite	ValidationError
Enum Suite	ValidationErrors
Hyperlinks Suite	XMLAttribute
Indexing Suite	XMLAttributes
Interactive Elements Suite	XMLComment
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Text Suite	XMLInstruction
UI Suite	XMLInstructions
XML Suite	XMLItem
	XMLItems
	XMLTag
	XMLTags

**Class**

# DTD

The document DTD. Base Class: [XMLItem](#)

**QuickLinks** [duplicate](#), [move](#), [remove](#), [select](#)

## Hierarchy

[Document](#) | [XMLElement](#) | [XMLItem](#)



## Properties

	Property	Type	Access	Description
contents	<a href="#">SpecialCharacters</a>	String	readonly	The contents of String or Special Characters.
id	number		readonly	The unique ID of the element.
index	number		readonly	The index of the element in its containing object.
parent	<a href="#">Document</a> <a href="#">XMLElement</a> <a href="#">XMLItem</a>		readonly	The parent of the element. Returns the <a href="#">Document</a> , <a href="#">XMLElement</a> or <a href="#">XMLItem</a> object.
properties	Object		r/w	A property that returns all properties at the element level.
publicId	string		readonly	The public ID of the DTD. Note that the DTD is an external entity.
rootTag	<a href="#">XMLTag</a>		r/w	The tag of the root element.
systemId	string		readonly	The system ID of the DTD. Note that the DTD is an external entity.

## Methods Instances

**DTD `duplicate ()`**

Duplicates the DTD.

**XMLElement `move (to: LocationOptions[, reference: any])`**

Move element before/after another element or text object, or to [

Parameter	Type	Description
to	<code>LocationOptions:</code> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	Location
reference	<code>Text</code> <code>XMLItem</code>	Before/after XMLItem or

**void `remove ()`**

Deletes the DTD.

**void `select ([existingSelection: SelectionOptions=SelectionOptions.ADD_TO])`**

Select this object.

Parameter	Type	Description
existingSelection	<code>SelectionOptions:</code> SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE	How to select

**Return** `DTD DTD.duplicate ()`

**Class**

# DTDs

A collection of DTDs.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

[number count \(\)](#)

Displays the number of elements in the DTD.

**Element of** [Document.dtds](#)  
[XMLElement.dtds](#)  
[XMLItem.dtds](#)

**Class**

# ValidationError

An XML validation error.

## Hierarchy

Document

ValidationError

## Properties

Property	Type	Access	Description
attributeName	string	readonly	The name of the attribute that caused the validation error.
element	XMLElement	readonly	The element that caused the validation error.
errorMessage	string	readonly	The message describing the validation error.
index	number	readonly	The index of the validation error in the list of errors.
parent	Document	readonly	The document containing the validation error.
properties	Object	r/w	A collection of properties related to the validation error.

---

**Return** Array of **ValidationErrors** `XMLElement.val`  
([`maximumErrors: number=250`])

---

**Class**

# ValidationErrors

A collection of XML validation errors.

**QuickLinks** [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[number count \(\)](#)

Displays the number of elements in the ValidationErrors.

**Element of** [Document.validationErrors](#)

**Class**

# XmlAttribute

An XML attribute.

**QuickLinks** [remove](#), [select](#)

## Hierarchy

[XMLElement](#)

[XmlAttribute](#)

## Properties

Property	Type	Access	Description
index	number	readonly	The index of the attribute in the parent element's attributes collection.
name	string	r/w	The name of the attribute.
parent	<a href="#">XMLElement</a>	readonly	The parent element of the attribute.
properties	Object	r/w	A properties object containing properties at the same level as the attribute.
value	string	r/w	The value of the attribute.

## Methods Instances

[void remove \(\)](#)

Deletes the XMLAttribute.

[void select \(\[existingSelection: SelectionOptions\]\)](#)

Select this object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions</a> : SelectionOptions.ADD_TO SelectionOptions.REMOVE SelectionOptions.REPLACE

**Return** [XmlAttribute](#) `XMLAttributes.add (name: string, value: Object)`



**Class**

# XMLAttributes

A collection of XML attributes.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

[XMLAttribute](#) **add** (`name: string, value: string[, withProperties: Object]`)

Creates a new XML attribute.

Parameter	Type	Description
name	string	The name of the attribute.
value	string	The value of the attribute.
withProperties	Object	Initial values for properties of the new XMLAttribute (Optional)

**number count ()**

Displays the number of elements in the XMLAttribute.

**Element of** [XMLElement.xmlAttributes](#)

**Class**

# XMLComment

An XML comment. Base Class: [XMLItem](#)

**QuickLinks** [duplicate](#), [move](#), [remove](#), [select](#)

## Hierarchy

[Document | XMLElement](#)

[XMLElement](#)

[XMLComment](#)

## Properties

Property	Type	Access
id	number	readonly
index	number	readonly
parent	<a href="#">Document</a> <a href="#">XMLElement</a> <a href="#">XMLItem</a>	readonly
properties	Object	r/w
storyOffset	number	readonly
value	string	r/w

## Methods Instances

[XMLComment](#) **duplicate ()**

Duplicates the XMLComment.

[XMLElement](#) **move (to: LocationOptions[, replace])**

Move element before/after another element or

Parameter	Type

to [LocationOptions](#):  
LocationOptions.BEFORE  
LocationOptions.AFTER  
LocationOptions.AT\_END  
LocationOptions.AT\_BEGINNING  
LocationOptions.UNKNOWN

---

reference [Text](#)  
[XMLItem](#)

---

**void remove ()**

Deletes the XMLComment.

**void select ([existingSelection: SelectionOptions])**  
Select this object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions</a> : SelectionOptions.ADD_TO SelectionOptions.REMOVE SelectionOptions.REPLACE

---

**Return** [XMLComment](#) [XMLComment.duplicate \(\)](#)  
[XMLComment](#) [XMLComments.add \(storyObject\)](#)

---

**Class**

# XMLComments

A collection of XML comments.

**QuickLinks** [add](#), [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number objects in the collection.

**Methods** [Instances](#)

**XMLComment add (storyOffset: any[, value: string=][, withProperties: Object])**

Creates a new XML comment.

Parameter	Type	Description
storyOffset	<a href="#">InsertionPoint</a> Long	The offset within the story. Can accept: InsertionPoint or Long.
value	string	The text of XML comment. (Optional) (default: )
withProperties	Object	Initial value for properties of the new XMLComment. (Optional)

[number count \(\)](#)

Displays the number of elements in the

## XMLComment.

---

**Element of** [Document.xmlComments](#)  
[XMLElement.xmlComments](#)  
[XMLItem.xmlComments](#)

---

**Class**

# XMLElement

An XML element. Base Class: [XMLItem](#)

**QuickLinks** [duplicate](#), [exportFile](#), [importXML](#), [markup](#), [move](#), [validate](#)

## Hierarchy

[Document](#) | **XMLElement**

[XMLItem](#)

**XMLElement**

[Character](#) | [DTD](#) | [EPS](#) | [Image](#) | [InsertionPoint](#)  
[Paragraph](#) | [Story](#) | [Text](#) | [TextColumn](#) | [TextStyle](#)  
| [XMLComment](#) | **XMLElement** | [XMLElement](#)

## Properties

Property	Type	Access
characters	Characters	read/write
contents	SpecialCharacterString	r/w
dtds	DTDs	read/write
epss	EPSSs	read/write
id	number	read/write
images	Images	read/write
index	number	read/write
insertionPoints	InsertionPoints	read/write
lines	Lines	read/write

	<code>markupTag</code>	<code>String</code>	r/w
	<code>XMLTag</code>		
	<code>pageItems</code>	<code>PageItems</code>	readc
	<code>paragraphs</code>	<code>Paragraphs</code>	readc
	<code>parent</code>	<code>Document</code> <code>XMLElement</code> <code>XMLItem</code>	readc
	<code>parentStory</code>	<code>Story</code>	readc
	<code>pdfs</code>	<code>PDFs</code>	readc
	<code>picts</code>	<code>PICTs</code>	readc
	<code>properties</code>	<code>Object</code>	r/w
	<code>stories</code>	<code>Stories</code>	readc
	<code>storyOffset</code>	<code>number</code>	readc
	<code>textColumns</code>	<code>TextColumns</code>	readc
	<code>textStyleRanges</code>	<code>TextStyleRanges</code>	readc
	<code>texts</code>	<code>Texts</code>	readc
	<code>wmfs</code>	<code>WMFs</code>	readc
	<code>words</code>	<code>Words</code>	readc
	<code>xmlAttributes</code>	<code>XMLAttributes</code>	readc
	<code>xmlComments</code>	<code>XMLComments</code>	readc
	<code>xmlElements</code>	<code>XMLElements</code>	readc

xmlInstructions	<a href="#">XMLInstructions</a>	read
xmlItems	<a href="#">XMLItems</a>	read

## Methods Instances

### [XMLElement](#) **duplicate ()**

Duplicates the XMLElement.

### [void](#) **exportFile (format: any, to: File[, showingC PDFExportPreset])**

Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat String</a>	The export enumerator
to	<a href="#">File</a>	The path of
showingOptions	<a href="#">bool</a>	If true, pror (Optional)
using	<a href="#">PDFExportPreset</a>	The export

### [void](#) **importXML (from: File)**

Imports an XML file.

Parameter	Type	Description
from	<a href="#">File</a>	The path to

### [void](#) **markup (using: any)**

Associates the object with the specified XML element.

Parameter	Type	Description
using	<a href="#">PageItem Story Text</a>	The object to mark up.

### [XMLElement](#) **move (to: LocationOptions[, reference: XMLElement])**

Move element before/after another element or text.

Parameter	Type

to	<a href="#">LocationOptions:</a>
	LocationOptions.BEFORE
	LocationOptions.AFTER
	LocationOptions.AT_END
	LocationOptions.AT_BEGINNING
	LocationOptions.UNKNOWN

reference	<a href="#">Text</a>
	<a href="#">XMLItem</a>

### **void placeXML ([using](#): any)**

Places XML content into the story, replacing the current content.

Parameter	Type	Description
using	<a href="#">PageItem</a> <a href="#">Story</a>	The story into which to place the XML. Story or PageItem.

### **void remove ()**

Deletes the XMLElement.

### **void select ([[existingSelection](#): SelectionOptions=SelectionOptions.REPLACE])**

Select this object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions:</a> SelectionOptions.ADD_TO SelectionOptions.REMOVE_ SelectionOptions.REPLACE

### **void untag ()**

Untags an element.

Array of [ValidationError](#) **validate ([maximumErrors=2])**

Validates the element against a DTD.

Parameter	Type	Description
maximumErrors	number	The maximum number of errors to validate (Optional) (default: 2)

## **Element of**

[Button.associatedXMLElement](#)

[Character.associatedXMLElements](#)

`Character.parent`  
`DTD.parent`  
`Document.associatedXMLElement`  
`EPS.associatedXMLElement`  
`FormField.associatedXMLElement`  
`GraphicLine.associatedXMLElement`  
`Group.associatedXMLElement`  
`Image.associatedXMLElement`  
`InsertionPoint.associatedXMLElements`  
`InsertionPoint.parent`  
`Line.associatedXMLElements`  
`Line.parent`  
`Movie.associatedXMLElement`  
`Oval.associatedXMLElement`  
`PDF.associatedXMLElement`  
`PICT.associatedXMLElement`  
`PageItem.associatedXMLElement`  
`Paragraph.associatedXMLElements`  
`Paragraph.parent`  
`Polygon.associatedXMLElement`  
`Rectangle.associatedXMLElement`  
`Sound.associatedXMLElement`  
`Story.associatedXMLElements`  
`Story.parent`  
`Text.associatedXMLElements`  
`Text.parent`  
`TextColumn.associatedXMLElements`  
`TextColumn.parent`  
`TextFrame.associatedXMLElement`  
`TextStyleRange.associatedXMLElements`  
`TextStyleRange.parent`  
`ValidationError.element`  
`WMF.associatedXMLElement`  
`Word.associatedXMLElements`  
`Word.parent`  
`XmlAttribute.parent`  
`XMLComment.parent`  
`XMLElement.parent`  
`XMLInstruction.parent`

[XMLItem.parent](#)

---

**Used in:** void [Button.markup \(using: XMLElement\)](#)  
void [Button.placeXML \(using: XMLElement\)](#)  
void [Character.markup \(using: XMLElement\)](#)  
void [EPS.markup \(using: XMLElement\)](#)  
void [EPS.placeXML \(using: XMLElement\)](#)  
void [FormField.markup \(using: XMLElement\)](#)  
void [FormField.placeXML \(using: XMLElement\)](#)  
void [GraphicLine.markup \(using: XMLElement\)](#)  
void [GraphicLine.placeXML \(using: XMLElement\)](#)  
void [Group.markup \(using: XMLElement\)](#)  
void [Group.placeXML \(using: XMLElement\)](#)  
void [Image.markup \(using: XMLElement\)](#)  
void [Image.placeXML \(using: XMLElement\)](#)  
void [InsertionPoint.markup \(using: XMLElement\)](#)  
void [Line.markup \(using: XMLElement\)](#)  
void [Movie.markup \(using: XMLElement\)](#)  
void [Oval.markup \(using: XMLElement\)](#)  
void [Oval.placeXML \(using: XMLElement\)](#)  
void [PDF.markup \(using: XMLElement\)](#)  
void [PDF.placeXML \(using: XMLElement\)](#)  
void [PageItem.markup \(using: XMLElement\)](#)  
void [PageItem.placeXML \(using: XMLElement\)](#)  
void [Paragraph.markup \(using: XMLElement\)](#)  
void [Polygon.markup \(using: XMLElement\)](#)  
void [Polygon.placeXML \(using: XMLElement\)](#)  
void [Rectangle.markup \(using: XMLElement\)](#)  
void [Rectangle.placeXML \(using: XMLElement\)](#)  
void [Sound.markup \(using: XMLElement\)](#)  
void [Story.markup \(using: XMLElement\)](#)  
void [Story.placeXML \(using: XMLElement\)](#)  
void [Text.markup \(using: XMLElement\)](#)  
void [TextColumn.markup \(using: XMLElement\)](#)  
void [TextFrame.markup \(using: XMLElement\)](#)  
void [TextFrame.placeXML \(using: XMLElement\)](#)  
void [TextStyleRange.markup \(using: XMLElement\)](#)  
void [Word.markup \(using: XMLElement\)](#)

---

[XMLElement DTD.move \(to: LocationOptions\[,](#)

**Return** `XMLElement XMLComment.move (to: Location)`  
`XMLElement XMLElement.duplicate ()`  
`XMLElement XMLElement.move (to: Location)`  
`XMLElement XMLElements.add (markupTag: a  
Object])`  
`XMLElement XMLInstruction.move (to: Location)`  
`XMLElement XMLItem.move (to: LocationOpti`

**Class**

# XMLElements

A collection of XML elements.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

`XMLElement add (markupTag: any[, xmlContent: any][, withProperties: Object])`  
Create a new XML element

Parameter	Type	Description
markupTag	String <a href="#">XMLTag</a>	The XML tag used to identify this element. Can accept: String or XMLTag.
xmlContent	<a href="#">PageItem</a> <a href="#">Story</a> <a href="#">Text</a>	Content to be marked up. Can accept: Text, Story or PageItem. (Optional)
withProperties	Object	Initial values for properties of the new XMLElement (Optional)

[number](#) [count](#) ()

Displays the number of elements in the

XMLElement.

**Element of** [Document.xmlElements](#)  
[XMLElement.xmlElements](#)  
[XMLItem.xmlElements](#)

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**Class**

# XMLExportMap

A mapping object that maps a style (paragraph cell) to an XML tag.

**QuickLinks** [remove](#)

## Hierarchy

[Application](#) | [Do](#)

[XMLExport](#)

## Properties

Property	Type
index	number
mappedStyle	<a href="#">CharacterStyleParagraphStyle</a> <a href="#">String</a>
markupTag	<a href="#">String</a> <a href="#">XMLTag</a>
parent	<a href="#">Application</a> <a href="#">Document</a>

properties      Object

---

---

## Methods Instances

`void remove ()`

Deletes the XMLExportMap.

---

**Return** `XMLExportMap XMLExportMaps.add (`  
`any[, withProperties: Object])`

---

**Class**

# XMLExportMaps

A collection of XML export maps.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**XMLExportMap** **add** (*mappedStyle*: *any*, *markupTag*: *any*[, *withProperties*: *Object*)

Creates a new mapping of a paragraph style or character style to an XML tag.

Parameter	Type	Description
<i>mappedStyle</i>	<a href="#">CharacterStyle</a>   <a href="#">ParagraphStyle</a>   <a href="#">String</a>	The style (paragraph or character) object, or cell) to the specified XML tag.
<i>markupTag</i>	<a href="#">String</a>   <a href="#">XMLTag</a>	The XML tag. Can accept XML string.
<i>withProperties</i>	<a href="#">Object</a>	Initial properties.

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### **number count ()**

Displays the number of elements in the XMLExportMap.

**Element of** [Application.xmlExportMaps](#)  
[Document.xmlExportMaps](#)

**Class**

# XMLImportMap

A mapping object that maps an XML tag to an object, table, or cell).

**QuickLinks** [remove](#)

## Hierarchy

[Application | Doc](#)

[XMLImport](#)

## Properties

Property	Type
index	number
mappedStyle	<a href="#">CharacterStyleParagraphS</a> <a href="#">String</a>
markupTag	<a href="#">String</a> <a href="#">XMLTag</a>
parent	<a href="#">Application</a> <a href="#">Document</a>

properties      Object

---

## Methods Instances

`void remove ()`

Deletes the XMLImportMap.

---

**Return** `XMLImportMap XMLImportMaps.add  
any[, withProperties: Object])`

---

**Class**

# XMLImportMaps

A collection of XML import maps.

## QuickLinks

[add](#), [count](#)

### Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

### Methods Instances

`XMLImportMap add (markupTag: any, mappedStyle: any[, withProperties: Object])`

Creates a new mapping of an XML tag to a style (paragraph, character, object, table, or cell). The XML tag can be an `XMLTag` or a string.

Parameter	Type	Description
markupTag	String or <code>XMLTag</code>	The XML tag to map to, specified as a paragraph, character, object, cell, or string.
mappedStyle	<code>CharacterStyle</code> or <code>ParagraphStyle</code> or string	The paragraph or character style. Accepted values are <code>ParagraphStyle</code> , <code>CharacterStyle</code> , or strings.
withProperties	Object	Initial properties for the new mapping.

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### **number count ()**

Displays the number of elements in the XMLImportMap.

**Element of** [Application.xmlImportMaps](#)  
[Document.xmlImportMaps](#)

**Class**

# XMLInstruction

An XML processing instruction. Base Class

**QuickLinks** [duplicate](#), [move](#), [remove](#), [select](#)

## Hierarchy

[Document](#) | [XMLElement](#)

[XM](#)

[XMLI](#)

## Properties

Property	Type	Access
data	string	r/w
id	number	read
index	number	read
parent	<a href="#">Document</a> <a href="#">XMLElement</a> <a href="#">XMLItem</a>	read
properties	Object	r/w
storyOffset	number	read
target	string	r/w

## Methods Instances

[XMLInstruction](#) [duplicate \(\)](#)

Duplicates the XMLInstruction.

**XMLElement move (to: LocationOptions[,  
Move element before/after another element**

Parameter	Type
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGIN LocationOptions.UNKNOWI
reference	Text XMLItem

**void remove ()**

Deletes the XMLInstruction.

**void select ([existingSelection: SelectionO]**  
Select this object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD SelectionOptions.REMO SelectionOptions.REPL

**Return** **XMLInstruction** **XMLInstruction.duplic**

**XMLInstruction** **XMLInstructions.add (st**  
*string=][, withProperties: Object])*

**Class**

# XMLInstructions

A collection of XML instructions.

## QuickLinks [add](#), [count](#)

### Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in collection

### Methods [Instances](#)

**XMLInstruction** **add** (*storyOffset*: *any*[, *string*=][, *data*: *string*=][, *withProperties*: *any*])  
Creates a new XML processing instruction

Parameter	Type	Description
storyOffset	<a href="#">InsertionPoint</a> Long	The location within the specified insertion point. Can accept InsertionPoint or Long.
target	string	A name that identifies the processing instruction in the application's reading tree or exported file. (Optional) (default: null)
data	string	A value that tells the instruction what to do.

		application what to copy the process instructions (Optional) (default:  withProperties Object
--	--	--

### **number `count()`**

Displays the number of elements in the XMLInstruction.

---

**Element of** [Document.xmlInstructions](#)  
[XMLElement.xmlInstructions](#)  
[XMLItem.xmlInstructions](#)

---

**Class**

# XMLItem

An XML item.

Superclass of [DTD](#), [XMLComment](#), [XMLElement](#), and [XMLItem](#)

**QuickLinks** [duplicate](#), [move](#), [remove](#), [select](#)

## Hierarchy

[Document](#) | [XMLElement](#) | [XMLItem](#)

**XMLItem**

[DTD](#) | [XMLComment](#) | [XMLElement](#) | [XMLItem](#)

[DTD](#) | [XMLComment](#) | [XMLElement](#) | [XMLItem](#)

Properties	Property	Type	Access	Description
	dtds	<a href="#">DTDs</a>	readonly	A collection of DTD objects.
	id	number	readonly	The unique identifier of the XML item.
	index	number	readonly	The index of the XML item in its parent's child array.
	parent	<a href="#">Document</a> <a href="#">XMLElement</a> <b>XMLItem</b>	readonly	The parent XML item.
	properties	Object	r/w	All properties of the XML item.
	xmlComments	<a href="#">XMLComments</a>	readonly	A collection of XMLComment objects.
	xmlElements	<a href="#">XMLElements</a>	readonly	A collection of XMLElement objects.
	xmlInstructions	<a href="#">XMLInstructions</a>	readonly	A collection of XMLInstruction objects.
	xmlItems	<a href="#">XMLItems</a>	readonly	A collection of XMLItem objects.

## Methods Instances

**XMLItem duplicate ()**

Duplicates the XMLItem.

**XMLElement move (to: LocationOptions[, reference: any])**  
Move element before/after another element or text object

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	Location
reference	Text XMLItem	Before XMLI

**void remove ()**

Deletes the XMLItem.

**void select ([existingSelection: SelectionOptions=Select])**  
Select this object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE

**Element of** [DTD.parent](#)[XMLComment.parent](#)[XMLElement.parent](#)[XMLInstruction.parent](#)[XMLItem.parent](#)

**Used in:** [XMLElement DTD.move \(to: LocationOptions\[, reference: any\]\)](#)  
[XMLElement XMLComment.move \(to: LocationOptions\[, reference: any\]\)](#)  
[XMLElement XMLElement.move \(to: LocationOptions\[, reference: any\]\)](#)  
[XMLElement XMLInstruction.move \(to: LocationOptions\[, reference: any\]\)](#)  
[XMLElement XMLItem.move \(to: LocationOptions\[, reference: any\]\)](#)

**Return** `XMLItem XMLItem.duplicate ()`

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**Class**

# XMLItems

A collection of XML items.

**QuickLinks** [count](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in the collection.

**Methods** [Instances](#)

**number** [count \(\)](#)

Displays the number of elements in the XMLItem.

**Element of** [Document.xmlItems](#)  
[XMLElement.xmlItems](#)  
[XMLItem.xmlItems](#)

**Class**

# XMLTag

An XML markup tag.

**QuickLinks** [extractLabel](#), [insertLabel](#), [remove](#)

## Hierarchy

Application | Document

XMLTag

## Properties

	Property	Type	Access	Description
	id	number	readonly	The unique ID of the XMLTag.
	index	number	readonly	The index of the XMLTag within its containing object.
	label	string	r/w	A property that can be set to any string.
	name	string	r/w	The name of the XMLTag.
	parent	<a href="#">ApplicationDocument</a>	readonly	The parent of the XMLTag (a Application or Document).
	properties	Object	r/w	A property

that allows setting of several properties at the same time.

tagColor	3 Reals (0 - 255) <a href="#">UIColors</a>	r/w	The color of the tag, specified either as an array of three doubles, each in the range 0 to 255 and representing R, G, and B values, or as a UI color. Can return: Array of 3 Reals (0 - 255) or UIColors enumerator.
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## Methods Instances

`string extractLabel (key: string)`

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

`void insertLabel (key: string, value: string)`

Sets the label to the value associated with the specified key.

Parameter	Type	Description

key	string	The key.
value	string	The value.

**void remove (replacingWith: *any*)**

Deletes the tag.

Parameter	Type	Description
replacingWith	String <a href="#">XMLTag</a>	The tag to substitute. Can accept: XMLTag or String.

**Element of** [DTD.rootTag](#)  
[XMLElement.markupTag](#)  
[XMLExportMap.markupTag](#)  
[XMLImportMap.markupTag](#)

**Used in:** [XMLElement XMLElements.add \(markupTag: \*any\*\[, xmlContent: \*any\*\]\[, withProperties: \*Object\*\]\)](#)  
[XMLExportMap XMLExportMaps.add \(mappedStyle: \*any\*, markupTag: \*any\*\[, withProperties: \*Object\*\]\)](#)  
[XMLImportMap XMLImportMaps.add \(markupTag: \*any\*, mappedStyle: \*any\*\[, withProperties: \*Object\*\]\)](#)  
**void [XMLTag.remove \(replacingWith: \*any\*\)](#)**

**Return** [XMLTag XMLTags.add \(\[name: \*string\*\]\[, tagColor: \*any\*\]\[, withProperties: \*Object\*\]\)](#)

**Class**

# XMLTags

A collection of XML tags.

**QuickLinks** [add](#), [count](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in the collection.

## Methods Instances

**XMLTag add ([name: string][, tagColor: any][, withProperties: Object])**

Creates a tag.

Parameter	Type	Description
name	string	The name of the tag. (Optional)
tagColor	Array of 3 Reals (0 - 255) UIColors	The color of the tag, specified either as an array of three doubles, each in the range 0 to 255 and representing R, G, and B values, or as a UI color. Can accept: Array of 3 Reals (0 - 255) or UIColors enumerator. (Optional)
withProperties	Object	Initial values for properties of the new XMLTag (Optional)

**number count ()**

Displays the number of elements in the XMLTag.

## Element of

[Application.xmlTags](#)

[Document.xmlTags](#)

Jongware, 27-  
Jun-2010 v3.0.3d

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