

# Adobe InDesign CS2 (4.0) 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 CS2

## 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 XML document, 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 enthusiast 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 - CS2 - 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 re-generate 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 CS2 (4.0) Object Model

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<b>Class</b>
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# AssignedStories

A collection of assigned stories.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[AssignedStory](#) **anyItem** ()

Returns any AssignedStory in the collection.

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

Displays the number of elements in the AssignedStory.

Array of [AssignedStory](#) **everyItem** ()

Returns every AssignedStory in the collection.

[AssignedStory](#) **firstItem** ()

Returns the first AssignedStory in the collection.

[AssignedStory](#) **item** ([index](#): any)

Returns the AssignedStory with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**AssignedStory itemByID** (*id: number*)

Returns the AssignedStory with the specified ID.

Parameter	Type	Description
id	number	The ID.

**AssignedStory itemByName** (*name: string*)

Returns the AssignedStory with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **AssignedStory itemByRange** (*from any, to: any*)

Returns the AssignedStories within the specified range.

Parameter	Type	Description
from	<b>AssignedStory</b> Long String	The AssignedStory index, or name at the beginning of the range. Can accept: AssignedStory, Long or String.
to	<b>AssignedStory</b> Long String	The AssignedStory index, or name at the end of the range. Can accept: AssignedStory, Long or String.

[AssignedStory](#) **lastItem** ()

Returns the last AssignedStory in the collection.

[AssignedStory](#) **middleItem** ()

Returns the middle AssignedStory in the collection.

[AssignedStory](#) **nextItem** ([obj: AssignedStory](#))

Returns the AssignedStory whose index follows the specified AssignedStory in the collection.

Parameter	Type	Description
obj	<a href="#">AssignedStory</a>	The AssignedStory whose index comes before the desired AssignedStory.

[AssignedStory](#) **previousItem** ([obj: AssignedStory](#))

Returns the AssignedStory with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">AssignedStory</a>	The index of the AssignedStory that follows the desired AssignedStory.

[string](#) **toSource** ()

Generates a string which, if executed, will return the AssignedStory.

**Element of** [Assignment.assignedStories](#)



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# AssignedStory

An assigned story.

**QuickLinks** [extractLabel](#), [getElements](#), [insertLabel](#), [move](#), [to](#)

## Hierarchy

[Assignment](#)

**AssignedStory**

## Properties

Property	Type	Access	Description
filePath	File	readonly	The
id	number	readonly	The Assi
index	number	readonly	The with
label	string	r/w	A pr strin
name	string	r/w	The
parent	<a href="#">Assignment</a>	readonly	The Assi
properties	Object	r/w	A pr seve
storyReference	<a href="#">OvalPageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a> <a href="#">Story</a>	readonly	A re Can Rect

## Methods Instances

[string](#) **extractLabel** ([key](#): [string](#))  
Gets the label value associated with the specifie

Parameter	Type
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key	string
-----	--------

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of objects

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

Sets the label to the value associated with the specified key

Parameter	Type
key	string
value	string

**AssignedStory** **move** ([**to**: **LocationOptions**=**LocationOptions.UNKNOWN**, **reference**: any])

Moves the assigned story to the specified location

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

**string toSource** ()

Generates a string which, if executed, will return the assigned story

**string toSpecifier** ()

Retrieves the object specifier.

**Used in:** array of **AssignedStory** **AssignedStories.itemByIndex** (index: number)  
**AssignedStory** **AssignedStories.nextItem** (**obj**: **AssignedStory**)  
**AssignedStory** **AssignedStories.previousItem** (**obj**: **AssignedStory**)  
**AssignedStory** **AssignedStory.move** ([**to**: **LocationOptions**]



[LocationOptions=LocationOptions.AT\\_E](#)

**Return** [AssignedStory](#) [AssignedStories.anyItem](#) ()  
Array of [AssignedStory](#) [AssignedStories.everyItem](#) ()  
[AssignedStory](#) [AssignedStories.firstItem](#) ()  
[AssignedStory](#) [AssignedStories.item](#) ([index](#): [any](#))  
[AssignedStory](#) [AssignedStories.itemByID](#) ([id](#): [any](#))  
[AssignedStory](#) [AssignedStories.itemByName](#) ([name](#): [any](#))  
Array of [AssignedStory](#) [AssignedStories.itemByLocation](#) ([location](#): [any](#))  
[AssignedStory](#) [AssignedStories.lastItem](#) ()  
[AssignedStory](#) [AssignedStories.middleItem](#) ()  
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# Assignment

An assignment.

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

## Hierarchy

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## Properties

Property	Type
assignedStories	<a href="#">AssignedStories</a>
assignmentFileStatus	<a href="#">AssignmentStatus</a> : AssignmentStatus.ASSIGNM AssignmentStatus.ASSIGNM AssignmentStatus.ASSIGNM
documentPath	string

exportOptions	<a href="#">AssignmentExportOptions:</a> AssignmentExportOptions.EM AssignmentExportOptions.AS AssignmentExportOptions.EV
filePath	File
frameColor	3 Reals (0 - 255) <a href="#">UIColors</a>

id	number
index	number
label	string
name	string
parent	<a href="#">Document</a>
properties	Object
userName	string

## Methods Instances

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

Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of objects.

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

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

Parameter	Type
key	string
value	string

**Assignment** **remove** ()

Deletes the assignment and its file.

**string toSource** ()

Generates a string which, if executed, will return the assignment's source code.

**string toSpecifier** ()

Retrieves the object specifier.

**void update** ()

Updates the assignment file.

**Element of** **AssignedStory**.parent

**Used in:** **AssignedStory** **AssignedStory.move** ([*to: LocationOptions*])

array of **Assignment** **Assignments.itemByRange** (*from: Assignment* **Assignments.nextItem** (*obj: Assignment*) **Assignment** **Assignments.previousItem** (*obj: Assignment*)

**Return** **Assignment** **Assignment.remove** ()

**Assignment** **Assignments.add** (*filePath: File* [, *withParent: boolean*])

**Assignment** **Assignments.anyItem** ()

Array of **Assignment** [Assignments.everyItem \(\)](#)  
**Assignment** [Assignments.firstItem \(\)](#)  
**Assignment** [Assignments.item \(index: any\)](#)  
**Assignment** [Assignments.itemByID \(id: number\)](#)  
**Assignment** [Assignments.itemByName \(name: string\)](#)  
Array of **Assignment** [Assignments.itemByRange \(from: number, to: number\)](#)  
**Assignment** [Assignments.lastItem \(\)](#)  
**Assignment** [Assignments.middleItem \(\)](#)  
**Assignment** [Assignments.nextItem \(obj: Assignment\)](#)  
**Assignment** [Assignments.previousItem \(obj: Assignment\)](#)

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# Assignments

A collection of assignments.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[Assignment](#) **add** ([filePath](#): *File*[], [withProperties](#): *Object*)

Creates a new assignment.

Parameter	Type	Description
filePath	File	The full path name of the new assignment.
withProperties	Object	Initial values for properties of the new Assignment (Optional)

[Assignment](#) **anyItem** ()

Returns any Assignment in the collection.

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

Displays the number of elements in the Assignment.

Array of [Assignment](#) **everyItem** ()

Returns every Assignment in the collection.

[Assignment](#) **firstItem** ()

Returns the first Assignment in the collection.

[Assignment](#) **item** ([index](#): *any*)

Returns the Assignment with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Assignment** **itemByID** (*id*: number)

Returns the Assignment with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Assignment** **itemByName** (*name*: string)

Returns the Assignment with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Assignment** **itemByRange** (*from*: any, *to*: any)

Returns the Assignments within the specified range.

Parameter	Type	Description
from	<b>Assignment</b> Long String	The Assignment, index, or name at the beginning of the range. Can accept: Assignment, Long or String.
to	<b>Assignment</b> Long String	The Assignment, index, or name at the end of the range. Can accept: Assignment, Long or String.

**Assignment** **lastItem** ()

Returns the last Assignment in the collection.

### [Assignment](#) **middleItem** ()

Returns the middle Assignment in the collection.

### [Assignment](#) **nextItem** ([obj](#): [Assignment](#))

Returns the Assignment whose index follows the specified Assignment in the collection.

Parameter	Type	Description
obj	<a href="#">Assignment</a>	The Assignment whose index comes before the desired Assignment.

### [Assignment](#) **previousItem** ([obj](#): [Assignment](#))

Returns the Assignment with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Assignment</a>	The index of the Assignment that follows the desired Assignment.

### [string](#) **toSource** ()

Generates a string which, if executed, will return the Assignment.

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

# Adobe InDesign CS2 (4.0) Object Model

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# Application

The application.

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[ButtonPreference](#) | [CellStyle](#) | [ChangePreference](#) | [Cl](#)  
| [DictionaryPreference](#) | [DisplayPerformanceP](#)  
[EPSExportPreference](#) | [EPSImportPreference](#) |  
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[TextExportPreference](#) | [TextFramePreference](#) | [Tex](#)  
[UserDictionary](#) | [ViewPreference](#) | [Windo](#)  
[XMLImpo](#)

## Properties

Property	Type
activeDocument	<a href="#">Document</a>
activeScript	<a href="#">File</a>
activeWindow	<a href="#">LayoutWindowStor</a> <a href="#">Window</a>
anchoredObjectDefaults	<a href="#">AnchoredObjectDei</a>
anchoredObjectSettings	<a href="#">AnchoredObjectSet</a>
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autoCorrectTables	<a href="#">AutoCorrectTables</a>

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epsExportPreferences	<a href="#">EPSExportPreference</a>
epsImportPreferences	<a href="#">EPSImportPreference</a>
excelImportPreferences	<a href="#">ExcelImportPreference</a>
featureSet	<a href="#">FeatureSetOptions</a>



	FeatureSetOptions.I FeatureSetOptions.I FeatureSetOptions.I
filePath	File
findPreferences	<a href="#">FindPreference</a> <a href="#">NothingEnum</a>
flattenerPresets	<a href="#">FlattenerPresets</a>
fonts	<a href="#">Fonts</a>
footnoteOptions	<a href="#">FootnoteOption</a>
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generalPreferences	<a href="#">GeneralPreference</a>
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storyPreferences	<a href="#">StoryPreference</a>
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userDictionaries	<a href="#">UserDictionaries</a>
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version	string
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## 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 the clipboard.

**void cut ()**

Cuts the selection in the active document window and places it on the clipboard.

**void deleteUnusedTags ()**

Deletes unused XML markup tags.

**any doScript (script: any[, language: ScriptLanguage:ScriptLanguage])**

Runs a script in a specified language.

Parameter	Type	Description
script	File String	The script to run.
language	<a href="#">ScriptLanguage</a> : ScriptLanguage.UNKNOWN ScriptLanguage.VISUAL_BASIC ScriptLanguage.JAVASCRIPT	The language to run the script in. (default is ScriptLanguage.UNKNOWN)

**void exportPresets (format: ExportPresetFormat, to: File)**

Export the file's presets to the specified file.

Parameter	Type
format	<a href="#">ExportPresetFormat</a>
to	<a href="#">File</a>

format	<a href="#">ExportPresetFormat</a> : ExportPresetFormat.PDF_EXPO ExportPresetFormat.PRINTER_F ExportPresetFormat.FLATTENE ExportPresetFormat.DOCUMEN
to	File

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of obje

[Color](#) **importAdobeSwatchbookProcessColor** ([name](#)

Imports a process color swatch from a preloaded Adol

Parameter	Type
name	string

[Color](#) **importAdobeSwatchbookSpotColor** ([name](#): s

Imports a spot color swatch from an Adobe color bool

Parameter	Type
name	string

**void importCellStyles** ([from](#): *File*, [replaceOption](#): [Re](#)

Used to load cell styles from another document

Parameter	Type
from	File
replaceOption	<a href="#">ReplaceOption</a> : ReplaceOption.OV ReplaceOption.RE

**void importFile** ([format](#): [ExportPresetFormat](#), [from](#): *l*

Imports presets from the specified file.

Parameter	Type
format	<a href="#">ExportPresetFormat</a> : ExportPresetFormat.PDF_EXPO ExportPresetFormat.PRINTER_F ExportPresetFormat.FLATTENE ExportPresetFormat.DOCUMEN

from	File
------	------

**void importStyles** (**format**: ImportFormat, **from**: File)  
**GlobalClashResolutionStrategy=GlobalClashResolutionStrategy.DEFAULT**  
Imports the specified styles.

Parameter	Type
format	ImportFormat: ImportFormat.CHARACTER_STYLES ImportFormat.PARAGRAPH_STYLES ImportFormat.TEXT_STYLES_FONTS ImportFormat.TOC_STYLES_FONTS ImportFormat.OBJECT_STYLES_FONTS ImportFormat.STROKE_STYLES_FONTS
from	File
globalStrategy	GlobalClashResolutionStrategy: GlobalClashResolutionStrategy.LOAD_ALL GlobalClashResolutionStrategy.LOAD_DEFAULT GlobalClashResolutionStrategy.DO_NOTHING

**void importTableStyles** (**from**: File, **replaceOption**: ReplaceOption)  
Used to load table styles from another document

Parameter	Type
from	File
replaceOption	ReplaceOption: ReplaceOption.OVERRIDE ReplaceOption.REPLACE

**void loadSwatches** (**from**: File)  
Load swatches from the specified file.

Parameter	Type
from	File

**void loadXMLTags** (**from**: File)  
Loads a set of XML markup tags from the specified file.

Parameter	Type	Default
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from	File	TI
------	------	----

**any open** (**from**: *any*[], **showingWindow**: *bool*=**true**])  
 Opens the specified document, book, or library.

Parameter	Type	Description
from	Array of Files File	The file path(s) to tl
showingWindow	bool	If true, opens the dc (default: <b>true</b> )

**void paste** ()  
 Pastes data from the clipboard into the active document

**void pasteInPlace** ()  
 Pastes data from the clipboard into the active document

**void pasteInto** ()  
 Pastes data from the clipboard into the selected object

**void pasteWithoutFormatting** ()  
 Pastes data (minus formatting) from the clipboard into

**void place** (**fileName**: *File*[], **showingOptions**: *bool*=**fa**)  
 Place a file following the behavior of the place menu i

Parameter	Type	Descriptio
fileName	File	The file to
showingOptions	bool	Whether to
withProperties	Object	Initial valu

**void print** (**from**: *any*[], **printDialog**: *bool*)[, **using**: *any*]  
 Prints the specified file(s).

Parameter	Type	Descriptio
from	Array of Files File	One or mo
printDialog	bool	Whether to



using	<a href="#">PrinterPreset</a> <a href="#">PrinterPresetTypes</a>	Printer pre
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**void quit** ([[saving](#): [SaveOptions](#)=[SaveOptions.ASK](#)])  
Quits the application.

Parameter	Type	Description
saving	<a href="#">SaveOptions</a> : <a href="#">SaveOptions.NO</a> <a href="#">SaveOptions.ASK</a> <a href="#">SaveOptions.YES</a>	The option to use

**void redo** ()  
Redoes the last action.

**void saveSwatches** ([to](#): [File](#), [swatchList](#): Array of [Swatch](#))  
Saves the specified swatches to a file.

Parameter	Type	Description
to	<a href="#">File</a>	The swatch file. Note: ' use the file.
swatchList	Array of <a href="#">Swatch</a>	The swatches to save.

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

Parameter	Type	Description
to	<a href="#">File</a>	

**Array of [Text search](#)** ([[for](#): [string](#)][, [wholeWord](#): [bool](#), [Object](#)])

Look for occurrences of text that matches specific criteria.

Parameter	Type	Description
for	<a href="#">string</a>	What to search for
wholeWord	<a href="#">bool</a>	If true, the search must match the whole word.
caseSensitive	<a href="#">bool</a>	If true, the search is case sensitive.
replacingWith	<a href="#">string</a>	What to replace with

withFindAttributes	Object	A record
withChangeAttributes	Object	A record

**void select** (**selectableItems**: any[, **existingSelection**: S  
Selects the specified object(s).

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

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

**string toSource** ()  
Generates a string which, if executed, will return the /

**string toSpecifier** ()  
Retrieves the object specifier.

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

**void updateFonts** ()  
Forces a check for new fonts in the various Fonts fold

**Element of** [AnchoredObjectDefault](#).parent  
[Application](#).parent  
[AutoCorrectPreference](#).parent  
[AutoCorrectTable](#).parent  
[Book](#).parent  
[ButtonPreference](#).parent  
[CellStyle](#).parent  
[ChangePreference](#).parent  
[CharacterStyle](#).parent

ClipboardPreference.parent  
Color.parent  
ColorSetting.parent  
DashedStrokeStyle.parent  
DataMergeOption.parent  
Dialog.parent  
DictionaryPreference.parent  
DisplayPerformancePreference.parent  
DisplaySetting.parent  
Document.parent  
DocumentPreference.parent  
DocumentPreset.parent  
DottedStrokeStyle.parent  
EPSExportPreference.parent  
EPSImportPreference.parent  
ExcelImportPreference.parent  
FindPreference.parent  
FlattenerPreset.parent  
Font.parent  
FootnoteOption.parent  
GalleyPreference.parent  
GeneralPreference.parent  
GrabberPreference.parent  
Gradient.parent  
GridPreference.parent  
GuidePreference.parent  
IMEPreference.parent  
ImageIOPreference.parent  
IndexOptions.parent  
Ink.parent  
JPEGExportPreference.parent  
LanguageWithVendors.parent  
LayoutAdjustmentPreference.parent  
LayoutWindow.parent  
Library.parent  
MixedInk.parent  
MixedInkGroup.parent  
NotePreference.parent  
ObjectStyle.parent

PDFExportPreference.parent  
PDFExportPreset.parent  
PDFPlacePreference.parent  
ParagraphStyle.parent  
PasteboardPreference.parent  
PolygonPreference.parent  
PrinterPreset.parent  
SVGExportPreference.parent  
ScriptArg.parent  
ScriptPreference.parent  
SpellPreference.parent  
StoryExportPreference.parent  
StoryWindow.parent  
StripedStrokeStyle.parent  
StrokeStyle.parent  
Swatch.parent  
TableStyle.parent  
TaggedTextExportPreference.parent  
TaggedTextImportPreference.parent  
TextDefault.parent  
TextEditingPreference.parent  
TextExportPreference.parent  
TextImportPreference.parent  
TextPreference.parent  
Tint.parent  
TransformPreference.parent  
TransparencyPreference.parent  
TrapPreset.parent  
UserDictionary.parent  
ViewPreference.parent  
Window.parent  
WordRTFImportPreference.parent  
XMLExportMap.parent  
XMLExportPreference.parent  
XMLImportMap.parent  
XMLImportPreference.parent  
XMLPreference.parent  
XMLTag.parent  
XMLViewPreference.parent



<b>Class</b>
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# Document

A document.

**QuickLinks** [autoStyle](#), [autoTag](#), [close](#), [createTOC](#), [deleteUnusedTags](#), [importAdobeSwatchbookSpotColor](#), [importCellStyles](#), [importCellStylesFromPDF](#), [packageForGoLive](#), [packageForPrint](#), [place](#), [print](#), [reconvertToPDF](#), [saveXMLTags](#), [search](#), [select](#), [synchronizeWithVersionControl](#)

## Hierarchy

[AnchoredObjectDefault](#) | [AnchoredObjectSetting](#) | [AssistiveText](#) | [Color](#) | [DTD](#) | [DashedStrokeStyle](#) | [DataMerge](#) | [DataMergeItem](#) | [DocumentPreference](#) | [DottedStrokeStyle](#) | [Font](#) | [Footnote](#) | [GuidePreference](#) | [Hyperlink](#) | [HyperlinkExternalPage](#) | [HyperlinkTextSource](#) | [HyperlinkURLDestination](#) | [Image](#) | [LayoutWindow](#) | [MarginPreference](#) | [MasterSpread](#) | [MasterPage](#) | [PageItem](#) | [ParagraphStyle](#) | [PasteboardPreference](#) | [StripedStrokeStyle](#) | [StrokeStyle](#) | [Swatch](#) | [TableOfContents](#) | [TransparencyPreference](#) | [TrapPreset](#) | [ValidationError](#) | [XMLImportMap](#) | [XMLImportPreference](#)

## Properties

Property	Type
<a href="#">accurateLABSpots</a>	bool
<a href="#">afterBlendingIntent</a>	<a href="#">RenderingIntent</a> : <a href="#">RenderingIntent.USER_DEFINED</a> , <a href="#">RenderingIntent.PROFILES_MERGED</a> , <a href="#">RenderingIntent.SOURCE_PROFILE</a> , <a href="#">RenderingIntent.RENDERING_INTENT_NONE</a> , <a href="#">RenderingIntent.ADOBE_MERGE</a>
<a href="#">allGraphics</a>	Array of <a href="#">Graphic</a>
<a href="#">allPageItems</a>	Array of <a href="#">PageItem</a>

anchoredObjectDefaults	<a href="#">AnchoredObjectDe</a>
anchoredObjectSettings	<a href="#">AnchoredObjectSe</a>
assignments	<a href="#">Assignments</a>
associatedXMLElement	<a href="#">XMLItem</a>
baselineFrameGridOptions	<a href="#">BaselineFrameGric</a>
bookmarks	<a href="#">Bookmarks</a>
buttonPreferences	<a href="#">ButtonPreference</a>
buttons	<a href="#">Buttons</a>
cellStyles	<a href="#">CellStyles</a>
characterStyles	<a href="#">CharacterStyles</a>
cmykPolicy	<a href="#">ColorSettingsPolic</a> , <a href="#">ColorSettingsPolic</a> , <a href="#">ColorSettingsPolic</a> , <a href="#">ColorSettingsPolic</a> , <a href="#">ColorSettingsPolic</a>
cmykProfile	string
cmykProfileList	Array of string
colors	<a href="#">Colors</a>
dashedStrokeStyles	<a href="#">DashedStrokeStyle</a>
dataMergeImagePlaceholders	<a href="#">DataMergeImageP.</a>



	dataMergeOptions	<a href="#">DataMergeOption</a>
	dataMergeProperties	<a href="#">DataMerge</a>
	dataMergeTextPlaceholders	<a href="#">DataMergeTextPla</a>
	defaultImageIntent	<a href="#">RenderingIntent:</a> RenderingIntent.U RenderingIntent.P RenderingIntent.S/ RenderingIntent.R RenderingIntent.A
	dictionaryPreferences	<a href="#">DictionaryPreferen</a>
	documentPreferences	<a href="#">DocumentPreferen</a>
	dottedStrokeStyles	<a href="#">DottedStrokeStyles</a>
	dtds	<a href="#">DTDs</a>
	editingState	<a href="#">EditingState:</a> EditingState.EDIT EditingState.EDIT EditingState.EDIT EditingState.EDIT EditingState.EDIT EditingState.EDIT
	filePath	<a href="#">File</a>
	fonts	<a href="#">Fonts</a>
	footnoteOptions	<a href="#">FootnoteOption</a>
	formFields	<a href="#">FormFields</a>

fullName	File
galleyPreferences	<a href="#">GalleyPreference</a>
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>
hyperlinkExternalPageDestinations	<a href="#">HyperlinkExternalPageDestinations</a>
hyperlinkPageDestinations	<a href="#">HyperlinkPageDestinations</a>
hyperlinkPageItemSources	<a href="#">HyperlinkPageItemSources</a>
hyperlinkTextDestinations	<a href="#">HyperlinkTextDestinations</a>
hyperlinkTextSources	<a href="#">HyperlinkTextSources</a>
hyperlinkURLDestinations	<a href="#">HyperlinkURLDestinations</a>
hyperlinks	<a href="#">Hyperlinks</a>
hyphenationExceptions	<a href="#">HyphenationExceptions</a>
index	number
indexGenerationOptions	<a href="#">IndexOptions</a>

indexes	<a href="#">Indexes</a>
inks	<a href="#">Inks</a>
label	string
languages	<a href="#">Languages</a>
layers	<a href="#">Layers</a>
layoutAdjustmentPreferences	<a href="#">LayoutAdjustmentPreferences</a>
layoutWindows	<a href="#">LayoutWindows</a>
links	<a href="#">Links</a>
marginPreferences	<a href="#">MarginPreferences</a>
masterSpreads	<a href="#">MasterSpreads</a>
metadataPreferences	<a href="#">MetadataPreferences</a>
mixedInkGroups	<a href="#">MixedInkGroups</a>
mixedInks	<a href="#">MixedInks</a>
modified	bool
name	string
objectStyles	<a href="#">ObjectStyles</a>
ovals	<a href="#">Ovals</a>
packageForGoLivePreferences	<a href="#">PackageForGoLivePreferences</a>
pageItems	<a href="#">PageItems</a>

pages	<a href="#">Pages</a>
paragraphStyles	<a href="#">ParagraphStyles</a>
parent	<a href="#">Application</a>
pasteboardPreferences	<a href="#">PasteboardPreferences</a>
polygons	<a href="#">Polygons</a>
printPreferences	<a href="#">PrintPreference</a>
properties	Object
rectangles	<a href="#">Rectangles</a>
redoHistory	Array of string
redoName	string
rgbPolicy	<a href="#">ColorSettingsPolicy</a> , <a href="#">ColorSettingsPolicy</a> , <a href="#">ColorSettingsPolicy</a> , <a href="#">ColorSettingsPolicy</a> , <a href="#">ColorSettingsPolicy</a>
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> RenderingIntent.U! RenderingIntent.PE RenderingIntent.S/ RenderingIntent.RI RenderingIntent.AI
spreads	<a href="#">Spreads</a>
stories	<a href="#">Stories</a>
storyPreferences	<a href="#">StoryPreference</a>
storyWindows	<a href="#">StoryWindows</a>
stripedStrokeStyles	<a href="#">StripedStrokeStyle</a>
strokeStyles	<a href="#">StrokeStyles</a>
swatches	<a href="#">Swatches</a>
tableStyles	<a href="#">TableStyles</a>
textDefaults	<a href="#">TextDefault</a>
textFramePreferences	<a href="#">TextFramePreferen</a>
textFrames	<a href="#">TextFrames</a>
textPreferences	<a href="#">TextPreference</a>
tints	<a href="#">Tints</a>
tocStyles	<a href="#">TOCStyles</a>
transparencyPreferences	<a href="#">TransparencyPrefe</a>
trapPresets	<a href="#">TrapPresets</a>

undoHistory	Array of string
undoName	string
unusedSwatches	Array of <a href="#">Swatch</a>
validationErrors	<a href="#">ValidationErrors</a>
versionState	<a href="#">VersionState:</a> VersionState.VERS VersionState.PROJ VersionState.LOC/ VersionState.LOC/ VersionState.VERS VersionState.NO_F
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="#">XMLExportPrefere</a>
xmlImportMaps	<a href="#">XMLImportMaps</a>
xmlImportPreferences	<a href="#">XMLImportPrefere</a>
xmlInstructions	<a href="#">XMLInstructions</a>
xmlItems	<a href="#">XMLItems</a>

xmlPreferences	<a href="#">XMLPreference</a>
xmlTags	<a href="#">XMLTags</a>
xmlViewPreferences	<a href="#">XMLViewPreferen</a>
zeroPoint	Array of Measuremen

## 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	<a href="#">SaveOptions</a> : <a href="#">SaveOptions.NO</a> <a href="#">SaveOptions.ASK</a> <a href="#">SaveOptions.YES</a>	The option for saving c
savingIn	File	The file path of the sav previously been saved,

Array of [Story](#) **createTOC (using: [TOCStyle](#)[, replacing  
[includeOverset](#): *bool*=**false**][, [destinationLayer](#): [Layer](#)])**  
Creates a table of contents.

Parameter	Type
using	<a href="#">TOCStyle</a>
replacing	bool
fromBook	<a href="#">Book</a>
placePoint	Array of Measurement Unit (Number String)

includeOverset	bool
destinationLayer	<a href="#">Layer</a>

**void deleteUnusedTags ()**

Deletes unused XML markup tags.

**void exportFile** (**format**: *any*, **to**: *File*[], **showingOptions**:

Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The format to export to.
to	<i>File</i>	The file to export to.
showingOptions	bool	If true, shows the export options dialog.
using	<a href="#">PDFExportPreset</a>	The preset to use for export.

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

Gets the label value associated with the specified key.

Parameter
key

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object specifiers.

**Color importAdobeSwatchbookProcessColor** (**name**: *string*)

Imports a process color swatch from a preloaded Adobe color book.

Parameter	Type
name	string

**Color importAdobeSwatchbookSpotColor** (**name**: *string*)

Imports a spot color swatch from an Adobe color book.

Parameter	Type
name	string

**void importCellStyles** (**from**: *File*, **replaceOption**: [ReplaceOption](#))

Used to load cell styles from another document

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Parameter	Type
from	File
replaceOption	<a href="#">ReplaceOption</a> : ReplaceOption.OVER ReplaceOption.RENA

**void importDtd** (*from*: File)

Imports a DTD to use for validation.

Parameter	Type
from	File

**void importStyles** (*format*: [ImportFormat](#), *from*: File[, *g* [GlobalClashResolutionStrategy](#)=[GlobalClashResolution](#)

Imports the specified styles.

Parameter	Type
format	<a href="#">ImportFormat</a> : ImportFormat.CHARACTER_STYLES ImportFormat.PARAGRAPH_STYLES ImportFormat.TEXT_STYLES_FORM ImportFormat.TOC_STYLES_FORMA ImportFormat.OBJECT_STYLES_FOR ImportFormat.STROKE_STYLES_FOI
from	File
globalStrategy	<a href="#">GlobalClashResolutionStrategy</a> : GlobalClashResolutionStrategy.LOAD_ GlobalClashResolutionStrategy.LOAD_ GlobalClashResolutionStrategy.DO_NC

**void importTableStyles** (*from*: File, *replaceOption*: [Rep](#)

Used to load table styles from another document

Parameter	Type
from	File
replaceOption	<a href="#">ReplaceOption</a> : ReplaceOption.OVER

ReplaceOption.RENA

**void importXML** (*from*: File)

Imports an XML file.

Parameter	Type
from	File

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

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

Parameter
key
value

**void loadSwatches** (*from*: File)

Load swatches from the specified file.

Parameter	Type	Description
from	File	The file to load swatches from.

**void loadXMLTags** (*from*: File)

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

Parameter	Type	Description
from	File	The file to load XML tags from.

**bool packageForGoLive** (*location*: File[], *objects*: Array)

Packages for GoLive

Parameter	Type	Description
location	File	File location for the package.
objects	Array of : Array of Pages PageItems Texts	Objects location for the package.

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

Packages the document for handoff to a service provider.

Parameter	Type	Description
to	File	The folder, alias, or path
copyingFonts	bool	If true, copies fonts used
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 hidden layers
ignorePreflightErrors	bool	If true, ignores preflight errors
creatingReport	bool	If true, creates a package report and other information.

**void place** (*fileName*: File[, *showingOptions*: bool=false])  
Place a file following the behavior of the place menu item.

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display options
withProperties	Object	Initial values for properties

**void print** ([*printDialog*: bool][, *using*: any])  
Prints the Document(s).

Parameter	Type	Description
printDialog	bool	Whether to in
using	<a href="#">PrinterPreset</a> <a href="#">PrinterPresetTypes</a>	Printer preset

**void recompose** ()  
Recomposes the text in the Document.

**void redefineCellStyle** ()  
Redefines a style based on the selection

**void redefineTableStyle** ()  
Used to redefine a table style based on the selection

**void redo ()**

Redoes the last action.

**void revertToProject ([forceRevert: bool=false])**

Reverts to the version of the document in Version Cue.

Parameter	Type	Description
forceRevert	bool	Forcibly reverts to

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

Saves the document

Parameter	Type	Description
to	File	The file path of the saved document. If the file has not been saved, specifying a path saves the document to that path.
stationery	bool	If true, saves the file as stationery (Name Stationery). If false, saves the file with the extension. (More than the extension for regular files. (

**void saveAVersion ([versionComments: string][, forceSave: bool=false])**

Saves a version to Version Cue.

Parameter	Type	Description
versionComments	string	The comment for the version.
forceSave	bool	If true, saves the version even if the document is not modified.

**void saveSwatches (to: File, swatchList: Array of Swatch)**

Saves the specified swatches to a file.

Parameter	Type	Description
to	File	The swatch file. Note: The file must exist. If it does not, use the file.
swatchList	Array of Swatch	The swatches to save.

**void saveXMLTags (to: File)**

Saves the XML markup tags as an XML file.

Parameter	Type	Description
to	File	The XML file.

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

Look for occurrences of text that matches specific criteria.

Parameter	Type	Description
for	string	What to look for
wholeWord	bool	If true, then only whole words are matched
caseSensitive	bool	If true, then only words with the same case are matched
replacingWith	string	What to replace with
withFindAttributes	Object	A record of attributes used for finding
withChangeAttributes	Object	A record of attributes used for changing

**void select** (**selectableItems**: *any*[, **existingSelection**: *SelectionOptions*])  
Selects the specified object(s).

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

**VersionCueSyncStatus synchronizeWithVersionCue** ([**versionComments**: *string*])

Synchronizes the file with the Version Cue project.

Parameter	Type
syncConflictResolution	<a href="#">SyncConflictResolution</a> : SyncConflictResolution.SKIP_ SyncConflictResolution.ASK_ SyncConflictResolution.PREF_ SyncConflictResolution.PREF_ SyncConflictResolution.PREF_
versionComments	string

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**string toSource ()**

Generates a string which, if executed, will return the Doc

**string toSpecifier ()**

Retrieves the object specifier.

**void undo ()**

Undoes the last action.

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**Element of**

[AnchoredObjectDefault](#).parent

[AnchoredObjectSetting](#).parent

[Application](#).activeDocument

[Assignment](#).parent

[Book](#).styleSourceDocument

[Bookmark](#).parent

[ButtonPreference](#).parent

[CellStyle](#).parent

[CharacterStyle](#).parent

[Color](#).parent

[DashedStrokeStyle](#).parent

[DataMerge](#).parent

[DataMergeImagePlaceholder](#).parent

[DataMergeOption](#).parent

[DataMergeTextPlaceholder](#).parent

[DictionaryPreference](#).parent

[DocumentPreference](#).parent

[DottedStrokeStyle](#).parent

[Font](#).parent

[FootnoteOption](#).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  
ObjectStyle.parent  
PackageForGoLivePreference.parent  
Page.parent  
ParagraphStyle.parent  
PasteboardPreference.parent  
PrintPreference.parent  
Section.parent  
Spread.parent  
Story.parent  
StoryWindow.parent  
StripedStrokeStyle.parent  
StrokeStyle.parent  
Swatch.parent  
TOCStyle.parent  
TableStyle.parent  
TextDefault.parent  
TextPreference.parent  
Tint.parent  
TransparencyPreference.parent  
TrapPreset.parent  
ValidationError.parent  
ViewPreference.parent  
Window.parent  
XMLExportMap.parent  
XMLExportPreference.parent

XMLImportMap.parent  
XMLImportPreference.parent  
XMLPreference.parent  
XMLTag.parent  
XMLViewPreference.parent

**Used in:** array of any Asset.placeAsset (on: any)  
Bookmark Bookmark.move ([to: LocationOptions=LocationOptions, at: LocationOptions=LocationOptions]  
Button Buttons.add ([layer: Layer][, at: LocationOptions=LocationOptions]  
array of **Document** Documents.itemByRange (from: any  
**Document** Documents.nextItem (obj: **Document**)  
**Document** Documents.previousItem (obj: **Document**)  
GraphicLine GraphicLines.add ([layer: Layer][, at: LocationOptions=LocationOptions]  
Group Groups.add (groupItems: Array of PageItem[, layer: Layer, withProperties: Object])  
any MasterSpread.duplicate ([to: LocationOptions=LocationOptions, at: LocationOptions=LocationOptions]  
Movie Movies.add ([layer: Layer][, at: LocationOptions=LocationOptions]  
Oval Ovals.add ([layer: Layer][, at: LocationOptions=LocationOptions]  
Page Pages.add ([at: LocationOptions=LocationOptions]  
Polygon Polygons.add ([layer: Layer][, numberOfSides: any][, withProperties: Object])  
Rectangle Rectangles.add ([layer: Layer][, at: LocationOptions=LocationOptions]  
Sound Sounds.add ([layer: Layer][, at: LocationOptions=LocationOptions]  
any Spread.duplicate ([to: LocationOptions=LocationOptions, at: LocationOptions=LocationOptions]  
Spread Spread.move ([to: LocationOptions=LocationOptions, at: LocationOptions=LocationOptions]  
Spread Spreads.add ([at: LocationOptions=LocationOptions]  
TextFrame TextFrames.add ([layer: Layer][, at: LocationOptions=LocationOptions]

**Return** **Document** Document.save ([to: File][, stationery: bool=LocationOptions]  
**Document** Documents.add ([showingWindow: bool=true]  
**Document** Documents.anyItem ()  
Array of **Document** Documents.everyItem ()  
**Document** Documents.firstItem ()  
**Document** Documents.item (index: any)  
**Document** Documents.itemByName (name: string)  
Array of **Document** Documents.itemByRange (from: any, to: any)  
**Document** Documents.lastItem ()  
**Document** Documents.middleItem ()  
**Document** Documents.nextItem (obj: **Document**)  
**Document** Documents.previousItem (obj: **Document**)





<b>Class</b>
--------------

# Documents

A collection of documents.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[Document](#) **anyItem** ()

Returns any Document in the collection.

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

Displays the number of elements in the Document.

Array of **Document** **everyItem** ()

Returns every Document in the collection.

**Document** **firstItem** ()

Returns the first Document in the collection.

**Document** **item** (**index**: *any*)

Returns the Document with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Document** **itemByName** (**name**: *string*)

Returns the Document with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Document** **itemByRange** (**from**: *any*, **to**: *any*)

Returns the Documents within the specified range.

Parameter	Type	Description
from	<b>Document</b> Long String	The Document, index, or name at the beginning of the range. Can accept: Document, Long or String.
to	<b>Document</b> Long String	The Document, index, or name at the end of the range. Can accept: Document, Long or String.

**Document** **lastItem** ()

Returns the last Document in the collection.

**Document** **middleItem** ()

Returns the middle Document in the collection.

### **Document** **nextItem** (**obj**: Document)

Returns the Document whose index follows the specified Document in the collection.

Parameter	Type	Description
obj	Document	The Document whose index comes before the desired Document.

### **Document** **previousItem** (**obj**: Document)

Returns the Document with the index previous to the specified index.

Parameter	Type	Description
obj	Document	The index of the Document that follows the desired Document.

### **string** **toSource** ()

Generates a string which, if executed, will return the Document.

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

<b>Class</b>
--------------

# LayoutWindow

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

**QuickLinks** [bringToFront](#), [close](#), [getElements](#), [maximize](#), [zoom](#)

## Hierarchy

Application

View

LayoutWindow

## Properties

Property	Type
activeLayer	<a href="#">Layer</a>
activePage	<a href="#">Page</a>
activeSpread	<a href="#">MasterSpreadSpread</a>
bounds	Array of number
index	number
name	string
overprintPreview	bool

parent	<a href="#">Application Document</a>
preserveColorNumbers	bool
proofingProfile	string
proofingType	<a href="#">ProofingType:</a> ProofingType.PRC ProofingType.DO ProofingType.WC ProofingType.CU
properties	Object



	selection	Array of Objects <a href="#">NothingEnum</a> Object
	simulateInkBlack	bool
	simulatePaperWhite	bool
	transformReferencePoint	<a href="#">AnchorPoint</a> Array of 2 Units
	viewDisplaySetting	<a href="#">ViewDisplaySetting</a> ViewDisplaySetting ViewDisplaySetting

	ViewDisplaySettir
zoomPercentage	number (range: 5 ·

Methods Instances

void bringToFront ()

Brings the LayoutWindow to the front.

void close ()

Closes the LayoutWindow.

Array of Object getElements ()

Resolves the object specifier, creating an array

void maximize ()

Maximizes the window.

void minimize ()

Minimizes the window.

void restore ()

Restores the window.

void select (selectableItems: any[, existingSel

SelectionOptions=SelectionOptions.REPLA

Selects the specified object(s).

Parameter	Type
selectableItems	Array of Objects NothingEnum Object SelectAll
existingSelection	SelectionOptions:

SelectionOptions.ADD\_T  
 SelectionOptions.REMOV  
 SelectionOptions.REPLA

**string toSource ()**

Generates a string which, if executed, will ret

**string toSpecifier ()**

Retrieves the object specifier.

**void zoom (given: ZoomOptions)**

Magnifies or reduces the window to the speci

Parameter	Type
given	ZoomOptions: ZoomOptions.ZOOM_IN ZoomOptions.ZOOM_OUT ZoomOptions.FIT_SPREA ZoomOptions.FIT_PAGE ZoomOptions.SHOW_PAS ZoomOptions.ACTUAL_S

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

**Used in:** array of **LayoutWindow** [LayoutWindows.item](#)  
**LayoutWindow** [LayoutWindows.nextItem](#) (c  
**LayoutWindow** [LayoutWindows.previousIte](#)

**Return** **LayoutWindow** [LayoutWindows.anyItem](#) ()  
 Array of **LayoutWindow** [LayoutWindows.ev](#)  
**LayoutWindow** [LayoutWindows.firstItem](#) ()  
**LayoutWindow** [LayoutWindows.item](#) (index  
**LayoutWindow** [LayoutWindows.itemByNan](#)  
 Array of **LayoutWindow** [LayoutWindows.ite](#)  
**LayoutWindow** [LayoutWindows.lastItem](#) ()  
**LayoutWindow** [LayoutWindows.middleItem](#)  
**LayoutWindow** [LayoutWindows.nextItem](#) (c  
**LayoutWindow** [LayoutWindows.previousIte](#)



<b>Class</b>
--------------

# LayoutWindows

A collection of layout windows.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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

Methods

Instances

[LayoutWindow](#) **anyItem** ()  
Returns any LayoutWindow in the collection.

[LayoutWindow](#) **count** ()  
Displays the number of elements in the LayoutWindow.

[LayoutWindow](#) **everyItem** ()  
Returns every LayoutWindow in the collection.

[LayoutWindow](#) **firstItem** ()  
Returns the first LayoutWindow in the collection.

[LayoutWindow](#) **item** (*index*: any)  
Returns the LayoutWindow with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String

[LayoutWindow](#) **itemByName** (*name*: string)  
Returns the LayoutWindow with the specified name.

--	--	--

Parameter	Type	Description
name	string	The name.

Array of [LayoutWindow](#) **itemByRange** ([from](#) any, [to](#): any)

Returns the LayoutWindows within the specified range.

Parameter	Type	Description
from	<a href="#">LayoutWindow</a> Long String	The LayoutWind index, or name at the beginning of the range. Can accept: LayoutWind Long or String
to	<a href="#">LayoutWindow</a> Long String	The LayoutWind index, or name at the end of range. Can accept: LayoutWind Long or String

[LayoutWindow](#) **lastItem** ()  
Returns the last LayoutWindow in the collection.

[LayoutWindow](#) **middleItem** ()  
Returns the middle LayoutWindow in the collection.

[LayoutWindow](#) **nextItem** ([obj](#): [LayoutWindow](#))  
Returns the LayoutWindow whose index follows the specified LayoutWindow in the collection.

--	--	--

Parameter	Type	Description
obj	<a href="#">LayoutWindow</a>	The LayoutWind whose index comes before the desired LayoutWind

[LayoutWindow](#) **previousItem** ([obj](#): [LayoutWindow](#))

Returns the LayoutWindow with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">LayoutWindow</a>	The index of the LayoutWind that follows desired LayoutWind

[string](#) **toSource** ()

Generates a string which, if executed, will return the LayoutWindow.

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



<b>Class</b>
--------------

# ScriptArg

Arguments to pass to a script.

**QuickLinks** [clear](#), [get](#), [getElements](#), [getValue](#), [isDefined](#), [restore](#), [save](#), [set](#), [setValue](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Application](#)

**ScriptArg**

## Properties

Property	Type	Access	Description
parent	<a href="#">Application</a>	readonly	The parent of the ScriptArg (a Application).
properties	Object	r/w	A property that allows setting of several properties at the same time.

## Methods **Instances**

**void clear ()**

Clears all script arguments.

**string get (name: string)**

Gets the value of a script argument.

Parameter	Type	Description
name	string	The name of the script argument.

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of object references.

**string getValue (name: string)**

Gets the value of a script argument.

Parameter	Type	Description

name	string	The name of the script argument.
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**bool isDefined** (*name: string*)

Verifies whether the script argument is defined.

Parameter	Type	Description
name	string	The name of the script argument.

**void restore** ()

Restores all script arguments.

**void save** ()

Saves the script arguments.

**void set** (*name: string, value: string*)

Sets the value of a script argument.

Parameter	Type	Description
name	string	The name of the script argument.
value	string	The value.

**void setValue** (*name: string, value: string*)

Sets the value of a script argument.

Parameter	Type	Description
name	string	The name of the script argument.
value	string	The value.

**string toSource** ()

Generates a string which, if executed, will return the ScriptArg.

**string toSpecifier** ()

Retrieves the object specifier.

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

<b>Class</b>
--------------

# StoryWindow

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

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

## Hierarchy



## Properties

Property	Type	Access	Default
bounds	Array of number	r/w	The bounding box of the window.
index	number	readonly	The index of the window in the collection.
name	string	readonly	The name of the window.
parent	<a href="#">ApplicationDocument</a>	readonly	The parent application document.
properties	Object	r/w	A collection of properties at the time of creation.
selection	Array of Objects <a href="#">NothingEnum</a> Object	r/w	The selected objects or nothing.

## Methods Instances

**[void bringToFront \(\)](#)**  
Brings the StoryWindow to the front.

**[void close \(\)](#)**  
Closes the StoryWindow.

**[Array of Object getElements \(\)](#)**  
Resolves the object specifier, creating an array of objects.

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

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

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

**void select** (selectableItems: any[, existingSelection: SelectionOptions=SelectionOptions.REPLACE)  
Selects the specified object(s).

Parameter	Type
selectableItems	Array of Objects NothingEnum Object SelectAll
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_ SelectionOptions.REPLACE_

**string toSource ()**  
Generates a string which, if executed, will return

**string toSpecifier ()**  
Retrieves the object specifier.

**Element of** Application.activeWindow

**Used in:** array of StoryWindow StoryWindows.itemByRange  
StoryWindow StoryWindows.nextItem (obj: StoryWindow)  
StoryWindow StoryWindows.previousItem (obj: StoryWindow)

**Return** StoryWindow Story.storyEdit ()  
StoryWindow StoryWindows.anyItem ()  
Array of StoryWindow StoryWindows.everyItem  
StoryWindow StoryWindows.firstItem ()  
StoryWindow StoryWindows.item (index: any)  
StoryWindow StoryWindows.itemByName (name: any)

Array of **StoryWindow** [StoryWindows.itemByR](#)  
**StoryWindow** [StoryWindows.lastItem \(\)](#)  
**StoryWindow** [StoryWindows.middleItem \(\)](#)  
**StoryWindow** [StoryWindows.nextItem \(obj: Sto](#)  
**StoryWindow** [StoryWindows.previousItem \(obj:](#)

<b>Class</b>
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# StoryWindows

A collection of story windows.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[StoryWindow](#) **anyItem** ()  
Returns any StoryWindow in the collection.

[number](#) **count** ()  
Displays the number of elements in the StoryWindow.

Array of [StoryWindow](#) **everyItem** ()  
Returns every StoryWindow in the collection.

[StoryWindow](#) **firstItem** ()  
Returns the first StoryWindow in the collection.

[StoryWindow](#) **item** ([index](#): any)  
Returns the StoryWindow with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[StoryWindow](#) **itemByName** ([name](#): string)  
Returns the StoryWindow with the specified

name.

Parameter	Type	Description
name	string	The name.

Array of [StoryWindow](#) **itemByRange** (**from**: any, **to**: any)

Returns the StoryWindows within the specified range.

Parameter	Type	Description
from	Long <a href="#">StoryWindow</a> String	The StoryWindow, index, or name at the beginning of the range. Can accept: StoryWindow, Long or String.
to	Long <a href="#">StoryWindow</a> String	The StoryWindow, index, or name at the end of the range. Can accept: StoryWindow, Long or String.

[StoryWindow](#) **lastItem** ()

Returns the last StoryWindow in the collection.

[StoryWindow](#) **middleItem** ()

Returns the middle StoryWindow in the collection.

[StoryWindow](#) **nextItem** (**obj**: [StoryWindow](#))

Returns the StoryWindow whose index follows the specified StoryWindow in the collection.

--	--	--

Parameter	Type	Description
obj	<a href="#">StoryWindow</a>	The StoryWindow whose index comes before the desired StoryWindow.

[StoryWindow](#) **previousItem** ([obj](#): [StoryWindow](#))

Returns the StoryWindow with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">StoryWindow</a>	The index of the StoryWindow that follows the desired StoryWindow.

[string](#) **toSource** ()

Generates a string which, if executed, will return the StoryWindow.

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

<b>Class</b>
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# Window

A window.  
Superclass of [LayoutWindow](#), [StoryWindow](#)

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



Properties	Property	Type	Access	Description
	bounds	Array of number	r/w	The bounds of the form [top,
	index	number	readonly	The index of the object.
	name	string	readonly	The name of the
	parent	<a href="#">ApplicationDocument</a>	readonly	The parent of the Application).
	properties	Object	r/w	A property that at the same time
	selection	Array of Objects <a href="#">NothingEnum</a> Object	r/w	The selection. or NothingEnum

**Methods** **Instances**

[void bringToFront \(\)](#)  
Brings the Window to the front.

[void close \(\)](#)  
Closes the Window.

Array of **Object** **getElements ()**  
Resolves the object specifier, creating an array of object refer

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

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

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

**void select** (**selectableItems**: any[, **existingSelection**:  
**SelectionOptions**=**SelectionOptions.REPLACE\_WITH**])  
Selects the specified object(s).

Parameter	Type	De
selectableItems	Array of Objects <b>NothingEnum</b> Object <b>SelectAll</b>	The Ob No enu
existingSelection	<b>SelectionOptions</b> : SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The rel (O Sel

**string toSource ()**  
Generates a string which, if executed, will return the Window

**string toSpecifier ()**  
Retrieves the object specifier.

**Element of** **Application**.activeWindow

**Used in:** array of **Window** **Windows.itemByRange** (**from**: any, **to**: any)  
**Window** **Windows.nextItem** (**obj**: **Window**)  
**Window** **Windows.previousItem** (**obj**: **Window**)

**Return** **Window** **Windows.add** ([**withProperties**: *Object*])  
**Window** **Windows.anyItem** ()  
Array of **Window** **Windows.everyItem** ()  
**Window** **Windows.firstItem** ()

**Window** [Windows.item](#) (*index: any*)  
**Window** [Windows.itemByName](#) (*name: string*)  
Array of **Window** [Windows.itemByRange](#) (*from: any, to: any*)  
**Window** [Windows.lastItem](#) ()  
**Window** [Windows.middleItem](#) ()  
**Window** [Windows.nextItem](#) (*obj: Window*)  
**Window** [Windows.previousItem](#) (*obj: Window*)

<b>Class</b>
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# Windows

A collection of windows.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[Window](#) **anyItem** ()  
Returns any Window in the collection.

[number](#) **count** ()  
Displays the number of elements in the Window.

Array of [Window](#) **everyItem** ()  
Returns every Window in the collection.

[Window](#) **firstItem** ()  
Returns the first Window in the collection.

[Window](#) **item** ([index](#): *any*)  
Returns the Window with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Window](#) **itemByName** ([name](#): *string*)

Returns the Window with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [Window](#) **itemByRange** (**from**: any, **to**: any)

Returns the Windows within the specified range.

Parameter	Type	Description
from	Long String <a href="#">Window</a>	The Window, index, or name at the beginning of the range. Can accept: Window, Long or String.
to	Long String <a href="#">Window</a>	The Window, index, or name at the end of the range. Can accept: Window, Long or String.

[Window](#) **lastItem** ()

Returns the last Window in the collection.

[Window](#) **middleItem** ()

Returns the middle Window in the collection.

[Window](#) **nextItem** (**obj**: [Window](#))

Returns the Window whose index follows the specified Window in the collection.

Parameter	Type	Description
obj	<a href="#">Window</a>	The Window whose index comes before the desired Window.

[Window](#) **previousItem** (**obj**: [Window](#))

Returns the Window with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Window</a>	The index of the Window that follows the desired Window.

[string](#) **toSource** ()

Generates a string which, if executed, will return the

Window.

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

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# Adobe InDesign CS2 (4.0) Object Model

Contents	Book Suite	
One document does not make a book. A Book file does.	<a href="#">Assignment Suite</a> <a href="#">Basics Suite</a> <a href="#">Book Suite</a> <a href="#">Color Suite</a> <a href="#">Datamerge 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="#">Object Styles Suite</a> <a href="#">Preferences Suite</a> <a href="#">Stroke Styles Suite</a> <a href="#">Table Of Contents Suite</a> <a href="#">Table Style Suite</a> <a href="#">Tables Suite</a> <a href="#">Text Suite</a> <a href="#">UI Suite</a> <a href="#">XML Suite</a>	<a href="#">Book</a> <a href="#">BookContent</a> <a href="#">BookContents</a> <a href="#">Books</a> <a href="#">SynchronizeOption</a> <a href="#">SynchronizeOptions</a>

<b>Class</b>
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<b>Book</b>		
A book.		
<b>QuickLinks</b>	<a href="#">close</a> , <a href="#">exportFile</a> , <a href="#">getElements</a> , <a href="#">packageForGoLive</a> , <a href="#">packageForSynchronize</a> , <a href="#">toSource</a> , <a href="#">toSpecifier</a>	
<b>Hierarchy</b>	<div> <div>Application</div> <div>Book</div> </div> <div> <a href="#">BookContent</a>   <a href="#">PackageForGoLivePreference</a>   <a href="#">PrintP</a> </div>	
<b>Properties</b>	<b>Property</b>	<b>Type</b>
	automaticDocumentConversion	bool
	automaticPagination	bool
	bookContents	<a href="#">BookContents</a>
	filePath	File
	fullName	File

index	number
insertBlankPage	bool
modified	bool
name	string
packageForGoLivePreferences	<a href="#">PackageForGoLivePreference</a>
parent	<a href="#">Application</a>



printPreferences	<a href="#">PrintPreference</a>
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](#)][, [savingI](#)]  
Closes the Book.

Parameter	Type	Description
saving	<a href="#">SaveOptions</a> : <a href="#">SaveOptions.NO</a> <a href="#">SaveOptions.ASK</a> <a href="#">SaveOptions.YES</a>	The option for saving changes <b><a href="#">SaveOptions.ASK</a></b> )

savingIn	File	The file path of the saved document. If saving the document for the first time, 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 extension.

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object references.

**bool packageForGoLive** (location: File[, objects: Array of any Object])  
Packages for GoLive

Parameter	Type	Description
location	File	File location for package
objects	Array of : Array of <a href="#">Pages</a> <a href="#">PageItems</a> <a href="#">Texts</a>	Objects location for package. Can accept any of the above. (Optional)

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

Packages the document for handoff to a service provider.

Parameter	Type	Description
to	File	The folder, alias, or path in which 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 to the package.
updatingGraphics	bool	If true, updates graphics links in the package.
includingHiddenLayers	bool	If true, copies fonts and links for hidden layers.

ignorePreflightErrors	bool	If true, ignores preflight errors false, cancels the packaging w
creatingReport	bool	If true, creates a package report 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	<a href="#">PrinterPreset</a> <a href="#">PrinterPresetTypes</a>	Printer preset to use. Can acc PrinterPreset. (Optional)

**void repaginate** ()

Repaginates the book.

**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)

**void synchronize** ()

Synchronizes the entire book to the style source document.

**string toSource** ()

Generates a string which, if executed, will return the Book.

**string toSpecifier** ()

Retrieves the object specifier.

**Element of** [BookContent.parent](#)  
[PackageForGoLivePreference.parent](#)  
[PrintPreference.parent](#)  
[SynchronizeOption.parent](#)

**Used in:** array of **Book** [Books.itemByRange](#) (**from**: *any*, **to**: *any*)  
**Book** [Books.nextItem](#) (**obj**: **Book**)

**Book** [Books.previousItem](#) ([obj](#): **Book**)  
array of [Story Document.createTOC](#) ([using](#): [TOCStyle](#)[], [replacePoint](#): Array of *Measurement Unit* (*Number* or *String*, [destinationLayer](#): [Layer](#)])

---

**Return** **Book** [Books.add](#) ([fullName](#): *File*[], [withProperties](#): *Object*)  
**Book** [Books.anyItem](#) ()  
Array of **Book** [Books.everyItem](#) ()  
**Book** [Books.firstItem](#) ()  
**Book** [Books.item](#) ([index](#): *any*)  
**Book** [Books.itemByName](#) ([name](#): *string*)  
Array of **Book** [Books.itemByRange](#) ([from](#): *any*, [to](#): *any*)  
**Book** [Books.lastItem](#) ()  
**Book** [Books.middleItem](#) ()  
**Book** [Books.nextItem](#) ([obj](#): **Book**)  
**Book** [Books.previousItem](#) ([obj](#): **Book**)

<b>Class</b>
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# BookContent

A document added to a book.

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

## Hierarchy

B

BookContent

## Properties

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

label	string
parent	<a href="#">Book</a>
properties	Object
size	number
status	<a href="#">BookContentStatus</a> : BookContentStatus.NORM BookContentStatus.MISSI BookContentStatus.DOCU BookContentStatus.DOCU BookContentStatus.DOCU

## Methods [Instances](#)

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

Gets the label value associated with the specified k

Parameter	Type
key	string

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of c

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

Sets the label to the value associated with the spec

Parameter	Type
key	string
value	string

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

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 with the source document.

**string toSource** ()

Generates a string which, if executed, will return the book content object.

**string toSpecifier** ()

Retrieves the object specifier.

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



	<b>BookContent]</b> ) array of <b>BookContent</b> <a href="#">BookContents.itemByRange</a> <b>BookContent</b> <a href="#">BookContents.nextItem</a> ( <b>obj</b> : <b>BookContent</b> ) <b>BookContent</b> <a href="#">BookContents.previousItem</a> ( <b>obj</b> : <b>BookContent</b> )
<b>Return</b>	<b>BookContent</b> <a href="#">BookContent.move</a> ([ <b>to</b> : <a href="#">Location</a> , <b>from</b> : <b>BookContent</b> ]) <b>BookContent</b> <a href="#">BookContent.replace</a> ( <b>using</b> : <i>File</i> ) <b>BookContent</b> <a href="#">BookContents.add</a> ( <b>fullName</b> : <i>File</i> , <b>content</b> : <b>BookContent</b> ) <b>BookContent</b> <a href="#">BookContents.anyItem</a> () Array of <b>BookContent</b> <a href="#">BookContents.everyItem</a> ( <b>callback</b> : <i>Function</i> ) <b>BookContent</b> <a href="#">BookContents.firstItem</a> () <b>BookContent</b> <a href="#">BookContents.item</a> ( <b>index</b> : <i>any</i> ) <b>BookContent</b> <a href="#">BookContents.itemByID</a> ( <b>id</b> : <i>number</i> ) <b>BookContent</b> <a href="#">BookContents.itemByName</a> ( <b>name</b> : <i>string</i> ) Array of <b>BookContent</b> <a href="#">BookContents.itemByRange</a> ( <b>start</b> : <i>number</i> , <b>end</b> : <i>number</i> ) <b>BookContent</b> <a href="#">BookContents.lastItem</a> () <b>BookContent</b> <a href="#">BookContents.middleItem</a> () <b>BookContent</b> <a href="#">BookContents.nextItem</a> ( <b>obj</b> : <b>BookContent</b> ) <b>BookContent</b> <a href="#">BookContents.previousItem</a> ( <b>obj</b> : <b>BookContent</b> )
Jongware, 27-Jun-2010 v3.0.3d	<a href="#">Contents :: Index</a>

<b>Class</b>
--------------

# BookContents

A collection of book content objects.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

**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)

[BookContent](#) **anyItem** ()  
Returns any BookContent in the collection.

[number](#) **count** ()  
Displays the number of elements in the BookContent.

Array of [BookContent](#) **everyItem** ()  
Returns every BookContent in the collection.

**BookContent firstItem ()**

Returns the first BookContent in the collection.

**BookContent item (index: any)**

Returns the BookContent with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**BookContent itemByID (id: number)**

Returns the BookContent with the specified ID.

Parameter	Type	Description
id	number	The ID.

**BookContent itemByName (name: string)**

Returns the BookContent with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **BookContent itemByRange (from: any, to: any)**

Returns the BookContents within the specified range.

Parameter	Type	Description
from	<b>BookContent</b> Long String	The BookContent, index, or name at the beginning of the range. Can accept: BookContent, Long or String.
to	<b>BookContent</b>	The

Long String	BookContent, index, or name at the end of the range. Can accept: BookContent, Long or String.
----------------	---

### BookContent **lastItem** ()

Returns the last BookContent in the collection.

### BookContent **middleItem** ()

Returns the middle BookContent in the collection.

### BookContent **nextItem** (obj: BookContent)

Returns the BookContent whose index follows the specified BookContent in the collection.

Parameter	Type	Description
obj	BookContent	The BookContent whose index comes before the desired BookContent.

### BookContent **previousItem** (obj: BookContent)

Returns the BookContent with the index previous to the specified index.

Parameter	Type	Description
obj	BookContent	The index of the BookContent that follows the desired BookContent.

### string **toSource** ()

Generates a string which, if executed, will return the BookContent.

<b>Element of</b> <a href="#">Book.bookContents</a>
<div>Jongware, 27- Jun-2010 v3.0.3d</div> <div><a href="#">Contents</a> :: <a href="#">Index</a></div>

<b>Class</b>
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# Books

A collection of books.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**Book** [anyItem](#) ()

Returns any Book in the collection.

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

Displays the number of elements in the Book.

Array of **Book** [everyItem](#) ()

Returns every Book in the collection.

**Book** [firstItem](#) ()

Returns the first Book in the collection.

**Book** [item](#) ([index](#): *any*)

Returns the Book with the specified index or name.

Parameter	Type	Description



index	Long String	The index or name. Can accept: Long or String.
-------	----------------	--

**Book itemByName** (*name: string*)

Returns the Book with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Book itemByRange** (*from: any, to: any*)

Returns the Books within the specified range.

Parameter	Type	Description
from	<b>Book</b> Long String	The Book, index, or name at the beginning of the range. Can accept: Book, Long or String.
to	<b>Book</b> Long String	The Book, index, or name at the end of the range. Can accept: Book, Long or String.

**Book lastItem** ()

Returns the last Book in the collection.

**Book middleItem** ()

Returns the middle Book in the collection.

**Book nextItem** (*obj: Book*)

Returns the Book whose index follows the specified Book in the collection.

Parameter	Type	Description
obj	<b>Book</b>	The Book whose index comes before the desired Book.

**Book previousItem** (*obj: Book*)

Returns the Book with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Book</b>	The index of the Book that follows the desired Book.

`string toSource ()`

Generates a string which, if executed, will return the Book.

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

<b>Class</b>
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# SynchronizeOption

A book synchronization option style.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

[Book](#)

SynchronizeOption

**Properties**

Property	Type	Access	Description
groupName	string	readonly	The name of the synchronization style.
index	number	readonly	The index of the SynchronizeOption within the container.
name	string	readonly	The name of the SynchronizeOption.
parent	<a href="#">Book</a>	readonly	The parent SynchronizeOption (a SynchronizeOption).
properties	Object	r/w	A dictionary of properties. Allows setting several properties of the SynchronizeOption.
useStyle	bool	r/w	If true, the SynchronizeOption will be used for synchronization. If false, the SynchronizeOption will not be used for synchronization.

Methods	Instances
	<p>Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, creating object references.</p> <p><b>string toSource ()</b> Generates a string which, if executed, SynchronizeOption.</p> <p><b>string toSpecifier ()</b> Retrieves the object specifier.</p>
<b>Used in:</b>	<p>array of <b>SynchronizeOption</b> <b>SynchronizeOptions.itemByRange (to: any)</b></p> <p><b>SynchronizeOption SynchronizeOptions.itemByRange (obj: SynchronizeOption)</b></p> <p><b>SynchronizeOption SynchronizeOptions.previousItem (SynchronizeOption)</b></p>
<b>Return</b>	<p><b>SynchronizeOption SynchronizeOptions.everyItem (SynchronizeOption)</b> Array of <b>SynchronizeOption</b> <b>SynchronizeOptions.everyItem (SynchronizeOption)</b></p> <p><b>SynchronizeOption SynchronizeOptions.itemByName (any)</b></p> <p><b>SynchronizeOption SynchronizeOptions.itemByRange (to: any)</b> Array of <b>SynchronizeOption</b> <b>SynchronizeOptions.itemByRange (to: any)</b></p> <p><b>SynchronizeOption SynchronizeOptions.itemByRange (obj: SynchronizeOption)</b></p> <p><b>SynchronizeOption SynchronizeOptions.itemByRange ()</b></p> <p><b>SynchronizeOption SynchronizeOptions.itemByRange (obj: SynchronizeOption)</b></p> <p><b>SynchronizeOption SynchronizeOptions.previousItem (SynchronizeOption)</b></p>

**string toSource ()**  
Generates a string which, if executed,  
SynchronizeOption.

array of **SynchronizeOption**  
     SynchronizeOptions.itemByRan  
     to: any)  
**SynchronizeOption** SynchronizeOpt  
     (obj: SynchronizeOption)  
**SynchronizeOption**  
     SynchronizeOptions.previousIt  
     SynchronizeOption)

**Return** **SynchronizeOption** **SynchronizeOption**  
 Array of **SynchronizeOption**  
     **SynchronizeOptions.everyItem** (  
**SynchronizeOption** **SynchronizeOption**  
**SynchronizeOption** **SynchronizeOption**  
     *any*)  
**SynchronizeOption**  
     **SynchronizeOptions.itemByNaN**  
 Array of **SynchronizeOption**  
     **SynchronizeOptions.itemByNaN**  
     *to: any*)  
**SynchronizeOption** **SynchronizeOption**  
**SynchronizeOption** **SynchronizeOption**  
     ()  
**SynchronizeOption** **SynchronizeOption**  
     (*obj*: **SynchronizeOption**)  
**SynchronizeOption**  
     **SynchronizeOptions.previousItem**  
**SynchronizeOption**)



<b>Class</b>
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# SynchronizeOptions

A collection of book synchronization

## QuickLinks

[anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByName](#), [itemByRange](#), [lastItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods

### Instances

[SynchronizeOption](#) **anyItem** ()  
Returns any SynchronizeOption in the collection.

[SynchronizeOption](#) **count** ()  
Displays the number of elements in the SynchronizeOption.

[SynchronizeOption](#) **everyItem** ()  
Returns every SynchronizeOption in the collection.

[SynchronizeOption](#) **firstItem** ()  
Returns the first SynchronizeOption in the collection.

[SynchronizeOption](#) **item** (**index**: any)  
Returns the SynchronizeOption with the given index or name.

Parameter	Type	Description
index	Long or String	The index or name of the SynchronizeOption.

[SynchronizeOption](#) **itemByName** (**name**: string)  
Returns the SynchronizeOption with the given name.

Parameter	Type	Description
name	string	The name of the SynchronizeOption.



Array of [SynchronizeOption](#) **itemB**  
**to:** *any*)

Returns the SynchronizeOptions within the specified range.

Parameter	Type	Default
from	Long String <a href="#">SynchronizeOption</a>	7 S i t r S I
to	Long String <a href="#">SynchronizeOption</a>	7 S i t r S I

[SynchronizeOption](#) **lastItem** ()  
Returns the last SynchronizeOption

[SynchronizeOption](#) **middleItem** ()  
Returns the middle SynchronizeOption collection.

[SynchronizeOption](#) **nextItem** (**obj**:  
Returns the SynchronizeOption which is the next SynchronizeOption in the specified SynchronizeOption in

Parameter	Type	Default
obj	<a href="#">SynchronizeOption</a>	7 S v t S

[SynchronizeOption](#) **previousItem** ([SynchronizeOption](#))

Returns the SynchronizeOption with to the specified index.

Parameter	Type	
obj	<a href="#">SynchronizeOption</a>	T S t c S

[string](#) **toSource** ()

Generates a string which, if execute SynchronizeOption.

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

# Adobe InDesign CS2 (4.0) Object Model

Contents	Color Suite	
Color Marks The Spot.	Assignment Suite	Color
Spot Color even more	Basics Suite	Colors
so. And then there are	Book Suite	Gradient
tints, gradients, swatches	Color Suite	GradientStop
...	Datamerge Suite	GradientStops
	Enum Suite	Gradients
	Hyperlinks Suite	Ink
	Indexing Suite	Inks
	Interactive Elements Suite	MixedInk
	Layout Suite	MixedInkGroup
	Libraries Suite	MixedInkGroups
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	Preferences Suite	Swatches
	Stroke Styles Suite	Tint
	Table Of Contents Suite	Tints
	Table Style Suite	TrapPreset
	Tables Suite	TrapPresets
	Text Suite	
	UI Suite	
	XML Suite	

<b>Class</b>
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# Color

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

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

## Hierarchy

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

[Swatch](#)

**Color**

[Tint](#)

## Properties

Property	Type	Access	Description
colorValue	Array of number	r/w	The value created from a color specification. The value is a percentage for each ink. The range of values required and the range depend on the color space. RGB specification uses three

				value each in the range 0 to 100. CMYK specification value represented by C, M, Y and K each in the range 0 to 100. LAE specification three represented by L (Range 0 to 100) (Range -128 to 127) (Range -128 to 127) mixed specification value each in the range 0 to 100.
	id	number	readonly	The ID of the Color
	index	number	readonly	The

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



## 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.

Array of **Object getElements ()**

Resolves the object specifier, creating an array of object referen

**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.

**Swatch merge (with: any)**

Merges the specified swatches with the swatch.

Parameter	Type	Description
with	Array of <a href="#">Swatches</a> String <a href="#">Swatch</a>	The swatches to merge. Can accept: <i>A</i> Swatches, Swatch or String.

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

Deletes the swatch.

Parameter	Type	Description
replacingWith	<a href="#">Swatch</a>	The swatch to apply in place of the del swatch. (Optional)

**string toSource ()**

Generates a string which, if executed, will return the Color.

**string toSpecifier ()**

Retrieves the object specifier.

<b>Element of</b>	<a href="#">GradientStop.stopColor</a> <a href="#">Tint.baseColor</a>
<b>Used in:</b>	array of <b>Color</b> <a href="#">Colors.itemByRange</a> ( <i>from: any, to: any</i> ) <b>Color</b> <a href="#">Colors.nextItem</a> ( <i>obj: Color</i> ) <b>Color</b> <a href="#">Colors.previousItem</a> ( <i>obj: Color</i> ) <a href="#">Tint.Tints.add</a> ([ <i>color: Color</i> ][, <i>withProperties: Object</i> ])
<b>Return</b>	<b>Color</b> <a href="#">Application.importAdobeSwatchbookProcessColor</a> ( <i>name: string</i> ) <b>Color</b> <a href="#">Application.importAdobeSwatchbookSpotColor</a> ( <i>name: string</i> ) <b>Color</b> <a href="#">Color.duplicate</a> () <b>Color</b> <a href="#">Colors.add</a> ([ <i>withProperties: Object</i> ]) <b>Color</b> <a href="#">Colors.anyItem</a> () Array of <b>Color</b> <a href="#">Colors.everyItem</a> () <b>Color</b> <a href="#">Colors.firstItem</a> () <b>Color</b> <a href="#">Colors.item</a> ( <i>index: any</i> ) <b>Color</b> <a href="#">Colors.itemByID</a> ( <i>id: number</i> ) <b>Color</b> <a href="#">Colors.itemByName</a> ( <i>name: string</i> ) Array of <b>Color</b> <a href="#">Colors.itemByRange</a> ( <i>from: any, to: any</i> ) <b>Color</b> <a href="#">Colors.lastItem</a> () <b>Color</b> <a href="#">Colors.middleItem</a> () <b>Color</b> <a href="#">Colors.nextItem</a> ( <i>obj: Color</i> ) <b>Color</b> <a href="#">Colors.previousItem</a> ( <i>obj: Color</i> ) <b>Color</b> <a href="#">Document.importAdobeSwatchbookProcessColor</a> ( <i>name: string</i> ) <b>Color</b> <a href="#">Document.importAdobeSwatchbookSpotColor</a> ( <i>name: string</i> )

<b>Class</b>
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# Colors

A collection of colors.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**Color anyItem** ()

Returns any Color in the collection.

**number count** ()

Displays the number of elements in the Color.

Array of **Color everyItem** ()

Returns every Color in the collection.

**Color firstItem** ()

Returns the first Color in the collection.

**Color item** ([index: any](#))

Returns the Color with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Color itemByID** ([id: number](#))

Returns the Color with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Color itemByName** (*name: string*)

Returns the Color with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Color itemByRange** (*from: any, to: any*)

Returns the Colors within the specified range.

Parameter	Type	Description
from	<b>Color</b> Long String	The Color, index, or name at the beginning of the range. Can accept: Color, Long or String.
to	<b>Color</b> Long String	The Color, index, or name at the end of the range. Can accept: Color, Long or String.

**Color lastItem** ()

Returns the last Color in the collection.

**Color middleItem** ()

Returns the middle Color in the collection.

**Color nextItem** (*obj: Color*)

Returns the Color whose index follows the specified Color in the collection.

Parameter	Type	Description
obj	<b>Color</b>	The Color whose index comes before the desired Color.

**Color previousItem** (*obj: Color*)

Returns the Color with the index previous to the specified index.

Parameter	Type	Description

obj	<a href="#">Color</a>	The index of the Color that follows the desired Color.
-----	-----------------------	--

<a href="#">string</a> <b>toSource</b> ()
Generates a string which, if executed, will return the Color.

<b>Element of</b> <a href="#">Application.colors</a> <a href="#">Document.colors</a>
---

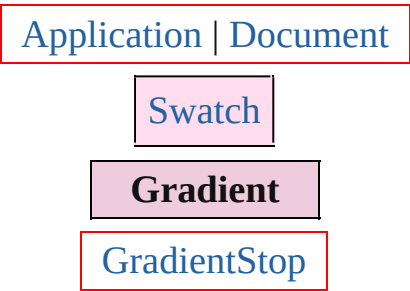
<b>Class</b>
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# Gradient

A gradient. Base Class: [Swatch](#)

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

## Hierarchy



## Properties

Property	Type	Access	Description
gradientStops	<a href="#">GradientStops</a>	readonly	A collection of gradient stops.
id	number	readonly	The unique ID of the Gradient object.
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 object.



parent	<a href="#">ApplicationDocument</a>	readonly	The par of the Gradient Application Document
properties	Object	r/w	A property that allows setting of several properties at the same time.
type	<a href="#">GradientType</a> : GradientType.LINEAR GradientType.RADIAL	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.

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object references.

[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.

**Swatch merge** (*with: any*)

Merges the specified swatches with the swatch.

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*])

Deletes the swatch.

Parameter	Type	Description
replacingWith	Swatch	The swatch to apply in place of the deleted swatch. (Optional)

**string toSource** ()

Generates a string which, if executed, will return the Gradient object.

**string toSpecifier** ()

Retrieves the object specifier.

**Element of** GradientStop.parent

**Used in:** array of Gradient Gradients.itemByRange (*from: any, to: any*)  
Gradient Gradients.nextItem (*obj: Gradient*)  
Gradient Gradients.previousItem (*obj: Gradient*)

**Return** Gradient Gradient.duplicate ()  
Gradient Gradients.add ([*withProperties: Object*])  
Gradient Gradients.anyItem ()  
Array of Gradient Gradients.everyItem ()  
Gradient Gradients.firstItem ()  
Gradient Gradients.item (*index: any*)  
Gradient Gradients.itemByID (*id: number*)  
Gradient Gradients.itemByName (*name: string*)  
Array of Gradient Gradients.itemByRange (*from: any, to: any*)  
Gradient Gradients.lastItem ()  
Gradient Gradients.middleItem ()  
Gradient Gradients.nextItem (*obj: Gradient*)

**Gradient** [Gradients.previousItem](#) (**obj**: **Gradient**)

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<b>Class</b>
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# GradientStop

A gradient stop in a gradient.

**QuickLinks** [getElements](#), [remove](#), [toSource](#), [toSpecifier](#)

## Hierarchy

Gradient

GradientStop

## Properties

Property	Type	Access	Description
index	number	readonly	The index of the GradientStop within its containing object.
location	number (range: 0 - 100)	r/w	The starting location (as a percentage of the gradient length) of the gradient stop on the gradient. (Range: 0 - 100).
midpoint	number (range: 13 - 87)	r/w	The midpoint (as a percentage of the gradient length) of the gradient stop. (Range: 13 - 87).

			13 to 87)
parent	Gradient	readonly	The parent of the GradientStop (a GradientStop)
properties	Object	r/w	A property that allows setting of several properties at the same time.
stopColor	ColorMixedInk	r/w	The swatch (color, gradient, tint, or mixed ink) applied to the gradient stop. Can return: MixedInk Color.

## Methods Instances

Array of **Object** **getElements ()**

Resolves the object specifier, creating an array of object references.

**void remove ()**

Deletes the GradientStop.

**string toSource ()**

Generates a string which, if executed, will return the GradientStop.

**string toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **GradientStop** [GradientStops.itemByRange](#) (**from:** *any*, **to:** *any*)  
**GradientStop** [GradientStops.nextItem](#) (**obj:** **GradientStop**)  
**GradientStop** [GradientStops.previousItem](#) (**obj:** **GradientStop**)

**Return** **GradientStop** [GradientStops.add](#) ([**withProperties** *Object*])  
**GradientStop** [GradientStops.anyItem](#) ()  
Array of **GradientStop** [GradientStops.everyItem](#) ()  
**GradientStop** [GradientStops.firstItem](#) ()  
**GradientStop** [GradientStops.item](#) (**index:** *any*)  
**GradientStop** [GradientStops.itemByName](#) (**name:** *string*)  
Array of **GradientStop** [GradientStops.itemByRange](#) (**from:** *any*, **to:** *any*)  
**GradientStop** [GradientStops.lastItem](#) ()  
**GradientStop** [GradientStops.middleItem](#) ()  
**GradientStop** [GradientStops.nextItem](#) (**obj:** **GradientStop**)  
**GradientStop** [GradientStops.previousItem](#) (**obj:** **GradientStop**)

<b>Class</b>
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# GradientStops

A collection of gradient stops.

## QuickLinks

[add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**GradientStop** [anyItem](#) ()  
Returns any GradientStop in the collection.

**number** [count](#) ()  
Displays the number of elements in the GradientStop.

Array of **GradientStop** [everyItem](#) ()  
Returns every GradientStop in the collection.

**GradientStop** [firstItem](#) ()  
Returns the first GradientStop in the collection.

**GradientStop** [item](#) ([index](#): *any*)  
Returns the GradientStop with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**GradientStop itemByName** (*name: string*)

Returns the GradientStop with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **GradientStop itemByRange** (*from: any, to: any*)

Returns the GradientStops within the specified range.

Parameter	Type	Description
from	<b>GradientStop</b> Long String	The GradientStop, index, or name at the beginning of the range. Can accept: GradientStop, Long or String.
to	<b>GradientStop</b> Long String	The GradientStop, index, or name at the end of the range. Can accept: GradientStop, Long or String.

**GradientStop lastItem** ()

Returns the last GradientStop in the collection.

**GradientStop middleItem** ()

Returns the middle GradientStop in the

collection.

**GradientStop** **nextItem** (**obj**: GradientStop)

Returns the GradientStop whose index follows the specified GradientStop in the collection.

Parameter	Type	Description
obj	GradientStop	The GradientStop whose index comes before the desired GradientStop.

**GradientStop** **previousItem** (**obj**: GradientStop)

Returns the GradientStop with the index previous to the specified index.

Parameter	Type	Description
obj	GradientStop	The index of the GradientStop that follows the desired GradientStop.

**string toSource** ()

Generates a string which, if executed, will return the GradientStop.

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

<b>Class</b>
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# Gradients

A collection of gradients.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**Gradient** [anyItem](#) ()  
Returns any Gradient in the collection.

**number** [count](#) ()  
Displays the number of elements in the Gradient.

Array of **Gradient** [everyItem](#) ()  
Returns every Gradient in the collection.

**Gradient** [firstItem](#) ()  
Returns the first Gradient in the collection.

**Gradient** [item](#) ([index](#): *any*)  
Returns the Gradient with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Gradient** [itemByID](#) ([id](#): *number*)

Returns the Gradient with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Gradient itemByName** (*name*: string)

Returns the Gradient with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Gradient itemByRange** (*from*: any, *to*: any)

Returns the Gradients within the specified range.

Parameter	Type	Description
from	<b>Gradient</b> Long String	The Gradient, index, or name at the beginning of the range. Can accept: Gradient, Long or String.
to	<b>Gradient</b> Long String	The Gradient, index, or name at the end of the range. Can accept: Gradient, Long or String.

**Gradient lastItem** ()

Returns the last Gradient in the collection.

**Gradient middleItem** ()

Returns the middle Gradient in the collection.

**Gradient nextItem** (*obj*: Gradient)

Returns the Gradient whose index follows the specified Gradient in the collection.

Parameter	Type	Description
obj	<b>Gradient</b>	The Gradient whose index comes before the desired Gradient.

**Gradient previousItem** (*obj*: Gradient)

Returns the Gradient with the index previous to the

specified index.

Parameter	Type	Description
obj	<a href="#">Gradient</a>	The index of the Gradient that follows the desired Gradient.

[string](#) **toSource** ()

Generates a string which, if executed, will return the Gradient.

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

<b>Class</b>
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<h1>Ink</h1>				
An ink.				
<b>QuickLinks</b> <a href="#">extractLabel</a> , <a href="#">getElements</a> , <a href="#">insertLabel</a> , <a href="#">toSource</a> , <a href="#">toSpecifier</a>				
<div><b>Hierarchy</b><div>Application   Document<div>Ink</div></div></div>				
<b>Properties</b>	Property	Type	Access	Description
	aliasInkName	string	r/w	The alias name of the ink. (Default: none)
	angle	number (range: 0 - 360)	r/w	The angle of the ink in degrees. (Default: 30)
	convertToProcess	bool	r/w	Convert the ink to a process ink. (Default: false)
	frequency	number (range: 1 - 500)	r/w	The frequency of the ink in Hz. (Default: 50)
	id	number	readonly	The ID of the ink. (Default: 1)
	index	number	readonly	The index of the ink. (Default: 0)

			color
inkType	<a href="#">InkTypes:</a> InkTypes.NORMAL InkTypes.OPAQUE InkTypes.TRANSPARENT InkTypes.OPAQUE_IGNORE	r/w	Type of ink used for printing
isProcessInk	bool	readonly	If the ink is processed
label	string	r/w	Label for the ink
name	string	readonly	Name of the ink
neutralDensity	number (range: 0.001 - 10)	r/w	Neutral density of the ink (0.001 to 10)
parent	<a href="#">Application Document</a>	readonly	Parent object of the ink
printInk	bool	r/w	If the ink is printed
properties	Object	r/w	Properties of the ink

			th se se pl th ti
solidity	number (range: 0 - 1)	readonly	T v ir 0.
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.

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object referen

**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.

**string toSource** ()

Generates a string which, if executed, will return the Ink.

**string toSpecifier** ()

Retrieves the object specifier.

<b>Element of</b>	<a href="#">MixedInk.inkList</a> <a href="#">MixedInkGroup.inkList</a>
<b>Used in:</b>	array of <b>Ink</b> <a href="#">Inks.itemByRange</a> ( <a href="#">from</a> : any, <a href="#">to</a> : any) <b>Ink</b> <a href="#">Inks.nextItem</a> ( <a href="#">obj</a> : <b>Ink</b> ) <b>Ink</b> <a href="#">Inks.previousItem</a> ( <a href="#">obj</a> : <b>Ink</b> ) <a href="#">MixedInkGroup</a> <a href="#">MixedInkGroups.add</a> ( <a href="#">inkList</a> : Array of <b>Ink</b> [], <a href="#">inkPercentages</a> : Array of number][, <a href="#">repeatValues</a> : Array of <a href="#">incrementValues</a> : Array of number][, <a href="#">withProperties</a> : Object)
<b>Return</b>	<b>Ink</b> <a href="#">Inks.anyItem</a> () Array of <b>Ink</b> <a href="#">Inks.everyItem</a> () <b>Ink</b> <a href="#">Inks.firstItem</a> () <b>Ink</b> <a href="#">Inks.item</a> ( <a href="#">index</a> : any) <b>Ink</b> <a href="#">Inks.itemByID</a> ( <a href="#">id</a> : number) <b>Ink</b> <a href="#">Inks.itemByName</a> ( <a href="#">name</a> : string) Array of <b>Ink</b> <a href="#">Inks.itemByRange</a> ( <a href="#">from</a> : any, <a href="#">to</a> : any) <b>Ink</b> <a href="#">Inks.lastItem</a> () <b>Ink</b> <a href="#">Inks.middleItem</a> () <b>Ink</b> <a href="#">Inks.nextItem</a> ( <a href="#">obj</a> : <b>Ink</b> ) <b>Ink</b> <a href="#">Inks.previousItem</a> ( <a href="#">obj</a> : <b>Ink</b> )
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<b>Class</b>
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# Inks

A collection of inks.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Ink](#) **anyItem** ()

Returns any Ink in the collection.

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

Displays the number of elements in the Ink.

Array of [Ink](#) **everyItem** ()

Returns every Ink in the collection.

[Ink](#) **firstItem** ()

Returns the first Ink in the collection.

[Ink](#) **item** ([index](#): *any*)

Returns the Ink with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Ink](#) **itemByID** ([id](#): *number*)

Returns the Ink with the specified ID.

Parameter	Type	Description
id	number	The ID.

[Ink](#) **itemByName** ([name](#): *string*)

Returns the Ink with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Ink itemByRange** (**from**: any, **to**: any)

Returns the Inks within the specified range.

Parameter	Type	Description
from	<b>Ink</b> Long String	The Ink, index, or name at the beginning of the range. Can accept: Ink, Long or String.
to	<b>Ink</b> Long String	The Ink, index, or name at the end of the range. Can accept: Ink, Long or String.

**Ink lastItem** ()

Returns the last Ink in the collection.

**Ink middleItem** ()

Returns the middle Ink in the collection.

**Ink nextItem** (**obj**: **Ink**)

Returns the Ink whose index follows the specified Ink in the collection.

Parameter	Type	Description
obj	<b>Ink</b>	The Ink whose index comes before the desired Ink.

**Ink previousItem** (**obj**: **Ink**)

Returns the Ink with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Ink</b>	The index of the Ink that follows the desired Ink.

**string toSource** ()

Generates a string which, if executed, will return the Ink.

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

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

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<b>Class</b>
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# MixedInk

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

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

## Hierarchy

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

[Swatch](#)

**MixedInk**

## Properties

Property	Type	Access
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	<a href="#">ColorModel:</a> ColorModel.SPOT ColorModel.PROCESS ColorModel.REGISTRATION ColorModel.MIXEDINKMODEL	r/w
name	string	r/w
parent	<a href="#">Application Document</a>	read
properties	Object	r/w
space	<a href="#">ColorSpace:</a> 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.

**Array of Object getElements ()**

Resolves the object specifier, creating an array of object r

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

Sets the label to the value associated with the specified ke

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

**Swatch merge (with: any)**

Merges the specified swatches with the swatch.

Parameter	Type	Description
with	Array of <a href="#">Swatches</a> String <a href="#">Swatch</a>	The swatches to merge. Can ac Swatches, Swatch or String.

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

Deletes the swatch.

Parameter	Type	Description
replacingWith	<a href="#">Swatch</a>	The swatch to apply in place of t swatch. (Optional)

**string toSource ()**

Generates a string which, if executed, will return the Mixe

**string toSpecifier ()**

	Retrieves the object specifier.
<b>Element of</b>	<a href="#">GradientStop.stopColor</a>
<b>Used in:</b>	array of <b>MixedInk</b> <a href="#">MixedInks.itemByRange</a> ( <i>from: any, to: any</i> ) <b>MixedInk</b> <a href="#">MixedInks.nextItem</a> ( <i>obj: MixedInk</i> ) <b>MixedInk</b> <a href="#">MixedInks.previousItem</a> ( <i>obj: MixedInk</i> )
<b>Return</b>	<b>MixedInk</b> <a href="#">MixedInk.duplicate</a> () <b>MixedInk</b> <a href="#">MixedInks.add</a> ( <i>inkList: any, inkPercentages: any, withProperties: Object</i> ) <b>MixedInk</b> <a href="#">MixedInks.anyItem</a> () Array of <b>MixedInk</b> <a href="#">MixedInks.everyItem</a> () <b>MixedInk</b> <a href="#">MixedInks.firstItem</a> () <b>MixedInk</b> <a href="#">MixedInks.item</a> ( <i>index: any</i> ) <b>MixedInk</b> <a href="#">MixedInks.itemByID</a> ( <i>id: number</i> ) <b>MixedInk</b> <a href="#">MixedInks.itemByName</a> ( <i>name: string</i> ) Array of <b>MixedInk</b> <a href="#">MixedInks.itemByRange</a> ( <i>from: any, to: any</i> ) <b>MixedInk</b> <a href="#">MixedInks.lastItem</a> () <b>MixedInk</b> <a href="#">MixedInks.middleItem</a> () <b>MixedInk</b> <a href="#">MixedInks.nextItem</a> ( <i>obj: MixedInk</i> ) <b>MixedInk</b> <a href="#">MixedInks.previousItem</a> ( <i>obj: MixedInk</i> )
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<b>Class</b>
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# MixedInkGroup

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

**QuickLinks** [duplicate](#), [extractLabel](#), [getElements](#), [insertToSpecifier](#)

## Hierarchy

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

[Swatch](#)

**MixedInkGro**

## 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      [Application Document](#)

properties   [Object](#)

## Methods   [Instances](#)

[MixedInkGroup](#) **duplicate** ()

Duplicates the MixedInkGroup.

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

Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object elements.

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

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

Parameter	Type
key	string
value	string

[Swatch](#) **merge** ([with](#): *any*)

Merges the specified swatches with the swatches of the document.

Parameter	Type	Description
with	Array of <a href="#">Swatches</a> String <a href="#">Swatch</a>	The swatches to merge with the document swatches, Swatches, Swatch, or Swatch.



**void remove** ([replacingWith: Swatch])  
Deletes the swatch.

Parameter	Type	Description
replacingWith	Swatch	The swatch to app swatch. (Optional)

**string toSource** ()  
Generates a string which, if executed, will r

**string toSpecifier** ()  
Retrieves the object specifier.

**Element of** MixedInk.baseColor

**Used in:** array of MixedInkGroup MixedInkGroups  
any)  
MixedInkGroup MixedInkGroups.nextIter  
MixedInkGroup MixedInkGroups.previous  
MixedInk MixedInks.add (inkList: any, ink  
withProperties: Object])

**Return** MixedInkGroup MixedInkGroup.duplica  
MixedInkGroup MixedInkGroups.add (ink  
inkPercentages: Array of number][, ref  
incrementValues: Array of number][, v  
MixedInkGroup MixedInkGroups.anyIter  
Array of MixedInkGroup MixedInkGroup  
MixedInkGroup MixedInkGroups.firstIter  
MixedInkGroup MixedInkGroups.item (in  
MixedInkGroup MixedInkGroups.itemBy  
MixedInkGroup MixedInkGroups.itemBy  
Array of MixedInkGroup MixedInkGroup  
any)  
MixedInkGroup MixedInkGroups.lastIter  
MixedInkGroup MixedInkGroups.middleI  
MixedInkGroup MixedInkGroups.nextIter  
MixedInkGroup MixedInkGroups.previous



<b>Class</b>
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# MixedInkGroups

A collection of mixed ink groups.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects in 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 <a href="#">Ink</a>	The inks to include in the mix.
inkPercentages	Array of <i>number</i>	The percent of ink in the ink (Range: 0 to 100 for each ink) (Optional)
repeatValues	Array of <i>number</i>	The number of repetitions for ink in the ink (Range: 0 to 100 for each ink) (Optional)

incrementValues	Array of number	The increment of percent per repetition for ink. (Range: 0 to 100) Note: The cumulative increment percentage per repetition cannot exceed 100. (Optional)
withProperties	Object	Initial values of properties of new MixedInkGroup. (Optional)

**MixedInkGroup anyItem ()**

Returns any MixedInkGroup in the collection.

**number count ()**

Displays the number of elements in the MixedInkGroup.

Array of **MixedInkGroup everyItem ()**

Returns every MixedInkGroup in the collection.

**MixedInkGroup firstItem ()**

Returns the first MixedInkGroup in the collection.

**MixedInkGroup item (index: any)**

Returns the MixedInkGroup with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. accept: Long or String

**MixedInkGroup itemByID (id: number)**

Returns the MixedInkGroup with the specified ID.

Parameter	Type	Description
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id	number	The ID.
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**MixedInkGroup itemByName** (*name*: *string*)  
Returns the MixedInkGroup with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **MixedInkGroup itemByRange** (*from*: *any*, *to*: *any*)  
Returns the MixedInkGroups within the specified range.

Parameter	Type	Description
from	Long MixedInkGroup String	The MixedInkGroup index, or 1 at the beginning of the range. Can accept MixedInkGroup, Long or String.
to	Long MixedInkGroup String	The MixedInkGroup index, or 1 at the end of the range. Can accept: MixedInkGroup, Long or String.

**MixedInkGroup lastItem** ()  
Returns the last MixedInkGroup in the collection.

**MixedInkGroup middleItem** ()  
Returns the middle MixedInkGroup in the collection.

[MixedInkGroup](#) **nextItem** ([obj](#):  
[MixedInkGroup](#))

Returns the MixedInkGroup whose index follows the specified MixedInkGroup in the collection.

Parameter	Type	Description
obj	<a href="#">MixedInkGroup</a>	The MixedInkGroup whose index comes before the desired MixedInkGroup.

[MixedInkGroup](#) **previousItem** ([obj](#):  
[MixedInkGroup](#))

Returns the MixedInkGroup with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">MixedInkGroup</a>	The index of the MixedInkGroup that follows the desired MixedInkGroup.

[string](#) **toSource** ()

Generates a string which, if executed, will create the MixedInkGroup.

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

<b>Class</b>
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# MixedInks

A collection of mixed inks.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

**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 number	The percent to use of each ink in the ink list. (Range: 0 to 100 for each ink)
withProperties	Object	Initial values for properties of the new MixedInk (Optional)

### **MixedInk anyItem ()**

Returns any MixedInk in the collection.

### **number count ()**

Displays the number of elements in the MixedInk.

### **Array of MixedInk everyItem ()**

Returns every MixedInk in the collection.

### **MixedInk firstItem ()**

Returns the first MixedInk in the collection.

### **MixedInk item (index: any)**

Returns the MixedInk with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

### **MixedInk itemByID (id: number)**

Returns the MixedInk with the specified ID.

Parameter	Type	Description
id	number	The ID.

### **MixedInk itemByName (name: string)**

Returns the MixedInk with the specified name.

Parameter	Type	Description
name	string	The name.

### **Array of MixedInk itemByRange (from: any, to: any)**

Returns the MixedInks within the specified range.

Parameter	Type	Description
from	Long MixedInk String	The MixedInk, index, or name at the beginning of the range. Can accept: MixedInk, Long or String.
to	Long MixedInk	The MixedInk, index, or name at the end of the

String range. Can accept:  
MixedInk, Long or String.

**MixedInk lastItem ()**

Returns the last MixedInk in the collection.

**MixedInk middleItem ()**

Returns the middle MixedInk in the collection.

**MixedInk nextItem (obj: MixedInk)**

Returns the MixedInk whose index follows the specified MixedInk in the collection.

Parameter	Type	Description
obj	MixedInk	The MixedInk whose index comes before the desired MixedInk.

**MixedInk previousItem (obj: MixedInk)**

Returns the MixedInk with the index previous to the specified index.

Parameter	Type	Description
obj	MixedInk	The index of the MixedInk that follows the desired MixedInk.

**string toSource ()**

Generates a string which, if executed, will return the MixedInk.

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

<b>Class</b>
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# Swatch

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

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

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

## 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 <a href="#">Application</a> or <a href="#">Document</a> ).
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.

Array of **Object getElements ()**

Resolves the object specifier, creating an array of object references.

**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.

**Swatch merge (with: any)**

Merges the specified swatches with the swatch.

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

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

Deletes the swatch.

Parameter	Type	Description
replacingWith	<b>Swatch</b>	The swatch to apply in place of the

	deleted swatch. (Optional)
	<p><b>string toSource ()</b> Generates a string which, if executed, will return the Swatch.</p> <p><b>string toSpecifier ()</b> Retrieves the object specifier.</p>
<b>Element of</b>	<p>Application.unusedSwatches</p> <p>Button.fillColor</p> <p>Button.gapColor</p> <p>Button.shadowColor</p> <p>Button.strokeColor</p> <p>Cell.bottomEdgeStrokeColor</p> <p>Cell.bottomEdgeStrokeGapColor</p> <p>Cell.diagonalLineStrokeColor</p> <p>Cell.diagonalLineStrokeGapColor</p> <p>Cell.fillColor</p> <p>Cell.innerColumnStrokeColor</p> <p>Cell.innerColumnStrokeGapColor</p> <p>Cell.innerRowStrokeColor</p> <p>Cell.innerRowStrokeGapColor</p> <p>Cell.leftEdgeStrokeColor</p> <p>Cell.leftEdgeStrokeGapColor</p> <p>Cell.rightEdgeStrokeColor</p> <p>Cell.rightEdgeStrokeGapColor</p> <p>Cell.topEdgeStrokeColor</p> <p>Cell.topEdgeStrokeGapColor</p> <p>CellStyle.bottomEdgeStrokeColor</p> <p>CellStyle.bottomEdgeStrokeGapColor</p> <p>CellStyle.diagonalLineStrokeColor</p> <p>CellStyle.diagonalLineStrokeGapColor</p> <p>CellStyle.fillColor</p> <p>CellStyle.leftEdgeStrokeColor</p> <p>CellStyle.leftEdgeStrokeGapColor</p> <p>CellStyle.rightEdgeStrokeColor</p> <p>CellStyle.rightEdgeStrokeGapColor</p> <p>CellStyle.topEdgeStrokeColor</p> <p>CellStyle.topEdgeStrokeGapColor</p> <p>ChangePreference.bulletsAndNumberingColor</p>

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ChangePreference.strikeThroughColor  
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Character.strokeColor  
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Character.underlineGapColor  
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Column.innerRowStrokeGapColor  
Column.leftEdgeStrokeColor  
Column.leftEdgeStrokeGapColor  
Column.rightEdgeStrokeColor  
Column.rightEdgeStrokeGapColor  
Column.topEdgeStrokeColor  
Column.topEdgeStrokeGapColor  
Document.unusedSwatches



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FindPreference.bulletsAndNumberingColor  
FindPreference.fillColor  
FindPreference.strikeThroughColor  
FindPreference.strikeThroughGapColor  
FindPreference.strokeColor  
FindPreference.underlineColor  
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FootnoteOption.continuingRuleGapColor  
FootnoteOption.ruleColor  
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FormField.gapColor  
FormField.shadowColor  
FormField.strokeColor  
GraphicLine.fillColor  
GraphicLine.gapColor  
GraphicLine.shadowColor  
GraphicLine.strokeColor  
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Group.gapColor  
Group.shadowColor  
Group.strokeColor  
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InsertionPoint.ruleAboveGapColor  
InsertionPoint.ruleBelowColor  
InsertionPoint.ruleBelowGapColor  
InsertionPoint.strikeThroughColor  
InsertionPoint.strikeThroughGapColor  
InsertionPoint.strokeColor  
InsertionPoint.underlineColor  
InsertionPoint.underlineGapColor  
Line.bulletsAndNumberingColor  
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Line.ruleAboveColor  
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Row.diagonalLineStrokeGapColor  
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Row.innerRowStrokeGapColor  
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Row.topEdgeStrokeGapColor  
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Story.ruleAboveGapColor  
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Story.underlineColor

Story.underlineGapColor  
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Table.bottomBorderStrokeGapColor  
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Text.ruleBelowColor  
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Text.strokeColor  
Text.underlineColor  
Text.underlineGapColor  
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TextDefault.ruleAboveGapColor  
TextDefault.ruleBelowColor  
TextDefault.ruleBelowGapColor  
TextDefault.strikeThroughColor  
TextDefault.strikeThroughGapColor  
TextDefault.strokeColor  
TextDefault.underlineColor  
TextDefault.underlineGapColor  
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TextFrame.gapColor  
TextFrame.shadowColor  
TextFrame.strokeColor

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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 [Application.saveSwatches](#) (to: *File*, *swatchList*: Array of **Swatch**)

void [Character.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 [Character.applyNumbers](#) ([*numberingStyle*: **NumberingStyle**][, *numberingSeparator*: *number*][, *startingValue*: *number*][, *numberFont*: *any*][, *numberFontStyle*: *string*][, *numberSize*: *number*][, *numberColor*: **Swatch**][, *numberAlignment*: **ListAlignment**=**ListAlignment.HANGING\_LIST**][,

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        listLeftIndent: number][, listFirstLineIndent: number][,
        listFirstTabPosition: number])
Swatch Color.merge (with: any)
void Color.remove ([replacingWith: Swatch])
void Document.saveSwatches (to: File, swatchList: Array of Swatch)
Swatch Gradient.merge (with: any)
void Gradient.remove ([replacingWith: Swatch])
void InsertionPoint.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 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])
Swatch MixedInk.merge (with: any)

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void MixedInk.remove ([replacingWith: Swatch])
Swatch 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])
Swatch Swatch.merge (with: any)
void Swatch.remove ([replacingWith: Swatch])
array of Swatch Swatches.itemByRange (from: any, to: any)
Swatch Swatches.nextItem (obj: Swatch)
Swatch Swatches.previousItem (obj: Swatch)
void Text.applyBullets ([bulletChar: number][, bulletType:

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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][,

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        numberFontStyle: string][, numberSize: number][,
        numberColor: Swatch][, numberAlignment:
        ListAlignment=ListAlignment.HANGING_LIST][,
        listLeftIndent: number][, listFirstLineIndent: number][,
        listFirstTabPosition: number])
Swatch 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 Color.merge (with: any)
Swatch Gradient.merge (with: any)
Swatch MixedInk.merge (with: any)
Swatch MixedInkGroup.merge (with: any)
Swatch Swatch.duplicate ()
Swatch Swatch.merge (with: any)
Swatch Swatches.anyItem ()
Array of Swatch Swatches.everyItem ()
Swatch Swatches.firstItem ()
Swatch Swatches.item (index: any)
Swatch Swatches.itemByID (id: number)
Swatch Swatches.itemByName (name: string)
Array of Swatch Swatches.itemByRange (from: any, to: any)
Swatch Swatches.lastItem ()
Swatch Swatches.middleItem ()
Swatch Swatches.nextItem (obj: Swatch)

```

**Swatch** [Swatches.previousItem](#) (**obj**: **Swatch**)  
**Swatch** [Tint.merge](#) (**with**: *any*)

Jongware, 27-  
Jun-2010 v3.0.3d

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<b>Class</b>
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# Swatches

A collection of swatches.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[Swatch](#) **anyItem** ()

Returns any Swatch in the collection.

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

Displays the number of elements in the Swatch.

Array of [Swatch](#) **everyItem** ()

Returns every Swatch in the collection.

[Swatch](#) **firstItem** ()

Returns the first Swatch in the collection.

[Swatch](#) **item** ([index](#): *any*)

Returns the Swatch with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Swatch](#) **itemByID** ([id](#): *number*)

Returns the Swatch with the specified ID.

Parameter	Type	Description
id	number	The ID.

[Swatch](#) **itemByName** ([name](#): *string*)

Returns the Swatch with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Swatch itemByRange** (from: any, to: any)

Returns the Swatches within the specified range.

Parameter	Type	Description
from	Long String <b>Swatch</b>	The Swatch, index, or name at the beginning of the range. Can accept: Swatch, Long or String.
to	Long String <b>Swatch</b>	The Swatch, index, or name at the end of the range. Can accept: Swatch, Long or String.

**Swatch lastItem** ()

Returns the last Swatch in the collection.

**Swatch middleItem** ()

Returns the middle Swatch in the collection.

**Swatch nextItem** (obj: **Swatch**)

Returns the Swatch whose index follows the specified Swatch in the collection.

Parameter	Type	Description
obj	<b>Swatch</b>	The Swatch whose index comes before the desired Swatch.

**Swatch previousItem** (obj: **Swatch**)

Returns the Swatch with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Swatch</b>	The index of the Swatch that follows the desired Swatch.

**string toSource** ()

Generates a string which, if executed, will return the Swatch.

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

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

<b>Class</b>
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# Tint

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

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

## Hierarchy

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

[Color](#)

**Tint**

## Properties

Property	Type	Access	Description
baseColor	<a href="#">Color</a>	readonly	The base color that this tint is based on.
colorValue	Array of number	r/w	The color value created from the color swatch specifier. A percentage for each ink. The range of values required and the range depends on the color space. RGB specifier has three

				value each in the 0 to CM spec value represent C, M and L each in the 0 to LAE spec three represent L (R to 10 (Ran -128 127) (Ran -128 127) mixed spec value each the i with value 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	<a href="#">ColorModel:</a> ColorModel.SPOT ColorModel.PROCESS ColorModel.REGISTRATION ColorModel.MIXEDINKMODEL	r/w	The mod
name	string	readonly	The of th
parent	<a href="#">Application Document</a>	readonly	The of th (a App or Doc
properties	Object	r/w	A pr that setti seve prop the s time
space	<a href="#">ColorSpace:</a> ColorSpace.RGB ColorSpace.CMYK ColorSpace.LAB ColorSpace.MIXEDINK	r/w	The spac
tintValue	number (range: 0 - 100)	r/w	The of th

**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.

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object references.

**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.

**Swatch** **merge** (**with**: *any*)

Merges the specified swatches with the swatch.

Parameter	Type	Description
with	Array of <b>Swatches</b> String <b>Swatch</b>	The swatches to merge. Can accept: <i>Array of Swatches</i> , <i>Swatch</i> or <i>String</i> .

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

Deletes the swatch.

Parameter	Type	Description
replacingWith	<b>Swatch</b>	The swatch to apply in place of the deleted swatch. (Optional)

**string toSource ()**

Generates a string which, if executed, will return the Tint.

**string toSpecifier ()**

Retrieves the object specifier.

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**Used in:** array of **Tint** [Tints.itemByRange](#) (**from**: any, **to**: any)  
**Tint** [Tints.nextItem](#) (**obj**: **Tint**)  
**Tint** [Tints.previousItem](#) (**obj**: **Tint**)

---

**Return** **Tint** [Tint.duplicate](#) ()  
**Tint** [Tints.add](#) ([**color**: [Color](#)][, **withProperties**: *Object*])  
**Tint** [Tints.anyItem](#) ()  
Array of **Tint** [Tints.everyItem](#) ()  
**Tint** [Tints.firstItem](#) ()  
**Tint** [Tints.item](#) (**index**: any)  
**Tint** [Tints.itemByID](#) (**id**: number)  
**Tint** [Tints.itemByName](#) (**name**: string)  
Array of **Tint** [Tints.itemByRange](#) (**from**: any, **to**: any)  
**Tint** [Tints.lastItem](#) ()  
**Tint** [Tints.middleItem](#) ()  
**Tint** [Tints.nextItem](#) (**obj**: **Tint**)  
**Tint** [Tints.previousItem](#) (**obj**: **Tint**)

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<b>Class</b>
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# Tints

A collection of tints.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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	<a href="#">Color</a>	The color that the tint is based upon. (Optional)
withProperties	Object	Initial values for properties of the new Tint (Optional)

**Tint** [anyItem](#) ()

Returns any Tint in the collection.

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

Displays the number of elements in the Tint.

Array of **Tint** [everyItem](#) ()

Returns every Tint in the collection.

**Tint** [firstItem](#) ()

Returns the first Tint in the collection.

**Tint** [item](#) ([index](#): *any*)

Returns the Tint with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can accept: Long or

String String.

**Tint itemByID** (*id: number*)

Returns the Tint with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Tint itemByName** (*name: string*)

Returns the Tint with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Tint itemByRange** (*from: any, to: any*)

Returns the Tints within the specified range.

Parameter	Type	Description
from	Long String Tint	The Tint, index, or name at the beginning of the range. Can accept: Tint, Long or String.
to	Long String Tint	The Tint, index, or name at the end of the range. Can accept: Tint, Long or String.

**Tint lastItem** ()

Returns the last Tint in the collection.

**Tint middleItem** ()

Returns the middle Tint in the collection.

**Tint nextItem** (*obj: Tint*)

Returns the Tint whose index follows the specified Tint in the collection.

Parameter	Type	Description
obj	Tint	The Tint whose index comes before the desired Tint.

**Tint previousItem** (*obj: Tint*)

Returns the Tint with the index previous to the specified index.

--	--	--



ParameterTypeDescription		
obj	Tint	The index of the Tint that follows the desired Tint.
<b>string toSource ()</b> Generates a string which, if executed, will return the Tint.		
<b>Element of</b> <a href="#">Application.tints</a> <a href="#">Document.tints</a>		
Jongware, 27-Jun-2010 v3.0.3d		<b>Contents :: Index</b>

<b>Class</b>
--------------

# TrapPreset

A trap preset.

**QuickLinks** [duplicate](#), [extractLabel](#), [getElements](#), [insertLabel](#), [remo](#)

## Hierarchy

[Application](#)

**TrapI**

## Properties

Property	Type
blackColorThreshold	number (range: 0 - 100)
blackDensity	number (range: 0 - 10)
blackWidth	Measurement Unit (Number or

colorReduction	number (range: 0 - 100)
defaultTrapWidth	Measurement Unit (Number or

id	number
imagePlacement	<a href="#">TrapImagePlacementTypes:</a> TrapImagePlacementTypes.CE TrapImagePlacementTypes.CH TrapImagePlacementTypes.IM. TrapImagePlacementTypes.IM.
imagesToImages	bool

	index	number
	internalImages	bool
	label	string
	name	string
	objectsToImages	bool
	oneBitImages	bool
	parent	Application

## Document

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

slidingTrapThreshold	number (range: 0 - 100)
----------------------	-------------------------

stepThreshold	number (range: 1 - 100)
---------------	-------------------------

trapEnd	<b>TrapEndTypes:</b> TrapEndTypes.MITER_TRAP_ TrapEndTypes.OVERLAP_TR
---------	---

trapJoin	<b>EndJoin:</b> EndJoin.MITER_END_JOIN EndJoin.ROUND_END_JOIN EndJoin.BEVEL_END_JOIN
----------	---

## Methods Instances

**TrapPreset duplicate ()**  
Duplicates the TrapPreset.

**string extractLabel (key: string)**  
Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of **Object** **getElements ()**  
Resolves the object specifier, creating an array of objec

**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

[string toSource \(\)](#)

Generates a string which, if executed, will return the Tr

[string toSpecifier \(\)](#)

Retrieves the object specifier.

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

**Used in:** void [TrapPreset.remove](#) ([replacingWith](#): TrapPreset)  
array of TrapPreset [TrapPresets.itemByRange](#) ([from](#): c  
TrapPreset [TrapPresets.nextItem](#) ([obj](#): TrapPreset)  
TrapPreset [TrapPresets.previousItem](#) ([obj](#): TrapPreset)

**Return** TrapPreset [TrapPreset.duplicate](#) ()  
TrapPreset [TrapPresets.add](#) ([[withProperties](#): Object])  
TrapPreset [TrapPresets.anyItem](#) ()  
Array of TrapPreset [TrapPresets.everyItem](#) ()  
TrapPreset [TrapPresets.firstItem](#) ()  
TrapPreset [TrapPresets.item](#) ([index](#): any)  
TrapPreset [TrapPresets.itemByID](#) ([id](#): number)  
TrapPreset [TrapPresets.itemByName](#) ([name](#): string)  
Array of TrapPreset [TrapPresets.itemByRange](#) ([from](#):  
TrapPreset [TrapPresets.lastItem](#) ()  
TrapPreset [TrapPresets.middleItem](#) ()  
TrapPreset [TrapPresets.nextItem](#) ([obj](#): TrapPreset)  
TrapPreset [TrapPresets.previousItem](#) ([obj](#): TrapPreset)

<b>Class</b>
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# TrapPresets

A collection of trap presets.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[TrapPreset](#) **anyItem** ()  
Returns any TrapPreset in the collection.

[number](#) **count** ()  
Displays the number of elements in the TrapPreset.

Array of [TrapPreset](#) **everyItem** ()  
Returns every TrapPreset in the collection.

[TrapPreset](#) **firstItem** ()  
Returns the first TrapPreset in the collection.

[TrapPreset](#) **item** ([index](#): *any*)  
Returns the TrapPreset with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can

String accept: Long or String.

**TrapPreset** **itemByID** (**id**: *number*)

Returns the TrapPreset with the specified ID.

Parameter	Type	Description
id	number	The ID.

**TrapPreset** **itemByName** (**name**: *string*)

Returns the TrapPreset with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **TrapPreset** **itemByRange** (**from**: *any*, **to**: *any*)

Returns the TrapPresets within the specified range.

Parameter	Type	Description
from	Long String <b>TrapPreset</b>	The TrapPreset, index, or name at the beginning of the range. Can accept: TrapPreset, Long or String.
to	Long String <b>TrapPreset</b>	The TrapPreset, index, or name at the end of the range. Can accept: TrapPreset, Long or String.

**TrapPreset** **lastItem** ()

Returns the last TrapPreset in the collection.

**TrapPreset** **middleItem** ()

Returns the middle TrapPreset in the collection.

**TrapPreset** **nextItem** (**obj**: **TrapPreset**)

Returns the TrapPreset whose index follows the specified TrapPreset in the collection.

Parameter	Type	Description

obj	<a href="#">TrapPreset</a>	The TrapPreset whose index comes before the desired TrapPreset.
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[TrapPreset](#) **previousItem** (obj: [TrapPreset](#))  
Returns the TrapPreset with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">TrapPreset</a>	The index of the TrapPreset that follows the desired TrapPreset.

[string](#) **toSource** ()  
Generates a string which, if executed, will return the TrapPreset.

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

# Adobe InDesign CS2 (4.0) Object Model

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How to generate lots of almost-the-same documents ... Well, not exactly how to, but you're going to need these commands.	<a href="#">Assignment Suite</a> <a href="#">Basics Suite</a> <a href="#">Book Suite</a> <a href="#">Color Suite</a> <a href="#">Datamerge 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="#">Object Styles Suite</a> <a href="#">Preferences Suite</a> <a href="#">Stroke Styles Suite</a> <a href="#">Table Of Contents Suite</a> <a href="#">Table Style Suite</a> <a href="#">Tables Suite</a> <a href="#">Text Suite</a> <a href="#">UI Suite</a> <a href="#">XML Suite</a>
	<a href="#">DataMergeField</a> <a href="#">DataMergeFields</a> <a href="#">DataMergeImagePlaceholder</a> <a href="#">DataMergeImagePlaceholders</a> <a href="#">DataMergeTextPlaceholder</a> <a href="#">DataMergeTextPlaceholders</a>

<b>Class</b>
--------------



# DataMergeField

A data merge field.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[DataMerge](#)

**DataMergeField**

## Properties

Property	Type
fieldName	string
fieldType	<a href="#">SourceFieldType</a> : SourceFieldType.TEXT_FIELD SourceFieldType.IMAGE_FIELD
index	number
parent	<a href="#">DataMerge</a>
properties	Object

**Methods** **Instances**

Array of [Object](#) [getElements](#) ()

	<p>Resolves the object specifier, creating an array of <b>string toSource</b> ()</p> <p>Generates a string which, if executed, will return the object specifier.</p> <p><b>string toSpecifier</b> ()</p> <p>Retrieves the object specifier.</p>
<b>Element of</b>	<p><a href="#">DataMergeImagePlaceholder.field</a></p> <p><a href="#">DataMergeTextPlaceholder.field</a></p>
<b>Used in:</b>	<p>array of <b>DataMergeField</b> <a href="#">DataMergeFields</a> (<i>any</i>)</p> <p><b>DataMergeField</b> <a href="#">DataMergeFields.nextItem</a></p> <p><b>DataMergeField</b> <a href="#">DataMergeFields.previousItem</a></p> <p><a href="#">DataMergeImagePlaceholder</a> <a href="#">DataMergeImagePlaceholder</a> (<i>placeholder</i>: <a href="#">PageItem</a>, <i>field</i>: <b>DataMergeField</b> <i>Object</i>)</p> <p><a href="#">DataMergeTextPlaceholder</a> <a href="#">DataMergeTextPlaceholder</a> (<i>storyOffset</i>: <i>any</i>, <i>field</i>: <b>DataMergeField</b> <i>Object</i>)</p>
<b>Return</b>	<p><b>DataMergeField</b> <a href="#">DataMergeFields.anyItem</a></p> <p>Array of <b>DataMergeField</b> <a href="#">DataMergeFields</a></p> <p><b>DataMergeField</b> <a href="#">DataMergeFields.firstItem</a></p> <p><b>DataMergeField</b> <a href="#">DataMergeFields.item</a> (<i>index</i>: <i>any</i>)</p> <p><b>DataMergeField</b> <a href="#">DataMergeFields.itemByIndex</a> (<i>index</i>: <i>any</i>)</p> <p>Array of <b>DataMergeField</b> <a href="#">DataMergeFields</a> (<i>any</i>)</p> <p><b>DataMergeField</b> <a href="#">DataMergeFields.lastItem</a></p> <p><b>DataMergeField</b> <a href="#">DataMergeFields.middleItem</a></p> <p><b>DataMergeField</b> <a href="#">DataMergeFields.nextItem</a></p> <p><b>DataMergeField</b> <a href="#">DataMergeFields.previousItem</a></p>
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<b>Class</b>
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# DataMergeFields

A collection of data merge fields.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSo](#)

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

**Methods** **Instances**

[DataMergeField](#) **anyItem** ()  
Returns any DataMergeField in the collection.

[DataMergeField](#) **number count** ()  
Displays the number of elements in the DataMergeField.

[DataMergeField](#) **everyItem** ()  
Returns every DataMergeField in the collection.

[DataMergeField](#) **firstItem** ()  
Returns the first DataMergeField in the collection.

[DataMergeField](#) **item** (index: any)  
Returns the DataMergeField with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. (accept: Long or String)

[DataMergeField](#) **itemByName** (name: string)  
Returns the DataMergeField with the specified name.

--	--	--

Parameter	Type	Description
name	string	The name.

Array of [DataMergeField](#) **itemByRange** (*any*, *to: any*)

Returns the DataMergeFields within the specified range.

Parameter	Type	Description
from	<a href="#">DataMergeField</a> Long String	The DataMerge index, or range at the beginning of the range. Can accept DataMerge Long or S
to	<a href="#">DataMergeField</a> Long String	The DataMerge index, or range at the end of the range. Can accept: DataMerge Long or S

[DataMergeField](#) **lastItem** ()  
Returns the last DataMergeField in the collection.

[DataMergeField](#) **middleItem** ()  
Returns the middle DataMergeField in the collection.

[DataMergeField](#) **nextItem** (*obj: DataMergeField*)  
Returns the DataMergeField whose index follows the specified DataMergeField in the collection.

--	--	--

Parameter	Type	Description
obj	<a href="#">DataMergeField</a>	The DataMergeField whose index comes before the desired DataMergeField.

[DataMergeField](#) **previousItem** ([obj](#): [DataMergeField](#))

Returns the DataMergeField with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">DataMergeField</a>	The index DataMergeField that follows the desired DataMergeField.

[string](#) **toSource** ()

Generates a string which, if executed, will return the DataMergeField.

**Element of** [DataMerge](#).dataMergeFields

<b>Class</b>
--------------

# DataMergeImagePlaceholder

An object that c

**QuickLinks** [getElements](#), [toS](#)

## Hierarchy

## Properties

Property
field
index
parent
placeholderPag
properties

## Methods Instances

Array of [Object](#)  
Resolves the obj  
[string toSource](#)  
Generates a strir  
DataMergeImag



	<a href="#">string toSpecific</a> Retrieves the ob
	<b>Used in:</b> array of <b>DataM</b> <a href="#">DataMerge</a> <b>DataMergeIma</b> <b>DataMerg</b> <b>DataMergeIma</b> <b>DataMerg</b>
	<b>Return</b> <b>DataMergeIma</b> <a href="#">PageItem</a> , <a href="#">f</a> <b>DataMergeIma</b> Array of <b>DataM</b> <a href="#">DataMerge</a> <b>DataMergeIma</b> <b>DataMergeIma</b> <b>DataMergeIma</b> (name: <i>stri</i> Array of <b>DataM</b> <a href="#">DataMerge</a> <b>DataMergeIma</b> <b>DataMergeIma</b> <b>DataMergeIma</b> <b>DataMerg</b> <b>DataMergeIma</b> <b>DataMerg</b>

<b>Class</b>
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# DataMergeImagePlaceholders

A collection of

**QuickLinks** [add](#), [anyItem](#),  
[itemByRange](#),

**Properties**

Property	Type
length	number

**Methods** **Instances**

[DataMergeImagePlaceholder](#)  
[DataMergeImagePlaceholder](#)  
Creates a data

Parameter
placeholder
field
withProperties

[DataMergeImagePlaceholder](#)  
Returns any DataMergeImagePlaceholder

**number count**  
Displays the number of items in the collection

Array of [DataMergeImagePlaceholder](#)  
Returns every item in the collection

[DataMergeImagePlaceholder](#)  
Returns the first item in the collection

[DataMergeImagePlaceholder](#)  
Returns the DataMergeImagePlaceholder at the specified index

Parameter
-----------

	index			
	<a href="#">DataMergeIm</a> Returns the D			
	<table><tr><th>Parameter</th></tr><tr><td>name</td></tr></table>	Parameter	name	
Parameter				
name				
	Array of <a href="#">Data</a> Returns the D			
	<table><tr><th>Parameter</th></tr><tr><td>from</td></tr><tr><td>to</td></tr></table>	Parameter	from	to
Parameter				
from				
to				
	<a href="#">DataMergeIm</a> Returns the la			
	<a href="#">DataMergeIm</a> Returns the m			
	<a href="#">DataMergeIm</a> <a href="#">DataMergeIm</a> Returns the D specified Data			
	<table><tr><th>Parameter</th></tr><tr><td>obj</td></tr></table>	Parameter	obj	
Parameter				
obj				

[DataMergeIm](#)  
[DataMergeIm](#)  
Returns the D  
specified inde

Parameter
obj

[string toSource](#)  
Generates a st  
DataMergeIm

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

<b>Class</b>
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# DataMergeTextPlaceholder

An object that can c

**QuickLinks** [getElements](#), [toSou](#)

## Hierarchy



## Properties

Property	Type
field	<a href="#">DataM</a>
index	numb
length	numb
parent	<a href="#">Docur</a>
parentStory	<a href="#">Story</a>
properties	Objec
storyOffset	numb

Methods	Instances
	Array of <a href="#">Object</a> <b>getl</b> Resolves the object <a href="#">string</a> <b>toSource ()</b> Generates a string w DataMergeTextPlac <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object
<b>Used in:</b>	array of <b>DataMerge</b> <a href="#">DataMergeText</a> <b>DataMergeTextPla</b> ( <b>obj</b> : DataMer <b>DataMergeTextPla</b> <a href="#">DataMergeText</a> <b>DataMergeTex</b>
<b>Return</b>	<b>DataMergeTextPla</b> ( <b>parentStory</b> : S withProperties: <b>DataMergeTextPla</b> Array of <b>DataMerg</b> <a href="#">DataMergeText</a> <b>DataMergeTextPla</b> <b>DataMergeTextPla</b> ( <b>index</b> : any) <b>DataMergeTextPla</b> <a href="#">DataMergeText</a> Array of <b>DataMerg</b> <a href="#">DataMergeText</a> <b>DataMergeTextPla</b> <b>DataMergeTextPla</b> () <b>DataMergeTextPla</b> ( <b>obj</b> : DataMer





<b>Class</b>
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# DataMergeTextPlaceholders

A collection of data

**QuickLinks** [add](#), [anyItem](#), [count](#), [first](#), [itemByRange](#), [last](#)

Property	Type
length	number

**Methods**

**Instances**

[DataMergeTextPlaceholder](#)  
**field**: [DataMergeField](#)  
Creates a data merge

Parameter	Type
parentStory	Story
storyOffset	Integer Lower
field	<a href="#">DataMergeField</a>
withProperties	Collection

[DataMergeTextPlaceholder](#)  
Returns any [DataMergeTextPlaceholder](#)  
**number count** ()  
Displays the number of items  
Array of [DataMergeTextPlaceholder](#)  
Returns every [DataMergeTextPlaceholder](#)

[DataMergeTextPla](#)  
Returns the first D

[DataMergeTextPla](#)  
Returns the DataM  
name.

Parameter	Type
index	Long String

[DataMergeTextPla](#)  
Returns the DataM

Parameter
name

Array of [DataMergeTextPla](#)  
(*any*)  
Returns the DataM

Parameter	Type
from	<a href="#">DataMergeTextPla</a> Long String
to	<a href="#">DataMergeTextPla</a> Long String

[DataMergeTextPla](#)  
Returns the last D

[DataMergeTextPla](#)

Returns the middle

[DataMergeTextPla](#)

[DataMergeTextPla](#)

Returns the DataM

specified DataMer

Parameter	Type
obj	<a href="#">Data</a>

[DataMergeTextPla](#)

[DataMergeTextPla](#)

Returns the DataM

specified index.

Parameter	Type
obj	<a href="#">Data</a>

[string toSource \(\)](#)

Generates a string

[DataMergeTextPla](#)

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

# Adobe InDesign CS2 (4.0) Object Model

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ImportPlatform  
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InkTypes  
JPEGOptionsFormat  
JPEGOptionsQuality  
Justification  
KashidasOptions  
Leading  
LinkStatus  
LinkStockState  
ListAlignment  
ListType  
Locale  
LocationOptions  
LockStateValues

MarkLineWeight  
MarkTypes  
MeasurementUnits  
MonoBitmapCompression  
MoviePosterTypes  
NestedStyleDelimiters  
NoteBackgrounds  
NoteColorChoices  
NothingEnum  
NumberingStyle  
OTFFigureStyle  
OpenTypeFeature  
OverrideType  
PDFColorSpace  
PDFCompressionType  
PDFContentToEmbed  
PDFCrop  
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PPDValues  
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ParagraphJustificationOptions  
PathType  
PathTypeAlignments  
PlacedVectorProfilePolicy  
PlayMode  
PlayOperations

PointType  
Position  
PostScriptLevels  
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PrintPageOrientation  
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RenderingStyle  
RepaginateOption  
ReplaceOption  
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SpecialCharacters  
SpreadFlattenerLevel  
StartParagraph  
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StoryHorizontalOrVertical

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ToolTipOptions  
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TrapImagePlacementTypes  
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ZoomOptions

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## Enumeration

# AcrobatCompatibility

The exported PDF document's /

Value	Name
	AcrobatCompatibility.ACROB
	AcrobatCompatibility.ACROB
	AcrobatCompatibility.ACROB
	AcrobatCompatibility.ACROB

Usage	As property <a href="#">PDFExportPreference.acrobatC</a> <a href="#">PDFExportPreset.acrobatComp.</a>
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## Enumeration

# AlignmentStyleOptions

Alignment options.

**Value**

**Name**

AlignmentStyleOptions.CE

AlignmentStyleOptions.LE

AlignmentStyleOptions.RIC

AlignmentStyleOptions.SPF

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

[ExcelImportPreference](#).align

## Enumeration

# AlternatingFillsTypes

Pattern options for alternating fill

**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 include scaling, flipping, and shearing.

Value	Name	Description
	AnchorPoint.BOTTOM_CENTER_ANCHOR	The reference point on the bottom center of the bounding box.
	AnchorPoint.BOTTOM_LEFT_ANCHOR	The reference point on the bottom left of the bounding box.
	AnchorPoint.BOTTOM_RIGHT_ANCHOR	The reference point on the bottom right of the bounding box.
	AnchorPoint.CENTER_ANCHOR	The reference point on the center of the bounding box.
	AnchorPoint.LEFT_CENTER_ANCHOR	The reference point on the left center of the bounding box.
	AnchorPoint.RIGHT_CENTER_ANCHOR	The reference point on the right center of the bounding box.
	AnchorPoint.TOP_CENTER_ANCHOR	The reference point on the top center of the bounding box.

	po to bo bo
AnchorPoint.TOP_LEFT_ANCHOR	Th co
AnchorPoint.TOP_RIGHT_ANCHOR	Th rig

## Usage In function

```

void Button.flipItem (given: FlipItemOptions[, around: any],
transformingContent: bool=true)
void Button.resize ([horizontalScale: number][, verticalScale: number][,
around: any][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])
void Button.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transformingContent: bool=true][, consideringParentsRotation: bool=false])
void Button.shear (by: number[, around: any][, shearAngle: number][, consideringCurrentShear: bool=false][, transformingContent: bool=true][, consideringParentsShear: bool=false])
void EPS.flipItem (given: FlipItemOptions[, around: any],
transformingContent: bool=true)
void EPS.resize ([horizontalScale: number][, verticalScale: number][,
around: any][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])
void EPS.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transformingContent: bool=true][, consideringParentsRotation: bool=false])
void EPS.shear (by: number[, around: any][, shearAngle: number][, consideringCurrentShear: bool=false][, transformingContent: bool=true][, consideringParentsShear: bool=false])
void FormField.flipItem (given: FlipItemOptions[, around: any],
transformingContent: bool=true)
void FormField.resize ([horizontalScale: number][, verticalScale: number][,
around: any][, consideringCurrentScale: bool=false][, transformingContent: bool=true][, consideringParentsScale: bool=false])

```

```
        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][,  
    number=0][, consideringCurrentShear: bool=f  
transformingContent: bool=true][, considering  
bool=false])  
void Graphic.flipItem (given: FlipItemOptions[, arc  
transformingContent: bool=true])  
void Graphic.resize ([horizontalScale: number][, ve  
    around: any][, consideringCurrentScale: bool=  
transformingContent: bool=true][, considering  
bool=false])  
void Graphic.rotate (by: number[, around: any][,  
    consideringCurrentRotation: bool=false][, tran  
    bool=true][, consideringParentsRotation: bool  
void Graphic.shear (by: number[, around: any][, she  
    number=0][, consideringCurrentShear: bool=f  
transformingContent: bool=true][, considering  
bool=false])  
void GraphicLine.flipItem (given: FlipItemOptions  
transformingContent: bool=true])  
void GraphicLine.resize ([horizontalScale: number]  
    number][, around: any][, consideringCurrentSc  
transformingContent: bool=true][, considering  
bool=false])  
void GraphicLine.rotate (by: number[, around: any]  
    consideringCurrentRotation: bool=false][, tran  
    bool=true][, consideringParentsRotation: bool  
void GraphicLine.shear (by: number[, around: any]  
    number=0][, consideringCurrentShear: bool=f  
transformingContent: bool=true][, considering  
bool=false])  
void Group.flipItem (given: FlipItemOptions[, arou  
transformingContent: bool=true])  
void Group.resize ([horizontalScale: number][, vert
```



```
        around: any][, consideringCurrentScale: bool=  
transformingContent: bool=true][, considering  
bool=false])  
void Group.rotate (by: number[, around: any][, con  
bool=false][, transformingContent: bool=true  
consideringParentsRotation: bool=false])  
void Group.shear (by: number[, around: any][, shea  
[, consideringCurrentShear: bool=false][, trans  
bool=true][, consideringParentsShear: bool=fa  
void Image.flipItem (given: FlipItemOptions[, arou  
transformingContent: bool=true])  
void Image.resize ([horizontalScale: number][, vert  
around: any][, consideringCurrentScale: bool=  
transformingContent: bool=true][, considering  
bool=false])  
void Image.rotate (by: number[, around: any][, cons  
bool=false][, transformingContent: bool=true  
consideringParentsRotation: bool=false])  
void Image.shear (by: number[, around: any][, shea  
[, consideringCurrentShear: bool=false][, trans  
bool=true][, consideringParentsShear: bool=fa  
void Movie.resize ([horizontalScale: number][, vert  
around: any][, consideringCurrentScale: bool=  
transformingContent: bool=true][, considering  
bool=false])  
void Oval.flipItem (given: FlipItemOptions[, around  
transformingContent: bool=true])  
void Oval.resize ([horizontalScale: number][, vertic  
around: any][, consideringCurrentScale: bool=  
transformingContent: bool=true][, considering  
bool=false])  
void Oval.rotate (by: number[, around: any][, consi  
bool=false][, transformingContent: bool=true  
consideringParentsRotation: bool=false])  
void Oval.shear (by: number[, around: any][, shear  
consideringCurrentShear: bool=false][, transfc  
bool=true][, consideringParentsShear: bool=fa  
void PDF.flipItem (given: FlipItemOptions[, around  
transformingContent: bool=true])
```

```
void PDF.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=
transformingContent: bool=true][, consideringParentsRotation: bool=false])
void PDF.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transformingContent: bool=true][,
consideringParentsRotation: bool=false])
void PDF.shear (by: number[, around: any][, shearAngle: number][, consideringCurrentShear: bool=false][, transformingContent:
bool=true][, consideringParentsShear: bool=false])
void PICT.flipItem (given: FlipItemOptions[, around: any][, transformingContent: bool=true])
void PICT.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=
transformingContent: bool=true][, consideringParentsRotation: bool=false])
void PICT.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transformingContent: bool=true][,
consideringParentsRotation: bool=false])
void PICT.shear (by: number[, around: any][, shearAngle: number][, consideringCurrentShear: bool=false][, transformingContent:
bool=true][, consideringParentsShear: bool=false])
void PageItem.flipItem (given: FlipItemOptions[, around: any][, transformingContent: bool=true])
void PageItem.resize ([horizontalScale: number][, verticalScale: number][, around: any][, consideringCurrentScale: bool=
transformingContent: bool=true][, consideringParentsRotation: bool=false])
void PageItem.rotate (by: number[, around: any][, consideringCurrentRotation: bool=false][, transformingContent: bool=
bool=true][, consideringParentsRotation: bool=false])
void PageItem.shear (by: number[, around: any][, shearAngle: number][, consideringCurrentShear: bool=false][, transformingContent:
bool=true][, consideringParentsShear: bool=false])
void Polygon.flipItem (given: FlipItemOptions[, around: any][, transformingContent: bool=true])
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][, tran
bool=true][, consideringParentsRotation: bool
void Polygon.shear (by: number[, around: any][, sh
number=0][, consideringCurrentShear: bool=f
transformingContent: bool=true][, considering
bool=false])
void Rectangle.flipItem (given: FlipItemOptions[, a
transformingContent: bool=true])
void Rectangle.resize ([horizontalScale: number][,
around: any][, consideringCurrentScale: bool=
transformingContent: bool=true][, considering
bool=false])
void Rectangle.rotate (by: number[, around: any][,
consideringCurrentRotation: bool=false][, tran
bool=true][, consideringParentsRotation: bool
void Rectangle.shear (by: number[, around: any][, s
number=0][, consideringCurrentShear: bool=f
transformingContent: bool=true][, considering
bool=false])
void Sound.resize ([horizontalScale: number][, vert
around: any][, consideringCurrentScale: bool=
transformingContent: bool=true][, considering
bool=false])
void TextFrame.flipItem (given: FlipItemOptions[,
transformingContent: bool=true])
void TextFrame.resize ([horizontalScale: number][,
around: any][, consideringCurrentScale: bool=
transformingContent: bool=true][, considering
bool=false])
void TextFrame.rotate (by: number[, around: any][,
consideringCurrentRotation: bool=false][, tran
bool=true][, consideringParentsRotation: bool
void TextFrame.shear (by: number[, around: any][,
number=0][, consideringCurrentShear: bool=f
transformingContent: bool=true][, considering
bool=false])
```

```
void WMF.flipItem (given: FlipItemOptions[, around  
transformingContent: bool=true])  
void WMF.resize ([horizontalScale: number][, vertical  
around: any][, consideringCurrentScale: bool=  
transformingContent: bool=true][, considering  
bool=false])  
void WMF.rotate (by: number[, around: any][, cons  
bool=false][, transformingContent: bool=true  
consideringParentsRotation: bool=false])  
void WMF.shear (by: number[, around: any][, shear  
[, consideringCurrentShear: bool=false][, trans  
bool=true][, consideringParentsShear: bool=false])
```

As property

[AnchoredObjectSetting.anchorPoint](#)

[LayoutWindow.transformReferencePoint](#)

## Enumeration

# AnchorPosition

Options for specifying the position of the anchor to the its anchor.

## Value

Name	Description
AnchorPosition.ABOVE_LINE	Place anchor object above line of that contain object
AnchorPosition.ANCHORED	Custom anchor position
AnchorPosition.INLINE_POSITION	Align anchor object the base of the that contain object

## Usage [As property](#)

[AnchoredObjectSetting](#).anchoredPosition

## Enumeration

# AnchoredRelativeTo

The horizontal alignment point of a

Value	Name
	AnchoredRelativeTo.ANCHOR_I
	AnchoredRelativeTo.COLUMN_I
	AnchoredRelativeTo.PAGE_EDG
	AnchoredRelativeTo.PAGE_MAF
	AnchoredRelativeTo.TEXT_FRA

**Usage** As property  
[AnchoredObjectSetting.horizontal](#)





## Enumeration

# AntiAliasType

The anti-aliasing type.

## Value

### Name

AntiAliasType.COLOR\_ANTIALIASING 0  
5

AntiAliasType.GRAY\_ANTIALIASING 0  
5

AntiAliasType.THICKER\_ANTIALIASING 5  
5  
5

## Usage

[As property](#)

[GalleyPreference.antiAliasType](#)

## 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.	168488 = '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](#)  
[ObjectStyle.leftLineEnd](#)  
[ObjectStyle.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.	195240 = 't_EP'
AssetType.GEOMETRY_TYPE	The asset is cataloged as a geometric page item asset.	195240 = 't_ge'
AssetType.IMAGE_TYPE	The asset is cataloged as an image asset.	195240 = 't_im'
AssetType.PAGE_TYPE	The asset is cataloged as a page asset.	195241 = 't_pa'
AssetType.PDF_TYPE	The asset is cataloged as a PDF asset.	195240 = 't_PD'
AssetType.STRUCTURE_TYPE	Structure asset	195241 = 't_st'
AssetType.TEXT_TYPE	The asset is cataloged as a text asset.	195241 = 't_te'

**Usage** *As property*  
*Asset.assetType*



## Enumeration

# AssignmentExportOptions

Export options for ass

**Value**

**Name**

AssignmentExportOp

AssignmentExportOp

AssignmentExportOp

**Usage** **As property**

[Assignment.exportOp](#)

## Enumeration



# AssignmentStatus

The status of the assignment.

## Value

### Name

AssignmentStatus.ASSIGNMENT\_FIL

AssignmentStatus.ASSIGNMENT\_OU

AssignmentStatus.ASSIGNMENT\_UP\_

## Usage *As property*

[Assignment](#).assignmentFileStatus

## Enumeration

# AutoEnum

The default value.

Value	Name	Description	Value
	AutoEnum.AUTO_VALUE	Uses the default value defined automatically for the object based on a parent or other type of object.	16350874 = 'auto'

**Usage** As property

Bullet.bulletsFont  
Bullet.bulletsFontStyle  
ChangePreference.bulletsAndNumberingSize  
ChangePreference.bulletsAndNumberingColor  
ChangePreference.numberingFont  
ChangePreference.numberingFontStyle  
Character.bulletsAndNumberingSize  
Character.bulletsAndNumberingColor  
Character.numberingFont  
Character.numberingFontStyle  
FindPreference.bulletsAndNumberingSize  
FindPreference.bulletsAndNumberingColor  
FindPreference.numberingFont  
FindPreference.numberingFontStyle  
InsertionPoint.bulletsAndNumberingSize  
InsertionPoint.bulletsAndNumberingColor  
InsertionPoint.numberingFont  
InsertionPoint.numberingFontStyle  
Line.bulletsAndNumberingSize  
Line.bulletsAndNumberingColor  
Line.numberingFont

[Line.numberingFontStyle](#)  
[Paragraph.bulletsAndNumberingSize](#)  
[Paragraph.bulletsAndNumberingColor](#)  
[Paragraph.numberingFont](#)  
[Paragraph.numberingFontStyle](#)  
[ParagraphStyle.bulletsAndNumberingSize](#)  
[ParagraphStyle.bulletsAndNumberingColor](#)  
[ParagraphStyle.numberingFont](#)  
[ParagraphStyle.numberingFontStyle](#)  
[Story.bulletsAndNumberingSize](#)  
[Story.bulletsAndNumberingColor](#)  
[Story.numberingFont](#)  
[Story.numberingFontStyle](#)  
[Text.bulletsAndNumberingSize](#)  
[Text.bulletsAndNumberingColor](#)  
[Text.numberingFont](#)  
[Text.numberingFontStyle](#)  
[TextColumn.bulletsAndNumberingSize](#)  
[TextColumn.bulletsAndNumberingColor](#)  
[TextColumn.numberingFont](#)  
[TextColumn.numberingFontStyle](#)  
[TextDefault.bulletsAndNumberingSize](#)  
[TextDefault.bulletsAndNumberingColor](#)  
[TextDefault.numberingFont](#)  
[TextDefault.numberingFontStyle](#)  
[TextStyleRange.bulletsAndNumberingSize](#)  
[TextStyleRange.bulletsAndNumberingColor](#)  
[TextStyleRange.numberingFont](#)  
[TextStyleRange.numberingFontStyle](#)  
[Word.bulletsAndNumberingSize](#)  
[Word.bulletsAndNumberingColor](#)  
[Word.numberingFont](#)  
[Word.numberingFontStyle](#)

## Enumeration

# BalanceLineStyle

Options for balancing line endings in th

## Value

### Name

BalanceLineStyle.FULLY\_BALANC

BalanceLineStyle.NO\_BALANCING

BalanceLineStyle.PYRAMID\_SHAPE

BalanceLineStyle.VEE\_SHAPE

## Usage [As property](#)

[ChangePreference](#).balanceRaggedLines

[Character](#).balanceRaggedLines

[FindPreference](#).balanceRaggedLines

[InsertionPoint](#).balanceRaggedLines

[Line](#).balanceRaggedLines

[Paragraph](#).balanceRaggedLines

[ParagraphStyle](#).balanceRaggedLines

[Story](#).balanceRaggedLines

[Text](#).balanceRaggedLines

[TextColumn](#).balanceRaggedLines

[TextDefault](#).balanceRaggedLines

[TextStyleRange](#).balanceRaggedLines

[Word](#).balanceRaggedLines

## Enumeration

# BaselineFrameGridRelativeOption

The

**Value**

**Na**

Bas

Bas

Bas

Bas

**Usage**

**As**

Bas



## Enumeration

# BaselineGridRelativeOption

The zero point for

**Value**

**Name**

BaselineGridRela

BaselineGridRela

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

[GridPreference.ba](#)

## 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 interactive object.
BehaviorEvents.ON_FOCUS	Triggers behavior when the object receives focus, either through mouse action or pressing 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](#)

## Enumeration

# BindingOptions

The location of the binding spine in a spread.

## Value

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

## Usage In function

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



## Enumeration

# BitmapCompression

The type of compression for bitmap

Value	Name
	BitmapCompression.AUTOMATI
	BitmapCompression.AUTO_COM
	BitmapCompression.JPEG
	BitmapCompression.JPEG_2000
	BitmapCompression.NONE

BitmapCompression.ZIP

**Usage** *As property*

[PDFExportPreference.colorBitmap](#)

[PDFExportPreference.grayscaleBit](#)

[PDFExportPreset.colorBitmapCom](#)

[PDFExportPreset.grayscaleBitmap](#)

## Enumeration

# BlendMode

Blend mode options.

Value	Name	Description	Value
	BlendMode.COLOR	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. Creates the inverse effect of the luminosity blend mode.	16682 = 'col
	BlendMode.COLOR_BURN	Darkens the base color to reflect the blend color. Note: Blending with white produces no change.	20206 = 'xpM

BlendMode.COLOR_DODGE	Brightens the base color to reflect the blend color. Note: Blending with pure black produces no change.	20206 = 'xpM
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 = 'xpM
BlendMode.DIFFERENCE	Subtracts either the blend color from the base color or vice versa, depending on which has the greater brightness	20206 = 'xpM

		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 = 'xpN
	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 = 'xpN
	BlendMode.NORMAL	Colors the object with the blend color, without interaction with the base color.	18527 = 'nor

	BlendMode.OVERLAY	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.	20206 = 'xpM
	BlendMode.SATURATION	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	13805 = 'RIs

		(0% gray).
BlendMode.SCREEN	Multiplies the inverse of the blend and base colors, resulting in a lighter color. Note: Screening with white produces white; screening with black leaves the color unchanged.	20206 = 'xpΛ
BlendMode.SOFT_LIGHT	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. Note: Painting with pure black or white	20206 = 'xpΛ

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  
[ObjectStyle](#).blendMode  
[ObjectStyle](#).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](#)

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## 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



# BookContentStatus

Book content file status options.

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

<b>Usage</b> <i>As property</i> <i>BookContent.status</i>	
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## Enumeration

# BulletCharacterType

Bullet character type.

## Value

Name
BulletCharacterType.GLYPH_W
BulletCharacterType.UNICODE
BulletCharacterType.UNICODE

## Usage In function

```
void Character.applyBullets ([bulletC
    BulletCharacterType][, bul
    bulletSize: number][, bulletC
    ListAlignment=ListAlignme
    number][, listFirstLineInden
void InsertionPoint.applyBullets (
    BulletCharacterType][, bul
    bulletSize: number][, bulletC
    ListAlignment=ListAlignme
    number][, listFirstLineInden
void Line.applyBullets ([bulletCh
    BulletCharacterType][, bul
    bulletSize: number][, bulletC
    ListAlignment=ListAlignme
    number][, listFirstLineInden
void Paragraph.applyBullets ([bul
    BulletCharacterType][, bul
    bulletSize: number][, bulletC
    ListAlignment=ListAlignme
    number][, listFirstLineInden
void Story.applyBullets ([bulletCl
    BulletCharacterType][, bul
```

```

bulletSize: number][, bulletC
ListAlignment=ListAlignme
number][, listFirstLineInden
void Text.applyBullets ([bulletCh
BulletCharacterType][, bul
bulletSize: number][, bulletC
ListAlignment=ListAlignme
number][, listFirstLineInden
void TextColumn.applyBullets ([t
BulletCharacterType][, bul
bulletSize: number][, bulletC
ListAlignment=ListAlignme
number][, listFirstLineInden
void TextStyleRange.applyBullets
BulletCharacterType][, bul
bulletSize: number][, bulletC
ListAlignment=ListAlignme
number][, listFirstLineInden
void Word.applyBullets ([bulletC
BulletCharacterType][, bul
bulletSize: number][, bulletC
ListAlignment=ListAlignme
number][, listFirstLineInden

```

As property

Bullet.characterType

## Enumeration

# Capitalization

Capitalization options.

**Value**

Name	Description
Capitalization.ALL_CAPS	Use all uppercase letters
Capitalization.CAP_TO_SMALL_CAP	Use OpenType small caps
Capitalization.NORMAL	Do not change capitalization of the text
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	D
ChangecaseMode.LOWERCASE	M le lc
ChangecaseMode.SENTENCECASE	M fi e st u
ChangecaseMode.TITLECASE	M fi e u
ChangecaseMode.UPPERCASE	M le u

## 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](#).characterl  
[Character](#).keyboardl  
[CharacterStyle](#).char:  
[CharacterStyle](#).keyb  
[InsertionPoint](#).chara  
[InsertionPoint](#).keyb  
[Line](#).characterDirec  
[Line](#).keyboardDirec  
[Paragraph](#).character  
[Paragraph](#).keyboard  
[ParagraphStyle](#).char  
[ParagraphStyle](#).keyl  
[Story](#).characterDirec  
[Story](#).keyboardDirec  
[Text](#).characterDirec  
[Text](#).keyboardDirec  
[TextColumn](#).charact  
[TextColumn](#).keyboa  
[TextDefault](#).charact  
[TextDefault](#).keyboa  
[TextStyleRange](#).cha  
[TextStyleRange](#).key



## Enumeration

# ClippingPathType

The type of clipping path to create.

Value	Name
	ClippingPathType.ALPHA_CHANNE
	ClippingPathType.DETECT_EDGES
	ClippingPathType.NONE
	ClippingPathType.PHOTOSHOP_PAT
	ClippingPathType.USER_MODIFIED.

<div>Usage</div> <div>As property</div> <div>ClippingPathSettings.clippingType</div>	
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## Enumeration

# ColorModel

Color model options.

## Value

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

## Usage

**As property**

[Color](#).model

[MixedInk](#).model

[MixedInkGroup](#).model

[Tint](#).model

## Enumeration

# ColorOutputModes

Color output mode options for comp

Value	Name
	ColorOutputModes.COMPOSITE_0
	ColorOutputModes.COMPOSITE_1
	ColorOutputModes.COMPOSITE_2

ColorOutputModes.COMPOSITE_I
ColorOutputModes.INRIP_SEPARA
ColorOutputModes.SEPARATIONS

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

[PrintPreference.colorOutput](#)

[PrinterPreset.colorOutput](#)

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## Enumeration

# ColorRenderingDictionary

The color-rendering c

## Value

### Name

ColorRenderingDict

ColorRenderingDict

ColorRenderingDict

## Usage

**As property**

[PrintPreference.crd](#)

[PrinterPreset.crd](#)



## Enumeration

# ColorSettingsPolicy

The policy for handling mismatched

**Value**

**Name**

ColorSettingsPolicy.COLOR\_POLI

ColorSettingsPolicy.COMBINATIC

ColorSettingsPolicy.CONVERT\_TC

	ColorSettingsPolicy.PRESERVE_E

<b>Usage</b> <i>As property</i>
---------------------------------

[ColorSetting.cmykPolicy](#)

[ColorSetting.rgbPolicy](#)

[Document.rgbPolicy](#)

[Document.cmykPolicy](#)

## 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 compo

**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
<div>Usage</div> <div>As property</div> <div>PDFExportPreference.colorBitmap</div> <div>PDFExportPreference.grayscaleBi</div> <div>PDFExportPreset.colorBitmapQua</div> <div>PDFExportPreset.grayscaleBitmap</div>	
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## 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%
ContentType.TEXT_TYPE	The frame is a text frame.	19%
ContentType.UNASSIGNED	No content type assigned.	19%

## Usage As property

[AnchoredObjectDefault.anchorContent](#)  
[GraphicLine.contentType](#)  
[Oval.contentType](#)  
[Polygon.contentType](#)  
[Rectangle.contentType](#)  
[TextFrame.contentType](#)

## Enumeration

# ContourOptionsTypes

The path on which to base the c

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



ContourOptionsTypes.SAME\_

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

[ContourOption.contourType](#)

## Enumeration

# ConvertPageBreaks

Options for converting manual page

**Value**

**Name**

ConvertPageBreaks.COLUMN\_BREAK

ConvertPageBreaks.NONE

ConvertPageBreaks.PAGE\_BREAK

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

[WordRTFImportPreference.convertPageBreaks](#)

## Enumeration

# ConvertTablesOptions

Options for converting tables.

**Value**

**Name**

ConvertTablesOptions.UNFO

ConvertTablesOptions.UNFO

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

[WordRTFImportPreference.co](#)

## 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

[LinkMetadata.copyrightStatus](#)

[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

[ObjectStyle](#).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.	169930' = 'eIaw'
CreateProxy.AS_NEEDED	Creates preview images as needed.	169931' = 'eInd'

## Usage

[As property](#)

[EPSImportPreference.epsProxy](#)

## Enumeration

# CrossReferenceType

Instructional text options for cross

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

--	--

	<b>Usage</b> <a href="#">In function</a> <a href="#">CrossReference</a> <a href="#">CrossReferences.a</a> <b>CrossReferenceType</b> [, <a href="#">custom</a> <a href="#">As property</a> <a href="#">CrossReference.crossReferenceType</a>
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## 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	Descri
DTDFileEncoding.SHIFT_JIS	Shift_J encodi
DTDFileEncoding.UTF16	UTF-1 encodi
DTDFileEncoding.UTF8	UTF-8 encodi

## 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

# DefaultRenderingIntent

The default rendering intent

Value

Name

DefaultRenderingIntent.AL

DefaultRenderingIntent.PF



DefaultRenderingIntent.RI

	DefaultRenderingIntent.S/
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<b>Usage</b> <a href="#">As property</a> <a href="#">ColorSetting.intent</a>
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## Enumeration

# DiacriticPositionOptions

Diacritic position.

## Value

Name
DiacriticPositionOptions.
DiacriticPositionOptions.
DiacriticPositionOptions.
DiacriticPositionOptions.
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_DI
	DigitsTypeOptions.GUJARATI_DIGIT
	DigitsTypeOptions.GURMUKHI_DIGIT
	DigitsTypeOptions.HINDI_DIGITS
	DigitsTypeOptions.KANNADA_DIGIT
	DigitsTypeOptions.KHMER_DIGITS
	DigitsTypeOptions.LAO_DIGITS

	DigitsTypeOptions.MALAYALAM_DIGITS
	DigitsTypeOptions.NATIVE_DIGITS
	DigitsTypeOptions.ORIYA_DIGITS
	DigitsTypeOptions.TAMIL_DIGITS
	DigitsTypeOptions.TELUGU_DIGITS
	DigitsTypeOptions.THAI_DIGITS
	DigitsTypeOptions.TIBETAN_DIGITS

**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

	<b>Usage</b> <a href="#">As property</a>
	<a href="#">Button.localDisplaySetting</a> <a href="#">EPS.localDisplaySetting</a> <a href="#">FormField.localDisplaySetting</a> <a href="#">Graphic.localDisplaySetting</a> <a href="#">GraphicLine.localDisplaySetting</a> <a href="#">Group.localDisplaySetting</a> <a href="#">Image.localDisplaySetting</a> <a href="#">Oval.localDisplaySetting</a> <a href="#">PDF.localDisplaySetting</a> <a href="#">PICT.localDisplaySetting</a> <a href="#">PageItem.localDisplaySetting</a> <a href="#">Polygon.localDisplaySetting</a> <a href="#">Rectangle.localDisplaySetting</a> <a href="#">TextFrame.localDisplaySetting</a> <a href="#">WMF.localDisplaySetting</a>
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## Enumeration

# EPSColorSpace

Color space options for representing color in

**Value**

**Name**

EPSColorSpace.CMYK

EPSColorSpace.GRAY

EPSColorSpace.POSTSCRIPT\_COLOR\_M

	<div>EPSColorSpace.RGB</div> <div>EPSColorSpace.UNCHANGED_COLOR_S</div>
<div>Usage</div> <div>As property</div> <div>EPSExportPreference.epsColor</div>	
<div>Jongware, 27- Jun-2010 v3.0.3d</div>	<div>Contents :: Index</div>

## Enumeration

# EPSImageData

Options for exporting image data to the EPS d

Value	Name	D
	EPSImageData.ALL_IMAGE_DATA	Ex hi re da U: th be or re ou de
	EPSImageData.PROXY_IMAGE_DATA	Ex or re ve d꜑ pl bi in No in cc w. in re or re fil vi sc

**Usage** *As property*

[EPSEExportPreference.imageData](#)

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## Enumeration

# EditingState

The editing state of the file in Version Cue.

Value	Name	Description
	EditingState.EDITING_CONFLICT	The file is in conflict because the local version and the remote version of the file have both been modified.
	EditingState.EDITING_LOCALLY	The file is being edited locally and no other version exists.
	EditingState.EDITING_LOCALLY_LOCKED	The file is being edited locally and is locked for modification.
	EditingState.EDITING_NOWHERE	The file is not being edited by anyone.
	EditingState.EDITING_REMOTELY	The file is being edited remotely by another user.
	EditingState.EDITING_UNKNOWN	The editing state of the file is unknown.

sta  
kn

**Usage** [As property](#)  
[Document](#).editingState  
[Link](#).editingState

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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  
[ObjectStyle](#).endCap

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

## 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](#)  
[ObjectStyle.endJoin](#)  
[Oval.endJoin](#)  
[PageItem.endJoin](#)  
[Polygon.endJoin](#)  
[Rectangle.endJoin](#)  
[TextFrame.endJoin](#)  
[TrapPreset.trapJoin](#)



## Enumeration

# ExportFormat

Export format options.

**Value**

**Name**

ExportFormat.EPS\_TYPE

ExportFormat.INCOPY

ExportFormat.INCOPY\_CS2\_STORY

ExportFormat.INDESIGN\_INTERCHANGE

ExportFormat.INDESIGN\_SNIPPET

ExportFormat.JPG

ExportFormat.PDF\_TYPE

ExportFormat.RTF

ExportFormat.SVG

ExportFormat.SVG\_COMPRESSED

ExportFormat.TAGGED\_TEXT

ExportFormat.TEXT\_TYPE

ExportFormat.XML

## Usage In function

void **Button.exportFile** (*format: any, to: File[, show bool=false][, using: PDFExportPreset]*)

void **Character.exportFile** (*format: any, to: File[, show bool=false][, using: PDFExportPreset]*)

void **Document.exportFile** (*format: any, to: File[, show bool=false][, using: PDFExportPreset]*)

void **EPS.exportFile** (*format: any, to: File[, show bool=false][, using: PDFExportPreset]*)

void **FormField.exportFile** (*format: any, to: File[, show bool=false][, using: PDFExportPreset]*)

void **Graphic.exportFile** (*format: any, to: File[, show bool=false][, using: PDFExportPreset]*)

```
bool=false][, using: PDFExportPreset])
void GraphicLine.exportFile (format: any, to: File,
bool=false][, using: PDFExportPreset])
void Group.exportFile (format: any, to: File[, sh
bool=false][, using: PDFExportPreset])
void Image.exportFile (format: any, to: File[, sh
[, using: PDFExportPreset])
void InsertionPoint.exportFile (format: any, to:
bool=false][, using: PDFExportPreset])
void Line.exportFile (format: any, to: File[, sho
using: PDFExportPreset])
void Oval.exportFile (format: any, to: File[, sho
using: PDFExportPreset])
void PDF.exportFile (format: any, to: File[, sho
using: PDFExportPreset])
void PICT.exportFile (format: any, to: File[, sho
[, 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[, sho
[, using: PDFExportPreset])
void Text.exportFile (format: any, to: File[, sho
using: PDFExportPreset])
void TextColumn.exportFile (format: any, to: File
bool=false][, using: PDFExportPreset])
void TextFrame.exportFile (format: any, to: File
bool=false][, using: PDFExportPreset])
void TextStyleRange.exportFile (format: any, to:
bool=false][, using: PDFExportPreset])
void WMF.exportFile (format: any, to: File[, sho
[, using: PDFExportPreset])
void Word.exportFile (format: any, to: File[, sho
[, using: PDFExportPreset])
```

void [XMLElement.exportFile](#) ([format: any](#), [to: i](#)  
*bool=false*)[, [using: PDFExportPreset](#)])

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## Enumeration

# ExportPresetFormat

The type of preset to import or export

## Value

### Name

ExportPresetFormat.DOCUMENT

ExportPresetFormat.FLATTENED

ExportPresetFormat.PDF\_EXPORT

ExportPresetFormat.PRINTER\_P

## Usage In function

void [Application.exportPresets](#) ([form](#)

void [Application.importFile](#) ([form](#)

## Enumeration



# ExportRangeOrAllPages

Page export options.

**Value**

**Name**

ExportRangeOrAllPages

ExportRangeOrAllPages

**Usage**

**As property**

[JPEGExportPreference.jp](#)

## Enumeration

# FeatherCornerType

Corner type options.

Value	Name	
	FeatherCornerType.DIFFUSION	7 C f C t
	FeatherCornerType.ROUNDED	7 a b f r
	FeatherCornerType.SHARP	7 8 e f C C C i s C

**Usage** *As property*

[Button](#).featherCornerType  
[EPS](#).featherCornerType  
[FormField](#).featherCornerType  
[GraphicLine](#).featherCornerType  
[Group](#).featherCornerType  
[Image](#).featherCornerType  
[ObjectStyle](#).featherCornerType  
[Oval](#).featherCornerType

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

## 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  
[ObjectStyle](#).featherMode  
[Oval](#).featherMode  
[PDF](#).featherMode  
[PICT](#).featherMode  
[PageItem](#).featherMode  
[Polygon](#).featherMode  
[Rectangle](#).featherMode  
[TextFrame](#).featherMode  
[WMF](#).featherMode

## Enumeration

# FeatureSetOptions

Options for specifying a feature set.

**Value**

**Name**

FeatureSetOptions.JAPANESE

FeatureSetOptions.RIGHTTOLEFT

FeatureSetOptions.ROMAN

**Usage** [As property](#)  
[Application.featureSet](#)



## 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	Uses the value specified for minimum first baseline offset as the

	distance between the baseline of the text and the top inset of the object.
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

[CellStyle](#).firstBaselineOffset

[Column](#).firstBaselineOffset

[Row](#).firstBaselineOffset

[TextFramePreference](#).firstBaselineOffset

## Enumeration

# FitOptions

Options for fitting content to a frame.

Value	Name	Description
	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.
	FitOptions.CONTENT_TO_FRAME	Resizes content to fit the frame. Note: Content that is a different size than the frame appears stretched or squeezed.
	FitOptions.FILL_PROPORTIONALLY	Resizes

		content to fill the frame while perserving the proportions of the content. If the content and frame have different proportions, some of the content is obscured by the bounding box of the frame.
	FitOptions.FRAME_TO_CONTENT	Resizes the 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 EPS.fit (given: FitOptions)  
void FormField.fit (given: FitOptions)  
void Graphic.fit (given: FitOptions)  
void GraphicLine.fit (given: FitOptions)  
void Group.fit (given: FitOptions)  
void Image.fit (given: FitOptions)  
void Movie.fit (given: FitOptions)  
void Oval.fit (given: FitOptions)  
void PDF.fit (given: FitOptions)  
void PICT.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)  
void WMF.fit (given: FitOptions)
```

## Enumeration

# Fitting

Options for fitting content to a frame.

Value	Name	Description	Value
	Fitting.FILL_PROPORTIONAL	Resizes content to fill the frame while preserving content proportions. If the content and frame have different proportions, some content is obscured by the bounding box of the frame.	16848830 = 'dmFp'
	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 fit the frame while preserving content proportions. If the content and frame have different proportions, some empty space occurs in the frame.	16848856 = 'dmPr'

**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

# FlipItemOptions

The direction in which to flip the object.

Value	Name	Description
	FlipItemOptions.BOTH	Flip horizontally and vertically
	FlipItemOptions.HORIZONTAL	Flips the object horizontally
	FlipItemOptions.VERTICAL	Flips the object vertically

## Usage In function

```
void Button.flipItem (given: FlipItemOptions, transformingContent: bool=true))
void EPS.flipItem (given: FlipItemOptions, transformingContent: bool=true))
void FormField.flipItem (given: FlipItemOptions, transformingContent: bool=true))
void Graphic.flipItem (given: FlipItemOptions, transformingContent: bool=true))
void GraphicLine.flipItem (given: FlipItemOptions, transformingContent: bool=true))
void Group.flipItem (given: FlipItemOptions, transformingContent: bool=true))
void Image.flipItem (given: FlipItemOptions, transformingContent: bool=true))
void Oval.flipItem (given: FlipItemOptions, transformingContent: bool=true))
void PDF.flipItem (given: FlipItemOptions, transformingContent: bool=true))
void PICT.flipItem (given: FlipItemOptions, transformingContent: bool=true))
```

```
transformingContent: bool=true])  
void PageItem.flipItem (given: FlipItemOp  
    any][, transformingContent: bool=true)  
void Polygon.flipItem (given: FlipItemOp  
    [, transformingContent: bool=true])  
void Rectangle.flipItem (given: FlipItemOp  
    any][, transformingContent: bool=true)  
void TextFrame.flipItem (given: FlipItemC  
    any][, transformingContent: bool=true)  
void WMF.flipItem (given: FlipItemOptio  
    transformingContent: bool=true)
```

## 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







## Enumeration

# FloatingWindowSize

The size of the movie's floating window is true.

Value	Name
	FloatingWindowSize.FULL
	FloatingWindowSize.MAX
	FloatingWindowSize.ONE_FIFTI
	FloatingWindowSize.ONE_FOURI
	FloatingWindowSize.ONE_HALI

	FloatingWindowSize.QUADRUP
	FloatingWindowSize.TRIPLE
	FloatingWindowSize.TWICE
<b>Usage</b> <a href="#">As property</a> <a href="#">Movie.floatingWindowSize</a>	
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## Enumeration

# FontDownloading

Options for downloading fonts to the pri

Value	Name	
	FontDownloading.COMPLETE	l a c l
	FontDownloading.NONE	l c l t l v l l
	FontDownloading.SUBSET	l c c c l c c c c l
	FontDownloading.SUBSET_LARGE	l c c c l c c c c

--	--

**Usage** [As property](#)  
[PrintPreference.fontDownloading](#)  
[PrinterPreset.fontDownloading](#)



## 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.	1718830 = 'fsFa'
FontStatus.INSTALLED	The font is installed.	1718831 = 'fsIn'
FontStatus.NOT_AVAILABLE	The font is not available.	1718832 = 'fsNA'
FontStatus.SUBSTITUTED	The font is a substitute.	1718833 = 'fsSu'
FontStatus.UNKNOWN	The font's status is unknown.	1433291 = 'Unkn'

**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

	FontSubsetting.SUBSET_GLYPHS_AND_R
	FontSubsetting.SUBSET_ROMAN
<b>Usage</b> <a href="#">As property</a> <a href="#">SVGExportPreference.fontSubsetting</a>	
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## Enumeration



# FontTypes

Font type options.

**Value**

Name	Description	Value
FontTypes.ATC	ATC.	171889496 = 'ftAT'
FontTypes.BITMAP	Bitmap.	171889520 = 'ftBi'
FontTypes.CID	CID.	171889544 = 'ftCI'
FontTypes.OCF	OCF.	171889840 = 'ftOC'
FontTypes.OPENTYPE_CFF	OpenType CFF.	171889856 = 'ftOF'
FontTypes.OPENTYPE_CID	OpenType CID.	171889856 = 'ftOI'
FontTypes.OPENTYPE_TT	OpenType TT.	171889856 = 'ftOT'
FontTypes.TRUETYPE	TrueType.	171889976 = 'ftTT'
FontTypes.TYPE_1	Type 1.	171889976 = 'ftT1'

**Usage** [As property](#)  
[Font.fontType](#)

## Enumeration

# FootnoteFirstBaseline

Options for specifying the amount of space between the footnote container and the first line of text.

Value	Name
	FootnoteFirstBaseline.ASCENDING
	FootnoteFirstBaseline.CAP_HEIGHT
	FootnoteFirstBaseline.EMBOXES
	FootnoteFirstBaseline.FIXED_HEIGHT

FootnoteFirstBaseline.LEADIN

FootnoteFirstBaseline.X\_HEIC

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

[FootnoteOption](#).footnoteFirstBa

## Enumeration

# FootnoteMarkerPositioning

Options for position  
text.

**Value**

**Name**

FootnoteMarkerPc

FootnoteMarkerPc

FootnoteMarkerPc

**Usage** As property

[FootnoteOption.ma](#)

## Enumeration

# FootnoteNumberingStyle

Footnote numbering style

Value

Name

FootnoteNumberingStyl

FootnoteNumberingStyl

FootnoteNumberingStyl

FootnoteNumberingStyl

FootnoteNumberingStyl

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FootnoteNumberingStyl



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

[FootnoteOption.footnote](#)

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## Enumeration

# FootnotePrefixSuffix

Footnote prefix or suffix placement

Value	Name
	FootnotePrefixSuffix.NO_PREFIX_SUFFIX
	FootnotePrefixSuffix.PREFIX_SUFFIX
	FootnotePrefixSuffix.PREFIX_SUFFIX_1
	FootnotePrefixSuffix.PREFIX_SUFFIX_2

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

[FootnoteOption.showPrefixSuffix](#)

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## Enumeration

# FootnoteRestarting

Options for restarting footnote number

**Value**

**Name**

FootnoteRestarting.DONT\_RESTART

FootnoteRestarting.PAGE\_RESTART

FootnoteRestarting.SECTION\_RESTART

FootnoteRestarting.SPREAD\_RESTART

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

[FootnoteOption.restartNumbering](#)

## Enumeration

# GIFOptionsPalette

Color palette options for GIF conversion

**Value**

**Name**

GIFOptionsPalette.ADAPTIVE\_PALETTE

GIFOptionsPalette.MACINTOSH\_PALETTE

GIFOptionsPalette.WEB\_PALETTE

GIFOptionsPalette.WINDOWS\_PALETTE

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

[XMLExportPreference.gifOptionsPalette](#)



## Enumeration

# GlobalClashResolutionStrategy

The resolut

**Value**

**Name**

GlobalClas

GlobalClas

GlobalClas

**Usage**

**In functio**

void **Applic**

**Globa**

void **Docun**

**Globa**

## Enumeration

# GoToZoomOptions

Zoom options for the goto destination

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

---

**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 h

**Value**

**Name**

HeaderFooterBreakTy

HeaderFooterBreakTy

HeaderFooterBreakTy

**Usage** *As property*

[Table.breakHeaders](#)

[Table.breakFooters](#)

[TableStyle.breakHeader](#)

[TableStyle.breakFooter](#)

## Enumeration

# HorizontalAlignment

The horizontal alignment of an anchored position is inline.

## Value

### Name

HorizontalAlignment.CENTER\_

HorizontalAlignment.LEFT\_AL

HorizontalAlignment.RIGHT\_A

HorizontalAlignment.TEXT\_AI

## Usage

**As property**

[AnchoredObjectSetting.horizontal](#)

## Enumeration

# HorizontalOrVertical

Orientation options.

## Value

Name
HorizontalOrVertical.HORIZON
HorizontalOrVertical.VERTICA

## 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](#)

[TOCStyle.setStoryDirection](#)

## Enumeration

# HyperlinkAppearanceHighlight

Options fo

**Value**

**Name**

Hyperlink

Hyperlink

Hyperlink

Hyperlink

**Usage** As proper  
Hyperlink.

## Enumeration



# HyperlinkAppearanceStyle

Hyperlink border sty

## Value

### Name

HyperlinkAppearan

HyperlinkAppearan

## Usage

As property

[Hyperlink](#).borderSty

## Enumeration

# HyperlinkAppearanceWidth

Hyperlink border

**Value**

**Name**

HyperlinkAppea

HyperlinkAppea

HyperlinkAppea

**Usage**

**As property**

[Hyperlink.width](#)

## Enumeration

# HyperlinkDestinationPageSetting

Hyperl	
Value	Name
	Hyper
Hyper	
Hyper	

Hyper

Hyper

	Hyper
	Hyper
<div>Usage As pro</div> <div>Hyperl</div> <div>Hyperl</div>	
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## Enumeration

# ICCProfiles

The ICC profiles to include in the PDF document.

## Value

Name	De
ICCProfiles.INCLUDE_ALL	Inc IC pro
ICCProfiles.INCLUDE_NONE	Do inc pro
ICCProfiles.INCLUDE_RGB_AND_TAGGED	Inc RG tag sou CM pro
ICCProfiles.INCLUDE_TAGGED	Inc tag sou pro

## Usage

As property

[PDFExportPreference.includeICCProfiles](#)

[PDFExportPreset.includeICCProfiles](#)

## Enumeration

# ImageConversion

File format options for converted images

**Value**

**Name**

**Description**

ImageConversion.AUTOMATIC Uses best format based on image

ImageConversion.GIF Uses GIF format for all images

ImageConversion.JPEG Uses JPEG format for all images

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

[XMLExportPreference.imageConversion](#)

## Enumeration

# ImageDataTypes

Options for sending image data to the print

Value	Name
	ImageDataTypes.ALL_IMAGE_DATA
	ImageDataTypes.NONE
	ImageDataTypes.OPTIMIZED_SUBSAM
	ImageDataTypes.PROXY_IMAGE_DATA

**Usage** As property  
PrintPreference.sendImageData



## Enumeration



# ImportFormat

Style import options.

## Value

### Name

ImportFormat.CHARACTER\_STYLES\_FORMAT

ImportFormat.OBJECT\_STYLES\_FORMAT

ImportFormat.PARAGRAPH\_STYLES\_FORMAT

ImportFormat.STROKE\_STYLES\_FORMAT

ImportFormat.TEXT\_STYLES\_FORMAT

ImportFormat.TOC\_STYLES\_FORMAT

## Usage [In function](#)

```
void Application.importStyles (format: ImportFormat,  
                                GlobalClashResolutionStrategy=GlobalClashResolutionStrategy)
```

```
void Document.importStyles (format: ImportFormat,  
                             GlobalClashResolutionStrategy=GlobalClashResolutionStrategy)
```

## 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 1

**Value**

**Name**

InCopyStoryFileEnco

InCopyStoryFileEnco

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

## Enumeration

# InCopyUIColors

InCopy UI colors.

Value

Name	Description
InCopyUIColors.AMBER	Amb
InCopyUIColors.AQUA	Aqua
InCopyUIColors.BLACK	Black
InCopyUIColors.BLUE	Blue.
InCopyUIColors.BLUEBERRY	Bluel
InCopyUIColors.BRICK_RED	Brick
InCopyUIColors.BROWN	Brow
InCopyUIColors.BURGUNDY	Burg
InCopyUIColors.CANARY	Cana
InCopyUIColors.CARNATION	Carn:
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	Fores
InCopyUIColors.FUCHSIA	Fuch
InCopyUIColors.GOLD	Gold
InCopyUIColors.GRAPE	Grap
InCopyUIColors.GRAPHITE	Grap
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	Lemo
	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	Midnight
InCopyUIColors.MOCHA	Mocha
InCopyUIColors.MUSTARD	Mustard
InCopyUIColors.OCHRE	Ochre
InCopyUIColors.OLIVE_GREEN	Olive
InCopyUIColors.ORANGE	Orange
InCopyUIColors.PEACH	Peach
InCopyUIColors.PINK	Pink
InCopyUIColors.POWDER	Powder
InCopyUIColors.PURPLE	Purple
InCopyUIColors.RED	Red
InCopyUIColors.SLATE	Slate
InCopyUIColors.SMOKE	Smoke
InCopyUIColors.SULPHUR	Sulphur
InCopyUIColors.TAN	Tan
InCopyUIColors.TEAL	Teal

InCopyUIColors.ULTRAMARINE	Ultra
----------------------------	-------

InCopyUIColors.VIOLET	Viole
-----------------------	-------

InCopyUIColors.WHEAT	Whe
----------------------	-----

InCopyUIColors.WHITE	Whit
----------------------	------

InCopyUIColors.YELLOW	Yello
-----------------------	-------

**Usage** *As property*

[Application](#).userColor

[GalleyPreference](#).backgroundColor

[GalleyPreference](#).textColor

[NotePreference](#).noteColor

## Enumeration

# IndexCapitalizationOptions

Index entry capitali

Value

Name

IndexCapitalizatio

IndexCapitalizatio

IndexCapitalizatio

IndexCapitalizatio

	<b>Usage</b>	<b>In function</b> void <a href="#">Index.capitalize</a> <b>IndexCapitali</b> void <a href="#">Topic.capitalize</a> <b>IndexCapitali</b>
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## 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	<p>Uses clear inks to ensure that underlying items trap. Best for varnishes and dieline inks.</p> <p>17692314 = 'itTr'</p>

<b>Usage</b> <a href="#">As property</a> <a href="#">Ink.inkType</a>
---

## Enumeration

# JPEGOptionsFormat

Formatting options for converted

**Value**

**Name**

JPEGOptionsFormat.BASELIN

JPEGOptionsFormat.PROGRES

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

[JPEGExportPreference.jpegRend](#)

[XMLExportPreference.jpegOptic](#)

## Enumeration

# JPEGOptionsQuality

Quality options for converted JPI

**Value**

**Name**

JPEGOptionsQuality.HIGH

JPEGOptionsQuality.LOW

JPEGOptionsQuality.MAXIMU

JPEGOptionsQuality.MEDIUM

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

[JPEGExportPreference.jpegQual](#)

[XMLExportPreference.jpegOptic](#)



## Enumeration

# Justification

Text alignment options.

Value	Name	De
	Justification.AWAY_FROM_BINDING_SIDE	Ali to t opp bin spi pag
	Justification.CENTER_ALIGN	Cen alig tex
	Justification.CENTER_JUSTIFIED	Jus tex cen alig last the par
	Justification.FULLY_JUSTIFIED	Jus tex inc the in t par
	Justification.LEFT_ALIGN	Let the
	Justification.LEFT_JUSTIFIED	Jus tex alig last the

		par
	Justification.RIGHT_ALIGN	Rig the
	Justification.RIGHT_JUSTIFIED	Jus tex rigl the in t par
	Justification.TO_BINDING_SIDE	Ali to t bin spi pag spr

**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	Value
LinkStatus.LINK_EMBEDDED	The file is embedded in the document.	128
LinkStatus.LINK_MISSING	The linked file has been moved, renamed, or deleted.	18
LinkStatus.LINK_OUT_OF_DATE	A more recent version of the file exists on the disk.	18
LinkStatus.NORMAL	The link is a normal link.	18

**Usage** [As property](#)  
[Link.status](#)

## Enumeration

# LinkStockState

The stock state of the link's source file.

## Value

### Name

LinkStockState.LINK\_IS\_NOT\_STOCK

LinkStockState.LINK\_IS\_STOCK\_COMP

LinkStockState.LINK\_IS\_STOCK\_HIGH\_R

## Usage **As property**

[Link](#).stockState

## Enumeration

# ListAlignment

List alignment

Value

Name	Initial Value
ListAlignment.CUSTOM_ALIGNED_LIST	Custom aligned list
ListAlignment.FLUSH_LEFT_LIST	Flush left list
ListAlignment.HANGING_LIST	Hanging list

Usage In function

```
void Character.applyBullets ([bulletChar: number | BulletCharacterType][, bulletFont: any][, bulletSize: number][, bulletColor: Swatch][, ListAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listLineIndent: number])
void Character.applyNumbers ([numberingStyle: number | NumberingStyle][, numberingSeparator: number][, startingValue: number][, numberFont: any][, numberFontStyle: string][, numberColor: Swatch][, numberAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listLineIndent: number])
void InsertionPoint.applyBullets ([bulletChar: number | BulletCharacterType][, bulletFont: any][, bulletSize: number][, bulletColor: Swatch][, ListAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listLineIndent: number])
void InsertionPoint.applyNumbers ([numberingStyle: number | NumberingStyle][, numberingSeparator: number][, startingValue: number][, numberFont: any][, numberFontStyle: string][, numberColor: Swatch][, numberAlignment=ListAlignment.HANGING_LIST][, listFirstLineIndent: number][, listLineIndent: number])
```

```

        [, numberColor: Swatch][, numberAlignme
ListAlignment=ListAlignment.HANGIN
number][, listFirstLineIndent: number][, lis
number])
void Line.applyBullets ([bulletChar: number][, l
BulletCharacterType][, bulletFont: any][, b
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][, b
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][, b
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][, b
BulletCharacterType][, bulletFont: any][, b
bulletSize: number][, bulletColor: Swatch]|
ListAlignment=ListAlignment.HANGIN
number][, listFirstLineIndent: number][, lis
number])
void Text.applyNumbers ([numberingStyle: Nur
numberingSeparator: number][, startingVal
numberFont: any][, numberFontStyle: strin
[, numberColor: Swatch][, numberAlignme
ListAlignment=ListAlignment.HANGIN
number][, listFirstLineIndent: number][, lis
number])
void TextColumn.applyBullets ([bulletChar: nur
BulletCharacterType][, bulletFont: any][, b
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][, b
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][, b
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	Bullet 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 t within the containing object.

Value	Name	Desc
	LocationOptions.AFTER	Place objec the refer objec
	LocationOptions.AT_BEGINNING	Place objec begin of the conta objec
	LocationOptions.AT_END	Place objec end c conta objec
	LocationOptions.BEFORE	Place objec befor refer objec
	LocationOptions.UNKNOWN	No lo speci

**Usage** *In function*  
*AssignedStory AssignedStory.move ([to: LocationOptions=LocationOptions. reference: any])*

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: Obje  
Text Character.move (to: LocationOptions  
any Columns.add ([at:  
    **LocationOptions=LocationOptions.**  
    reference: any][, withProperties: Obje  
Footnote Footnotes.add ([at:  
    **LocationOptions=LocationOptions.**  
    reference: any][, withProperties: Obje  
GraphicLine GraphicLines.add ([layer: Lay  
    **LocationOptions=LocationOptions.**  
    reference: any][, withProperties: Obje  
Group Groups.add (groupItems: Array of P  
    Layer][, at:  
    **LocationOptions=LocationOptions.**  
    reference: any][, withProperties: Obje  
Text InsertionPoint.move (to: LocationOp  
    any])  
Layer Layer.move (to: LocationOptions[,  
Text Line.move (to: LocationOptions[, ref  
any MasterSpread.duplicate ([to:  
    **LocationOptions=LocationOptions.**  
    reference: any])  
Movie Movies.add ([layer: Layer][, at:  
    **LocationOptions=LocationOptions.**  
    reference: any][, withProperties: Obje  
Note Note.move (to: LocationOptions[, re  
Note Notes.add ([at:  
    **LocationOptions=LocationOptions.**  
    reference: any][, withProperties: Obje  
ObjectStyle ObjectStyle.move (to: Locatio  
    ObjectStyle])



Oval Ovals.add ([layer: Layer][, at:  
     **LocationOptions=LocationOptions.**  
     reference: any][, withProperties: Obje  
 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: Obje  
 Text Paragraph.move (to: **LocationOption**  
 Polygon Polygons.add ([layer: Layer][, nur  
     [, insetPercentage: number][, at:  
     **LocationOptions=LocationOptions.**  
     reference: any][, withProperties: Obje  
 Rectangle Rectangles.add ([layer: Layer][,  
     **LocationOptions=LocationOptions.**  
     reference: any][, withProperties: Obje  
 any Rows.add ([at:  
     **LocationOptions=LocationOptions.**  
     reference: any][, withProperties: Obje  
 Sound Sounds.add ([layer: Layer][, at:  
     **LocationOptions=LocationOptions.**  
     reference: any][, withProperties: Obje  
 any Spread.duplicate ([to:  
     **LocationOptions=LocationOptions.**  
     reference: any])  
 Spread Spread.move ([to:  
     **LocationOptions=LocationOptions.**  
     reference: any])  
 Spread Spreads.add ([at:  
     **LocationOptions=LocationOptions.**  
     reference: any][, withProperties: Obje  
 Text Story.move (to: **LocationOptions**[, re  
 Table Tables.add ([to:  
     **LocationOptions=LocationOptions.**

*reference: any*][, *withProperties: Object*  
Text Text.move (to: **LocationOptions**[, *reference: any*])  
Text TextColumn.move (to: **LocationOptions**[, *reference: any*])  
TextFrame TextFrames.add ([*layer: Layer*])  
**LocationOptions=LocationOptions**.  
*reference: any*][, *withProperties: Object*  
Text TextStyleRange.move (to: **LocationOptions**[, *reference: any*])  
Text Word.move (to: **LocationOptions**[, *reference: any*])  
XMLComment XMLComment.move (to: **LocationOptions**[, *reference: any*])  
XMLElement XMLElement.move (to: **LocationOptions**[, *reference: any*])  
XMLInstruction XMLInstruction.move (to: **LocationOptions**[, *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*

- [Button.lockState](#)
- [FormField.lockState](#)
- [GraphicLine.lockState](#)
- [Group.lockState](#)

[Oval.lockState](#)  
[PageItem.lockState](#)  
[Polygon.lockState](#)  
[Rectangle.lockState](#)  
[Story.lockState](#)  
[TextFrame.lockState](#)

## Enumeration

# MarkLineWeight

Stroke weight options for printer marks.

## Value

Name	Description
MarkLineWeight.P125PT	125 pt.
MarkLineWeight.P25PT	25 pt.
MarkLineWeight.P50PT	50 pt.

## 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 = 'Df'

## Usage *As property*

[PDFExportPreference.pdfMarkType](#)  
[PDFExportPreset.pdfMarkType](#)  
[PrintPreference.markType](#)  
[PrinterPreset.markType](#)

## Enumeration

# MeasurementUnits

The unit of measurement.

Value

Name

MeasurementUnits.CENTIMETERS

MeasurementUnits.CICEROS

MeasurementUnits.CUSTOM

MeasurementUnits.INCHES

MeasurementUnits.INCHES\_DECIM

MeasurementUnits.MILLIMETERS

MeasurementUnits.PICAS
MeasurementUnits.POINTS

<b>Usage</b> <i>As property</i>
<a href="#">MeasurementCombobox.editUnits</a> <a href="#">MeasurementEditbox.editUnits</a> <a href="#">ViewPreference.horizontalMeasurement</a> <a href="#">ViewPreference.verticalMeasurement</a>

## Enumeration

# MonoBitmapCompression

The amount and type of images.

**Value**

**Name**

MonoBitmapCompression

MonoBitmapCompression

MonoBitmapCompression

MonoBitmapCompression

MonoBitmapCompression

**Usage**

As property

PDFExportPreference.

PDFExportPreset.mon

## 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 t

Value	Name
	NestedStyleDelimiters.ANY_C
	NestedStyleDelimiters.ANY_V

NestedStyleDelimiters.AUTO\_

NestedStyleDelimiters.DIGITS

NestedStyleDelimiters.DROP

NestedStyleDelimiters.EM\_SP

NestedStyleDelimiters.END\_N

NestedStyleDelimiters.EN\_SP

NestedStyleDelimiters.FORCE

NestedStyleDelimiters.INDEN

NestedStyleDelimiters.INLINE

NestedStyleDelimiters.LETTER

NestedStyleDelimiters.NONBLOCK

NestedStyleDelimiters.SECTION

NestedStyleDelimiters.SENTE

NestedStyleDelimiters.TABS

**Usage** [As property](#)  
[NestedStyle.delimiter](#)

## Enumeration



# NoteBackgrounds

Note background color options.

**Value**

**Name**

NoteBackgrounds.GALLEY\_BACKGF

NoteBackgrounds.USE\_NOTE\_COLOI

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

[NotePreference](#).noteBackgroundColor

## Enumeration

# NoteColorChoices

Note color options.

## Value

### Name

NoteColorChoices.USE\_NOTE\_PREF

NoteColorChoices.USE\_USER\_COLC

## Usage

[As property](#)

[NotePreference](#).noteColorChoices

## Enumeration

# NothingEnum

Nothing.

Value

Name	Description
NothingEnum.NOTHING	Nothing

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[, exist
    SelectionOptions=SelectionOptions.REPL
```

As property

```
Application.selection
Bullet.bulletsFontStyle
Cell.contents
CellStyle.id
CellStyle.index
CellStyle.paraStyle
CellStyle.name
CellStyle.gradientFillLength
CellStyle.gradientFillAngle
CellStyle.gradientFillStart
CellStyle.topInset
CellStyle.leftInset
```

CellStyle.bottomInset  
CellStyle.rightInset  
CellStyle.fillColor  
CellStyle.fillTint  
CellStyle.overprintFill  
CellStyle.topLeftDiagonalLine  
CellStyle.topRightDiagonalLine  
CellStyle.diagonalLineInFront  
CellStyle.diagonalLineStrokeWeight  
CellStyle.diagonalLineStrokeType  
CellStyle.diagonalLineStrokeColor  
CellStyle.diagonalLineStrokeTint  
CellStyle.diagonalLineStrokeOverprint  
CellStyle.diagonalLineStrokeGapColor  
CellStyle.diagonalLineStrokeGapTint  
CellStyle.diagonalLineStrokeGapOverprint  
CellStyle.clipContentToCell  
CellStyle.firstBaselineOffset  
CellStyle.verticalJustification  
CellStyle.paragraphSpacingLimit  
CellStyle.minimumFirstBaselineOffset  
CellStyle.rotationAngle  
CellStyle.leftEdgeStrokeWeight  
CellStyle.leftEdgeStrokeType  
CellStyle.leftEdgeStrokeColor  
CellStyle.leftEdgeStrokeTint  
CellStyle.leftEdgeStrokeOverprint  
CellStyle.leftEdgeStrokeGapColor  
CellStyle.leftEdgeStrokeGapTint  
CellStyle.leftEdgeStrokeGapOverprint  
CellStyle.topEdgeStrokeWeight  
CellStyle.topEdgeStrokeType  
CellStyle.topEdgeStrokeColor  
CellStyle.topEdgeStrokeTint  
CellStyle.topEdgeStrokeOverprint  
CellStyle.topEdgeStrokeGapColor  
CellStyle.topEdgeStrokeGapTint  
CellStyle.topEdgeStrokeGapOverprint  
CellStyle.rightEdgeStrokeWeight

CellStyle.rightEdgeStrokeType  
CellStyle.rightEdgeStrokeColor  
CellStyle.rightEdgeStrokeTint  
CellStyle.rightEdgeStrokeOverprint  
CellStyle.rightEdgeStrokeGapColor  
CellStyle.rightEdgeStrokeGapTint  
CellStyle.rightEdgeStrokeGapOverprint  
CellStyle.bottomEdgeStrokeWeight  
CellStyle.bottomEdgeStrokeType  
CellStyle.bottomEdgeStrokeColor  
CellStyle.bottomEdgeStrokeTint  
CellStyle.bottomEdgeStrokeOverprint  
CellStyle.bottomEdgeStrokeGapColor  
CellStyle.bottomEdgeStrokeGapTint  
CellStyle.bottomEdgeStrokeGapOverprint  
CellStyle.topEdgeStrokePriority  
CellStyle.leftEdgeStrokePriority  
CellStyle.bottomEdgeStrokePriority  
CellStyle.rightEdgeStrokePriority  
CellStyle.label  
CellStyles.length  
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.fontStyle  
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.lastLineIndent  
ChangePreference.hyphenateLastWord  
ChangePreference.otfSlashedZero  
ChangePreference.otfHistorical  
ChangePreference.otfStylisticSets  
ChangePreference.gradientFillLength  
ChangePreference.gradientFillAngle  
ChangePreference.gradientStrokeLength  
ChangePreference.gradientStrokeAngle  
ChangePreference.gradientFillStart  
ChangePreference.gradientStrokeStart  
ChangePreference.numberingStyle  
ChangePreference.numberStartAt  
ChangePreference.bulletsAndNumberingSize  
ChangePreference.bulletsAndNumberingColor  
ChangePreference.numberSeparator  
ChangePreference.bulletsAndNumberingListType  
ChangePreference.numberingFont  
ChangePreference.numberingFontStyle  
ChangePreference.bulletChar  
Character.numberingFontStyle  
CharacterStyle.imported  
CharacterStyle.id  
CharacterStyle.index

CharacterStyle.name  
CharacterStyle.basedOn  
CharacterStyle.appliedFont  
CharacterStyle.fontStyle  
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.otfSlashedZero  
CharacterStyle.otfHistorical  
CharacterStyle.otfStylisticSets  
CharacterStyle.gradientFillLength  
CharacterStyle.gradientFillAngle  
CharacterStyle.gradientStrokeLength  
CharacterStyle.gradientStrokeAngle  
CharacterStyle.gradientFillStart  
CharacterStyle.gradientStrokeStart  
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.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.fontStyle  
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.lastLineIndent  
FindPreference.hyphenateLastWord  
FindPreference.otfSlashedZero  
FindPreference.otfHistorical  
FindPreference.otfStylisticSets  
FindPreference.gradientFillLength  
FindPreference.gradientFillAngle

[FindPreference.gradientStrokeLength](#)  
[FindPreference.gradientStrokeAngle](#)  
[FindPreference.gradientFillStart](#)  
[FindPreference.gradientStrokeStart](#)  
[FindPreference.numberingStyle](#)  
[FindPreference.numberStartAt](#)  
[FindPreference.bulletsAndNumberingSize](#)  
[FindPreference.bulletsAndNumberingColor](#)  
[FindPreference.numberSeparator](#)  
[FindPreference.bulletsAndNumberingListType](#)  
[FindPreference.numberingFont](#)  
[FindPreference.numberingFontStyle](#)  
[FindPreference.bulletChar](#)  
[Footnote.contents](#)  
[InsertionPoint.numberingFontStyle](#)  
[LayoutWindow.selection](#)  
[Line.numberingFontStyle](#)  
[Paragraph.numberingFontStyle](#)  
[ParagraphStyle.numberingFontStyle](#)  
[Row.contents](#)  
[Story.numberingFontStyle](#)  
[StoryWindow.selection](#)  
[Table.contents](#)  
[Text.numberingFontStyle](#)  
[TextColumn.numberingFontStyle](#)  
[TextDefault.numberingFontStyle](#)  
[TextStyleRange.numberingFontStyle](#)  
[TextWrapPreference.textWrapOffset](#)  
[Window.selection](#)  
[Word.numberingFontStyle](#)

## Enumeration

# NumberingStyle

Numbering style

Value

Name	Description
NumberingStyle.ARABIC	Arabic numerals
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][, numberingSeparators: [String?][, startingValue: number][, numberFont: UIFont?][, numberFontSize: CGFloat?][, numberFontStyle: string?][, numberSize: CGFloat?][, numberColor: Swatch?][, numberAlignment: ListAlignment=ListAlignment.HANGING][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])

void InsertionPoint.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparators: [String?][, startingValue: number][, numberFont: UIFont?][, numberFontSize: CGFloat?][, numberFontStyle: string?][, numberSize: CGFloat?][, numberColor: Swatch?][, numberAlignment: ListAlignment=ListAlignment.HANGING][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])

void Line.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparators: [String?][, startingValue: number][, numberFont: UIFont?][, numberFontSize: CGFloat?][, numberFontStyle: string?][, numberSize: CGFloat?][, numberColor: Swatch?][, numberAlignment: ListAlignment=ListAlignment.HANGING][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstTabPosition: number])
```



```

        numberingSeparator: number][, starting
        numberFont: any][, numberFontStyle: .
        number][, numberColor: Swatch][, num
        ListAlignment=ListAlignment.HANG
        listLeftIndent: number][, listFirstLineIn
        listFirstTabPosition: number])
void Paragraph.applyNumbers ([numberingStyle:
NumberingStyle][, numberingSeparator:
startingValue: number][, numberFont: (
numberFontStyle: string][, numberSize:
numberColor: Swatch][, numberAlignment:
ListAlignment=ListAlignment.HANG
listLeftIndent: number][, listFirstLineIn
listFirstTabPosition: number])
void Story.applyNumbers ([numberingStyle:
numberingSeparator: number][, starting
numberFont: any][, numberFontStyle: .
number][, numberColor: Swatch][, num
ListAlignment=ListAlignment.HANG
listLeftIndent: number][, listFirstLineIn
listFirstTabPosition: number])
void Text.applyNumbers ([numberingStyle:
numberingSeparator: number][, starting
numberFont: any][, numberFontStyle: .
number][, numberColor: Swatch][, num
ListAlignment=ListAlignment.HANG
listLeftIndent: number][, listFirstLineIn
listFirstTabPosition: number])
void TextColumn.applyNumbers ([numberingStyle:
NumberingStyle][, numberingSeparator:
startingValue: number][, numberFont: (
numberFontStyle: string][, numberSize:
numberColor: Swatch][, numberAlignment:
ListAlignment=ListAlignment.HANG
listLeftIndent: number][, listFirstLineIn
listFirstTabPosition: number])
void TextStyleRange.applyNumbers ([numberingStyle:
NumberingStyle][, numberingSeparator:
startingValue: number][, numberFont: (

```

```

        numberFontStyle: string][, numberSize: number][,
        numberColor: Swatch][, numberAlign: TextAlignment][,
        ListAlignment=ListAlignment.HANG][,
        listLeftIndent: number][, listFirstLineIndent: number][,
        listFirstTabPosition: number])
void Word.applyNumbers ([numberingStyle: NumberingStyle][,
        numberingSeparator: number][, startingNumber: number][,
        numberFont: any][, numberFontStyle: string][,
        numberSize: number][, numberColor: Swatch][, numberAlign:
        TextAlignment][, ListAlignment=ListAlignment.HANG][,
        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\_FEAT

OpenTypeFeature.OVERLAP\_SWASH

OpenTypeFeature.PROPORTIONAL\_I

OpenTypeFeature.PROPORTIONAL\_C

OpenTypeFeature.STRETCHED\_ALT

OpenTypeFeature.STYLISTIC\_ALTE

OpenTypeFeature.SUBSCRIPT\_FEAT

OpenTypeFeature.SUPERSCRIP

OpenTypeFeature.SWASH\_FEATURE

OpenTypeFeature.TABULAR\_LININC

OpenTypeFeature.TABULAR\_OLDST

OpenTypeFeature.TITLING\_FEATURE

## Usage [In function](#)

bool [Font.checkOpenTypeFeature](#) ([using](#)

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## Enumeration

# OverrideType

Override clearing options.

**Value**

Name	Description
OverrideType.ALL	Clears all types of override.
OverrideType.CHARACTER_ONLY	Clears or character style overrides
OverrideType.PARAGRAPH_ONLY	Clears or paragraph style overrides

**Usage** In function

```
void Character.clearOverrides ([overridesToClear: OverrideType=OverrideType.ALL])
void InsertionPoint.clearOverrides ([overridesToClear: OverrideType=OverrideType.ALL])
void Line.clearOverrides ([overridesToClear: OverrideType=OverrideType.ALL])
void Paragraph.clearOverrides ([overridesToClear: OverrideType=OverrideType.ALL])
void Story.clearOverrides ([overridesToClear: OverrideType=OverrideType.ALL])
void Text.clearOverrides ([overridesToClear: OverrideType=OverrideType.ALL])
void TextColumn.clearOverrides ([overridesToClear: OverrideType=OverrideType.ALL])
void TextStyleRange.clearOverrides ([overridesToClear: OverrideType=OverrideType.ALL])
void Word.clearOverrides ([overridesToClear:
```

**OverrideType=OverrideType.ALL])**

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## Enumeration

# PDFColorSpace

Options for specifying how to represent color

Value	Name
	PDFColorSpace.CMYK
	PDFColorSpace.REPURPOSE_CMYK
	PDFColorSpace.REPURPOSE_RGB
	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.compres](#)

[PDFExportPreset.compression](#)

## Enumeration

# PDFContentToEmbed

Options for embedding or linking

Value

Name

PDFContentToEmbed.EMBEI

PDFContentToEmbed.LINK\_

PDFContentToEmbed.USE\_O

Usage As property



## 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.P05MM	Printer mark line weight of 0.05 mm
PDFMarkWeight.P07MM	Printer mark line weight of 0.07 mm
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
<div> Usage As property PDFExportPreference.printerMarkWeight PDFExportPreset.printerMarkWeight </div>	
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## Enumeration

# PDFProfileSelector

The color profile.

## Value

### Name

PDFProfileSelector.USE\_DOCUME

PDFProfileSelector.USE\_MONITOI

PDFProfileSelector.USE\_NO\_PROFI

PDFProfileSelector.WORKING

## Usage *As property*

[PDFExportPreference.pdfDestination](#)

[PDFExportPreference.pdfXProfile](#)

[PDFExportPreset.pdfDestinationProf](#)

[PDFExportPreset.pdfXProfile](#)

## Enumeration

# PDFXStandards

Options for specifying the PDF/X complian

Value	Name
	PDFXStandards.NONE
	PDFXStandards.PDFX1A2001_STANDA
	PDFXStandards.PDFX1A2003_STANDA
	PDFXStandards.PDFX32002_STANDAR
	PDFXStandards.PDFX32003_STANDAR



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

[PDFExportPreference.standardsCompliance](#)

[PDFExportPreset.standardsCompliance](#)

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## 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.ARABIC_ABJAD
	PageNumberStyle.ARABIC_ALIF_BA
	PageNumberStyle.HEBREW_BIBLICAL
	PageNumberStyle.HEBREW_NON_SCRIPTURAL
	PageNumberStyle.LOWER_LETTERS
	PageNumberStyle.LOWER_ROMAN
	PageNumberStyle.UPPER_LETTERS
	PageNumberStyle.UPPER_ROMAN

**Usage** [As property](#)  
[Section](#).pageNumberStyle

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## Enumeration

# PageNumberingOptions

Options for page numberin

**Value**

**Name**

PageNumberingOptions.A

PageNumberingOptions.S

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

[GeneralPreference.pageNu](#)

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## Enumeration

# PageOrientation

Page orientation options.

## Value

Name	Description
PageOrientation.LANDSCAPE	Landscape.
PageOrientation.PORTRAIT	Portrait.

## Usage

As property

[DocumentPreference](#).pageOrientation

[DocumentPreset](#).pageOrientation

## Enumeration

# PagePositions

Options for positioning the page on the paper or f

## Value

Name	De
PagePositions.CENTERED	Ce pa ho an ve
PagePositions.CENTER_HORIZONTALLY	Ce pa ho
PagePositions.CENTER_VERTICALLY	Ce pa ve
PagePositions.UPPER_LEFT	Pl pa up co

## 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**

[EPSEExportPreference.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=PageRef**  
    pageReferenceLimit: *any*][, pag  
    withProperties: *Object*])

As property



## Enumeration

# PageSideOptions

Binding spine placement options.

Value	Name	Desc
	PageSideOptions.LEFT_HAND	The ... on th side bind spine sprea
	PageSideOptions.RIGHT_HAND	The ... on th side bind spine sprea
	PageSideOptions.SINGLE_SIDED	The ... a sin sidec

Usage *As property*  
*Page.side*

## Enumeration



# PanningTypes

The display performance settings to use while scrolling

Value	Name
	PanningTypes.GREEK_IMAGES
	PanningTypes.GREEK_IMAGES_AND_TEXT
	PanningTypes.NO_GREEKING

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

[GrabberPreference](#).grabberPanning

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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	Value
PaperSizes.CUSTOM	Allows definition of a custom paper size. Note: Not all printers allow custom paper sizes.	1000
PaperSizes.DEFINED_BY_DRIVER	Allows the printer driver to define the paper size.	1000

## Usage As property

[PrintPreference.paperSize](#)

[PrinterPreset.paperSize](#)

## Enumeration

# ParagraphDirectionOptions

Paragraph direction

Value

Name
ParagraphDirectio
ParagraphDirectio

Usage **As property**

- [Character.paragraph](#)
- [InsertionPoint.para](#)
- [Line.paragraphDir](#)
- [Paragraph.paragra](#)
- [ParagraphStyle.par](#)
- [Story.paragraphDi](#)
- [Text.paragraphDire](#)
- [TextColumn.paragi](#)
- [TextDefault.paragr](#)
- [TextStyleRange.pa](#)
- [Word.paragraphDi](#)



## 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_PATH
	PathTypeAlignments.CENTER_PATH
	PathTypeAlignments.TOP_PATH

**Usage** *As property*  
`TextPath.pathAlignment`

## Enumeration

# PlacedVectorProfilePolicy

The color profile policy

## Value

### Name

PlacedVectorProfilePo

PlacedVectorProfilePo

PlacedVectorProfilePo

## Usage **As property**

[EPS.grayVectorPolicy](#)

[EPS.rgbVectorPolicy](#)

[EPS.cmykVectorPolicy](#)

[PDF.grayVectorPolicy](#)

[PDF.rgbVectorPolicy](#)

[PDF.cmykVectorPolicy](#)



## 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.	180 = 'j'
PlayOperations.PLAY	Starts playback.	180 = 'j'
PlayOperations.RESUME	Resumes playback.	190 = 'h'
PlayOperations.STOP	Stops playback.	190 = '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_SUBSCRIPT	For	1884247138

		OpenType fonts, uses--if available--lowered glyphs that are sized correctly relative to the surrounding characters.	= 'pOTb'
	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

# PreviewSizeOptions

Preview size options.

**Value**

**Name**

PreviewSizeOptions.EXTRA\_LAR

PreviewSizeOptions.LARGE

PreviewSizeOptions.MEDIUM

PreviewSizeOptions.SMALL

**Usage** *As property*

[GeneralPreference.previewSize](#)

## Enumeration



# PreviewTypes

Preview image file format options.

## Value

Name	Description	Value
PreviewTypes.NONE	Does not save a preview image.	1
PreviewTypes.TIFF_PREVIEW	Saves the preview in TIFF format.	1

## Usage

As property

[EPSEExportPreference.preview](#)

## Enumeration

# PrintPageOrientation

Page orientation options.

## Value

### Name

PrintPageOrientation.LANDSC

PrintPageOrientation.PORTRA

PrintPageOrientation.REVERSI

PrintPageOrientation.REVERSI

## Usage As property

[PrintPreference](#).printPageOrienta

[PrinterPreset](#).printPageOrienta

## 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[, [pr](#)  
void [Book.print](#) ([[printDialog](#): bool][,  
void [Document.print](#) ([[printDialog](#): bool]

### As property

[PrintPreference.activePrinterPreset](#)

## Enumeration



# Profile

Color profile options.

## Value

Name	Description	Value
Profile.NO_CMS	No CMS profile is used.	1970499183 = 'usno'
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 records in the specified range.

## Usage

As property

[DataMergePreference.recordSelection](#)

## Enumeration

# RecordsPerPage

The number of records per page.

## Value

### Name

RecordsPerPage.MULTIPLE\_RECORD

RecordsPerPage.SINGLE\_RECORD

## Usage

As property

[DataMergePreference.recordsPerPage](#)



## Enumeration

# RenderingIntent

Rendering intent options.

Value

Name

RenderingIntent.ABSOLUTE\_COLORIM

RenderingIntent.PERCEPTUAL

	RenderingIntent.RELATIVE_COLORIMETRY
	RenderingIntent.SATURATION
	RenderingIntent.USE_COLOR_SETTINGS

Usage As property

[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 conte

Value	Name
	RepaginateOption.NEXT_EVEN_PAC
	RepaginateOption.NEXT_ODD_PAGI
	RepaginateOption.NEXT_PAGE



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<b>Usage</b> <a href="#">As property</a> <a href="#">Book.repaginationOption</a>
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## Enumeration

# ReplaceOption

overwrite, or rename

**Value**

Name	Description
ReplaceOption.OVERWRITE	If a loaded style has the same name as an existing style, the loaded style will replace the existing style, updating all the cells with the replaced style.
ReplaceOption.RENAME	Renames a loaded style that has the same name as an existing style.

**Usage** In function

```
void Application.importCellStyles (from: File,
    replaceOption: ReplaceOption)
void Application.importTableStyles (from: File,
    replaceOption: ReplaceOption)
void Document.importCellStyles (from: File,
    replaceOption: ReplaceOption)
void Document.importTableStyles (from: File,
```

`replaceOption: ReplaceOption)`

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## Enumeration

# ResolveStyleClash

Options for resolving clashes that result

## Value

### Name

ResolveStyleClash.RESOLVE\_CLASI

ResolveStyleClash.RESOLVE\_CLASI

ResolveStyleClash.RESOLVE\_CLASI

## Usage [As property](#)

[WordRTFImportPreference.resolveChai](#)

[WordRTFImportPreference.resolvePara](#)

## Enumeration

# RowTypes

The row type.

Value

Name	Description	Value
RowTypes.BODY_ROW	Makes the row a body row.	1161982583 = '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	1162375799 = 'EHrw'



		adjacent to an existing header row.
	RowTypes.MIXED_STATE	(Read-only) 1162703479 The = 'EMrw' column's rows are of multiple types.
<b>Usage</b> <i>As property</i> <a href="#">Cell.rowType</a> <a href="#">Column.rowType</a> <a href="#">Row.rowType</a>		
<div>Jongware, 27- Jun-2010 v3.0.3d</div> <div><a href="#">Contents</a> :: <a href="#">Index</a></div>		

## 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 rule the width of the column.	126539 = 'Klw
	RuleWidth.TEXT_WIDTH	Makes the paragraph rule above the width of the first line of text in the paragraph.	188668 = 'ptxw

**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 = 'T
	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 = 'T

		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.	138 = 'T
<b>Usage</b> <a href="#">As property</a> <a href="#">ViewPreference.rulerOrigin</a>			
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## Enumeration



# Sampling

The resampling method.

Value	Name	Description	Value
	Sampling.BICUBIC_DOWNSAMPLE	Uses a weighted average to determine pixel color.	16% = '1'
	Sampling.DOWNSAMPLE	Averages the pixels in a sample area and replaces the entire area with the average pixel color.	16% = '0'
	Sampling.NONE	Uses no resampling.	18% = '1'
	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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[Contents](#) :: [Index](#)

## 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

# Screening

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

## Value

Name	Description	Value
Screening.CUSTOM	Uses custom screening settings for ink angle and frequency. For information, see composite angle and composite frequency.	113163 = 'Cstr'
Screening.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 VBScript language.

## Usage In function

*any* [Application.doScript](#) (*script*: *any*[, *language*: **ScriptLanguage**=**ScriptLanguage.UNKNOWN**])

## Enumeration

# SelectAll

Selection options.

Value	Name	Description	Value
	SelectAll.ALL	Selects all.	1634495520 = 'all '

## Usage In function

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

## Enumeration

# SelectionOptions

Options for selection status in relation to parent objects.

Value	Name	Description
	SelectionOptions.ADD_TO	Adds the object to the selection. If the object was previously selected, it remains selected. Only selected objects are affected.
	SelectionOptions.REMOVE_FROM	Removes the object from the selection. The object is no longer selected.
	SelectionOptions.REPLACE_WITH	Replaces the current selection with the specified object. The previous selection is lost.

## Usage

```
In function
void Application.select (selectableItems: a
    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.  
void DTD.select ([existingSelection:  
SelectionOptions=SelectionOptions.  
void Document.select (selectableItems: any  
SelectionOptions=SelectionOptions.  
void FormField.select ([existingSelection:  
SelectionOptions=SelectionOptions.  
void GraphicLine.select ([existingSelection:  
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 ([existingSelection:
    SelectionOptions=SelectionOptions.
void TextFrame.select ([existingSelection:
    SelectionOptions=SelectionOptions.
void TextStyleRange.select ([existingSelection:
    SelectionOptions=SelectionOptions.
void Window.select (selectableItems: any[,
    SelectionOptions=SelectionOptions.
void Word.select ([existingSelection:
    SelectionOptions=SelectionOptions.
void XMLAttribute.select ([existingSelection:
    SelectionOptions=SelectionOptions.
void XMLComment.select ([existingSelection:
    SelectionOptions=SelectionOptions.
void XElement.select ([existingSelection:
    SelectionOptions=SelectionOptions.
void XMLInstruction.select ([existingSelection:
    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.	1852796517 = 'none'

## Usage [As property](#)

[Button](#).shadowMode  
[EPS](#).shadowMode  
[FormField](#).shadowMode  
[GraphicLine](#).shadowMode  
[Group](#).shadowMode  
[Image](#).shadowMode  
[ObjectStyle](#).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](#).singleWordJustificatio  
[Paragraph](#).singleWordJustifi  
[ParagraphStyle](#).singleWord  
[Story](#).singleWordJustificati  
[Text](#).singleWordJustificatio  
[TextColumn](#).singleWordJus  
[TextDefault](#).singleWordJus  
[TextStyleRange](#).singleWor  
[Word](#).singleWordJustificati

## Enumeration

# SoundPosterTypes

Sound poster graphics options.

## Value

### Name

SoundPosterTypes.NONE

SoundPosterTypes.PROXY\_IMAGE

SoundPosterTypes.STANDARD

**Usage** [As property](#)  
[Sound](#).soundPosterType



## Enumeration

# SourceFieldType

Data type options for data merge fields.

## Value

Name	Description
SourceFieldType.IMAGE_FIELD	The file can fill data in image placeholder
SourceFieldType.TEXT_FIELD	The file can fill data in text placeholder

**Usage** [As property](#)  
[DataMergeField.fieldType](#)

## 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_CHARACTERS
	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.FOOTNOTE\_SYM

SpecialCharacters.FORCED\_LINE\_BI

SpecialCharacters.FRAME\_BREAK

SpecialCharacters.HAIR\_SPACE

SpecialCharacters.INDENT\_HERE\_T

SpecialCharacters.NEXT\_PAGE\_NUM

SpecialCharacters.NONBREAKING\_I

SpecialCharacters.NONBREAKING\_S

SpecialCharacters.ODD\_PAGE\_BREA

SpecialCharacters.PAGE\_BREAK

SpecialCharacters.PARAGRAPH\_SYM

SpecialCharacters.PREVIOUS\_PAGE\_

SpecialCharacters.PUNCTUATION\_S

SpecialCharacters.REGISTERED\_TR

SpecialCharacters.RIGHT\_INDENT\_7



SpecialCharacters.SECTION\_MARK

SpecialCharacters.SECTION\_SYMB

SpecialCharacters.SINGLE\_LEFT\_QU

SpecialCharacters.SINGLE\_RIGHT\_C

SpecialCharacters.THIN\_SPACE

SpecialCharacters.TRADEMARK\_SY

## Usage **As property**

[Cell](#).contents

[Character](#).contents

[Column](#).contents

[DTD](#).contents

[Footnote](#).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](#)

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## 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	Desc
StartParagraph.ANYWHERE	Start: next avail. space
StartParagraph.NEXT_COLUMN	Start: top o next colur
StartParagraph.NEXT_EVEN_PAGE	Start: top o next numl page.
StartParagraph.NEXT_FRAME	Start: top o next frame threa
StartParagraph.NEXT_ODD_PAGE	Start: top o next numl page.
StartParagraph.NEXT_PAGE	Start: top o next

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.UNKN

## Usage

[As property](#)

[StoryPreference.storyDirection](#)

## Enumeration

# StoryHorizontalOrVertical

Text orientation optic

## Value

### Name

StoryHorizontalOrV

StoryHorizontalOrV

StoryHorizontalOrV

## Usage

## 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

[ObjectStyle](#).strokeAlignment

[Oval](#).strokeAlignment

[PageItem](#).strokeAlignment

[Polygon](#).strokeAlignment

[Rectangle](#).strokeAlignment

[TextFrame](#).strokeAlignment

## Enumeration



# StrokeCornerAdjustment

The automatic adjustme  
cover corner points in a

Value

Name

StrokeCornerAdjustme

StrokeCornerAdjustme

	StrokeCornerAdjustme
	StrokeCornerAdjustme
<div><div>Usage</div><div>As property</div><div>Button.strokeCornerAdj</div><div>DashedStrokeStyle.stro</div><div>DottedStrokeStyle.strok</div></div>	

[FormField.strokeCorner](#)  
[GraphicLine.strokeCorr](#)  
[Group.strokeCornerAdj](#)  
[ObjectStyle.strokeCorna](#)  
[Oval.strokeCornerAdjus](#)  
[PageItem.strokeCorner/](#)  
[Polygon.strokeCornerA](#)  
[Rectangle.strokeCorner.](#)  
[TextFrame.strokeCorna](#)

## Enumeration

# StrokeOrderTypes

Options for displaying row and column

Value	Name
	StrokeOrderTypes.BEST_JOINS
	StrokeOrderTypes.COLUMN_ON_TOP
	StrokeOrderTypes.INDESIGN_2_COLUMN

	StrokeOrderTypes.ROW_ON_TOP

<b>Usage</b> <a href="#">As property</a> <a href="#">Table.strokeOrder</a> <a href="#">TableStyle.strokeOrder</a>
---

## Enumeration

# StyleConflict

Options for resolving style conflicts when importing

## Value

Name	De
StyleConflict.PUBLICATION_DEFINITION	Us pul sty
StyleConflict.TAG_FILE_DEFINITION	Us file

## Usage

[As property](#)

[TaggedTextImportPreference.styleConflict](#)



## Enumeration

# StyleFormat

Style format options.

Value	Name	Description
	StyleFormat.CSS	Use CSS to format all elements. This mode is the most expressive, but the resulting HTML is not as compact as the other two. Use this when you want to show the full HTML output.
	StyleFormat.ENTITY	Use entity references to format elements. This mode is the most compact, but the resulting HTML is not as readable as the other two. Use this when you want to show the full HTML output.
	StyleFormat.INLINE	Use inline styles to format elements. This mode is the most compact, but the resulting HTML is not as readable as the other two. Use this when you want to show the full HTML output.

		tra su
	StyleFormat.PRESENTATION_ATTRIBUTES	Ap hi pr all mo du an tra

Usage	As property
	<a href="#">SVGExportPreference.styleFormat</a>

## Enumeration

# SyncConflictResolution

The type of conflict resolution

## Value

### Name

SyncConflictResolution.AS

SyncConflictResolution.PR

SyncConflictResolution.PR

SyncConflictResolution.SK

## Usage

### In function

```
VersionCueSyncStatus Docu  
([syncConflictResolutio  
SyncConflictResolutio  
versionComments: strir
```

## 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.RIGH

**Usage** [As property](#)  
[Table.tableDirection](#)

## Enumeration

# TableFormattingOptions

Formatting options for im

**Value**

**Name**

TableFormattingOptions.

TableFormattingOptions.

TableFormattingOptions.

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

[ExcelImportPreference.ta](#)

## 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
	TagTextExportCharacterSet
	TagTextExportCharacterSet

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



## Enumeration

# TagTextForm

Tag form options.

## Value

Name	Description	Value
TagTextForm.ABBREVIATED	Abbreviates tags; creates smaller text files.	14 =
TagTextForm.VERBOSE	Displays tags in long form; creates larger text files.	14 =

## Usage [As property](#)

[TaggedTextExportPreference.tagForm](#)

## Enumeration

# TagTransparency

Options for specifying how tranparencies

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.	114750 = 'Dflt'
TagVector.GRAY_OUT	Grays out the image.	19172 = 'rGr'
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 e

**Value**

**Name**

TextExportCharacterSet.l

TextExportCharacterSet.l

**Usage**

**As property**

[TextExportPreference.cha](#)

## Enumeration

# TextFrameContents

Text frame content type options.

## Value

### Name

TextFrameContents.PLACEHOLD.

## Usage

As property

[TextFrame](#).contents

[TextPath](#).contents

## Enumeration

# TextImportCharacterSet

## Character set options for i

[illegible]

	TextImportCharacterSet.
	TextImportCharacterSet.
	TextImportCharacterSet.
	TextImportCharacterSet.
	TextImportCharacterSet.
	TextImportCharacterSet.
	TextImportCharacterSet.

<b>Usage</b> <a href="#">As property</a> <a href="#">TextImportPreference.cha</a>
--

## 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_EFFI
<b>Usage</b> <a href="#">As property</a> <a href="#">TextPath</a> .pathEffect	
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## Enumeration

# TextTypeAlignments

The text alignment relative to the p

Value	Name
	TextTypeAlignments.ABOVE_RI
	TextTypeAlignments.ABOVE_RI
	TextTypeAlignments.ASCENDEI
	TextTypeAlignments.BASELINE
	TextTypeAlignments.BELOW_LI

	TextTypeAlignments.BELOW_LEFT
	TextTypeAlignments.CENTERTOP
	TextTypeAlignments.DESCENT
<b>Usage</b> 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 = '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 = '16'

	<code>TilingTypes.MANUAL</code>	Prints a single tile whose upper left corner is at the zero point of the rulers.	18 = '
<b>Usage</b> <a href="#">As property</a> <a href="#">PrintPreference.tilingType</a> <a href="#">PrinterPreset.tilingType</a>			
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## Enumeration

# ToolTipOptions

Tool tip behavior options.

## Value

Name	Description	Value
ToolTipOptions.FAST	Displays tool tips more quickly than normal.	1000
ToolTipOptions.NONE	Turns off tool tips.	0
ToolTipOptions.NORMAL	Displays tool tips.	1000

**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	De
	TrapEndTypes.MITER_TRAP_ENDS	Sh en tra it a fro int ob
	TrapEndTypes.OVERLAP_TRAP_ENDS	Re the ge by lig ne de ob tha are po the ob int

Usage [As property](#)  
[TrapPreset.trapEnd](#)

## Enumeration

# TrapImagePlacementTypes

Options for trap plac

Value	Name
	TrapImagePlaceme
	TrapImagePlaceme
	TrapImagePlaceme
	TrapImagePlaceme

	<b>Usage</b> <a href="#">As property</a> <a href="#">TrapPreset.imagePla</a>
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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 = 'BiT'
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 = 'iGrn'
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][, 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])
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])
XMLTag XMLTags.add ([name: string][, tagColor: any][,
```

`withProperties: Object])`

### As property

`Assignment.frameColor`  
`BaselineFrameGridOption.baselineFrameGridColor`  
`DocumentPreference.columnGuideColor`  
`DocumentPreference.marginGuideColor`  
`GridPreference.gridColor`  
`GridPreference.baselineColor`  
`Guide.guideColor`  
`GuidePreference.rulerGuidesColor`  
`Hyperlink.borderColor`  
`Layer.layerColor`  
`PasteboardPreference.previewBackgroundColor`  
`PasteboardPreference.bleedGuideColor`  
`PasteboardPreference.slugGuideColor`  
`PasteboardPreference.pasteboardColor`  
`SpellPreference.misspelledWordColor`  
`SpellPreference.repeatedWordColor`  
`SpellPreference.uncapitalizedWordColor`  
`SpellPreference.uncapitalizedSentenceColor`  
`XMLPreference.defaultStoryTagColor`  
`XMLPreference.defaultTableTagColor`  
`XMLPreference.defaultCellTagColor`  
`XMLTag.tagColor`

## Enumeration

# UpdateLinkOptions

Link updating options.

**Value**

**Name**

UpdateLinkOptions.APPLICATION

UpdateLinkOptions.KEEP\_OVER

UpdateLinkOptions.UNKNOWN

**Usage** *As property*

[GraphicLayerOption.updateLinkOp](#)



## Enumeration

# UserInteractionLevels

User interaction level options.

Value	Name
	UserInteractionLevels.INTER.
	UserInteractionLevels.INTER.
	UserInteractionLevels.NEVER
Usage <a href="#">As property</a> <a href="#">ScriptPreference</a> .userInteraction	

## Enumeration

# VersionCueSyncStatus

The synchronization status of 1

Value

Name
VersionCueSyncStatus.FILE_
VersionCueSyncStatus.FILE_
VersionCueSyncStatus.FILE_
VersionCueSyncStatus.FILE_
VersionCueSyncStatus.FILE_

Usage Return

VersionCueSyncStatus Docu  
([syncConflictResolution:  
SyncConflictResolution=Sync

`versionComments: string])`

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## Enumeration

# VersionState

The version state of the file in Version Cue.

## Value

Name	Description
VersionState.LOCAL_NEWER	The version has been modified locally that makes it newer than the project version.
VersionState.LOCAL_PROJECT_MATCH	The version is identical to the project version.
VersionState.NO_RESOURCE	No resource exists and no file.
VersionState.PROJECT_FILE_NEWER	The project has a newer file.
VersionState.VERSION_CONFLICT	The version contains local changes but the project version is newer.
VersionState.VERSION_UNKNOWN	The version is not known.

## Usage

As property

[Document.versionState](#)

[Link.versionState](#)





## Enumeration

# VerticalAlignment

The vertical alignment of an anchored c

**Value**

**Name**

VerticalAlignment.BOTTOM\_ALIGN

VerticalAlignment.CENTER\_ALIGN

VerticalAlignment.TOP\_ALIGN

**Usage** *As property*

[AnchoredObjectSetting.verticalAlignm](#)

## Enumeration

# VerticalJustification

Vertical alignment options for text.

Value	Name
	VerticalJustification.BOTTOM_ALIGN
	VerticalJustification.CENTER_ALIGN
	VerticalJustification.JUSTIFY_ALIGN
	VerticalJustification.TOP_ALIGN

**Usage** *As property*  
[Cell](#).verticalJustification  
[CellStyle](#).verticalJustification  
[Column](#).verticalJustification  
[Row](#).verticalJustification  
[TextFramePreference](#).verticalJustifi



## Enumeration

# VerticallyRelativeTo

The vertical alignment point of an a

Value	Name
	VerticallyRelativeTo.CAPHEIGHT
	VerticallyRelativeTo.COLUMN_E
	VerticallyRelativeTo.LINE_ASCE
	VerticallyRelativeTo.LINE_BASE
	VerticallyRelativeTo.LINE_XHEI

	VerticallyRelativeTo.PAGE_EDGE
	VerticallyRelativeTo.PAGE_MARGIN
	VerticallyRelativeTo.TEXT_FRAME
	VerticallyRelativeTo.TOP_OF_PAGE
<b>Usage</b> <i>As property</i> <i>AnchoredObjectSetting.verticalRef</i>	
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## Enumeration

# ViewDisplaySettings

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

Value	Name
	ViewDisplaySettings.HIGH_QUA
	ViewDisplaySettings.OPTIMIZEI
	ViewDisplaySettings.TYPICAL

Usage As property



## Enumeration

# ViewZoomStyle

View zoom style options.

Value	Name	Description
	ViewZoomStyle.ACTUAL_SIZE	Display at 100% magnification.
	ViewZoomStyle.FIT_PAGE	Fits the page in window.
	ViewZoomStyle.FIT_VISIBLE	Fits the area of the page to the width of the window; content may be obscured on the lower portion of the page.
	ViewZoomStyle.FIT_WIDTH	Fits the width of the page to the width of the window; content may be obscured on the lower portion of the page.
	ViewZoomStyle.FULL_SCREEN	Fills the window with the page; hides the command menu bar and window title bar.
	ViewZoomStyle.ONE_COLUMN	Arrange pages in a single column; continuous scrolling.

		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 number and foot
	ViewZoomStyle.ROTATE_CCW	Rotates 90 degr counterc
	ViewZoomStyle.ROTATE_CW	Rotates 90 degr 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 pr 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](#)

[XMLExportPreference.fileEncoding](#)

## Enumeration

# XMLImportStyles

Options for incorporating imported XML

**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 to the next preset percentage.
ZoomOptions.ZOOM_OUT	Reduces the view to the next preset percentage.

## Usage In function

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





# Adobe InDesign CS2 (4.0) Object Model

Contents	Hyperlinks Suite	
Just browsing around? These will come in handy.	Assignment Suite	Bookmark
	Basics Suite	Bookmarks
	Book Suite	Hyperlink
	Color Suite	HyperlinkExternalPageDestination
	Datamerge Suite	HyperlinkExternalPageDestinations
	Enum Suite	HyperlinkPageDestination
	Hyperlinks Suite	HyperlinkPageDestinations
	Indexing Suite	HyperlinkPageItemSource
	Interactive	HyperlinkPageItemSources
	Elements Suite	HyperlinkTextDestination
	Layout Suite	HyperlinkTextDestinations
	Libraries Suite	HyperlinkTextSource
	Links Suite	HyperlinkTextSources
	Object Styles Suite	HyperlinkURLDestination
	Preferences Suite	HyperlinkURLDestinations
	Stroke Styles Suite	Hyperlinks
	Table Of Contents Suite	
	Table Style Suite	
	Tables Suite	
	Text Suite	
	UI Suite	
	XML Suite	



<b>Class</b>
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# Bookmark

A bookmark.

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

## Hierarchy

**Bookmarks**

## Properties

Property	Type
bookmarks	<a href="#">Bookmarks</a>
destination	<a href="#">HyperlinkExternalPageDestination</a> <a href="#">HyperlinkTextDestination</a> <a href="#">Page</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

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object

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

Sets the label to the value associated with the specified l

Parameter	Type
key	string
value	string

**Bookmark** **move** ([**to**: *LocationOptions*=*LocationOptions*])

Moves the bookmark to the specified location.

Parameter	Type	Desc
to	<b>LocationOptions</b> : LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The l conta
reference	<b>Bookmark</b> <b>Bookmark</b> <b>Document</b>	The r befor (Opti

**void remove** ()

Deletes the Bookmark.

**void showBookmark** ()

Go to the bookmark.

**string toSource** ()

Generates a string which, if executed, will return the Bo

	<b>string toSpecifier ()</b> Retrieves the object specifier.
<b>Element of</b>	<a href="#">Bookmark</a> .parent
<b>Used in:</b>	<b>Bookmark</b> <a href="#">Bookmark.move</a> ([ <b>to</b> : <a href="#">LocationOptions=LocationOptions</a> ]) array of <b>Bookmark</b> <a href="#">Bookmarks.itemByRange</a> ( <b>from</b> : <a href="#">any</a> ) <b>Bookmark</b> <a href="#">Bookmarks.nextItem</a> ( <b>obj</b> : <b>Bookmark</b> ) <b>Bookmark</b> <a href="#">Bookmarks.previousItem</a> ( <b>obj</b> : <b>Bookmark</b> )
<b>Return</b>	<b>Bookmark</b> <a href="#">Bookmark.move</a> ([ <b>to</b> : <a href="#">LocationOptions=LocationOptions</a> ]) <b>Bookmark</b> <a href="#">Bookmarks.add</a> ( <b>destination</b> : <a href="#">any</a> [, <b>withProperties</b> : <a href="#">boolean</a> ]) <b>Bookmark</b> <a href="#">Bookmarks.anyItem</a> () Array of <b>Bookmark</b> <a href="#">Bookmarks.everyItem</a> () <b>Bookmark</b> <a href="#">Bookmarks.firstItem</a> () <b>Bookmark</b> <a href="#">Bookmarks.item</a> ( <b>index</b> : <a href="#">any</a> ) <b>Bookmark</b> <a href="#">Bookmarks.itemByID</a> ( <b>id</b> : <a href="#">number</a> ) <b>Bookmark</b> <a href="#">Bookmarks.itemByName</a> ( <b>name</b> : <a href="#">string</a> ) Array of <b>Bookmark</b> <a href="#">Bookmarks.itemByRange</a> ( <b>from</b> : <a href="#">any</a> ) <b>Bookmark</b> <a href="#">Bookmarks.lastItem</a> () <b>Bookmark</b> <a href="#">Bookmarks.middleItem</a> () <b>Bookmark</b> <a href="#">Bookmarks.nextItem</a> ( <b>obj</b> : <b>Bookmark</b> ) <b>Bookmark</b> <a href="#">Bookmarks.previousItem</a> ( <b>obj</b> : <b>Bookmark</b> )
<div> Jongware, 27-Jun-2010 v3.0.3d <div>Contents :: Index</div> </div>	



<b>Class</b>
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# Bookmarks

A collection of bookmarks.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemB](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of

Methods

Instances

[Bookmark](#) **add** ([destination](#): *any*[], [withProperties](#): *Obj*)  
Creates a new bookmark.

Parameter	Type	
destination	<a href="#">HyperlinkExternalPageDestination</a> <a href="#">HyperlinkPageDestination</a> <a href="#">HyperlinkTextDestination</a> <a href="#">Page</a>	7 a H H C
withProperties	Object	I I

[Bookmark](#) **anyItem** ()  
Returns any Bookmark in the collection.

[number](#) **count** ()  
Displays the number of elements in the Bookmark.

Array of [Bookmark](#) **everyItem** ()  
Returns every Bookmark in the collection.

[Bookmark](#) **firstItem** ()  
Returns the first Bookmark in the collection.

[Bookmark](#) **item** ([index](#): *any*)  
Returns the Bookmark with the specified index or name.

Parameter	Type	Description

index	Long String	The index or name. Can ac
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**Bookmark itemByID** (*id: number*)

Returns the Bookmark with the specified ID.

Parameter	Type
id	number

**Bookmark itemByName** (*name: string*)

Returns the Bookmark with the specified name.

Parameter	Type
name	string

Array of **Bookmark itemByRange** (*from: any, to: any*)

Returns the Bookmarks within the specified range.

Parameter	Type	Description
from	<b>Bookmark</b> Long String	The Bookmark, index, or na Can accept: Bookmark, Lon
to	<b>Bookmark</b> Long String	The Bookmark, index, or na accept: Bookmark, Long or

**Bookmark lastItem** ()

Returns the last Bookmark in the collection.

**Bookmark middleItem** ()

Returns the middle Bookmark in the collection.

**Bookmark nextItem** (*obj: Bookmark*)

Returns the Bookmark whose index follows the specif

Parameter	Type	Description
obj	<b>Bookmark</b>	The Bookmark whose index Bookmark.

**Bookmark previousItem** (*obj: Bookmark*)

Returns the Bookmark with the index previous to the s

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Parameter	Type	Description
obj	<a href="#">Bookmark</a>	The index of the Bookmark Bookmark.
<b>string toSource ()</b> Generates a string which, if executed, will return the E		
<b>Element of</b> <a href="#">Bookmark</a> .bookmarks <a href="#">Document</a> .bookmarks		
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<a href="#">Contents :: Index</a>		

<b>Class</b>
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# Hyperlink

A hyperlink.

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

## Hierarchy

[Document](#)

**Hyperlin**

## Properties

Property	Type
borderColor	3 Reals (0 - 255) <a href="#">UIColors</a>
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	<a href="#">Document</a>
properties	Object
source	<a href="#">HyperlinkPageItemSource</a> <a href="#">HyperlinkTextSource</a>
visible	bool
width	<a href="#">HyperlinkAppearanceWidth</a> : <a href="#">HyperlinkAppearanceWidth.THIN</a> <a href="#">HyperlinkAppearanceWidth.MEDIUM</a> <a href="#">HyperlinkAppearanceWidth.THICK</a>

## Methods [Instances](#)

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

Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object

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

Sets the label to the value associated with the specified k

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.

**string toSource ()**

Generates a string which, if executed, will return the Hyperlink

**string toSpecifier ()**

Retrieves the object specifier.

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

**Used in:** array of **Hyperlink** [Hyperlinks.itemByRange](#) (**from:** *any* **Hyperlink** [Hyperlinks.nextItem](#) (**obj:** **Hyperlink**)  
**Hyperlink** [Hyperlinks.previousItem](#) (**obj:** **Hyperlink**)

**Return** **Hyperlink** [Hyperlinks.add](#) (**hyperlinkSource:** *any*[], **hyperlinkSource:** *any*[])  
**Hyperlink** [Hyperlinks.anyItem](#) ()  
Array of **Hyperlink** [Hyperlinks.everyItem](#) ()  
**Hyperlink** [Hyperlinks.firstItem](#) ()  
**Hyperlink** [Hyperlinks.item](#) (**index:** *any*)  
**Hyperlink** [Hyperlinks.itemByID](#) (**id:** *number*)  
**Hyperlink** [Hyperlinks.itemByName](#) (**name:** *string*)  
Array of **Hyperlink** [Hyperlinks.itemByRange](#) (**from:** *any* **Hyperlink** [Hyperlinks.lastItem](#) ()  
**Hyperlink** [Hyperlinks.middleItem](#) ()  
**Hyperlink** [Hyperlinks.nextItem](#) (**obj:** **Hyperlink**)  
**Hyperlink** [Hyperlinks.previousItem](#) (**obj:** **Hyperlink**)



<b>Class</b>
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# HyperlinkExternalPageDestination

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QuickLinks [extn](#)

Hierarchy

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	<b>Methods</b>	<b>Ins</b>
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		Pa
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	<a href="#">val</a> <a href="#">voice</a> <a href="#">Delete</a> <a href="#">voice</a> <a href="#">June</a> <a href="#">string</a> <a href="#">German</a> <a href="#">string</a> <a href="#">Return</a>
	<b>Element of</b> <a href="#">Boc</a> <a href="#">Hyl</a>
	<b>Used in:</b> <a href="#">Boc</a> <a href="#">arra</a> <b>Hyl</b>  <b>Hyl</b>  <a href="#">Hyl</a>
	<b>Return</b> <a href="#">Hyl</a> <b>Hyl</b> <a href="#">Arr</a> <b>Hyl</b> <b>Hyl</b> <b>Hyl</b> <b>Hyl</b> <a href="#">Arr</a> <b>Hyl</b> <b>Hyl</b> <b>Hyl</b>  <b>Hyl</b>

<b>Class</b>
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# HyperlinkExternalPageDestinations

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<b>Class</b>
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# HyperlinkPageDestination

A hyperlink destination

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

## Hierarchy

### Properties

Property	Type
destinationPage	<a href="#">Page</a>
hidden	boolean
id	number
index	number
label	string
name	string
nameManually	boolean

	parent <a href="#">Doc</a>
	properties <a href="#">Obj</a>
	viewBounds <a href="#">Arra</a>
	viewPercentage <a href="#">num</a>
	viewSetting <a href="#">Hyp</a> <a href="#">Hyp</a> <a href="#">Hyp</a> <a href="#">Hyp</a> <a href="#">Hyp</a> <a href="#">Hyp</a> <a href="#">Hyp</a> <a href="#">Hyp</a>
<b>Methods</b> <b>Instances</b>	
<a href="#">string extractLabel (k</a> Gets the label value as	
<div>Parameter</div>	

	<table><tr><td>key</td></tr><tr><td>Array of <a href="#">Object</a> <b>getEl</b> Resolves the object sp</td></tr><tr><td><b>void insertLabel</b> (<a href="#">key</a> Sets the label to the va</td></tr><tr><td><b>Parameter</b></td></tr><tr><td>key</td></tr><tr><td>value</td></tr><tr><td><b>void remove</b> () Deletes the Hyperlink</td></tr><tr><td><b>void showDestination</b> Jumps to the hyperlink</td></tr><tr><td><b>string toSource</b> () Generates a string whi</td></tr><tr><td><b>string toSpecifier</b> () Retrieves the object sp</td></tr></table>	key	Array of <a href="#">Object</a> <b>getEl</b> Resolves the object sp	<b>void insertLabel</b> ( <a href="#">key</a> Sets the label to the va	<b>Parameter</b>	key	value	<b>void remove</b> () Deletes the Hyperlink	<b>void showDestination</b> Jumps to the hyperlink	<b>string toSource</b> () Generates a string whi	<b>string toSpecifier</b> () Retrieves the object sp
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<b>void showDestination</b> Jumps to the hyperlink											
<b>string toSource</b> () Generates a string whi											
<b>string toSpecifier</b> () Retrieves the object sp											
<b>Element of</b>	<a href="#">Bookmark</a> .destination <a href="#">Hyperlink</a> .destination										
<b>Used in:</b>	<a href="#">Bookmark</a> <a href="#">Bookmarks</a> array of <a href="#">HyperlinkPa</a> <a href="#">HyperlinkPageDestin</a> <a href="#">HyperlinkPageDestin</a> <a href="#">Hyperlink</a> <a href="#">Hyperlinks</a>										
<b>Return</b>	<a href="#">HyperlinkPageDestin</a> <a href="#">HyperlinkPageDestin</a> Array of <a href="#">HyperlinkPa</a> <a href="#">HyperlinkPageDestin</a> <a href="#">HyperlinkPageDestin</a> <a href="#">HyperlinkPageDestin</a> <a href="#">HyperlinkPageDestin</a> Array of <a href="#">HyperlinkPa</a> <a href="#">HyperlinkPageDestin</a>										

**HyperlinkPageDestir**  
**HyperlinkPageDestir**  
**HyperlinkPageDestir**

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<b>Class</b>
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# HyperlinkPageDestinations

A collection of hyperlinks

**QuickLinks** [add](#), [anyItem](#), [count](#), [itemByName](#), [itemByPageNumber](#), [previousItem](#), [toSourcePage](#)

Property	Type
length	number

**Methods** **Instances**  
[HyperlinkPageDestinations](#) ([HyperlinkPageDestination](#)[])  
Creates a new hyperlinks collection

Parameter	Type
destination	<a href="#">PageDestination</a>
withProperties	Object

[HyperlinkPageDestinations](#)  
Returns any [HyperlinkPageDestination](#)

[number](#) **count** ()  
Displays the number of hyperlinks

Array of [HyperlinkPageDestination](#)  
Returns every [HyperlinkPageDestination](#)

[HyperlinkPageDestinations](#)  
Returns the first [HyperlinkPageDestination](#)

[HyperlinkPageDestinations](#)  
Returns the [HyperlinkPageDestination](#) name.

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

index	Long String
-------	----------------

[HyperlinkPageDesti](#)  
Returns the Hyperlin

Parameter
id

[HyperlinkPageDesti](#)  
Returns the Hyperlin

Parameter
name

Array of [HyperlinkF](#)  
*any*)  
Returns the Hyperlin

Parameter	Type
from	<a href="#">Hyper</a> Long String
to	<a href="#">Hyper</a> Long String

[HyperlinkPageDesti](#)  
Returns the last Hyp

[HyperlinkPageDesti](#)  
Returns the middle I



[HyperlinkPageDesti](#)  
Returns the Hyperlin  
specified Hyperlinkl

Parameter	Type
obj	<a href="#">Hyper</a>

[HyperlinkPageDesti](#)  
[HyperlinkPageDesti](#)  
Returns the Hyperlin  
specified index.

Parameter	Type
obj	<a href="#">Hyper</a>

[string toSource \(\)](#)  
Generates a string w  
[HyperlinkPageDesti](#)

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

<b>Class</b>
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# HyperlinkPageItemSource

A hyperlinked page item

**QuickLinks** [extractLabel](#), [getElementToSource](#), [toSpecifier](#)

**Hierarchy**

**H**

**Properties**

Property	Type
hidden	boolean
id	number
index	number
label	string
name	string
parent	<a href="#">Document</a>
properties	Object
sourcePageItem	<a href="#">PageItem</a>

Methods

Instances

**string extractLabel (label)**  
Gets the label value as

Parameter
key

Array of **Object getElements()**  
Resolves the object space

**void insertLabel (key, value)**  
Sets the label to the value

Parameter
key
value

**void remove ()**  
Deletes the Hyperlink

**void showSource ()**  
Jumps to the hyperlink source

**string toSource ()**  
Generates a string which can be used to create a HyperlinkPageItemSource

**string toSpecifier ()**  
Retrieves the object space

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

**Used in:** array of **HyperlinkPageItemSource**  
[HyperlinkPageItemSource](#)  
**HyperlinkPageItemSource**  
(obj: [HyperlinkPageItemSource](#))  
**HyperlinkPageItemSource**  
[HyperlinkPageItemSource](#)  
**HyperlinkPageItemSource**  
[HyperlinkPageItemSource](#)

[hyperlinkDestina](#)

**Return** **HyperlinkPageItemS**  
(**source**: [PageIter](#)  
**HyperlinkPageItemS**  
Array of **HyperlinkP**  
[HyperlinkPageIt](#)  
**HyperlinkPageItemS**  
**HyperlinkPageItemS**  
(**index**: *any*)  
**HyperlinkPageItemS**  
(**id**: *number*)  
**HyperlinkPageItemS**  
[HyperlinkPageIt](#)  
Array of **HyperlinkP**  
[HyperlinkPageIt](#)  
**HyperlinkPageItemS**  
**HyperlinkPageItemS**  
)  
**HyperlinkPageItemS**  
(**obj**: **HyperlinkI**  
**HyperlinkPageItemS**  
[HyperlinkPageIt](#)  
**HyperlinkPageI**

<b>Class</b>
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# HyperlinkPageItemSources

A collection of hyper

**QuickLinks** [add](#), [anyItem](#), [count](#), [itemByName](#), [itemE](#), [previousItem](#), [toSou](#)

Property	Type
length	number

**Methods** **Instances**

[HyperlinkPageItem!](#)  
*Object*])  
Creates a new hyper

Parameter	Ty
source	<a href="#">Pag</a>
withProperties	Ob

[HyperlinkPageItem!](#)  
Returns any Hyperli

[number](#) **count** ()  
Displays the numbe

Array of [HyperlinkI](#)  
Returns every Hype

[HyperlinkPageItem!](#)  
Returns the first Hy

[HyperlinkPageItem!](#)  
Returns the Hyperli  
name.

Parameter	Type



index	Long String
-------	----------------

[HyperlinkPageItem](#)  
Returns the Hyperlin

Parameter
id

[HyperlinkPageItem](#)  
Returns the Hyperlin

Parameter
name

Array of [HyperlinkI](#)  
*any*)

Returns the Hyperlin

Parameter	Type
from	<a href="#">Hyper</a> Long String
to	<a href="#">Hyper</a> Long String

[HyperlinkPageItem](#)  
Returns the last Hyp

[HyperlinkPageItem](#)  
Returns the middle ]

[HyperlinkPageItem](#)



Returns the Hyperlink specified Hyperlink

Parameter	Type
obj	Hyperlink

HyperlinkPageItem!  
HyperlinkPageItem!  
Returns the Hyperlink specified index.

Parameter	Type
obj	Hyperlink

**string toSource ()**  
Generates a string with HyperlinkPageItem!

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

<b>Class</b>
--------------

# HyperlinkTextDestination

A hyperlink destination

**QuickLinks** [extractLabel](#), [getElementSource](#), [toSpecifier](#)

## Hierarchy



### Properties

Property	Type
destinationText	<a href="#">Insert</a>
hidden	bool
id	number
index	number
label	string
name	string
parent	<a href="#">Document</a>
properties	Object

<b>Methods</b>		<b>Instances</b>			
		<b>string extractLabel (key)</b> Gets the label value associated with the key			
		<table><tr><th>Parameter</th></tr><tr><td>key</td></tr></table>	Parameter	key	
Parameter					
key					
		Array of <b>Object</b> <b>getElementById (id)</b> Resolves the object specified by the id			
		<b>void insertLabel (key: string, value: string)</b> Sets the label to the value			
		<table><tr><th>Parameter</th></tr><tr><td>key</td></tr><tr><td>value</td></tr></table>	Parameter	key	value
Parameter					
key					
value					
		<b>void remove ()</b> Deletes the HyperlinkTextDestination			
		<b>void showDestination (id)</b> Jumps to the hyperlink specified by the id			
		<b>string toSource ()</b> Generates a string which can be used as the source of a HyperlinkTextDestination			
		<b>string toSpecifier ()</b> Retrieves the object specifier			
<b>Element of</b>		<b>Bookmark</b> .destination <b>Hyperlink</b> .destination			
<b>Used in:</b>		<b>Bookmark</b> <b>Bookmarks</b> .array of <b>HyperlinkTextDestination</b> <b>HyperlinkTextDestination</b> <b>HyperlinkTextDestination</b> <b>HyperlinkTextDestination</b> <b>HyperlinkTextDestination</b>			

Hyperlink Hyperlinks.a  
any][, withPropert

**Return** HyperlinkTextDestina  
Text[, withPropert  
HyperlinkTextDestina  
Array of HyperlinkTex  
(  
HyperlinkTextDestina  
HyperlinkTextDestina  
HyperlinkTextDestina  
number)  
HyperlinkTextDestina  
(name: string)  
Array of HyperlinkTex  
HyperlinkTextDes  
HyperlinkTextDestina  
HyperlinkTextDestina  
HyperlinkTextDestina  
HyperlinkTextDe  
HyperlinkTextDestina  
HyperlinkTextDe

<b>Class</b>
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# HyperlinkTextDestinations

A collection of hyperlinks.

**QuickLinks** [add](#), [anyItem](#), [count](#), [itemByName](#), [itemBySource](#), [previousItem](#), [toSource](#)

Properties	Property	Type
	length	number

**Methods** **Instances**  
[HyperlinkTextDestinations](#)  
*Object*)

Creates a new hyperlink.

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

withProperties [Object](#)

[HyperlinkTextDestinations](#)  
Returns any [HyperlinkTextDestination](#).

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

Array of [HyperlinkTextDestination](#)  
Returns every [HyperlinkTextDestination](#).

[HyperlinkTextDestinations](#)  
Returns the first [HyperlinkTextDestination](#).

[HyperlinkTextDestinations](#)  
Returns the [HyperlinkTextDestination](#) name.

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

index	Long String
-------	----------------

[HyperlinkTextDestination](#)  
Returns the Hyperlink

Parameter
id

[HyperlinkTextDestination](#)  
Returns the Hyperlink

Parameter
name

Array of [HyperlinkTextDestination](#)  
(*any*)  
Returns the Hyperlink

Parameter	Type
from	<a href="#">HyperlinkTextDestination</a> Long String
to	<a href="#">HyperlinkTextDestination</a> Long String

[HyperlinkTextDestination](#)  
Returns the last Hyperlink

[HyperlinkTextDestination](#)  
Returns the middle Hyperlink



[HyperlinkTextDestination](#)  
Returns the HyperlinkTextDestination specified by the specified HyperlinkTextDestination

Parameter	Type
obj	<a href="#">HyperlinkTextDestination</a>

[HyperlinkTextDestination](#)  
[HyperlinkTextDestination](#)  
Returns the HyperlinkTextDestination specified index.

Parameter	Type
obj	<a href="#">HyperlinkTextDestination</a>

[string toSource \(\)](#)  
Generates a string with the HyperlinkTextDestination

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

<b>Class</b>
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# HyperlinkTextSource

A hyperlinked text object or inser

**QuickLinks** [extractLabel](#), [getElements](#), [insert](#), [showSource](#), [toSource](#), [toSpecific](#)

**Hierarchy** [Document](#)

**HyperlinkText**

## Properties

Property	Type	Access
hidden	bool	readonly
id	number	readonly
index	number	readonly
label	string	r/w
name	string	r/w
parent	<a href="#">Document</a>	readonly
properties	Object	r/w
sourceText	<a href="#">Text</a>	r/w

Methods

Instances

`string extractLabel (key: string)`  
Gets the label value associated w

Parameter	Type
key	string

Array of `Object` `getElements ()`  
Resolves the object specifier, cre  
references.

`void insertLabel (key: string, va`  
Sets the label to the value associa  
key.

Parameter	Type
key	string
value	string

`void remove ()`  
Deletes the `HyperlinkTextSource`

`void showSource ()`  
Jumps to the hyperlink source.

`string toSource ()`  
Generates a string which, if execu  
`HyperlinkTextSource`.

`string toSpecifier ()`  
Retrieves the object specifier.

Element of

`Hyperlink`.source

**Used in:** array of `HyperlinkTextSource`  
`HyperlinkTextSources.item1`  
`any)`  
`HyperlinkTextSource` `Hyperlink`  
`(obj: HyperlinkTextSource`  
`HyperlinkTextSource`

[HyperlinkTextSources.previous](#)  
**HyperlinkTextSource)**  
[Hyperlink](#) [Hyperlinks.add](#) ([hyperlink](#)  
[hyperlinkDestination: any](#))[[,](#)

**Return** [HyperlinkTextSource](#) [Hyperlink](#)  
([source: Text](#)[[,](#) [withProperties](#)  
[HyperlinkTextSource](#) [Hyperlink](#)  
Array of [HyperlinkTextSource](#)  
[HyperlinkTextSources.every](#)  
[HyperlinkTextSource](#) [Hyperlink](#)  
[HyperlinkTextSource](#) [Hyperlink](#)  
([index: any](#))  
[HyperlinkTextSource](#) [Hyperlink](#)  
([id: number](#))  
[HyperlinkTextSource](#)  
[HyperlinkTextSources.item](#)  
Array of [HyperlinkTextSource](#)  
[HyperlinkTextSources.item](#)  
[any](#))  
[HyperlinkTextSource](#) [Hyperlink](#)  
[HyperlinkTextSource](#) [Hyperlink](#)  
([\)](#)  
[HyperlinkTextSource](#) [Hyperlink](#)  
([obj: HyperlinkTextSource](#)  
[HyperlinkTextSource](#)  
[HyperlinkTextSources.previous](#)  
[HyperlinkTextSource\)](#)

<b>Class</b>
--------------

# HyperlinkTextSources

A collection of hyperlink text sources

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [itemByName](#), [itemByRange](#), [lastItem](#), [nextItem](#), [previousItem](#), [toSource](#)

Properties	Property	Type	Access
	length	number	readonly

**Methods** **Instances**  
[HyperlinkTextSource](#) **add** ([source](#) *Object*)  
Creates a new hyperlink text source

Parameter	Type	Description
source	<a href="#">Text</a>	The text to be displayed as a hyperlink
withProperties	<a href="#">Object</a>	Initial properties for the new HyperlinkTextSource (Optional)

[HyperlinkTextSource](#) **anyItem**  
Returns any HyperlinkTextSource

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

Array of [HyperlinkTextSource](#)  
Returns every HyperlinkTextSource

[HyperlinkTextSource](#) **firstItem**  
Returns the first HyperlinkTextSource

[HyperlinkTextSource](#) **item** ([index](#))  
Returns the HyperlinkTextSource at the specified index

or name.

Parameter	Type	Description
index	Long String	The index Long or S

[HyperlinkTextSource](#) **itemById**  
Returns the HyperlinkTextSource

Parameter	Type
id	number

[HyperlinkTextSource](#) **itemByName**  
Returns the HyperlinkTextSource

Parameter	Type
name	string

Array of [HyperlinkTextSource](#)  
**to: any)**  
Returns the HyperlinkTextSource  
range.

Parameter	Type
from	<a href="#">HyperlinkTextSource</a> Long String
to	<a href="#">HyperlinkTextSource</a> Long String

[HyperlinkTextSource](#) **lastItem**



Returns the last [HyperlinkTextSource](#).

[HyperlinkTextSource](#) **middleItem**

Returns the middle [HyperlinkTextSource](#).

[HyperlinkTextSource](#) **nextItem**

[HyperlinkTextSource](#))

Returns the [HyperlinkTextSource](#) specified by the specified [HyperlinkTextSource](#).

Parameter	Type
obj	<a href="#">HyperlinkTextSource</a>

[HyperlinkTextSource](#) **previousItem**

[HyperlinkTextSource](#))

Returns the [HyperlinkTextSource](#) to the specified index.

Parameter	Type
obj	<a href="#">HyperlinkTextSource</a>

[string](#) **toSource** ()

Generates a string which, if extended, returns the [HyperlinkTextSource](#).

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

<b>Class</b>
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# HyperlinkURLDestination

A hyperlink destination

**QuickLinks** [extractLabel](#), [getElementSource](#), [toSpecifier](#)

## Hierarchy

H

## Properties

Property	Type
destinationURL	string
hidden	boolean
id	number
index	number
label	string
name	string
parent	<a href="#">Document</a>
properties	Object

Methods

Instances

`string extractLabel (l`  
Gets the label value as

Parameter
key

Array of `Object` `getEl`  
Resolves the object sp

`void insertLabel (key`  
Sets the label to the va

Parameter
key
value

`void remove ()`  
Deletes the Hyperlink

`void showDestination`  
Jumps to the hyperlinl

`string toSource ()`  
Generates a string wh  
HyperlinkURLDestin.

`string toSpecifier ()`  
Retrieves the object sp

Element of `Hyperlink.destination`

Used in: array of `HyperlinkUI`  
`HyperlinkURLD`  
`HyperlinkURLDesti`  
`(obj: Hyperlinkl`  
`HyperlinkURLDesti`  
`HyperlinkURLD`  
`HyperlinkURLI`  
`Hyperlink Hyperlinks`

[hyperlinkDestina](#)

**Return** **HyperlinkURLDesti**  
([\[destination: stri](#)  
**HyperlinkURLDesti**  
Array of **HyperlinkU**  
[HyperlinkURLD](#)  
**HyperlinkURLDesti**  
**HyperlinkURLDesti**  
([index: any](#))  
**HyperlinkURLDesti**  
([id: number](#))  
**HyperlinkURLDesti**  
[HyperlinkURLD](#)  
Array of **HyperlinkU**  
[HyperlinkURLD](#)  
**HyperlinkURLDesti**  
**HyperlinkURLDesti**  
)  
**HyperlinkURLDesti**  
([obj: Hyperlinkl](#)  
**HyperlinkURLDesti**  
[HyperlinkURLD](#)  
**HyperlinkURLI**

<b>Class</b>
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# HyperlinkURLDestinations

A collection of hyperlinks

**QuickLinks** [add](#), [anyItem](#), [count](#), [itemByName](#), [itemById](#), [previousItem](#), [toSource](#)

Property	Type
length	number

**Methods**

**Instances**

[HyperlinkURLDestinations](#)  
*Object*)  
Creates a new hyperlink destination.  

Parameter	Type
destination	string

  
[withProperties](#) *Object*  
  
[HyperlinkURLDestinations](#)  
Returns any HyperlinkURLDestinations.  
**number count ()**  
Displays the number of HyperlinkURLDestinations.  
Array of [HyperlinkURLDestinations](#)  
Returns every HyperlinkURLDestinations.  
[HyperlinkURLDestinations](#)  
Returns the first HyperlinkURLDestinations.  
[HyperlinkURLDestinations](#)  
Returns the HyperlinkURLDestinations name.

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

index	Long String
-------	----------------

[HyperlinkURLDest](#)  
Returns the Hyperli

Parameter
id

[HyperlinkURLDest](#)  
Returns the Hyperli

Parameter
name

Array of [Hyperlinkl](#)  
*any*)  
Returns the Hyperli

Parameter	Type
from	<a href="#">Hyper</a> Long String
to	<a href="#">Hyper</a> Long String

[HyperlinkURLDest](#)  
Returns the last Hyf

[HyperlinkURLDest](#)  
Returns the middle .



[HyperlinkURLDest](#)  
Returns the Hyperli  
specified Hyperlink

Parameter	Type
obj	<a href="#">Hyper</a>

[HyperlinkURLDest](#)  
[HyperlinkURLDest](#)  
Returns the Hyperli  
specified index.

Parameter	Type
obj	<a href="#">Hyper</a>

[string toSource \(\)](#)  
Generates a string w  
[HyperlinkURLDest](#)

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

<b>Class</b>
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# Hyperlinks

A collection of hyperlinks.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemBy](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number c

**Methods** **Instances**  
[Hyperlink](#) **add** ([hyperlinkSource](#): any[, [hyperlinkDesti](#)  
Creates a new hyperlink.

Parameter	Type
hyperlinkSource	<a href="#">HyperlinkPageItemSource</a> <a href="#">HyperlinkTextSource</a>
hyperlinkDestination	Array of Strings Booleans <a href="#">HyperlinkExternalPageDestinat</a> <a href="#">HyperlinkPageDestination</a> <a href="#">HyperlinkTextDestination</a> <a href="#">HyperlinkURLDestination</a> Longs
withProperties	Object

[Hyperlink](#) **anyItem** ()  
Returns any Hyperlink in the collection.

[number](#) **count** ()  
Displays the number of elements in the Hyperlink.

Array of [Hyperlink](#) **everyItem** ()  
Returns every Hyperlink in the collection.

### Hyperlink **firstItem** ()

Returns the first Hyperlink in the collection.

### Hyperlink **item** (index: any)

Returns the Hyperlink with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can a

### Hyperlink **itemByID** (id: number)

Returns the Hyperlink with the specified ID.

Parameter	Type
id	number

### Hyperlink **itemByName** (name: string)

Returns the Hyperlink with the specified name.

Parameter	Type
name	string

### Array of Hyperlink **itemByRange** (from: any, to: any)

Returns the Hyperlinks within the specified range.

Parameter	Type	Description
from	Hyperlink Long String	The Hyperlink, index, or name. accept: Hyperlink, Long or String.
to	Hyperlink Long String	The Hyperlink, index, or name. Hyperlink, Long or String.

### Hyperlink **lastItem** ()

Returns the last Hyperlink in the collection.

### Hyperlink **middleItem** ()

Returns the middle Hyperlink in the collection.

### Hyperlink **nextItem** (obj: Hyperlink)

Returns the Hyperlink whose index follows the specified

--	--	--

Parameter	Type	Description
obj	<a href="#">Hyperlink</a>	The Hyperlink whose index

[Hyperlink](#) **previousItem** (obj: [Hyperlink](#))

Returns the Hyperlink with the index previous to the sp

Parameter	Type	Description
obj	<a href="#">Hyperlink</a>	The index of the Hyperlink

[string](#) **toSource** ()

Generates a string which, if executed, will return the H

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

# Adobe InDesign CS2 (4.0) Object Model

Contents	Indexing Suite	
Create your own index to stay on topic!	<a href="#">Assignment Suite</a> <a href="#">Basics Suite</a> <a href="#">Book Suite</a> <a href="#">Color Suite</a> <a href="#">Datamerge 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="#">Object Styles Suite</a> <a href="#">Preferences Suite</a> <a href="#">Stroke Styles Suite</a> <a href="#">Table Of Contents Suite</a> <a href="#">Table Style Suite</a> <a href="#">Tables Suite</a> <a href="#">Text Suite</a> <a href="#">UI Suite</a> <a href="#">XML Suite</a>	<a href="#">CrossReference</a> <a href="#">CrossReferences</a> <a href="#">Index</a> <a href="#">IndexOptions</a> <a href="#">IndexSection</a> <a href="#">IndexSections</a> <a href="#">Indexes</a> <a href="#">PageReference</a> <a href="#">PageReferences</a> <a href="#">Topic</a> <a href="#">Topics</a>

<b>Class</b>
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# CrossReference

A cross reference to a different index topic.

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

## Hierarchy

### Properties

Property	Type
crossReferenceType	<a href="#">CrossReferenceType</a> : 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 speci

Parameter
key

Array of **Object** **getElements** ()  
Resolves the object specifier, creating an arra

**void insertLabel** (*key: string, value: string*)  
Sets the label to the value associated with the

Parameter
key
value

**void remove** ()  
Deletes the CrossReference.

**string toSource** ()

	Generates a string which, if executed, will return the object specifier. <b>string toSpecifier ()</b> Retrieves the object specifier.
<b>Used in:</b>	array of <b>CrossReference</b> <a href="#">CrossReferences.items</a> <b>CrossReference</b> <a href="#">CrossReferences.nextItem ()</a> <b>CrossReference</b> <a href="#">CrossReferences.previousItem ()</a>
<b>Return</b>	<b>CrossReference</b> <a href="#">CrossReferences.add (reference, customTypeString: string)[, withProperties: boolean]</a> <b>CrossReference</b> <a href="#">CrossReferences.anyItem ()</a> Array of <b>CrossReference</b> <a href="#">CrossReferences.items</a> <b>CrossReference</b> <a href="#">CrossReferences.firstItem ()</a> <b>CrossReference</b> <a href="#">CrossReferences.item (index)</a> <b>CrossReference</b> <a href="#">CrossReferences.itemByID (id)</a> <b>CrossReference</b> <a href="#">CrossReferences.itemByName (name)</a> Array of <b>CrossReference</b> <a href="#">CrossReferences.items</a> <b>CrossReference</b> <a href="#">CrossReferences.lastItem ()</a> <b>CrossReference</b> <a href="#">CrossReferences.middleItem (index)</a> <b>CrossReference</b> <a href="#">CrossReferences.nextItem ()</a> <b>CrossReference</b> <a href="#">CrossReferences.previousItem ()</a>
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<b>Class</b>
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# CrossReferences

A collection of cross references.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [it](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSou](#)

Properties	Property	Type	Access
	length	number	readonly

Methods

Instances

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

Parameter	Type
referencedTopic	<a href="#">Topic</a>
crossReferenceType	<a href="#">CrossReferenceType</a> <a href="#">CrossReferenceType</a> <a href="#">CrossReferenceType</a> <a href="#">CrossReferenceType</a> <a href="#">CrossReferenceType</a> <a href="#">CrossReferenceType</a> <a href="#">CrossReferenceType</a> <a href="#">CrossReferenceType</a>
customTypeString	string

withProperties	Object
----------------	--------

**CrossReference anyItem ()**

Returns any CrossReference in the collection

**number count ()**

Displays the number of elements in the Collection

**Array of CrossReference everyItem ()**

Returns every CrossReference in the collection

**CrossReference firstItem ()**

Returns the first CrossReference in the collection

**CrossReference item (index: any)**

Returns the CrossReference with the specified index

Parameter	Type	Description
index	Long String	The index of the CrossReference

**CrossReference itemByID (id: number)**

Returns the CrossReference with the specified id

Parameter	Type
id	number

**CrossReference itemByName (name: string)**

Returns the CrossReference with the specified name

Parameter	Type
name	string

**Array of CrossReference itemByRange (from: number, to: number)**

Returns the CrossReferences within the specified range

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

from	<a href="#">CrossReference</a> Long String	The CrossRe accept: Cros
to	<a href="#">CrossReference</a> Long String	The CrossRe CrossRefere

### [CrossReference](#) **lastItem** ()

Returns the last CrossReference in the colle

### [CrossReference](#) **middleItem** ()

Returns the middle CrossReference in the c

### [CrossReference](#) **nextItem** ([obj](#): [CrossRefer](#)

Returns the CrossReference whose index fo

Parameter	Type	Description
obj	<a href="#">CrossReference</a>	The CrossRe CrossRefere

### [CrossReference](#) **previousItem** ([obj](#): [CrossR](#)

Returns the CrossReference with the index

Parameter	Type	Description
obj	<a href="#">CrossReference</a>	The index o

### [string](#) **toSource** ()

Generates a string which, if executed, will r

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

<b>Class</b>
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# Index

An index.

**QuickLinks** [capitalize](#), [extractLabel](#), [generate](#), [getElements](#), [importTopics](#), [importTopicsFromIndex](#)

## Hierarchy

[Document](#)

[Index](#)

[IndexSection](#)

## Properties

Property	Type	Access	Description
allTopics	Array of <a href="#">Topic</a>	readonly	The topics in this index
id	number	readonly	The unique ID of this index
index	number	readonly	The index of this index
indexSections	<a href="#">IndexSections</a>	readonly	A collection of index sections
label	string	r/w	A property that can be used to label the index
name	string	r/w	The name of this index
parent	<a href="#">Document</a>	readonly	The parent of this index
properties	Object	r/w	A property that can be used to store additional information
topics	<a href="#">Topics</a>	readonly	A collection of topics

## Methods

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

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

IndexCapitalizationOptions.ALL\_ENTR

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

Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of **Story generate** (*[on: any][, placePoint: Array of MeasurementUnit][, autoflowing: bool=false][, includeOverset: bool=false]*)

Generates a new index story.

Parameter	Type	Description
on	MasterSpreadPageSpread	The spread or page on MasterSpread. (Optional)
placePoint	Array of MeasurementUnit (Number or String)	The coordinates of the (Optional)
destinationLayer	Layer	The layer on which to place the story.
autoflowing	bool	If true, allows the story to flow to the next specified page. If no specified page, it will flow to the next page. (Optional) (default: false)
includeOverset	bool	If true, includes topics that are not in the current spread. (Optional) (default: false)

Array of **Object getElements** ()

Resolves the object specifier, creating an array of object references.

**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

	<div>value</div> <div>string</div>
	<p><b>void removeUnusedTopics ()</b> Removes all index topics that do not have any index entries.</p> <p><b>string toSource ()</b> Generates a string which, if executed, will return the Index.</p> <p><b>string toSpecifier ()</b> Retrieves the object specifier.</p> <p><b>void update ()</b> Updates the index preview pane. Note: Does not update the index</p>
<b>Element of</b>	<div>IndexSection.parent</div> <div>Topic.parent</div>
<b>Used in:</b>	<div>array of <b>Index</b> <a href="#">Indexes.itemByRange</a> (<i>from: any, to: any</i>)</div> <div><b>Index</b> <a href="#">Indexes.nextItem</a> (<i>obj: Index</i>)</div> <div><b>Index</b> <a href="#">Indexes.previousItem</a> (<i>obj: Index</i>)</div>
<b>Return</b>	<div><b>Index</b> <a href="#">Indexes.add</a> (<i>[withProperties: Object]</i>)</div> <div><b>Index</b> <a href="#">Indexes.anyItem</a> ()</div> <div>Array of <b>Index</b> <a href="#">Indexes.everyItem</a> ()</div> <div><b>Index</b> <a href="#">Indexes.firstItem</a> ()</div> <div><b>Index</b> <a href="#">Indexes.item</a> (<i>index: any</i>)</div> <div><b>Index</b> <a href="#">Indexes.itemByID</a> (<i>id: number</i>)</div> <div><b>Index</b> <a href="#">Indexes.itemByName</a> (<i>name: string</i>)</div> <div>Array of <b>Index</b> <a href="#">Indexes.itemByRange</a> (<i>from: any, to: any</i>)</div> <div><b>Index</b> <a href="#">Indexes.lastItem</a> ()</div> <div><b>Index</b> <a href="#">Indexes.middleItem</a> ()</div> <div><b>Index</b> <a href="#">Indexes.nextItem</a> (<i>obj: Index</i>)</div> <div><b>Index</b> <a href="#">Indexes.previousItem</a> (<i>obj: Index</i>)</div>
<div>Jongware, 27-Jun-2010 v3.0.3d</div> <div>Contents :: <a href="#">Index</a></div>	

<b>Class</b>
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# IndexOptions

Index options.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

[Application](#) | [IndexOptions](#)

**IndexOptions**

**Properties**

Property	Type
beforeCrossReferenceSeparator	string
betweenEntriesSeparator	string
betweenPageNumbersSeparator	string

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



	level3Style	ParagraphStyle
	level4Style	ParagraphStyle
	pageNumberStyle	CharacterStyle
	pageRangeSeparator	string
	parent	Application Document
	properties	Object



	replaceExistingIndex	bool
	sectionHeadingStyle	ParagraphStyle
	title	string
	titleStyle	ParagraphStyle String

<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating an array of <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, will return 1 <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.
<b>Element of</b>	<a href="#">Application.indexGenerationOptions</a> <a href="#">Document.indexGenerationOptions</a>
Jongware, 27- Jun-2010 v3.0.3d	<a href="#">Contents :: Index</a>

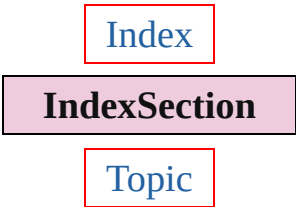
<b>Class</b>
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# IndexSection

A section within an index.

**QuickLinks** [extractLabel](#), [getElements](#), [insertLabel](#), [toSource](#), [toSpecifier](#)

## Hierarchy



## Properties

Property	Type	Access	Description
allTopics	Array of <a href="#">Topic</a>	readonly	The topics in the specified index section.
id	number	readonly	The unique ID of the IndexSection.
index	number	readonly	The index of the IndexSection within its containing object.
label	string	r/w	A property that can be set to any string.
name	string	readonly	The name of the IndexSection.
parent	<a href="#">Index</a>	readonly	The parent of the IndexSection (a Index).
properties	Object	r/w	A property that allows setting of

			several properties at the same time.
topics	Topics	readonly	A collection of index topics.

**Methods** **Instances**

**string extractLabel** (*key: string*)  
Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

Array of **Object** **getElements** ()  
Resolves the object specifier, creating an array of object references.

**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.

**string toSource** ()  
Generates a string which, if executed, will return the IndexSection.

**string toSpecifier** ()  
Retrieves the object specifier.

**Used in:** array of **IndexSection**  
**IndexSections.itemByRange** (*from: any, to: any*)  
**IndexSection** **IndexSections.nextItem** (*obj: IndexSection*)  
**IndexSection** **IndexSections.previousItem** (*obj:*

## IndexSection)

**Return** **IndexSection** **IndexSections.anyItem** ()  
Array of **IndexSection** **IndexSections.everyItem** ()  
**IndexSection** **IndexSections.firstItem** ()  
**IndexSection** **IndexSections.item** (**index**: *any*)  
**IndexSection** **IndexSections.itemByID** (**id**: *number*)  
**IndexSection** **IndexSections.itemByName** (**name**: *string*)  
Array of **IndexSection** **IndexSections.itemByRange** (**from**: *any*, **to**: *any*)  
**IndexSection** **IndexSections.lastItem** ()  
**IndexSection** **IndexSections.middleItem** ()  
**IndexSection** **IndexSections.nextItem** (**obj**: **IndexSection**)  
**IndexSection** **IndexSections.previousItem** (**obj**: **IndexSection**)

<b>Class</b>
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# IndexSections

A collection of index sections.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[IndexSection](#) **anyItem** ()

Returns any IndexSection in the collection.

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

Displays the number of elements in the IndexSection.

Array of [IndexSection](#) **everyItem** ()

Returns every IndexSection in the collection.

[IndexSection](#) **firstItem** ()

Returns the first IndexSection in the collection.

[IndexSection](#) **item** ([index](#): *any*)

Returns the IndexSection with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[IndexSection](#) **itemByID** ([id](#): *number*)

Returns the IndexSection with the specified ID.

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



id	number	The ID.
----	--------	---------

**IndexSection itemByName** (*name*: *string*)  
Returns the IndexSection with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **IndexSection itemByRange** (*from*: *any*, *to*: *any*)  
Returns the IndexSections within the specified range.

Parameter	Type	Description
from	<b>IndexSection</b> Long String	The IndexSection, index, or name at the beginning of the range. Can accept: IndexSection, Long or String.
to	<b>IndexSection</b> Long String	The IndexSection, index, or name at the end of the range. Can accept: IndexSection, Long or String.

**IndexSection lastItem** ()  
Returns the last IndexSection in the collection.

**IndexSection middleItem** ()  
Returns the middle IndexSection in the collection.

**IndexSection nextItem** (*obj*: **IndexSection**)  
Returns the IndexSection whose index follows the specified IndexSection in the collection.

--	--	--

Parameter	Type	Description
obj	<a href="#">IndexSection</a>	The IndexSection whose index comes before the desired IndexSection.

[IndexSection](#) **previousItem** ([obj](#): [IndexSection](#))

Returns the IndexSection with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">IndexSection</a>	The index of the IndexSection that follows the desired IndexSection.

[string](#) **toSource** ()

Generates a string which, if executed, will return the IndexSection.

**Element of** [Index](#).indexSections

<b>Class</b>
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# Indexes

A collection of indexes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[Index](#) **anyItem** ()

Returns any Index in the collection.

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

Displays the number of elements in the Index.

Array of [Index](#) **everyItem** ()

Returns every Index in the collection.

[Index](#) **firstItem** ()

Returns the first Index in the collection.

[Index](#) **item** ([index](#): *any*)

Returns the Index with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Index](#) **itemByID** ([id](#): *number*)

Returns the Index with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Index itemByName** (*name: string*)

Returns the Index with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Index itemByRange** (*from: any, to: any*)

Returns the Indexes within the specified range.

Parameter	Type	Description
from	<b>Index</b> Long String	The Index, index, or name at the beginning of the range. Can accept: Index, Long or String.
to	<b>Index</b> Long String	The Index, index, or name at the end of the range. Can accept: Index, Long or String.

**Index lastItem** ()

Returns the last Index in the collection.

**Index middleItem** ()

Returns the middle Index in the collection.

**Index nextItem** (*obj: Index*)

Returns the Index whose index follows the specified Index in the collection.

Parameter	Type	Description
obj	<b>Index</b>	The Index whose index comes before the desired Index.

**Index previousItem** (*obj: Index*)

Returns the Index with the index previous to the specified index.

Parameter	Type	Description

obj	<a href="#">Index</a>	The index of the Index that follows the desired Index.
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[string](#) **toSource ()**

Generates a string which, if executed, will return the Index.

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

<b>Class</b>
--------------

# PageReference

The page reference for an index topic.

**QuickLinks** [extractLabel](#), [getElements](#), [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="#">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>
	parent	<a href="#">Topic</a>
	properties	Object
	sourceText	<a href="#">Text</a>
<b>Methods</b> <b>Instances</b>		

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

Gets the label value associated with the specific

Parameter	Type
key	string

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array

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

Sets the label to the value associated with the s

Parameter	Type
key	string
value	string

**void remove** ()

Deletes the PageReference.

**string toSource** ()

Generates a string which, if executed, will retur

**string toSpecifier** ()

Retrieves the object specifier.

**Used in:** array of **PageReference** **PageReferences.itemB**  
**PageReference** **PageReferences.nextItem** (*obj:*  
**PageReference** **PageReferences.previousItem** (

**Return** **PageReference** **PageReferences.add** (*source: T*  
*PageReferenceType=PageReferenceType*  
*pageNumberStyleOverride: CharacterStyle*  
**PageReference** **PageReferences.anyItem** ()  
Array of **PageReference** **PageReferences.every**  
**PageReference** **PageReferences.firstItem** ()  
**PageReference** **PageReferences.item** (*index: a*  
**PageReference** **PageReferences.itemByID** (*id:*  
**PageReference** **PageReferences.itemByName** (  
Array of **PageReference** **PageReferences.itemI**  
**PageReference** **PageReferences.lastItem** ()  
**PageReference** **PageReferences.middleItem** ()

**PageReference** [PageReferences.nextItem](#) ([obj:](#)  
**PageReference** [PageReferences.previousItem](#) (

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<b>Class</b>
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# PageReferences

A collection of index page references.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [previousItem](#), [toSource](#)

Property	Type	Access
length	number	readonly

**Methods** **Instances**  
[PageReference](#) **add** ([source](#): [Text](#)[, [pageReferenceType](#): [PageReferenceType](#)], [pageReferenceLimit](#): [Long](#)][, [pageNumberStyle](#): [ParagraphStyle](#)])  
Creates a new page reference.

Parameter	Type
source	<a href="#">Text</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 [CharacterStyle](#)

withProperties Object

[PageReference](#) **anyItem** ()

Returns any PageReference in the collection.

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

Displays the number of elements in the PageF

Array of [PageReference](#) **everyItem** ()

Returns every PageReference in the collection

[PageReference](#) **firstItem** ()

Returns the first PageReference in the collect

[PageReference](#) **item** ([index](#): *any*)

Returns the PageReference with the specified

Parameter	Type	Descri
index	Long String	The in

[PageReference](#) **itemByID** ([id](#): *number*)

Returns the PageReference with the specified

Parameter
id

[PageReference](#) **itemByName** ([name](#): *string*)

Returns the PageReference with the specified

Parameter
name

Array of [PageReference](#) **itemByRange** ([from](#)

Returns the PageReferences within the specif

Parameter	Type	Description
from	Long <a href="#">PageReference</a>	The PageRefer Long or String.

	String	
to	Long <a href="#">PageReference</a> String	The PageRefer String.

[PageReference](#) **lastItem** ()

Returns the last PageReference in the collecti

[PageReference](#) **middleItem** ()

Returns the middle PageReference in the coll

[PageReference](#) **nextItem** ([obj](#): [PageReference](#))

Returns the PageReference whose index follo

Parameter	Type	Descript
obj	<a href="#">PageReference</a>	The Page

[PageReference](#) **previousItem** ([obj](#): [PageRefe](#))

Returns the PageReference with the index pre

Parameter	Type	Descript
obj	<a href="#">PageReference</a>	The ind

[string](#) **toSource** ()

Generates a string which, if executed, will ret

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

<b>Class</b>
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Topic				
An index topic.				
QuickLinks	capitalize, getElements, move, remove, toSource, toSpecifier			
Hierarchy				
Index   IndexSection   Topic				
CrossReference   PageReference				
Properties	Property	Type	Access	Description
	crossReferences	CrossReferences	readonly	A collection of CrossReferences.
	index	number	readonly	The index of the topic.
	name	string	r/w	The name of the topic.
	pageReferences	PageReferences	readonly	A collection of PageReferences.
	parent	IndexIndexSectionTopic	readonly	The parent of the topic.
	properties	Object	r/w	A property that contains other properties.
	sortOrder	string	r/w	The string by which the topic is sorted. Note: The actual sort order is determined by the value of the sortOrder property.
	topics	Topics	readonly	A collection of Topics.
Methods				
Instances				
void capitalize ([capitalizationOption: IndexCapitalizationOptions]) Makes the initial letter for the specified index topic or group of topics uppercase.				
Parameter		Type		
capitalizationOption		IndexCapitalizationOptions: IndexCapitalizationOptions.SELECTED IndexCapitalizationOptions.INCLUDE_SELF IndexCapitalizationOptions.ALL_LEVELS		

IndexCapitalizationOptions.ALL\_ENTR

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object referen

**Topic** **move** (**to**: *number*)

Moves the topic to the specified location.

Parameter	Type
to	number

**void** **remove** ()

Deletes the Topic.

**string** **toSource** ()

Generates a string which, if executed, will return the Topic.

**string** **toSpecifier** ()

Retrieves the object specifier.

**Element of** [CrossReference.parent](#)  
[CrossReference.referencedTopic](#)  
[Index.allTopics](#)  
[IndexSection.allTopics](#)  
[PageReference.parent](#)  
[Topic.parent](#)

**Used in:** [CrossReference](#) [CrossReferences.add](#) ([referencedTopic](#): **Topic**, (*string*)[, [withProperties](#): *Object*])  
array of **Topic** [Topics.itemByRange](#) ([from](#): *any*, [to](#): *any*)  
**Topic** [Topics.nextItem](#) ([obj](#): **Topic**)  
**Topic** [Topics.previousItem](#) ([obj](#): **Topic**)

**Return** **Topic** [Topic.move](#) ([to](#): *number*)  
**Topic** [Topics.add](#) ([name](#): *string*[, [sortBy](#): *string*][, [withProperties](#): *Object*])  
**Topic** [Topics.anyItem](#) ()  
Array of **Topic** [Topics.everyItem](#) ()  
**Topic** [Topics.firstItem](#) ()  
**Topic** [Topics.item](#) ([index](#): *any*)  
**Topic** [Topics.itemByName](#) ([name](#): *string*)  
Array of **Topic** [Topics.itemByRange](#) ([from](#): *any*, [to](#): *any*)  
**Topic** [Topics.lastItem](#) ()

**Topic** [Topics.middleItem \(\)](#)  
**Topic** [Topics.nextItem \(obj: Topic\)](#)  
**Topic** [Topics.previousItem \(obj: Topic\)](#)

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<b>Class</b>
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# Topics

A collection of index topics.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**Topic** [anyItem](#) ()

Returns any Topic in the collection.

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

Displays the number of elements in the Topic.

Array of **Topic** [everyItem](#) ()

Returns every Topic in the collection.

**Topic** [firstItem](#) ()

Returns the first Topic in the collection.

**Topic item** (*index: any*)

Returns the Topic with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Topic itemByName** (*name: string*)

Returns the Topic with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Topic itemByRange** (*from: any, to: any*)

Returns the Topics within the specified range.

Parameter	Type	Description
from	Long String <b>Topic</b>	The Topic, index, or name at the beginning of the range. Can accept: Topic, Long or String.
to	Long String <b>Topic</b>	The Topic, index, or name at the end of the range. Can accept: Topic, Long or String.

**Topic lastItem** ()

Returns the last Topic in the collection.

**Topic middleItem** ()

Returns the middle Topic in the collection.

**Topic nextItem** (*obj: Topic*)

Returns the Topic whose index follows the specified Topic in the collection.

Parameter	Type	Description
obj	<b>Topic</b>	The Topic whose index comes before the desired Topic.

**Topic previousItem** (*obj: Topic*)

Returns the Topic with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Topic</a>	The index of the Topic that follows the desired Topic.

[string](#) **toSource** ()

Generates a string which, if executed, will return the Topic.

**Element of** [Index](#).topics  
[IndexSection](#).topics  
[Topic](#).topics

# Adobe InDesign CS2 (4.0) Object Model



Contents	Interactive Elements Suite	
Not for the stuffy old fashioned paper works, but invaluable if you target electronic documents for the 21st century.	Assignment Suite	Behavior
	Basics Suite	Behaviors
	Book Suite	Button
	Color Suite	Buttons
	Datamerge Suite	CloseWindowBehavior
	Enum Suite	CloseWindowBehaviors
	Hyperlinks Suite	FormField
	Indexing Suite	FormFields
	Interactive Elements Suite	GotoAnchorBehavior
	Layout Suite	GotoAnchorBehaviors
	Libraries Suite	GotoFirstPageBehavior
	Links Suite	GotoFirstPageBehaviors
	Object Styles Suite	GotoLastPageBehavior
	Preferences Suite	GotoLastPageBehaviors
	Stroke Styles Suite	GotoNextPageBehavior
	Table Of Contents Suite	GotoNextPageBehaviors
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[States](#)  
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[ViewZoomBehaviors](#)

<b>Class</b>
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# Behavior

A behavior object.

Superclass of [CloseWindowBehavior](#), [GotoAnchorBehavior](#), [GotoFirstPageBehavior](#), [GotoLastPageBehavior](#), [GotoNextPageBehavior](#), [GotoNextViewBehavior](#), [GotoPreviousPageBehavior](#), [GotoPreviousViewBehavior](#), [GotoURLBehavior](#), [MovieBehavior](#), [OpenFileBehavior](#), [QuitBehavior](#), [ShowHideFieldsBehavior](#) and [ViewZoomBehavior](#)

**QuickLinks** [extractLabel](#), [getElements](#), [insertLabel](#), [remove](#), [toSource](#), [toText](#)

## Hierarchy

[Button](#) | [FormField](#)

**Behavior**

[CloseWindowBehavior](#) | [GotoAnchorBehavior](#) | [GotoFirstPageBehavior](#) | [GotoLastPageBehavior](#) | [GotoNextPageBehavior](#) | [GotoNextViewBehavior](#) | [GotoPreviousPageBehavior](#) | [GotoPreviousViewBehavior](#) | [GotoURLBehavior](#) | [MovieBehavior](#) | [OpenFileBehavior](#) | [QuitBehavior](#) | [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	readOnly
label	string	r/w
name	string	readOnly
parent	Button FormField	readOnly
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.

Array of **Object getElements** ()

Resolves the object specifier, creating an array of object ref

**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.

**string toSource** ()

Generates a string which, if executed, will return the Behavior.

**string toSpecifier** ()

Retrieves the object specifier.

**Used in:** array of **Behavior** [Behaviors.itemByRange](#) (*from: any, to: any*)  
**Behavior** [Behaviors.nextItem](#) (*obj: Behavior*)  
**Behavior** [Behaviors.previousItem](#) (*obj: Behavior*)

**Return** **Behavior** [Behaviors.anyItem](#) ()  
Array of **Behavior** [Behaviors.everyItem](#) ()  
**Behavior** [Behaviors.firstItem](#) ()  
**Behavior** [Behaviors.item](#) (*index: any*)  
**Behavior** [Behaviors.itemByID](#) (*id: number*)  
**Behavior** [Behaviors.itemByName](#) (*name: string*)  
Array of **Behavior** [Behaviors.itemByRange](#) (*from: any, to: any*)  
**Behavior** [Behaviors.lastItem](#) ()  
**Behavior** [Behaviors.middleItem](#) ()  
**Behavior** [Behaviors.nextItem](#) (*obj: Behavior*)  
**Behavior** [Behaviors.previousItem](#) (*obj: Behavior*)

<b>Class</b>
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# Behaviors

A collection of behavior objects.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Behavior](#) **anyItem** ()

Returns any Behavior in the collection.

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

Displays the number of elements in the Behavior.

Array of [Behavior](#) **everyItem** ()

Returns every Behavior in the collection.

[Behavior](#) **firstItem** ()

Returns the first Behavior in the collection.

[Behavior](#) **item** ([index](#): *any*)

Returns the Behavior with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Behavior](#) **itemByID** ([id](#): *number*)

Returns the Behavior with the specified ID.

Parameter	Type	Description
id	number	The ID.

[Behavior](#) **itemByName** ([name](#): *string*)

Returns the Behavior with the specified name.



Parameter	Type	Description
name	string	The name.

Array of **Behavior** **itemByRange** (**from**: any, **to**: any)  
Returns the Behaviors within the specified range.

Parameter	Type	Description
from	<b>Behavior</b> Long String	The Behavior, index, or name at the beginning of the range. Can accept: Behavior, Long or String.
to	<b>Behavior</b> Long String	The Behavior, index, or name at the end of the range. Can accept: Behavior, Long or String.

**Behavior** **lastItem** ()

Returns the last Behavior in the collection.

**Behavior** **middleItem** ()

Returns the middle Behavior in the collection.

**Behavior** **nextItem** (**obj**: **Behavior**)

Returns the Behavior whose index follows the specified Behavior in the collection.

Parameter	Type	Description
obj	<b>Behavior</b>	The Behavior whose index comes before the desired Behavior.

**Behavior** **previousItem** (**obj**: **Behavior**)

Returns the Behavior with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Behavior</b>	The index of the Behavior that follows the desired Behavior.

**string** **toSource** ()

Generates a string which, if executed, will return the Behavior.

**Element of** [Button](#).behaviors  
[FormField](#).behaviors

<b>Class</b>
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# Button

A button. Base Class: `FormField`

## QuickLinks

[addPath](#), [applyAppearance](#), [applyObjectStyle](#), [bringForward](#), [br](#)  
[excludeOverlapPath](#), [exportFile](#), [extractLabel](#), [fit](#), [flipItem](#), [getE](#)  
[markup](#), [minusBack](#), [move](#), [override](#), [place](#), [placeXML](#), [release](#)  
[resize](#), [revert](#), [rotate](#), [select](#), [sendBackward](#), [sendToBack](#), [shear](#),  
[transformAgainIndividually](#), [transformSequenceAgain](#), [transfor](#)

## Hierarchy

Cell | Character | Document | Group | InsertionPoint | Layer |  
Table | Text | TextColumn | TextF

FormFi

## Butto

AnchoredObjectSetting | Behavior | CloseWindowBehavior  
GotoLastPageBehavior | GotoNextPageBehavior | Goto  
GotoPreviousViewBehavior | GotoURLBehavior | Graph  
OpenFileBehavior | Oval | PDF | PICT | PageItem | Polygon  
SoundBehavior | State | TextFrame | TextWrapping

## 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>
anchoredObjectSettings	<a href="#">AnchoredObjectSetting</a>
appearanceName	string
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</a>
behaviors	<a href="#">Behaviors</a>
blendMode	<a href="#">BlendMode</a> : BlendMode.NORMAL BlendMode.MULTIPLY

	<div>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</div>
closeWindowBehaviors	<div>CloseWindowBehaviors</div>
cornerEffect	<div>CornerEffects: CornerEffects.NONE CornerEffects.ROUNDED_COR CornerEffects.INVERSE_ROUN CornerEffects.INSET_CORNER CornerEffects.BEVEL_CORNEI CornerEffects.FANCY_CORNEI</div>
cornerRadius	<div>number</div>

description	string
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.DIFFUSION
featherMode	<a href="#">FeatherMode:</a> FeatherMode.NONE FeatherMode.STANDARD
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number or S
fillColor	String <a href="#">Swatch</a>

	fillTint	number
	gapColor	Swatch
	gapTint	number
	geometricBounds	Array of Measurement Unit (Nur



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="#">GotoPreviousPageBehaviors</a>
gotoPreviousViewBehaviors	<a href="#">GotoPreviousViewBehaviors</a>

gotoURLBehaviors	<a href="#">GotoURLBehaviors</a>
gradientFillAngle	number
gradientFillLength	Measurement Unit (Number or S
gradientFillStart	Array of Measurement Unit (Nur
gradientStrokeAngle	number

	gradientStrokeLength	Measurement Unit (Number or S
	gradientStrokeStart	Array of Measurement Unit (Nur
	graphicLines	GraphicLines
	graphics	Graphics
	groups	Groups
	horizontalScale	number
	id	number

images	<a href="#">Images</a>
index	number
isolateBlending	bool
itemLayer	<a href="#">Layer</a>
knockoutGroup	bool
label	string
leftLineEnd	<a href="#">ArrowHead:</a> 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	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIGH_Q DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZED DisplaySettingOptions.DEFAULT
lockState	<a href="#">LockStateValues:</a> LockStateValues.NONE LockStateValues.UNMANAGED LockStateValues.CHECKED_IN LockStateValues.CHECKED_OUT LockStateValues.LOCKED_STOPPED LockStateValues.EMBEDDED_STOPPED LockStateValues.MISSING_LOCK LockStateValues.MIXED_LOCK
locked	bool
miterLimit	number
movieBehaviors	<a href="#">MovieBehaviors</a>
name	string
nonprinting	bool

opacity	number (range: 0 - 100)
openFileBehaviors	<a href="#">OpenFileBehaviors</a>
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintGap	bool
overprintStroke	bool

overridden	bool
overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <a href="#">Movie</a> <a href="#">PageItem</a> <a href="#">Sound</a>
pageItems	<a href="#">PageItems</a>
parent	<a href="#">Cell</a>

	<a href="#">Character</a> <a href="#">Document</a> <a href="#">Group</a> <a href="#">InsertionPoint</a> <a href="#">Layer</a> <a href="#">Line</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Paragraph</a> <a href="#">Spread</a> <a href="#">Story</a> <a href="#">Table</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextStyleRange</a> <a href="#">Word</a>
pdfs	<a href="#">PDFs</a>
picts	<a href="#">PICTs</a>
polygons	<a href="#">Polygons</a>
properties	<a href="#">Object</a>
quitBehaviors	<a href="#">QuitBehaviors</a>
rectangles	<a href="#">Rectangles</a>
rightLineEnd	<a href="#">ArrowHead:</a> <a href="#">ArrowHead.NONE</a>



	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	<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	Measurement Unit (Number or S
shadowColor	<a href="#">Swatch</a>

shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 100)
shadowOpacity	number (range: 0 - 100)
shadowSpread	number (range: 0 - 100)
shadowXOffset	Measurement Unit (Number or S
shadowYOffset	Measurement Unit (Number or S
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 StrokeAlignment.OUTSIDE_AL
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment:</a> StrokeCornerAdjustment.NONE StrokeCornerAdjustment.DASHI StrokeCornerAdjustment.GAPS StrokeCornerAdjustment.DASHI
strokeDashAndGap	Array of Measurement Unit (Nur

strokeTint	number
strokeType	<a href="#">StrokeStyle</a>
strokeWeight	Measurement Unit (Number or S
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	<a href="#">WMFs</a>

**Methods**   **Instances**

[PageItem](#) **addPath** ([with](#): Array of [PageItem](#))  
Creates a new page item by combining the Button with other ob

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void applyAppearance** (using: string)

Applies the specified appearance.

Parameter	Type	Description
using	string	The appearance to apply.

**void applyObjectStyle** (using: ObjectStyle[, clearingOverrides: bool=false])

Applies the specified object style.

Parameter	Type	Description
using	ObjectStyle	The object style to apply.
clearingOverrides	bool	If true, the specified object style overrides the current object style.
clearingOverridesThroughRootObjectStyle	bool	If true, the specified object style overrides the current object style through the root object style. If false, the specified object style overrides the current object style only.

**void bringForward** ()

Brings the Button forward one level in its layer.

**void bringToFront** ()

Brings the Button to the front.

**bool checkIn** ()

Checks in the story.

**bool checkOut** ()

Checks out the story.

**void detach** ()

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([by: Array of Measurement Unit (Number or String)])  
Duplicates the Button.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount to duplicate by. (Optional)

**PageItem excludeOverlapPath** (with: Array of PageItem)

Creates a new page item by excluding the overlapping areas of the specified page items.



around	<a href="#">AnchorPoint</a> Array of 2 Units	The po Ancho
transformingContent	bool	If true (Optic

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object referen

**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 ol

Parameter	Type	Descr
with	Array of <a href="#">PageItem</a>	The ol

[PageItem](#) **makeCompoundPath** ([with](#): Array of [PageItem](#))

Creates a compound path by combining the path(s) of the Button

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The other objects whos

**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	D
with	Array of <a href="#">PageItem</a>	Th

**void move** ([[to](#): any][, [by](#): Array of *Measurement Unit* (*Number*



Move Page Item to a new location. One of the 'To' or 'By' param

Parameter	Type	Descri
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The ne Spread
by	Array of Measurement Unit (Number or String)	Amoun positio
transformingContent	bool	If true (Optio

**any override** ([destinationPage](#): [Page](#))

Overrides a master page item and places the item on the document

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contain

**any place** ([fileName](#): *File*[], [showingOptions](#): *bool=false*)[, [with](#)  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the import
withProperties	Object	Initial values for properties of

**void placeXML** ([using](#): [XMLElement](#))

Places XML content into the specified object. Note: Replaces ar

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML element w

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 the basis for future scaling.

**void resize** ([horizontalScale: number][, verticalScale: number][transformingContent: bool=**true**][, consideringParentsScale: bool=**false**])  
Resize the page item. You must specify either horizontal scale or

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scaling.
verticalScale	number	The percentage of vertical scaling.
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale around. (Optional)
consideringCurrentScale	bool	If true then the object's current scale is used. If false then the new value is a <b>false</b> )
transformingContent	bool	If true then both the object and its content are scaled. (Optional, default is <b>true</b> )
consideringParentsScale	bool	If true then the object's scale is relative to the spread. (Optional, default is <b>false</b> )

### **bool revert ()**

Reverts the document to its state at the last save operation.

**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. (Optional)
consideringCurrentRotation	bool	If true then the object's current rotation is used. If false then the new value is a <b>false</b> )

		false then the new value is the current value (default: <b>false</b> )
transformingContent	bool	If true then both the object and its parents are transformed ( <b>true</b> )
consideringParentsRotation	bool	If true then the object is rotated relative to its parents and considering parents rotation ( <b>false</b> )

**void select** ([existingSelection: SelectionOptions=SelectionOptions.ADD\_TO]  
Selects the object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The selection options to use. The default is SelectionOptions.ADD_TO. Selects 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][, shearAxisAngle: number[, transformingContent: bool=**true**][, consideringParentsShear: bool=**false**])  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to shear the object.
around	AnchorPoint Array of 2 Units	The point to shear around. (Optional)
shearAxisAngle	number	The amount that the shear axis is rotated. If 90 degrees the object is sheared horizontally.
consideringCurrentShear	bool	If true then the object's current shear is added to the new value. If false then the new value is the current value (default: <b>false</b> )

transformingContent	bool	If true then both the ol <b>true</b> )
consideringParentsShear	bool	If true then the object sheared relative to the considering parents sh

**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

Parameter	Type
with	Array of <a href="#">PageItem</a>

**string toSource ()**

Generates a string which, if executed, will return the Button.

**string toSpecifier ()**

Retrieves the object specifier.

Array of **string transformAgain ()**

Transforms the Button using the last transformation performed (shearing, scaling, and flipping).

Array of **string transformAgainIndividually ()**

Transforms the Button using the last transformation performed (shearing, scaling, and flipping).

Array of **string transformSequenceAgain ()**

Transforms the Button using the last sequence of transform operations at the same time on any group of objects. Transformations include moving, shearing, scaling, and flipping.

Array of **string transformSequenceAgainIndividually ()**

Transforms the Button using the last sequence of transformation operations at the same time on any group of objects. Transformations include moving, shearing, scaling, and flipping.

**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](#)

**Used in:** array of **Button** [Buttons.itemByRange](#) (*from: any, to: any*)  
**Button** [Buttons.nextItem](#) (*obj: Button*)  
**Button** [Buttons.previousItem](#) (*obj: Button*)

**Return** **Button** [Buttons.add](#) ([*layer: Layer*][, *at: LocationOptions=LocationOptions*][*withProperties: Object*])  
**Button** [Buttons.anyItem](#) ()  
 Array of **Button** [Buttons.everyItem](#) ()  
**Button** [Buttons.firstItem](#) ()  
**Button** [Buttons.item](#) (*index: any*)  
**Button** [Buttons.itemByID](#) (*id: number*)  
**Button** [Buttons.itemByName](#) (*name: string*)  
 Array of **Button** [Buttons.itemByRange](#) (*from: any, to: any*)  
**Button** [Buttons.lastItem](#) ()  
**Button** [Buttons.middleItem](#) ()  
**Button** [Buttons.nextItem](#) (*obj: Button*)  
**Button** [Buttons.previousItem](#) (*obj: Button*)



<b>Class</b>
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# Buttons

A collection of buttons.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [t](#)

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

## Methods Instances

**Button** [add](#) ([[layer](#): [Layer](#)][, [at](#): [LocationOptions](#)=[LocationOptions](#)], [[reference](#): *any*][, [withProperties](#): *Object*])  
Create a new Button

Parameter	Type	Description
layer	<a href="#">Layer</a>	The layer of the Button.
at	<a href="#">LocationOptions</a> : <a href="#">LocationOptions</a> .BEFORE <a href="#">LocationOptions</a> .AFTER <a href="#">LocationOptions</a> .AT_END <a href="#">LocationOptions</a> .AT_BEGINNING <a href="#">LocationOptions</a> .UNKNOWN	Location of the Button. <b>LocationOptions</b>
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	Before/after the beginning of the <a href="#">Spread</a> , <a href="#">Layer</a> . <a href="#">Cell</a> , <a href="#">Spread</a> , <a href="#">Layer</a> . ( <a href="#">Cell</a> )
withProperties	<a href="#">Object</a>	Initial values for the new Button.

**Button** [anyItem](#) ()  
Returns any Button in the collection.



**number count ()**

Displays the number of elements in the Button.

Array of **Button everyItem ()**

Returns every Button in the collection.

**Button firstItem ()**

Returns the first Button in the collection.

**Button item (index: any)**

Returns the Button with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Button itemByID (id: number)**

Returns the Button with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Button itemByName (name: string)**

Returns the Button with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Button itemByRange (from: any, to: any)**

Returns the Buttons within the specified range.

Parameter	Type	Description
from	<b>Button</b> Long String	The Button, index, or name at the beginning of the range. Can accept: Button, Long or String.
to	<b>Button</b> Long String	The Button, index, or name at the end of the range. Can accept: Button, Long or String.

**Button lastItem ()**

Returns the last Button in the collection.

### **Button middleItem ()**

Returns the middle Button in the collection.

### **Button nextItem (obj: Button)**

Returns the Button whose index follows the specified Button i

Parameter	Type	Description
obj	Button	The Button whose index comes before

### **Button previousItem (obj: Button)**

Returns the Button with the index previous to the specified inc

Parameter	Type	Description
obj	Button	The index of the Button that follows t

### **string toSource ()**

Generates a string which, if executed, will return 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](#)

<b>Class</b>
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# CloseWindowBehavior

A close window behavior object

**QuickLinks** [extractLabel](#), [getElements](#), [ins](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <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
<div>Methods</div> <div>Instances</div>		
<div><div>string extractLabel (key: string)</div><div>Gets the label value associated with the key.</div><div><div>Parameter</div><div>key</div></div></div>		
<div><div>Array of Object getElements</div><div>Resolves the object specifier, returning an array of objects.</div><div><div>void insertLabel (key: string, value: Object)</div><div>Sets the label to the value associated with the key.</div><div><div>Parameter</div><div>key</div><div>value</div></div></div></div>		
<div><div>void remove ()</div><div>Deletes the CloseWindowBehavior object.</div><div><div>string toSource ()</div><div>Generates a string which, if executed, will create the CloseWindowBehavior object.</div><div><div>string toSpecifier ()</div><div>Retrieves the object specifier.</div></div></div></div>		
<div>Used in: array of CloseWindowBehavior objects</div> <div>CloseWindowBehavior CloseWindowBehavior</div> <div>CloseWindowBehavior CloseWindowBehavior</div> <div>CloseWindowBehavior CloseWindowBehavior</div>		

**Return** **CloseWindowBehavior** [Clos](#)  
**CloseWindowBehavior** [Clos](#)  
Array of **CloseWindowBeha**  
**CloseWindowBehavior** [Clos](#)  
**CloseWindowBehavior** [Clos](#)  
**CloseWindowBehavior** [Clos](#)  
**CloseWindowBehavior** [Clos](#)  
Array of **CloseWindowBeha**  
*any*)  
**CloseWindowBehavior** [Clos](#)  
**CloseWindowBehavior** [Clos](#)  
**CloseWindowBehavior** [Clos](#)  
**CloseWindowBehavior**  
**CloseWindowBehavior** [Clos](#)  
**CloseWindowBehavior**

<b>Class</b>
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# CloseWindowBehaviors

A collection of close window behaviors.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [itemByName](#), [itemByRange](#), [previousItem](#), [toSource](#)

## Properties

Property	Type	Access
length	number	readonly

## Methods

## Instances

[CloseWindowBehavior](#) **add**  
Creates a new CloseWindowBehavior.

Parameter	Type	Description
withProperties	Object	Initial properties (Optional)

[CloseWindowBehavior](#) **any**  
Returns any CloseWindowBehavior.

[CloseWindowBehavior](#) **count** ()  
Displays the number of elements.

[CloseWindowBehavior](#) **everyItem**  
Returns every CloseWindowBehavior.

[CloseWindowBehavior](#) **first**  
Returns the first CloseWindowBehavior.

[CloseWindowBehavior](#) **item**  
Returns the CloseWindowBehavior by name.

Parameter	Type	Description
index	Long	The index.
name	String	The name.



**CloseWindowBehavior item**  
Returns the CloseWindowB

Parameter	Type
id	num

**CloseWindowBehavior item**  
Returns the CloseWindowB

Parameter	Type
name	stri

Array of **CloseWindowBeh**  
*any*)

Returns the CloseWindowB

Parameter	Type
from	<b>CloseWindow</b> Long String
to	<b>CloseWindow</b> Long String

**CloseWindowBehavior last**  
Returns the last CloseWindo

**CloseWindowBehavior mid**  
Returns the middle CloseW

**CloseWindowBehavior nex**  
**CloseWindowBehavior)**

Returns the CloseWindowBehavior specified CloseWindowBehavior

Parameter	Type
obj	CloseWindowBehavior

CloseWindowBehavior

```
CloseWindowBehavior)
```

Returns the CloseWindowBehavior the specified index.

Parameter	Type
obj	CloseWindowBehavior

**string toSource ()**

Generates a string which, if CloseWindowBehavior.

**Element of** [Button.closeWindowBehavior](#)  
[FormField.closeWindowBehavior](#)

<b>Class</b>
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# FormField

A form field. Base Class: [PageItem](#)  
Superclass of [Button](#)

**QuickLinks** [addPath](#), [applyObjectStyle](#), [bringForward](#), [bringToFront](#), [exportFile](#), [extractLabel](#), [fit](#), [flipItem](#), [getElements](#), [insert](#), [move](#), [override](#), [place](#), [placeXML](#), [releaseCompoundPath](#), [select](#), [sendBackward](#), [sendToBack](#), [shear](#), [store](#), [subtract](#), [transformAgainIndividually](#), [transformSequenceAgain](#),

**Hierarchy** [Cell](#) | [Character](#) | [Document](#) | [Group](#) | [InsertionPoint](#) | [Table](#) | [Text](#) | [TextColumn](#)



[AnchoredObjectSetting](#) | [Behavior](#) | [CloseWindowBehavior](#) | [GotoLastPageBehavior](#) | [GotoNextPageBehavior](#) | [GotoPreviousViewBehavior](#) | [GotoURLBehavior](#) | [ShowHideFieldsBehavior](#) | [SoundBehavior](#)

**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>
anchoredObjectSettings	<a href="#">AnchoredObjectSetting</a>
appearanceName	string
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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	<a href="#">CloseWindowBehaviors</a>
cornerEffect	<a href="#">CornerEffects:</a> CornerEffects.NONE CornerEffects.ROUNDED CornerEffects.INVERSE CornerEffects.INSET_CORNER CornerEffects.BEVEL_CORNER CornerEffects.FANCY_CORNER

cornerRadius	number
description	string
endCap	<a href="#">EndCap:</a> EndCap.BUTT_END_C EndCap.ROUND_END_ EndCap.PROJECTING_
endJoin	<a href="#">EndJoin:</a> EndJoin.MITER_END_J EndJoin.ROUND_END_ EndJoin.BEVEL_END_J
featherCornerType	<a href="#">FeatherCornerType:</a> FeatherCornerType.SHA FeatherCornerType.ROU FeatherCornerType.DIFF
featherMode	<a href="#">FeatherMode:</a> FeatherMode.NONE FeatherMode.STANDAR
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Num
fillColor	String

Swatch

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	Measurement Unit (Num
	gradientFillStart	Array of Measurement U

	gradientStrokeAngle	number
	gradientStrokeLength	Measurement Unit (Num
	gradientStrokeStart	Array of Measurement U
	horizontalScale	number
	id	number
	index	number

isolateBlending	bool
itemLayer	<a href="#">Layer</a>
knockoutGroup	bool
label	string
leftLineEnd	<a href="#">ArrowHead:</a> 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	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.H DisplaySettingOptions.T DisplaySettingOptions.O DisplaySettingOptions.D
lockState	<a href="#">LockStateValues:</a>

	LockStateValues.NONE LockStateValues.UNMA LockStateValues.CHECK LockStateValues.CHECK LockStateValues.LOCKE LockStateValues.EMBEI LockStateValues.MISSIN LockStateValues.MIXED
locked	bool
miterLimit	number
movieBehaviors	<a href="#">MovieBehaviors</a>
name	string
nonprinting	bool
opacity	number (range: 0 - 100)
openFileBehaviors	<a href="#">OpenFileBehaviors</a>

overprintFill	bool
overprintGap	bool
overprintStroke	bool
overridden	bool

overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <a href="#">Movie</a> <a href="#">PageItem</a> <a href="#">Sound</a>
parent	<a href="#">Cell</a> <a href="#">Character</a> <a href="#">Document</a> <a href="#">Group</a> <a href="#">InsertionPoint</a> <a href="#">Layer</a> <a href="#">Line</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Paragraph</a> <a href="#">Spread</a> <a href="#">Story</a> <a href="#">Table</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextStyleRange</a> <a href="#">Word</a>
properties	<a href="#">Object</a>

quitBehaviors	QuitBehaviors
rightLineEnd	ArrowHead: 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_ARRC
rotationAngle	number
shadowBlendMode	BlendMode: 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	Measurement Unit (Num
shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 100)
shadowOpacity	number (range: 0 - 100)
shadowSpread	number (range: 0 - 100)

shadowXOffset	Measurement Unit (Num
shadowYOffset	Measurement Unit (Num
shearAngle	number
showHideFieldsBehaviors	<a href="#">ShowHideFieldsBehavio</a>
soundBehaviors	<a href="#">SoundBehaviors</a>
strokeAlignment	<a href="#">StrokeAlignment:</a> StrokeAlignment.CENTI StrokeAlignment.INSIDI StrokeAlignment.OUTSI
strokeColor	String <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	Measurement Unit (Num
	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
<b>Methods</b> <b>Instances</b>	
<a href="#">PageItem</a> <b>addPath</b> ( <a href="#">with</a> : Array of <a href="#">PageItem</a> ) Creates a new page item by combining the FormField w	

Parameter	Type
with	Array of <a href="#">PageItem</a>

**void applyObjectStyle** ([using](#): [ObjectStyle](#)[], [clearingOver](#)  
*bool=false*)

Applies the specified object style.

Parameter	Type
using	<a href="#">ObjectStyl</a>
clearingOverrides	bool
clearingOverridesThroughRootObjectStyle	bool

**void bringForward** ()

Brings the FormField forward one level in its layer.

**void bringToFront** ()

Brings the FormField to the front.

**bool checkIn** ()

Checks in the story.

**bool checkOut** ()

Checks out the story.

**void detach** ()

Detaches an overridden master page item from the master

**PageItem duplicate** ([[by](#): Array of *Measurement Unit* (*T*  
Duplicates the FormField.

Parameter	Type	D
by	Array of Measurement Unit (Number or String)	T [>

**PageItem excludeOverlapPath** ([with](#): Array of [PageItem](#)

Creates a new page item by excluding the overlapping a

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

with Array of [PageItem](#)

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

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export format
to	File	The path of the file
showingOptions	bool	If true, prompts the user for options
using	<a href="#">PDFExportPreset</a>	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	<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> <a href="#">FitOptions.FILL_PROPORTIONALLY</a>

**void flipItem** (*given: FlipItemOptions*[], *around: any*[], *target: any*)  
Flip item about given axis

Parameter	Type
given	<a href="#">FlipItemOptions</a> : <a href="#">FlipItemOptions.HORIZONTAL</a> <a href="#">FlipItemOptions.VERTICAL</a> <a href="#">FlipItemOptions.BOTH</a>
around	<a href="#">AnchorPoint</a>

Array of 2 Units
transformingContent bool

Array of **Object** **getElements ()**

Resolves the object specifier, creating an array of object

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

Sets the label to the value associated with the specified l

Parameter	Type
key	string
value	string

**PageItem intersectPath** (**with**: Array of **PageItem**)

Creates a new page item by intersecting the FormField v

Parameter	Type
with	Array of <b>PageItem</b>

**PageItem makeCompoundPath** (**with**: Array of **PageItem**)

Creates a compound path by combining the path(s) of th

Parameter	Type	Description
with	Array of <b>PageItem</b>	The other objec

**void markup** (**using**: **XMLElement**)

Associates the page item with the specified XML eleme

Parameter	Type
using	<b>XMLElement</b>

**PageItem minusBack** (**with**: Array of **PageItem**)

Creates a new page item by reverse subtracting the over

Parameter	Type
with	Array of <b>PageItem</b>

**void move** ([**to**: any][, **by**: Array of *Measurement Unit* (  
Move Page Item to a new location. One of the 'To' or 'By'

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Parameter	Type
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>
by	Array of Measurement Unit (Number or String)
transformingContent	bool

**any override** ([destinationPage](#): [Page](#))

Overrides a master page item and places the item on the

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page tha

**any place** ([fileName](#): [File](#)[], [showingOptions](#): *bool=false*)

Place a file

Parameter	Type	Description
fileName	<a href="#">File</a>	The file to place
showingOptions	bool	Whether to display the
withProperties	Object	Initial values for prope

**void placeXML** ([using](#): [XMLElement](#))

Places XML content into the specified object. Note: Rep

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML el

Array of [PageItem](#) **releaseCompoundPath** ()

Releases a compound path.

**void remove** ()

Deletes the FormField.

**void removeOverride** ()

Removes the override from a previously overridden mas



### `void resetScaling ()`

Resets the FormField's scaling to 100%. Note: This does not change the size of the FormField the basis for future scaling.

`void resize ([horizontalScale: number][, verticalScale: number][, transformingContent: bool=true][, consideringParentsScale: bool=false])`  
Resize the page item. You must specify either horizontal or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of the original size to scale horizontally.
verticalScale	number	The percentage of the original size to scale vertically.
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale around. (Coordinates are in normalized units.)
consideringCurrentScale	bool	If true then the current scale is used as the basis for the new scale. (Default is <b>false</b> .)
transformingContent	bool	If true then the content is transformed along with the page item. (Default is <b>true</b> .)
consideringParentsScale	bool	If true then the scale is relative to the parent's scale. (Default is <b>false</b> .)

### `bool revert ()`

Reverts the document to its state at the last save operation.

`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	<a href="#">AnchorPoint</a> Array of 2 Units	The point to rotate around. (Coordinates are in normalized units.)
consideringCurrentRotation	bool	If true then the current rotation is used as the basis for the new rotation. (Default is <b>true</b> .)
consideringParentsRotation	bool	If true then the rotation is relative to the parent's rotation. (Default is <b>false</b> .)

		(default: <b>fa</b>
transformingContent	bool	If true then <b>true)</b>
consideringParentsRotation	bool	If true then rotated rela and consid <b>false)</b>

**void select** ([existingSelection: SelectionOptions=Select  
Selects the object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH

**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][, shearAxisAngle  
transformingContent: bool=**true**][, consideringParentsSl  
Shear the page item

Parameter	Type	Description
by	number	Angle by which
around	AnchorPoint Array of 2 Units	The point to sl enumerator. (C
shearAxisAngle	number	The amount th axis. If 90 deg
consideringCurrentShear	bool	If true then the then the new v <b>false)</b>

transformingContent	bool	If true then bo <b>true)</b>
consideringParentsShear	bool	If true then the sheared relativ considering pa

**Asset store** (using: [Library](#))

Store a page item in a library

Parameter	Type	De
using	<a href="#">Library</a>	Th

**PageItem subtractPath** (with: Array of [PageItem](#))

Creates a new page item by subtracting the overlapping

Parameter	Type
with	Array of <a href="#">PageItem</a>

**string toSource ()**

Generates a string which, if executed, will return the For

**string toSpecifier ()**

Retrieves the object specifier.

Array of **string transformAgain ()**

Transforms the FormField using the last transformation  
rotating, shearing, scaling, and flipping.

Array of **string transformAgainIndividually ()**

Transforms the FormField using the last transformation  
rotating, shearing, scaling, and flipping.

Array of **string transformSequenceAgain ()**

Transforms the FormField using the last sequence of tra  
the same time on any group of objects. Transformations

Array of **string transformSequenceAgainIndividually**

Transforms the FormField using the last sequence of tra  
same time on any group of objects. Transformations inc

**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](#)

**Used in:** array of **FormField** [FormFields.itemByRange](#) (*from: array of FormField*, *to: FormField*)  
**FormField** [FormFields.nextItem](#) (*obj: FormField*)  
**FormField** [FormFields.previousItem](#) (*obj: FormField*)

**Return** **FormField** [FormFields.anyItem](#) ()  
 Array of **FormField** [FormFields.everyItem](#) ()  
**FormField** [FormFields.firstItem](#) ()  
**FormField** [FormFields.item](#) (*index: any*)  
**FormField** [FormFields.itemByID](#) (*id: number*)  
**FormField** [FormFields.itemByName](#) (*name: string*)  
 Array of **FormField** [FormFields.itemByRange](#) (*from: array of FormField*, *to: FormField*)  
**FormField** [FormFields.lastItem](#) ()  
**FormField** [FormFields.middleItem](#) ()  
**FormField** [FormFields.nextItem](#) (*obj: FormField*)  
**FormField** [FormFields.previousItem](#) (*obj: FormField*)

<b>Class</b>
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# FormFields

A collection of form fields.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[FormField](#) **anyItem** ()

Returns any FormField in the collection.

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

Displays the number of elements in the FormField.

Array of [FormField](#) **everyItem** ()

Returns every FormField in the collection.

[FormField](#) **firstItem** ()

Returns the first FormField in the collection.

[FormField](#) **item** ([index](#): any)

Returns the FormField with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[FormField](#) **itemByID** ([id](#): number)

Returns the FormField with the specified ID.

Parameter	Type	Description
id	number	The ID.

### FormField **itemByName** (name: string)

Returns the FormField with the specified name.

Parameter	Type	Description
name	string	The name.

### Array of FormField **itemByRange** (from: any, to: any)

Returns the FormFields within the specified range.

Parameter	Type	Description
from	FormField Long String	The FormField, index, or name at the beginning of the range. Can accept: FormField, Long or String.
to	FormField Long String	The FormField, index, or name at the end of the range. Can accept: FormField, Long or String.

### FormField **lastItem** ()

Returns the last FormField in the collection.

### FormField **middleItem** ()

Returns the middle FormField in the collection.

### FormField **nextItem** (obj: FormField)

Returns the FormField whose index follows the specified FormField in the collection.

Parameter	Type	Description
obj	FormField	The FormField whose index comes before the desired FormField.

### FormField **previousItem** (obj: FormField)

Returns the FormField with the index previous to the specified index.

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Parameter	Type	Description
obj	<a href="#">FormField</a>	The index of the FormField that follows the desired FormField.

**string toSource ()**

Generates a string which, if executed, will return 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](#)



<b>Class</b>
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# GotoAnchorBehavior

A behavior object that jumps to a

**QuickLinks** [extractLabel](#), [getElements](#), [insert](#)

## Hierarchy

### Properties

Property	Type
anchorItem	<a href="#">Hyperlink</a>
anchorName	string
enableBehavior	bool
event	<a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a>
filePath	File
id	number
index	number

label	string
name	string
parent	<a href="#">Button</a> <a href="#">FormField</a>
properties	Object
zoomSetting	<a href="#">GoToZoomOp</a> <a href="#">GoToZoomOp</a> <a href="#">GoToZoomOp</a> <a href="#">GoToZoomOp</a> <a href="#">GoToZoomOp</a> <a href="#">GoToZoomOp</a>

Methods

Instances

[string](#) **extractLabel** ([key](#): *string*)  
Gets the label value associated w

Parameter
key

Array of [Object](#) **getElements** ()  
Resolves the object specifier, cre

[void](#) **insertLabel** ([key](#): *string*, [va](#)  
Sets the label to the value associ

Parameter
key
value

### Deletes the GotoAnchorBehavior:

Generates a string which, if exec

Retrieves the object specifier.

**Used in:** array of GotoAnchorBehavior ([GotoAnchorBehavior](#) [GotoAnchorBehavior](#) [GotoAnchorBehavior](#))

**Return** **GotoAnchorBehavior** [GotoAnchorBehavior](#)  
**GotoAnchorBehavior** [GotoAnchorBehavior](#)  
 Array of **GotoAnchorBehavior** [GotoAnchorBehavior](#)  
**GotoAnchorBehavior** [GotoAnchorBehavior](#)  
**GotoAnchorBehavior** [GotoAnchorBehavior](#)  
**GotoAnchorBehavior** [GotoAnchorBehavior](#)  
**GotoAnchorBehavior** [GotoAnchorBehavior](#)  
 Array of **GotoAnchorBehavior** [GotoAnchorBehavior](#)  
**GotoAnchorBehavior** [GotoAnchorBehavior](#)  
**GotoAnchorBehavior** [GotoAnchorBehavior](#)  
**GotoAnchorBehavior** [GotoAnchorBehavior](#)  
**GotoAnchorBehavior** [GotoAnchorBehavior](#)

<b>Class</b>
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# GotoAnchorBehaviors

A collection of goto anchor behaviors.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByName](#), [itemByRange](#), [lastItem](#), [nextItem](#), [previousItem](#), [toSource](#)

Property	Type	Access
length	number	readonly

Methods

Instances

[GotoAnchorBehavior](#) **add** ([withProperties])  
Creates a new GotoAnchorBehavior.

Parameter	Type	Description
withProperties	Object	Initial properties for the new GotoAnchorBehavior. (Optional)

[GotoAnchorBehavior](#) **anyItem**  
Returns any GotoAnchorBehavior.

[number](#) **count** ()  
Displays the number of elements in the GotoAnchorBehavior.

Array of [GotoAnchorBehavior](#)  
Returns every GotoAnchorBehavior.

[GotoAnchorBehavior](#) **firstItem**  
Returns the first GotoAnchorBehavior.

[GotoAnchorBehavior](#) **item** (index)  
Returns the GotoAnchorBehavior at the specified index or name.

Parameter	Type	Description
index	Long	The index of the GotoAnchorBehavior.

String or String.

**GotoAnchorBehavior itemByI**

Returns the GotoAnchorBehav

Parameter	Type
id	number

**GotoAnchorBehavior itemByI**

Returns the GotoAnchorBehav

Parameter	Type
name	string

Array of **GotoAnchorBehavior**  
*to: any*)

Returns the GotoAnchorBehav  
range.

Parameter	Type
from	<b>GotoAnchorBeh</b> Long String
to	<b>GotoAnchorBeh</b> Long String

**GotoAnchorBehavior lastItem**

Returns the last GotoAnchorBe

**GotoAnchorBehavior middleI**

Returns the middle GotoAnch

[GotoAnchorBehavior](#) **nextItem**  
([GotoAnchorBehavior](#))

Returns the [GotoAnchorBehavior](#) specified [GotoAnchorBehavior](#)

Parameter	Type
obj	<a href="#">GotoAnchorBehavior</a>

[GotoAnchorBehavior](#) **previousItem**  
([GotoAnchorBehavior](#))

Returns the [GotoAnchorBehavior](#) to the specified index.

Parameter	Type
obj	<a href="#">GotoAnchorBehavior</a>

[string](#) **toSource** ()

Generates a string which, if executed, will generate the [GotoAnchorBehavior](#).

**Element of** [Button](#).gotoAnchorBehaviors  
[FormField](#).gotoAnchorBehaviors



<b>Class</b>
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# GotoFirstPageBehavior

A behavior object that jumps

**QuickLinks** [extractLabel](#), [getElements](#), [i](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a>
id	number
index	number
label	string
name	string
parent	<a href="#">Button</a> <a href="#">FormField</a>

properties	Object
zoomSetting	<a href="#">GoToZoom</a> <a href="#">GoToZoom</a> <a href="#">GoToZoom</a> <a href="#">GoToZoom</a> <a href="#">GoToZoom</a> <a href="#">GoToZoom</a>

Methods

Instances

**string extractLabel** (*key: string*)  
Gets the label value associated with the key

Parameter
key

Array of [Object](#) **getElement**  
Resolves the object specified by the key

**void insertLabel** (*key: string, value: string*)  
Sets the label to the value as specified by the key

Parameter
key
value

**void remove** ()  
Deletes the GotoFirstPageButton

**string toSource** ()  
Generates a string which, if executed, will create the same object

**string toSpecifier** ()  
Retrieves the object specifier

	<b>Used in:</b> array of <b>GotoFirstPageBeh</b> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavi</b>
	<b>Return</b> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> Array of <b>GotoFirstPageBeh</b> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> Array of <b>GotoFirstPageBeh</b> <i>any)</i> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavior</b> <a href="#">Go</a> <b>GotoFirstPageBehavi</b>

<b>Class</b>
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# GotoFirstPageBehaviors

A collection of goto first page behaviors.

**QuickLinks** [add](#), [anyItem](#), [count](#), [every](#), [itemByName](#), [itemByRange](#), [previousItem](#), [toSource](#)

Property	Type	Access
length	number	readonly

## Methods Instances

[GotoFirstPageBehavior](#) **add**  
Creates a new GotoFirstPageBehavior.

Parameter	Type	Description
withProperties	Object	Initial properties for the behavior. (Optional)

[GotoFirstPageBehavior](#) **any**  
Returns any GotoFirstPageBehavior.

[GotoFirstPageBehavior](#) **count** ()  
Displays the number of elements.

[GotoFirstPageBehavior](#) **every**  
Returns every GotoFirstPageBehavior.

[GotoFirstPageBehavior](#) **first**  
Returns the first GotoFirstPageBehavior.

[GotoFirstPageBehavior](#) **item**  
Returns the GotoFirstPageBehavior by name.

Parameter	Type	Description
index	Long	The index of the behavior.
name	String	The name of the behavior.

[GotoFirstPageBehavior](#) **id**  
Returns the GotoFirstPage

Parameter	Type
id	nu

[GotoFirstPageBehavior](#) **it**  
Returns the GotoFirstPage

Parameter	T
name	st

Array of [GotoFirstPageBe](#)  
*any*)

Returns the GotoFirstPage

Parameter	Type
from	<a href="#">GotoFirstPag</a> Long String
to	<a href="#">GotoFirstPag</a> Long String

[GotoFirstPageBehavior](#) **la**  
Returns the last GotoFirstl

[GotoFirstPageBehavior](#) **m**  
Returns the middle GotoFi

[GotoFirstPageBehavior](#) **ne**  
[GotoFirstPageBehavior](#))

Returns the GotoFirstPage specified GotoFirstPageBe

Parameter	Type
obj	GotoFirstPag

[GotoFirstPageBehavior](#) pr  
[GotoFirstPageBehavior](#))  
Returns the GotoFirstPage  
the specified index.

Parameter	Type
obj	GotoFirstPag

[string toSource](#) ()  
Generates a string which, i  
GotoFirstPageBehavior.

**Element of** [Button.gotoFirstPageBeha](#)  
[FormField.gotoFirstPageB](#)



<b>Class</b>
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# GotoLastPageBehavior

A behavior object that jumps

**QuickLinks** [extractLabel](#), [getElements](#), [in](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <a href="#">BehaviorEvent</a> <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 <a href="#">GoToZoom</a>
	<a href="#">GoToZoom</a>
	<a href="#">GoToZoom</a>
	<a href="#">GoToZoom</a>
	<a href="#">GoToZoom</a>
	<a href="#">GoToZoom</a>

Methods

Instances

[string](#) **extractLabel** ([key](#): *string*)  
Gets the label value associated with the key

Parameter
key

Array of [Object](#) **getElements**  
Resolves the object specifier, returns an array of objects

[void](#) **insertLabel** ([key](#): *string*, *value*: *string*)  
Sets the label to the value associated with the key

Parameter
key
value

[void](#) **remove** ()  
Deletes the GotoLastPageBelongingToPageLabel

[string](#) **toSource** ()  
Generates a string which, if evaluated, will generate the object specifier

[string](#) **toSpecifier** ()  
Retrieves the object specifier

	<b>Used in:</b> array of <b>GotoLastPageBeha</b> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b>
	<b>Return</b> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b> <a href="#">Got</a> Array of <b>GotoLastPageBeha</b> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b> <a href="#">Got</a> Array of <b>GotoLastPageBeha</b> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b> <a href="#">Got</a> <b>GotoLastPageBehavior</b>

<b>Class</b>
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# GotoLastPageBehaviors

A collection of goto last page behaviors.

## QuickLinks

[add](#), [anyItem](#), [count](#), [everyItem](#), [itemByName](#), [itemByRange](#), [previousItem](#), [toSource](#)

## Properties

Property	Type	Access
length	number	readonly

## Methods

## Instances

[GotoLastPageBehavior](#) **add**  
Creates a new GotoLastPageBehavior.

Parameter	Type	Description
withProperties	Object	Initial properties for the new GotoLastPageBehavior. (Optional)

[GotoLastPageBehavior](#) **any**  
Returns any GotoLastPageBehavior.

**number count** ()  
Displays the number of elements in the GotoLastPageBehavior.

Array of [GotoLastPageBehavior](#)  
Returns every GotoLastPageBehavior.

[GotoLastPageBehavior](#) **first**  
Returns the first GotoLastPageBehavior.

[GotoLastPageBehavior](#) **itemName**  
Returns the GotoLastPageBehavior by name.

Parameter	Type	Description
index	Long	The index of the GotoLastPageBehavior.



	String	String
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[GotoLastPageBehavior](#) **item**  
Returns the GotoLastPageE

Parameter	Type
id	num

[GotoLastPageBehavior](#) **item**  
Returns the GotoLastPageE

Parameter	Type
name	str

Array of [GotoLastPageBeh](#)  
*any*)  
Returns the GotoLastPageE

Parameter	Type
from	<a href="#">GotoLastPage</a> Long String
to	<a href="#">GotoLastPage</a> Long String

[GotoLastPageBehavior](#) **last**  
Returns the last GotoLastPa

[GotoLastPageBehavior](#) **mid**  
Returns the middle GotoLa

[GotoLastPageBehavior](#) **next**

[GotoLastPageBehavior](#))  
Returns the GotoLastPageE  
specified GotoLastPageBel

Parameter	Type
obj	<a href="#">GotoLastPag</a>

[GotoLastPageBehavior](#) pre  
[GotoLastPageBehavior](#))  
Returns the GotoLastPageE  
the specified index.

Parameter	Type
obj	<a href="#">GotoLastPag</a>

[string toSource](#) ()  
Generates a string which, if  
GotoLastPageBehavior.

**Element of** [Button](#).gotoLastPageBehav  
[FormField](#).gotoLastPageBe



<b>Class</b>
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# GotoNextPageBehavior

A behavior object that jumps

**QuickLinks** [extractLabel](#), [getElements](#), [in](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</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

Array of **Object getElement**  
Resolves the object specifier

**void insertLabel** (**key**: string, **value**: string)  
Sets the label to the value associated with the key

Parameter
key
value

**void remove** ()  
Deletes the GotoNextPageButton

**string toSource** ()  
Generates a string which, if concatenated with the page number, will result in a valid URL

**string toSpecifier** ()  
Retrieves the object specifier

	<b>Used in:</b> array of <a href="#">GotoNextPageBehavior</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a>
	<b>Return</b> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> Array of <a href="#">GotoNextPageBehavior</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> Array of <a href="#">GotoNextPageBehavior</a> <i>any</i> ) <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a> <a href="#">Go</a> <a href="#">GotoNextPageBehavior</a>

<b>Class</b>
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# GotoNextPageBehaviors

A collection of goto next p

## QuickLinks

[add](#), [anyItem](#), [count](#), [every](#), [itemByName](#), [itemByRange](#), [previousItem](#), [toSource](#)

## Properties

Property	Type	Access
length	number	readonly

## Methods

## Instances

[GotoNextPageBehavior](#) **add**  
Creates a new GotoNextPageBehavior

Parameter	Type	Description
withProperties	Object	Initial properties for the GotoNextPageBehavior

[GotoNextPageBehavior](#) **all**  
Returns all GotoNextPageBehaviors

[GotoNextPageBehavior](#) **count** ()  
Displays the number of elements

[GotoNextPageBehavior](#) **every**  
Returns every GotoNextPageBehavior

[GotoNextPageBehavior](#) **first**  
Returns the first GotoNextPageBehavior

[GotoNextPageBehavior](#) **itemName**  
Returns the GotoNextPageBehavior name.

Parameter	Type	Description
index	Long	The index of the GotoNextPageBehavior
itemName	String	The name of the GotoNextPageBehavior

[GotoNextPageBehavior](#) **its**  
Returns the GotoNextPage

Parameter	Type
id	nu

[GotoNextPageBehavior](#) **its**  
Returns the GotoNextPage

Parameter	Type
name	st

Array of [GotoNextPageBe](#)  
*any*)

Returns the GotoNextPage

Parameter	Type
from	<a href="#">GotoNextPa</a> Long String
to	<a href="#">GotoNextPa</a> Long String

[GotoNextPageBehavior](#) **la**  
Returns the last GotoNextl

[GotoNextPageBehavior](#) **m**  
Returns the middle GotoN

[GotoNextPageBehavior](#) **ne**  
[GotoNextPageBehavior](#))

Returns the GotoNextPage specified GotoNextPageBe

Parameter	Type
obj	GotoNextPag

GotoNextPageBehavior pr  
GotoNextPageBehavior)  
Returns the GotoNextPage  
the specified index.

Parameter	Type
obj	GotoNextPag

string toSource ()  
Generates a string which, i  
GotoNextPageBehavior.

Element of [Button.gotoNextPageBeha](#)  
[FormField.gotoNextPageB](#)



<b>Class</b>
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# GotoNextViewBehavior

A behavior object that jumps

**QuickLinks** [extractLabel](#), [getElements](#), [i](#)

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a> <a href="#">BehaviorE</a>
id	number
index	number
label	string
name	string
parent	<a href="#">Button</a> <a href="#">FormField</a>

	<table><tr><td>properties</td><td>Object</td></tr><tr><td>zoomSetting</td><td>GoToZoom GoToZoom GoToZoom GoToZoom GoToZoom GoToZoom</td></tr></table>	properties	Object	zoomSetting	GoToZoom GoToZoom GoToZoom GoToZoom GoToZoom GoToZoom
properties	Object				
zoomSetting	GoToZoom GoToZoom GoToZoom GoToZoom GoToZoom GoToZoom				

Methods

Instances

string extractLabel (key: string)  
Gets the label value associated with the key

Parameter
key

Array of Object getElement  
Resolves the object specifier

void insertLabel (key: string, value: string)  
Sets the label to the value as key

Parameter
key
value

void remove ()  
Deletes the GotoNextViewBehavior

string toSource ()  
Generates a string which, if used in a goto statement, will cause the application to go to the specified location

string toSpecifier ()  
Retrieves the object specifier for the given label

array of GotoNextViewBehavior

**Used in:** [GotoNextViewBehavior](#) [GotoNextViewBehavior](#) [GotoNextViewBehavior](#)

**Return** GotoNextViewBehavior GoToNextViewBehavior  
GotoNextViewBehavior GoToNextViewBehavior  
Array of GotoNextViewBehaviors  
GotoNextViewBehavior GoToNextViewBehavior  
GotoNextViewBehavior GoToNextViewBehavior  
GotoNextViewBehavior GoToNextViewBehavior  
GotoNextViewBehavior GoToNextViewBehavior  
Array of GotoNextViewBehaviors  
*any)*  
GotoNextViewBehavior GoToNextViewBehavior  
GotoNextViewBehavior GoToNextViewBehavior  
GotoNextViewBehavior GoToNextViewBehavior  
GotoNextViewBehavior GoToNextViewBehavior  
GotoNextViewBehavior GoToNextViewBehavior

<b>Class</b>
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# GotoNextViewBehaviors

A collection of goto next v

## QuickLinks

[add](#), [anyItem](#), [count](#), [every](#), [itemByName](#), [itemByRange](#), [previousItem](#), [toSource](#)

## Properties

Property	Type	Access
length	number	readonly

## Methods

## Instances

[GotoNextViewBehavior](#) **add**  
Creates a new GotoNextViewBehavior

Parameter	Type	Description
withProperties	Object	Initial properties to set on the new GotoNextViewBehavior

[GotoNextViewBehavior](#) **any**  
Returns any GotoNextViewBehavior in the collection.

**count** ()  
Displays the number of elements in the collection.

**every** (callback)  
Array of [GotoNextViewBehavior](#) objects.  
Returns every GotoNextViewBehavior in the collection for which the callback returns true.

[GotoNextViewBehavior](#) **first**  
Returns the first GotoNextViewBehavior in the collection.

[GotoNextViewBehavior](#) **item** (name)  
Returns the GotoNextViewBehavior with the specified name.

Parameter	Type	Description
index	Long	The index of the GotoNextViewBehavior to return.
name	String	The name of the GotoNextViewBehavior to return.

**GotoNextViewBehavior** it  
Returns the GotoNextView

Parameter	Type
id	nu

**GotoNextViewBehavior** it  
Returns the GotoNextView

Parameter	Type
name	s

Array of **GotoNextViewBehavior**  
(any)  
Returns the GotoNextView

Parameter	Type
from	<b>GotoNextViewBehavior</b> Long String
to	<b>GotoNextViewBehavior</b> Long String

**GotoNextViewBehavior** last  
Returns the last GotoNextView

**GotoNextViewBehavior** middle  
Returns the middle GotoNextView

**GotoNextViewBehavior** none  
(GotoNextViewBehavior)

Returns the GotoNextView specified GotoNextViewB

Parameter	Type
obj	GotoNextVi

**GotoNextViewBehavior p**  
**GotoNextViewBehavior)**  
Returns the GotoNextView the specified index.

Parameter	Type
obj	GotoNextVi

**string toSource ()**  
Generates a string which, i  
GotoNextViewBehavior.

**Element of** [Button.gotoNextViewBeh](#)  
[FormField.gotoNextViewl](#)



<b>Class</b>
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# GotoPreviousPageBehavior

A behavior object that

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

## Hierarchy

### Properties

Property	Type
enableBehavior	boolean
event	BehaviorEvent BehaviorEvent BehaviorEvent BehaviorEvent BehaviorEvent BehaviorEvent BehaviorEvent
id	number
index	number
label	string
name	string
parent	Behavior Form

properties	O
zoomSetting	G G G G G G

Methods

Instances

string extractLabel

Gets the label value

Parameter

key

Array of Object getLabels

Resolves the object

void insertLabel (key, value)

Sets the label to the

Parameter

key

value

void remove ()

Deletes the GotoPreviousPageLabel

string toSource ()

Generates a string with the source

string toSpecifier ()

Retrieves the object

Used in:

array of GotoPreviousPageLabel (any)

GotoPreviousPageLabel

	<b>GotoPreviousPage</b> <b>GotoPreviousPage</b> <b>GotoPreviousPage</b>
<b>Return</b>	<b>GotoPreviousPage</b> <b>GotoPreviousPage</b> Array of <b>GotoPreviousPage</b> <b>GotoPreviousPage</b> <b>GotoPreviousPage</b> <b>GotoPreviousPage</b> <b>GotoPreviousPage</b> Array of <b>GotoPreviousPage</b> <i>any</i> ) <b>GotoPreviousPage</b> <b>GotoPreviousPage</b> <b>GotoPreviousPage</b> <b>GotoPreviousPage</b> <b>GotoPreviousPage</b> <b>GotoPreviousPage</b>

<b>Class</b>
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# GotoPreviousPageBehaviors

A collection of go

## QuickLinks

[add](#), [anyItem](#), [count](#), [itemByName](#), [itemByIndex](#), [previousItem](#), [toSource](#)

## Properties

Property	Type
length	number

## Methods

## Instances

[GotoPreviousPageBehavior](#)  
Creates a new GotoPreviousPageBehavior

Parameter	Type
withProperties	Collection

[GotoPreviousPageBehavior](#)  
Returns any GotoPreviousPageBehavior

[number count \(\)](#)  
Displays the number of items

[Array of GotoPreviousPageBehavior](#)  
Returns every GotoPreviousPageBehavior

[GotoPreviousPageBehavior](#)  
Returns the first GotoPreviousPageBehavior

[GotoPreviousPageBehavior](#)  
Returns the GotoPreviousPageBehavior name.

Parameter	Type
index	Long String

[GotoPreviousPageBehavior](#)



Returns the GotoP

Parameter
id

[GotoPreviousPage](#)

Returns the GotoP

Parameter
name

Array of [GotoPrev](#)

Returns the GotoP

Parameter	Typ
from	<a href="#">Goto</a> Long Strir
to	<a href="#">Goto</a> Long Strir

[GotoPreviousPage](#)

Returns the last G

[GotoPreviousPage](#)

Returns the middl

[GotoPreviousPage](#)

[GotoPreviousPage](#)

Returns the GotoP

specified GotoPre

Parameter	Typ
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	obj	<a href="#">GotoPreviousPage</a>
		<a href="#">GotoPreviousPage</a>
		<a href="#">GotoPreviousPage</a>
		Returns the GotoP
		specified index.
	<b>Parameter</b>	<b>Typ</b>
	obj	<a href="#">Goto</a>
		<a href="#">string toSource ()</a>
		Generates a string
		<a href="#">GotoPreviousPage</a>
	<b>Element of</b>	<a href="#">Button</a> .gotoPrevio
		<a href="#">FormField</a> .gotoPr



<b>Class</b>
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# GotoPreviousViewBehavior

A behavior object th

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

## Hierarchy

### Properties

Property	T
enableBehavior	bo
event	<a href="#">B</a> <a href="#">B</a> <a href="#">B</a> <a href="#">B</a> <a href="#">B</a> <a href="#">B</a> <a href="#">B</a>
id	n
index	n
label	st
name	st
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

Array of **Object** **get**  
Resolves the object

**void insertLabel (k**  
Sets the label to the

### Parameter

key

value

**void remove ()**  
Deletes the GotoPre

**string toSource ()**  
Generates a string v

**string toSpecifier (**  
Retrieves the object

**Used in:** array of **GotoPrevi**  
*any*)  
**GotoPreviousView**

	<b>GotoPreviousView</b> <b>GotoPreviousView</b> <b>GotoPreviousView</b>
<b>Return</b>	<b>GotoPreviousView</b> <b>GotoPreviousView</b> Array of <b>GotoPreviousView</b> <b>GotoPreviousView</b> <b>GotoPreviousView</b> <b>GotoPreviousView</b> <b>GotoPreviousView</b> Array of <b>GotoPreviousView</b> <i>any</i> ) <b>GotoPreviousView</b> <b>GotoPreviousView</b> <b>GotoPreviousView</b> <b>GotoPreviousView</b> <b>GotoPreviousView</b> <b>GotoPreviousView</b>

<b>Class</b>
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# GotoPreviousViewBehaviors

A collection of go

**QuickLinks** [add](#), [anyItem](#), [count](#), [itemByRange](#), [last](#)

Property	Type
length	number

## Methods Instances

[GotoPreviousView](#)  
Creates a new Go

Parameter	Type
withProperties (	

[GotoPreviousView](#)  
Returns any Goto

[number count \(\)](#)  
Displays the numl

Array of [GotoPre](#)  
Returns every Go

[GotoPreviousView](#)  
Returns the first C

[GotoPreviousView](#)  
Returns the GotoI  
name.

Parameter	Type
index	Long String

[GotoPreviousView](#)  
Returns the GotoI



Parameter
id

[GotoPreviousView](#)  
Returns the GotoI

Parameter
name

Array of [GotoPre](#)  
Returns the GotoI

Parameter	Typ
from	<a href="#">Got</a> Lon Stri
to	<a href="#">Got</a> Lon Stri

[GotoPreviousView](#)  
Returns the last G

[GotoPreviousView](#)  
Returns the middl

[GotoPreviousView](#)  
[GotoPreviousView](#)  
Returns the GotoI  
specified GotoPre

Parameter	Typ
obj	<a href="#">Got</a>

[GotoPreviousView](#)  
[GotoPreviousView](#)  
Returns the GotoI  
specified index.

Parameter	Type
obj	<a href="#">Goto</a>

[string toSource \(\)](#)  
Generates a string  
[GotoPreviousView](#)

**Element of** [Button.gotoPrevic](#)  
[FormField.gotoPr](#)



<b>Class</b>
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# GotoURLBehavior

A behavior object that jumps to a URL

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

## Hierarchy

Button

GotoURLBehavior

## Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvents</a> : 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

Parameter	Type
key	string

Array of **Object** **getElements** ()

Resolves the object specifier, creating

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

Sets the label to the value associated with

Parameter	Type
key	string
value	string

**void remove** ()

Deletes the GotoURLBehavior.

**string toSource** ()

Generates a string which, if executed,

**string toSpecifier** ()

Retrieves the object specifier.

**Used in:** array of **GotoURLBehavior** **GotoURLBehavior** **GotoURLBehavior** **GotoURLBehavior** **GotoURLBehavior** **GotoURLBehavior**

**Return** [GotoURLBehavior](#) [GotoURLBehavior](#)  
[GotoURLBehavior](#) [GotoURLBehavior](#)  
Array of **GotoURLBehavior** [GotoURLBehavior](#)  
[GotoURLBehavior](#) [GotoURLBehavior](#)  
[GotoURLBehavior](#) [GotoURLBehavior](#)  
[GotoURLBehavior](#) [GotoURLBehavior](#)  
[GotoURLBehavior](#) [GotoURLBehavior](#)  
Array of **GotoURLBehavior** [GotoURLBehavior](#)  
[GotoURLBehavior](#) [GotoURLBehavior](#)  
[GotoURLBehavior](#) [GotoURLBehavior](#)  
[GotoURLBehavior](#) [GotoURLBehavior](#)  
[GotoURLBehavior](#) [GotoURLBehavior](#)

<b>Class</b>
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## GotoURLBehaviors

A collection of goto URL behavior c

<b>QuickLinks</b>	<a href="#">add</a> , <a href="#">anyItem</a> , <a href="#">count</a> , <a href="#">everyItem</a> , <a href="#">firstItemByID</a> , <a href="#">itemByName</a> , <a href="#">itemByRa</a> , <a href="#">middleItem</a> , <a href="#">nextItem</a> , <a href="#">previousItem</a> ,
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## Properties

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

Methods	Instances
---------	-----------

**GotoURLBehavior add** ([withPrope  
Creates a new GotoURLBehavior.

Parameter	Type	Description
withProperties	Object	Initial values of the new GotoURLE (Optional)

**GotoURLBehavior anyItem ()**  
Returns any GotoURLBehavior in th

Returns any GotoURLBehavior in the

number count ()

Displays the number of elements in the `GotoURLBehavior`.

Array of **GotoURLBehavior** everyIt

Returns every GotoURLBehavior in

## GotoURLBehavior firstItem ()

Returns the first GotoURLBehavior

GotoURLBehavior **item** (**index**: *any*

Returns the GotoURLBehavior with index or name.

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

index	Long	The index or n
	String	Long or String

**GotoURLBehavior itemByID** (**id**: n  
Returns the GotoURLBehavior with

Parameter	Type	D
id	number	Tl

**GotoURLBehavior itemByName** (n  
Returns the GotoURLBehavior with  
name.

Parameter	Type	De
name	string	The

Array of **GotoURLBehavior itemBy**  
**to**: any)  
Returns the GotoURLBehaviors with  
range.

Parameter	Type	D
from	<b>GotoURLBehavior</b> Long String	Tl G in th th ac G L
to	<b>GotoURLBehavior</b> Long String	Tl G in th ra G L

**GotoURLBehavior lastItem** ()  
Returns the last GotoURLBehavior i

[GotoURLBehavior](#) **middleItem** ()  
Returns the middle GotoURLBehavior collection.

[GotoURLBehavior](#) **nextItem** ([obj: GotoURLBehavior](#))  
Returns the GotoURLBehavior who: the specified GotoURLBehavior in t

Parameter	Type	D
obj	<a href="#">GotoURLBehavior</a>	Th G w be G

[GotoURLBehavior](#) **previousItem** ([obj: GotoURLBehavior](#))  
Returns the GotoURLBehavior with previous to the specified index.

Parameter	Type	D
obj	<a href="#">GotoURLBehavior</a>	Th G th de G

[string](#) **toSource** ()  
Generates a string which, if executed GotoURLBehavior.

**Element of** [Button](#).gotoURLBehaviors  
[FormField](#).gotoURLBehaviors



<b>Class</b>
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# Movie

A movie.

**QuickLinks** [bringForward](#), [bringToFront](#), [detach](#), [duplicate](#), [extractLabel](#), [fit](#), [move](#), [override](#), [remove](#), [removeOverride](#), [resetScaling](#), [resize](#), [store](#), [toSource](#), [toSpecifier](#), [verifyURL](#)

**Hierarchy**

Oval | PageItem | Polygon | Rect

Movie

Image | Link

Properties	Property	Type
	associatedXMLElement	<a href="#">XMLItem</a>
	description	string
	embedInPDF	bool

filePath	File
floatingWindow	bool
floatingWindowPosition	<b>FloatingWindowPosition:</b> FloatingWindowPosition.UPPER_ FloatingWindowPosition.UPPER_ FloatingWindowPosition.UPPER_ FloatingWindowPosition.CENTEI FloatingWindowPosition.CENTEI FloatingWindowPosition.CENTEI FloatingWindowPosition.LOWER FloatingWindowPosition.LOWER FloatingWindowPosition.LOWER
floatingWindowSize	<b>FloatingWindowSize:</b> FloatingWindowSize.ONE_FIFTH FloatingWindowSize.ONE_FOUR FloatingWindowSize.ONE_HALF FloatingWindowSize.FULL FloatingWindowSize.TWICE FloatingWindowSize.TRIPLE FloatingWindowSize.QUADRUP FloatingWindowSize.MAX
geometricBounds	Array of Measurement Unit (Num String)

horizontalScale	number
id	number
images	<a href="#">Images</a>
index	number

itemLayer	<a href="#">Layer</a>
itemLink	<a href="#">Link</a>
label	string
moviePosterType	<a href="#">MoviePosterTypes:</a> MoviePosterTypes.NONE MoviePosterTypes.STANDARD MoviePosterTypes.FROM_MOVI MoviePosterTypes.PROXY_IMA
name	string
overridden	bool

overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <b>Movie</b> <a href="#">PageItem</a> <a href="#">Sound</a>
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 (Num String)

## Methods **Instances**

**void bringForward ()**

Brings the Movie forward one level in its layer.

**void bringToFront ()**

Brings the Movie to the front.

**void detach ()**

Detaches an overridden master page item from the master page.

**Movie duplicate ()**

Duplicates the Movie.

**string extractLabel (key: string)**

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key to use to get the label value.

**void fit (given: FitOptions)**

Applies the specified fit option to content in a frame.

Parameter	Type
given	<b>FitOptions:</b> FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT FitOptions.FILL_PROPORTIONALLY

Array of **Object** **getElements ()**

Resolves the object specifier, creating an array of object references.

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

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

Parameter	Type	Description



key	string	The
value	string	The

**void markup** ([using](#): [XMLElement](#))

Associates the page item with the specified XML element while

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The

**void move** ([[to](#): any][, [by](#): Array of *Measurement Unit* (*Number* or *String*)][, *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 2 Units, Spread, Layer or Page
by	Array of Measurement Unit (Number or String)	Amount by which to move its current position
transformingContent	bool	If true then content is moved (Optional)

**any override** ([destinationPage](#): [Page](#))

Overrides a master page item and places the item on the document page.

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contains the item to be overridden.

**void remove** ()

Deletes the Movie.

**void removeOverride** ()

Removes the override from a previously overridden master page item.

**void resetScaling** ()

Resets the Movie's scaling to 100%. Note: This does not change the current size of the Movie; it makes the current size of the Movie the basis for future scaling.

**void resize** ([[horizontalScale](#): *number*][, [verticalScale](#): *number*][, *bool*=**true**])

**consideringCurrentScale:** *bool*=**false**][, **transformingContent:** *bool*=**false**])

Resize the page item. You must specify either horizontal scale or

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. (Optional) (default: <b>AnchorPoint.TOP_LEFT</b> )
consideringCurrentScale	bool	If true then the object's scale is combined with the parent's scale. If false then the object's scale is relative to the parent's scale. (Optional) (default: <b>true</b> )
transformingContent	bool	If true then both the object and its content are scaled. If false then only the object is scaled. (Optional) (default: <b>true</b> )
consideringParentsScale	bool	If true then the object's scale is relative to the parent's scale. If false it is scale relative to the page item. (Optional) (default: <b>false</b> )

**void select** ([**existingSelection:** [SelectionOptions](#)=[SelectionOptions](#)])  
Selects the object.

Parameter	Type	Description
existingSelection	<a href="#">SelectionOptions</a> : <a href="#">SelectionOptions.ADD_TO</a> <a href="#">SelectionOptions.REMOVE_FROM</a> <a href="#">SelectionOptions.REPLACE_WITH</a>	The selection options. (Optional) (default: <b>SelectionOptions.REPLACE_WITH</b> )

**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
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	<div>using</div> <div>Library</div> <div>The library in which</div>
	<div>string toSource ()</div> <div>Generates a string which, if executed, will return the Movie.</div> <div>string toSpecifier ()</div> <div>Retrieves the object specifier.</div> <div>bool verifyURL ()</div> <div>Verifies that the specified URL is valid and contains the specific movie file is specified by a URL rather than a file path.</div>
Element of	<div>Button.overriddenMasterPageItem</div> <div>EPS.overriddenMasterPageItem</div> <div>FormField.overriddenMasterPageItem</div> <div>Graphic.overriddenMasterPageItem</div> <div>GraphicLine.overriddenMasterPageItem</div> <div>Group.overriddenMasterPageItem</div> <div>Guide.overriddenMasterPageItem</div> <div>Image.overriddenMasterPageItem</div> <div>Link.parent</div> <div>Movie.overriddenMasterPageItem</div> <div>MovieBehavior.movieItem</div> <div>Oval.overriddenMasterPageItem</div> <div>PDF.overriddenMasterPageItem</div> <div>PIC.T.overriddenMasterPageItem</div> <div>PageItem.overriddenMasterPageItem</div> <div>Polygon.overriddenMasterPageItem</div> <div>Rectangle.overriddenMasterPageItem</div> <div>Sound.overriddenMasterPageItem</div> <div>TextFrame.overriddenMasterPageItem</div> <div>WMF.overriddenMasterPageItem</div>
Used in:	<div>array of Movie Movies.itemByRange (from: any, to: any)</div> <div>Movie Movies.nextItem (obj: Movie)</div> <div>Movie Movies.previousItem (obj: Movie)</div> <div>XMLElement XMLElements.add (markupTag: any[, xmlContainer</div>
Return	<div>Movie Movie.duplicate ()</div> <div>Movie Movies.add ([layer: Layer][, at: LocationOptions=LocationOptions.reference: any][, withProperties: Object])</div>

**Movie** [Movies.anyItem](#) ()  
Array of **Movie** [Movies.everyItem](#) ()  
**Movie** [Movies.firstItem](#) ()  
**Movie** [Movies.item](#) ([index](#): any)  
**Movie** [Movies.itemByID](#) ([id](#): number)  
**Movie** [Movies.itemByName](#) ([name](#): string)  
Array of **Movie** [Movies.itemByRange](#) ([from](#): any, [to](#): any)  
**Movie** [Movies.lastItem](#) ()  
**Movie** [Movies.middleItem](#) ()  
**Movie** [Movies.nextItem](#) ([obj](#): **Movie**)  
**Movie** [Movies.previousItem](#) ([obj](#): **Movie**)

<b>Class</b>
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# MovieBehavior

A movie behavior object. Base Class: [Behavior](#)

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

## Hierarchy

[Button](#) | [FormInput](#)

[Behavior](#)

**MovieBehavior**

## Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvents</a> : BehaviorEvents.MOUSE_UP BehaviorEvents.MOUSE_DOWN BehaviorEvents.MOUSE_ENTER BehaviorEvents.MOUSE_EXIT BehaviorEvents.ON_FOCUSED 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 specif

Parameter	Type
key	string

Array of [Object](#) **getElements** ()  
Resolves the object specifier, creating an array

[void](#) **insertLabel** ([key](#): *string*, [value](#): *string*)  
Sets the label to the value associated with the

Parameter	Type
key	string

	<div>value</div> <div>string</div>
	<div><div>void remove ()</div><div>Deletes the MovieBehavior.</div><div>string toSource ()</div><div>Generates a string which, if executed, will return the source.</div><div>string toSpecifier ()</div><div>Retrieves the object specifier.</div></div>
<div>Used in:</div>	<div>array of <b>MovieBehavior</b> <a href="#">MovieBehaviors.items</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.nextItem (object)</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.previousItem (object)</a></div>
<div>Return</div>	<div><b>MovieBehavior</b> <a href="#">MovieBehaviors.add ([withParent])</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.anyItem ()</a></div> <div>Array of <b>MovieBehavior</b> <a href="#">MovieBehaviors.evaluate ()</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.firstItem ()</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.item (index)</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.itemByID (id)</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.itemByName (name)</a></div> <div>Array of <b>MovieBehavior</b> <a href="#">MovieBehaviors.items</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.lastItem ()</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.middleItem (int)</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.nextItem (object)</a></div> <div><b>MovieBehavior</b> <a href="#">MovieBehaviors.previousItem (object)</a></div>
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<b>Class</b>
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# MovieBehaviors

A collection of movie behavior objects.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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)

[MovieBehavior](#) **anyItem** ()  
Returns any MovieBehavior in the collection.

[number](#) **count** ()  
Displays the number of elements in the MovieBehavior.

Array of [MovieBehavior](#) **everyItem** ()  
Returns every MovieBehavior in the collection.

[MovieBehavior](#) **firstItem** ()  
Returns the first MovieBehavior in the collection.

[MovieBehavior](#) **item** ([index](#): any)  
Returns the MovieBehavior with the specified index.

index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String

**MovieBehavior itemByID** (*id: number*)

Returns the MovieBehavior with the specific ID.

Parameter	Type	Description
id	number	The ID.

**MovieBehavior itemByName** (*name: string*)

Returns the MovieBehavior with the specific name.

Parameter	Type	Description
name	string	The name.

Array of **MovieBehavior itemByRange** (*from any, to: any*)

Returns the MovieBehaviors within the specified range.

Parameter	Type	Description
from	Long <b>MovieBehavior</b> String	The MovieBehavior index, or nan at the beginning of the range. Can accept: MovieBehavior Long or String
to	Long <b>MovieBehavior</b> String	The MovieBehavior index, or nan at the end of range. Can

accept:  
MovieBehav  
Long or Strir

### MovieBehavior **lastItem** ()

Returns the last MovieBehavior in the collection.

### MovieBehavior **middleItem** ()

Returns the middle MovieBehavior in the collection.

### MovieBehavior **nextItem** (obj: MovieBehavior)

Returns the MovieBehavior whose index follows the specified MovieBehavior in the collection.

Parameter	Type	Description
obj	MovieBehavior	The MovieBehav whose index comes before the desired MovieBehav

### MovieBehavior **previousItem** (obj: MovieBehavior)

Returns the MovieBehavior with the index previous to the specified index.

Parameter	Type	Description
obj	MovieBehavior	The index of the MovieBehav that follows t desired MovieBehav

### string **toSource** ()

Generates a string which, if executed, will

return the MovieBehavior.

**Element of** [Button](#).movieBehaviors  
[FormField](#).movieBehaviors

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<b>Class</b>
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# Movies

A collection of movies.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [to](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in

## Methods Instances

**Movie add** ([[layer](#): [Layer](#)][, [at](#): [LocationOptions](#)=[LocationOptions](#)], [[reference](#): *any*][, [withProperties](#): *Object*])

Create a new Movie

Parameter	Type	Description
layer	<a href="#">Layer</a>	The layer Movie. (C
at	<a href="#">LocationOptions</a> : <a href="#">LocationOptions</a> .BEFORE <a href="#">LocationOptions</a> .AFTER <a href="#">LocationOptions</a> .AT_END <a href="#">LocationOptions</a> .AT_BEGINNING <a href="#">LocationOptions</a> .UNKNOWN	Location <b>Location</b>
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	Before/af beginning Spread, M Layer. Ca Spread, M Layer. (O
withProperties	<i>Object</i>	Initial val the new M

**Movie anyItem** ()

Returns any Movie in the collection.

**number count ()**

Displays the number of elements in the Movie.

Array of **Movie everyItem ()**

Returns every Movie in the collection.

**Movie firstItem ()**

Returns the first Movie in the collection.

**Movie item (index: any)**

Returns the Movie with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long

**Movie itemByID (id: number)**

Returns the Movie with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Movie itemByName (name: string)**

Returns the Movie with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Movie itemByRange (from: any, to: any)**

Returns the Movies within the specified range.

Parameter	Type	Description
from	Long <b>Movie</b> String	The Movie, index, or name at the beginning of the range. Can accept: Movie, Long or String.
to	Long <b>Movie</b> String	The Movie, index, or name at the end of the range. Can accept: Movie, Long or String.

**Movie lastItem ()**

Returns the last Movie in the collection.



### **Movie middleItem ()**

Returns the middle Movie in the collection.

### **Movie nextItem (obj: Movie)**

Returns the Movie whose index follows the specified Movie in

Parameter	Type	Description
obj	Movie	The Movie whose index comes before t

### **Movie previousItem (obj: Movie)**

Returns the Movie with the index previous to the specified inde

Parameter	Type	Description
obj	Movie	The index of the Movie that follows th

### **string toSource ()**

Generates a string which, if executed, will return the Movie.

**Element of** [Oval.movies](#)  
[Page.masterPageItems](#)  
[PageItem.movies](#)  
[Polygon.movies](#)  
[Rectangle.movies](#)

**Used in:** [Asset Library.store](#) ([using](#): Array of *any*)

<b>Class</b>
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# OpenFileBehavior

An open file behavior object. Base Class

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

## Hierarchy

Button

Be

OpenF

## Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvents</a> : BehaviorEvents.MOU BehaviorEvents.MOU BehaviorEvents.MOU BehaviorEvents.MOU 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

Array of **Object getElements** ()

Resolves the object specifier, creating a

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

Sets the label to the value associated with

Parameter	Type
key	string
value	string

**void remove** ()

Deletes the OpenFileDialogBehavior.

**string toSource** ()

Generates a string which, if executed, will

**string toSpecifier** ()

Retrieves the object specifier.

	<b>Used in:</b> array of <b>OpenFileBehavior</b> <a href="#">OpenFileB</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a>
	<b>Return</b> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> Array of <b>OpenFileBehavior</b> <a href="#">OpenFileF</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> Array of <b>OpenFileBehavior</b> <a href="#">OpenFileF</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a> <a href="#">OpenFileBehavior</a> <a href="#">OpenFileBehaviors</a>
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<b>Class</b>
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# OpenFileBehaviors

A collection of open file behavior objects.

## QuickLinks

[add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [range](#)

## Properties

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

## Methods

## Instances

[OpenFileBehavior](#) **add** ([[withProperties](#)])  
Creates a new OpenFileBehavior.

Parameter	Type	Description
withProperties	Object	Initial values of the new OpenFileBehavior (Optional)

[OpenFileBehavior](#) **anyItem** ()  
Returns any OpenFileBehavior in the collection.

[OpenFileBehavior](#) **count** ()  
Displays the number of elements in the collection.

[OpenFileBehavior](#) **everyItem** ()  
Returns every OpenFileBehavior in the collection.

[OpenFileBehavior](#) **firstItem** ()  
Returns the first OpenFileBehavior in the collection.

[OpenFileBehavior](#) **item** ([index](#): any)  
Returns the OpenFileBehavior with the given index or name.

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Parameter	Type	Description
index	Long String	The index or name accept: Long or

**OpenFileBehavior itemByID** (*id*: *num*)  
Returns the OpenFileBehavior with the

Parameter	Type	Description
id	number	The

**OpenFileBehavior itemByName** (*name*: *String*)  
Returns the OpenFileBehavior with the

Parameter	Type	Description
name	string	The name

**Array of OpenFileBehavior itemByRange** (*from*: *any*, *to*: *any*)  
Returns the OpenFileBehaviors within the

Parameter	Type	Description
from	Long <b>OpenFileBehavior</b> String	The Open index the the acce Open Long
to	Long <b>OpenFileBehavior</b> String	The Open index the rang Open Long



**OpenFileBehavior lastItem ()**

Returns the last OpenFileBehavior in

**OpenFileBehavior middleItem ()**

Returns the middle OpenFileBehavior collection.

**OpenFileBehavior nextItem (obj: OpenFileBehavior)**

Returns the OpenFileBehavior whose the specified OpenFileBehavior in the

Parameter	Type	Des
obj	OpenFileBehavior	The Ope whc cor desi Ope

**OpenFileBehavior previousItem (obj OpenFileBehavior)**

Returns the OpenFileBehavior with th previous to the specified index.

Parameter	Type	Des
obj	OpenFileBehavior	The Ope that desi Ope

**string toSource ()**

Generates a string which, if executed, OpenFileBehavior.

**Element of** [Button.openFileBehaviors](#)  
[FormField.openFileBehaviors](#)

<b>Class</b>
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# QuitBehavior

A quit behavior object. Base Class: [Behavior](#)

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

## Hierarchy

[Button](#) | [FormField](#)

[Behavior](#)

**QuitBehavior**

## Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvents</a> : BehaviorEvents.MOUSE_UP BehaviorEvents.MOUSE_DOW BehaviorEvents.MOUSE_ENT 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	TI

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of

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

Sets the label to the value associated with the spec

Parameter	Type	D
key	string	TI
value	string	TI

**void remove** ()

Deletes the QuitBehavior.

**string toSource** ()

	<p>Generates a string which, if executed, will return 1</p> <p><a href="#">string toSpecifier ()</a></p> <p>Retrieves the object specifier.</p>
<b>Used in:</b>	<p>array of <b>QuitBehavior</b> <a href="#">QuitBehaviors.itemByRa</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.nextItem (obj: Quit</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.previousItem (obj:</a></p>
<b>Return</b>	<p><b>QuitBehavior</b> <a href="#">QuitBehaviors.add ([withPropertie</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.anyItem ()</a></p> <p>Array of <b>QuitBehavior</b> <a href="#">QuitBehaviors.everyItem</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.firstItem ()</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.item (index: any)</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.itemByID (id: num.</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.itemByName (nam</a></p> <p>Array of <b>QuitBehavior</b> <a href="#">QuitBehaviors.itemByRa</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.lastItem ()</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.middleItem ()</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.nextItem (obj: Quit</a></p> <p><b>QuitBehavior</b> <a href="#">QuitBehaviors.previousItem (obj:</a></p>
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<b>Class</b>
--------------

# QuitBehaviors

A collection of quit behavior objects.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[QuitBehavior](#) **anyItem** ()  
Returns any QuitBehavior in the collection.

[number](#) **count** ()  
Displays the number of elements in the QuitBehavior.

Array of [QuitBehavior](#) **everyItem** ()  
Returns every QuitBehavior in the collection.

[QuitBehavior](#) **firstItem** ()  
Returns the first QuitBehavior in the collection.

[QuitBehavior](#) **item** ([index](#): *any*)  
Returns the QuitBehavior with the specified

index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**QuitBehavior itemByID** (*id*: number)

Returns the QuitBehavior with the specified ID.

Parameter	Type	Description
id	number	The ID.

**QuitBehavior itemByName** (*name*: string)

Returns the QuitBehavior with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **QuitBehavior itemByRange** (*from*: any, *to*: any)

Returns the QuitBehaviors within the specified range.

Parameter	Type	Description
from	Long QuitBehavior String	The QuitBehavior, index, or name at the beginning of the range. Can accept: QuitBehavior, Long or String.
to	Long QuitBehavior String	The QuitBehavior, index, or name at the end of the range. Can



accept:  
QuitBehavior,  
Long or String.

### QuitBehavior **lastItem** ()

Returns the last QuitBehavior in the collection.

### QuitBehavior **middleItem** ()

Returns the middle QuitBehavior in the collection.

### QuitBehavior **nextItem** (obj: QuitBehavior)

Returns the QuitBehavior whose index follows the specified QuitBehavior in the collection.

Parameter	Type	Description
obj	QuitBehavior	The QuitBehavior whose index comes before the desired QuitBehavior.

### QuitBehavior **previousItem** (obj: QuitBehavior)

Returns the QuitBehavior with the index previous to the specified index.

Parameter	Type	Description
obj	QuitBehavior	The index of the QuitBehavior that follows the desired QuitBehavior.

### string **toSource** ()

Generates a string which, if executed, will return the QuitBehavior.

**Element of** [Button.quitBehaviors](#)  
[FormField.quitBehaviors](#)

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<b>Class</b>
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# ShowHideFieldsBehavior

A show/hide fields behavior

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

## Hierarchy

### Properties

Property	Type
enableBehavior	bool
event	<a href="#">Behav</a> Behav Behav Behav Behav Behav Behav
fieldsToHide	Array
fieldsToShow	Array
id	numbe
index	numbe
label	string

name	string
parent	<a href="#">Button</a> <a href="#">FormF</a>
properties	Object

Methods

Instances

[string](#) **extractLabel** ([key](#))  
Gets the label value asso

Parameter
key

Array of [Object](#) **getElem**  
Resolves the object spec

[void](#) **insertLabel** ([key](#): s  
Sets the label to the valu

Parameter
key
value

[void](#) **remove** ()  
Deletes the ShowHideFi

[string](#) **toSource** ()  
Generates a string which

[string](#) **toSpecifier** ()  
Retrieves the object spec

**Used in:** array of **ShowHideField**  
[to: any](#))

	ShowHideFieldsBehavi ShowHideFieldsBe ShowHideFieldsBehavi ShowHideFieldsBe
Return	ShowHideFieldsBehavi ShowHideFieldsBehavi Array of ShowHideField ShowHideFieldsBehavi ShowHideFieldsBehavi ShowHideFieldsBehavi ShowHideFieldsBehavi Array of ShowHideField to: any) ShowHideFieldsBehavi ShowHideFieldsBehavi ShowHideFieldsBehavi ShowHideFieldsBe ShowHideFieldsBehavi ShowHideFieldsBe
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<b>Class</b>
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# ShowHideFieldsBehaviors

A collection of show/h

**QuickLinks** [add](#), [anyItem](#), [count](#), [ev](#)  
[itemByName](#), [itemByF](#)  
[previousItem](#), [toSource](#)

Properties	Property	Type	A
	length	number	re

**Methods**

**Instances**

[ShowHideFieldsBehav](#)  
Creates a new ShowHi

Parameter	Type
withProperties	Objec

[ShowHideFieldsBehav](#)  
Returns any ShowHide

[number count \(\)](#)  
Displays the number o

[Array of ShowHideFie](#)  
Returns every ShowHi

[ShowHideFieldsBehav](#)  
Returns the first Showl

[ShowHideFieldsBehav](#)  
Returns the ShowHide  
name.

Parameter	Type	D
index	Long	T
	String	S



[ShowHideFieldsBehav](#)  
Returns the ShowHide

Parameter
id

[ShowHideFieldsBehav](#)  
Returns the ShowHide

Parameter
name

Array of [ShowHideFie](#)  
*any*)  
Returns the ShowHide

Parameter	Type
from	Long <a href="#">ShowHic</a> String
to	Long <a href="#">ShowHic</a> String

[ShowHideFieldsBehav](#)  
Returns the last ShowI

[ShowHideFieldsBehav](#)  
Returns the middle Sho

[ShowHideFieldsBehav](#)  
[ShowHideFieldsBehav](#)  
Returns the ShowHide

specified ShowHideFie

Parameter	Type
obj	ShowHic

ShowHideFieldsBehav  
ShowHideFieldsBehav  
Returns the ShowHide  
specified index.

Parameter	Type
obj	ShowHic

string toSource ()  
Generates a string whic  
ShowHideFieldsBehav

Element of [Button.showHideField](#)  
[FormField.showHideF](#)

<b>Class</b>
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# Sound

A sound clip.

**QuickLinks** [bringForward](#), [bringToFront](#), [detach](#), [duplicate](#), [extractLabel](#), [fit](#), [markup](#), [move](#), [override](#), [remove](#), [removeOverride](#), [resetScaling](#), [sendToBack](#), [store](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

Oval | PageItem | Polygon | Recta

Sound

Image | Link

Properties	Property	Type
	associatedXMLElement	<a href="#">XMLItem</a>
	description	string
	doNotPrintPoster	bool
	embedInPDF	bool
	filePath	File

geometricBounds	Array of Measurement Unit (Number or String)
horizontalScale	number
id	number
images	<a href="#">Images</a>
index	number
itemLayer	<a href="#">Layer</a>
itemLink	<a href="#">Link</a>
label	string

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

overridden	bool
------------	------

overriddenMasterPageItem	<a href="#">GraphicGuide</a> <a href="#">Movie</a> <a href="#">PageItem</a> <b>Sound</b>
--------------------------	---

parent	<a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a>
--------	--

playOnPageTurn	bool
----------------	------

posterFile	string
properties	Object
soundPosterType	<a href="#">SoundPosterTypes:</a> SoundPosterTypes.NONE SoundPosterTypes.STANDARD SoundPosterTypes.PROXY_IMA(
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.

**void detach ()**

Detaches an overridden master page item from the master page.

**Sound duplicate ()**  
Duplicates the Sound.

**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	<b>FitOptions:</b> FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT FitOptions.FILL_PROPORTIONALLY

Array of **Object** **getElements ()**  
Resolves the object specifier, creating an array of object references.

**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 label value

**void markup (using: XElement)**  
Associates the page item with the specified XML element while

Parameter	Type	Description
using	<b>XMLElement</b>	The XML element

**void move ([to: any][, by: Array of Measurement Unit (Number transformingContent: 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 Array of 2 Units (Optional)
by	Array of Measurement Unit (Number or String)	Amount by which its current position
transformingContent	bool	If true then both are moved (Optional)

**any override** ([destinationPage](#): [Page](#))

Overrides a master page item and places the item on the document page.

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contains the item.

**void remove ()**

Deletes the Sound.

**void removeOverride ()**

Removes the override from a previously overridden master page item.

**void resetScaling ()**

Resets the Sound's scaling to 100%. Note: This does not change the current size of the Sound 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 scaling.
verticalScale	number	The percentage of vertical scaling.
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale around or AnchorPoint enumeration.
consideringCurrentScale	bool	If true then the object's current scale is used as the basis for future scaling.

		be combined. If false t The default value is fa
transformingContent	bool	If true then both the ob scaled (Optional) (defa
consideringParentsScale	bool	If true then the object i page item. If false it is (Optional) (default: fa

**void select** ([existingSelection: SelectionOptions=SelectionOpt  
Selects the object.

Parameter	Type	Descr
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The se relatio (Optic <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 t

**string toSource** ()

Generates a string which, if executed, will return the Sound.

**string toSpecifier** ()

Retrieves the object specifier.

**Element of** [Button](#).overriddenMasterPageItem  
[EPS](#).overriddenMasterPageItem  
[FormField](#).overriddenMasterPageItem  
[Graphic](#).overriddenMasterPageItem  
[GraphicLine](#).overriddenMasterPageItem

[Group](#).overriddenMasterPageItem  
[Guide](#).overriddenMasterPageItem  
[Image](#).overriddenMasterPageItem  
[Link](#).parent  
[Movie](#).overriddenMasterPageItem  
[Oval](#).overriddenMasterPageItem  
[PDF](#).overriddenMasterPageItem  
[PICT](#).overriddenMasterPageItem  
[PageItem](#).overriddenMasterPageItem  
[Polygon](#).overriddenMasterPageItem  
[Rectangle](#).overriddenMasterPageItem  
[Sound](#).overriddenMasterPageItem  
[SoundBehavior](#).soundItem  
[TextFrame](#).overriddenMasterPageItem  
[WMF](#).overriddenMasterPageItem

**Used in:** array of **Sound** [Sounds.itemByRange](#) ([from](#): any, [to](#): any)  
**Sound** [Sounds.nextItem](#) ([obj](#): **Sound**)  
**Sound** [Sounds.previousItem](#) ([obj](#): **Sound**)  
[XMLElement](#) [XMLElements.add](#) ([markupTag](#): any[, [xmlConter](#)

**Return** **Sound** [Sound.duplicate](#) ()  
**Sound** [Sounds.add](#) ([[layer](#): [Layer](#)][, [at](#): [LocationOptions](#)=[Locat](#)  
[reference](#): any][, [withProperties](#): [Object](#)])  
**Sound** [Sounds.anyItem](#) ()  
 Array of **Sound** [Sounds.everyItem](#) ()  
**Sound** [Sounds.firstItem](#) ()  
**Sound** [Sounds.item](#) ([index](#): any)  
**Sound** [Sounds.itemByID](#) ([id](#): number)  
**Sound** [Sounds.itemByName](#) ([name](#): string)  
 Array of **Sound** [Sounds.itemByRange](#) ([from](#): any, [to](#): any)  
**Sound** [Sounds.lastItem](#) ()  
**Sound** [Sounds.middleItem](#) ()  
**Sound** [Sounds.nextItem](#) ([obj](#): **Sound**)  
**Sound** [Sounds.previousItem](#) ([obj](#): **Sound**)

<b>Class</b>
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# SoundBehavior

A sound behavior object. Base Class: [Behavior](#)

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

## Hierarchy

[Button](#) | [FormLabel](#)

[Behavior](#)

**SoundBehavior**

## Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvents</a> : 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
operation	<a href="#">PlayOperations:</a> PlayOperations.PLAY PlayOperations.STOP PlayOperations.PAUSE PlayOperations.RESUME
parent	<a href="#">Button</a> <a href="#">FormField</a>
properties	Object
soundItem	<a href="#">Sound</a>

## Methods [Instances](#)

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

Gets the label value associated with the specif

Parameter	Type
key	string

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array

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

Sets the label to the value associated with the

Parameter	Type
key	string

	<div> <div>value</div> <div>string</div> </div> <hr/> <div> <b>void remove ()</b>  Deletes the SoundBehavior. </div> <div> <b>string toSource ()</b>  Generates a string which, if executed, will return the source. </div> <div> <b>string toSpecifier ()</b>  Retrieves the object specifier. </div>
<b>Used in:</b>	array of <b>SoundBehavior</b> <a href="#">SoundBehaviors.items</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.nextItem (object)</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.previousItem (object)</a>
<b>Return</b>	<b>SoundBehavior</b> <a href="#">SoundBehaviors.add ([withParameters])</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.anyItem ()</a> Array of <b>SoundBehavior</b> <a href="#">SoundBehaviors.events</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.firstItem ()</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.item (index)</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.itemByID (id)</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.itemByNamespace (namespace)</a> Array of <b>SoundBehavior</b> <a href="#">SoundBehaviors.items</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.lastItem ()</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.middleItem (index)</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.nextItem (object)</a> <b>SoundBehavior</b> <a href="#">SoundBehaviors.previousItem (object)</a>
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<b>Class</b>
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# SoundBehaviors

A collection of sound behavior objects.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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)

[SoundBehavior](#) **anyItem** ()  
Returns any SoundBehavior in the collection.

[number](#) **count** ()  
Displays the number of elements in the SoundBehavior.

Array of [SoundBehavior](#) **everyItem** ()  
Returns every SoundBehavior in the collection.

[SoundBehavior](#) **firstItem** ()  
Returns the first SoundBehavior in the collection.

[SoundBehavior](#) **item** ([index](#): any)  
Returns the SoundBehavior with the specified index.

index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String

**SoundBehavior itemByID** (*id*: number)

Returns the SoundBehavior with the specific ID.

Parameter	Type	Description
id	number	The ID.

**SoundBehavior itemByName** (*name*: string)

Returns the SoundBehavior with the specific name.

Parameter	Type	Description
name	string	The name.

Array of **SoundBehavior itemByRange** (*from*: any, *to*: any)

Returns the SoundBehaviors within the specified range.

Parameter	Type	Description
from	Long SoundBehavior String	The SoundBehavior index, or name at the beginning of the range. Can accept: SoundBehavior Long or String
to	Long SoundBehavior String	The SoundBehavior index, or name at the end of range. Can

accept:  
SoundBehav  
Long or Stri

### SoundBehavior **lastItem** ()

Returns the last SoundBehavior in the collection.

### SoundBehavior **middleItem** ()

Returns the middle SoundBehavior in the collection.

### SoundBehavior **nextItem** (obj: SoundBehavior)

Returns the SoundBehavior whose index follows the specified SoundBehavior in the collection.

Parameter	Type	Description
obj	SoundBehavior	The SoundBehav whose index comes before the desired SoundBehav

### SoundBehavior **previousItem** (obj: SoundBehavior)

Returns the SoundBehavior with the index previous to the specified index.

Parameter	Type	Description
obj	SoundBehavior	The index of the SoundBehav that follows the desired SoundBehav

### string **toSource** ()

Generates a string which, if executed, will

return the SoundBehavior.

**Element of** [Button](#).soundBehaviors  
[FormField](#).soundBehaviors

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<b>Class</b>
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# Sounds

A collection of sound clips.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [to](#)

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

## Methods Instances

**Sound** [add](#) ([[layer](#): [Layer](#)][, [at](#): [LocationOptions](#)=[LocationOptions](#)], [[reference](#): *any*][, [withProperties](#): *Object*])  
Create a new Sound

Parameter	Type	Description
layer	<a href="#">Layer</a>	The layer the sound is in. (Optional)
at	<a href="#">LocationOptions</a> : <a href="#">LocationOptions</a> .BEFORE <a href="#">LocationOptions</a> .AFTER <a href="#">LocationOptions</a> .AT_END <a href="#">LocationOptions</a> .AT_BEGINNING <a href="#">LocationOptions</a> .UNKNOWN	Location of the sound. <b>LocationOptions</b>
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	Before/after the sound is placed. <b>LocationOptions</b>
withProperties	<i>Object</i>	Initial values for the new Sound.

**Sound** [anyItem](#) ()  
Returns any Sound in the collection.

**number count ()**

Displays the number of elements in the Sound.

Array of **Sound everyItem ()**

Returns every Sound in the collection.

**Sound firstItem ()**

Returns the first Sound in the collection.

**Sound item (index: any)**

Returns the Sound with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long, String

**Sound itemByID (id: number)**

Returns the Sound with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Sound itemByName (name: string)**

Returns the Sound with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Sound itemByRange (from: any, to: any)**

Returns the Sounds within the specified range.

Parameter	Type	Description
from	Long <b>Sound</b> String	The Sound, index, or name at the beginning of the range. Can accept: Sound, Long or String.
to	Long <b>Sound</b> String	The Sound, index, or name at the end of the range. Can accept: Sound, Long or String.

**Sound lastItem ()**

Returns the last Sound in the collection.

### [Sound](#) **middleItem** ()

Returns the middle Sound in the collection.

### [Sound](#) **nextItem** ([obj](#): [Sound](#))

Returns the Sound whose index follows the specified Sound in

Parameter	Type	Description
obj	<a href="#">Sound</a>	The Sound whose index comes before t

### [Sound](#) **previousItem** ([obj](#): [Sound](#))

Returns the Sound with the index previous to the specified inde

Parameter	Type	Description
obj	<a href="#">Sound</a>	The index of the Sound that follows th

### [string](#) **toSource** ()

Generates a string which, if executed, will return the Sound.

**Element of** [Oval](#).sounds  
[Page](#).masterPageItems  
[PageItem](#).sounds  
[Polygon](#).sounds  
[Rectangle](#).sounds

**Used in:** [Asset Library.store](#) ([using](#): Array of *any*)



<b>Class</b>
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# State

A state (states define the display of the field in an exported PDF

**QuickLinks** [getElements](#), [remove](#), [toSource](#), [toSpecifier](#)

## 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	<a href="#">EPSs</a>	readonly	A collection of EPS files.
graphicLines	<a href="#">GraphicLines</a>	readonly	A collection of graphic lines.
graphics	<a href="#">Graphics</a>	readonly	A collection of imported graphics in any graphic file format

			(vector, metafile, or bitmap).
groups	Groups	readonly	A collection of groups.
id	number	readonly	The unique ID of the State.
images	Images	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	Ovals	readonly	A collection of ellipses.
pageItems	PageItems	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	Button	readonly	The parent of the State (a Button).
pdfs	PDFs	readonly	A collection of PDF files.
picts	PICTs	readonly	A collection of PICT graphics.
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.
statetype	StateTypes: StateTypes.UP StateTypes.ROLLOVER StateTypes.DOWN	r/w	The type of user action that dictates the button's appearance.
textFrames	TextFrames	readonly	A collection of text

			frames.
wmfs	WMFs	readonly	A collection of WMF graphics.
<b>Methods</b> <b>Instances</b> Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, creating an array of object references. <b>void remove ()</b> Deletes the State. <b>string toSource ()</b> Generates a string which, if executed, will return the State. <b>string toSpecifier ()</b> Retrieves the object specifier.			
<b>Used in:</b>	array of <b>State</b> <b>States.itemByRange (from: any, to: any)</b> <b>State</b> <b>States.nextItem (obj: State)</b> <b>State</b> <b>States.previousItem (obj: State)</b>		
<b>Return</b>	<b>State</b> <b>States.add ([withProperties: Object])</b> <b>State</b> <b>States.anyItem ()</b> Array of <b>State</b> <b>States.everyItem ()</b> <b>State</b> <b>States.firstItem ()</b> <b>State</b> <b>States.item (index: any)</b> <b>State</b> <b>States.itemByID (id: number)</b> <b>State</b> <b>States.itemByName (name: string)</b> Array of <b>State</b> <b>States.itemByRange (from: any, to: any)</b> <b>State</b> <b>States.lastItem ()</b> <b>State</b> <b>States.middleItem ()</b> <b>State</b> <b>States.nextItem (obj: State)</b> <b>State</b> <b>States.previousItem (obj: State)</b>		
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<b>Class</b>
--------------

# States

A collection of states.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**State** [anyItem](#) ()

Returns any State in the collection.

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

Displays the number of elements in the State.

Array of **State** [everyItem](#) ()

Returns every State in the collection.

**State** [firstItem](#) ()

Returns the first State in the collection.

**State** [item](#) ([index](#): *any*)

Returns the State with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**State** [itemByID](#) ([id](#): *number*)

Returns the State with the specified ID.

Parameter	Type	Description
id	number	The ID.

**State itemByName** (*name: string*)

Returns the State with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **State itemByRange** (*from: any, to: any*)

Returns the States within the specified range.

Parameter	Type	Description
from	Long <a href="#">State</a> String	The State, index, or name at the beginning of the range. Can accept: State, Long or String.
to	Long <a href="#">State</a> String	The State, index, or name at the end of the range. Can accept: State, Long or String.

**State lastItem** ()

Returns the last State in the collection.

**State middleItem** ()

Returns the middle State in the collection.

**State nextItem** (*obj: State*)

Returns the State whose index follows the specified State in the collection.

Parameter	Type	Description
obj	<a href="#">State</a>	The State whose index comes before the desired State.

**State previousItem** (*obj: State*)

Returns the State with the index previous to the specified index.

Parameter	Type	Description



obj	<a href="#">State</a>	The index of the State that follows the desired State.
-----	-----------------------	--

[string](#) **toSource ()**  
Generates a string which, if executed, will return the State.

**Element of** [Button](#).states

<b>Class</b>
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# ViewZoomBehavior

A view zoom behavior object. Base

**QuickLinks** [extractLabel](#), [getElements](#), [insertLat](#)

**Hierarchy** [Bu](#)

**Vie**

## Properties

Property	Type
enableBehavior	bool
event	<a href="#">BehaviorEvents</a> : BehaviorEvents.M BehaviorEvents.M BehaviorEvents.M BehaviorEvents.M BehaviorEvents.C BehaviorEvents.C
id	number
index	number
label	string
name	string
parent	<a href="#">Button</a> <a href="#">FormField</a>

	properties      Object
	viewZoomStyle <b>ViewZoomStyle:</b> ViewZoomStyle.F ViewZoomStyle.Z ViewZoomStyle.Z ViewZoomStyle.F ViewZoomStyle.F ViewZoomStyle.F ViewZoomStyle.F ViewZoomStyle.F ViewZoomStyle.F ViewZoomStyle.S ViewZoomStyle.C ViewZoomStyle.T ViewZoomStyle.F ViewZoomStyle.F

Methods

Instances

**string extractLabel** (*key: string*)  
Gets the label value associated with

Parameter	Type
key	str

Array of **Object** **getElements** ()  
Resolves the object specifier, creatin

**void insertLabel** (*key: string, value*)  
Sets the label to the value associated

Parameter	Type
key	str
value	str

Deletes the ViewZoomBehavior.

Generates a string which, if executed

Retrieves the object specifier.

**Used in:** array of [ViewZoomBehavior](#) [ViewZoomBehavior](#) [ViewZoomBehavior](#) [ViewZoomBehavior](#)

**Return** **ViewZoomBehavior** [ViewZoomBehavior](#)  
**ViewZoomBehavior** [ViewZoomBehavior](#)  
 Array of **ViewZoomBehavior** [ViewZoomBehavior](#)  
**ViewZoomBehavior** [ViewZoomBehavior](#)  
**ViewZoomBehavior** [ViewZoomBehavior](#)  
**ViewZoomBehavior** [ViewZoomBehavior](#)  
**ViewZoomBehavior** [ViewZoomBehavior](#)  
 Array of **ViewZoomBehavior** [ViewZoomBehavior](#)  
*any*)  
**ViewZoomBehavior** [ViewZoomBehavior](#)  
**ViewZoomBehavior** [ViewZoomBehavior](#)  
**ViewZoomBehavior** [ViewZoomBehavior](#)  
**ViewZoomBehavior** [ViewZoomBehavior](#)

<b>Class</b>
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## ViewZoomBehaviors

A collection of view zoom behavior

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [findItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByFunction](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#)

**Properties**

Property	Type	Access	Default
length	number	readonly	The number of elements in the array.

Methods	Instances
---------	-----------

## ViewZoomBehavior add ([withPr

Parameter	Type	Description
withProperties	Object	Initial values for the new instance (Optional)

## ViewZoomBehavior anyItem ()

Returns any ViewZoomBehavior i

**number count ()**  
Displays the number of elements in  
ViewZoomBehavior.

Array of **ViewZoomBehavior** every  
Returns every ViewZoomBehavior.

**ViewZoomBehavior firstItem ()**  
Returns the first ViewZoomBehav

**ViewZoomBehavior** **item** (**index**: **int**)  
Returns the ViewZoomBehavior with the given index or name.

Parameter	Type	Description
index	Long	The index or

String Long or String

**ViewZoomBehavior itemByID** (id: Long)  
Returns the ViewZoomBehavior with the given id.

Parameter	Type
id	number

**ViewZoomBehavior itemByName** (name: String)  
Returns the ViewZoomBehavior with the given name.

Parameter	Type
name	string

**ViewZoomBehaviors inRange** (from: Long, to: Long)  
Returns the ViewZoomBehaviors in the given range.

Parameter	Type
from	Long String ViewZoomBehavior
to	Long String ViewZoomBehavior

**ViewZoomBehavior lastItem** ()  
Returns the last ViewZoomBehavior in the list.

**ViewZoomBehavior middleItem** ()  
Returns the middle ViewZoomBehavior in the list.



[ViewZoomBehavior](#) **nextItem** ([obj](#)  
[ViewZoomBehavior](#))

Returns the [ViewZoomBehavior](#) w  
specified [ViewZoomBehavior](#) in tl

Parameter	Type
obj	<a href="#">ViewZoomBehavior</a>

[ViewZoomBehavior](#) **previousItem**  
[ViewZoomBehavior](#))

Returns the [ViewZoomBehavior](#) w  
to the specified index.

Parameter	Type
obj	<a href="#">ViewZoomBehavior</a>

[string](#) **toSource** ()

Generates a string which, if execu  
[ViewZoomBehavior](#).

**Element of** [Button.viewZoomBehaviors](#)  
[FormField.viewZoomBehaviors](#)

# Adobe InDesign CS2 (4.0) Object Model

Contents	Layout Suite	
Pages and everything that can appear onto it. And around. And below. And besides.	Assignment Suite	ContourOption
	Basics Suite	EPS
	Book Suite	EPSs
	Color Suite	Graphic
	Datamerge Suite	GraphicLine
	Enum Suite	GraphicLines
	Hyperlinks Suite	Graphics
	Indexing Suite	Group
	Interactive Elements Suite	Groups
	Layout Suite	Guide
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	Table Of Contents Suite	MasterSpread
	Table Style Suite	MasterSpreads
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	Text Suite	Ovals
	UI Suite	PDF
	XML Suite	PDFAttribute
		PDFs
		PICT
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Section  
Sections  
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Spreads  
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WMF  
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<b>Class</b>
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# ContourOption

A contour option.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy



## Properties

Property	Type
alphaChannelPathNames	Array of string
contourPathName	string
contourType	<a href="#">ContourOptionsTy</a> <a href="#">ContourOptionsTy</a> <a href="#">ContourOptionsTy</a> <a href="#">ContourOptionsTy</a> <a href="#">ContourOptionsTy</a> <a href="#">ContourOptionsTy</a> <a href="#">ContourOptionsTy</a>
includeInsideEdges	bool

	parent	<a href="#">TextWrapPreferen</a>
	photoshopPathNames	Array of string
	properties	Object
<div> <div>Methods</div> <div>Instances</div> <div> Array of <a href="#">Object</a> <b>getElements ()</b>  Resolves the object specifier, creating an array  <a href="#">string</a> <b>toSource ()</b>  Generates a string which, if executed, will ret  <a href="#">string</a> <b>toSpecifier ()</b>  Retrieves the object specifier. </div> </div>		
<div> <div>Element of</div> <div><a href="#">TextWrapPreference</a>.contourOptions</div> </div>		
<div> <div> Jongware, 27- Jun-2010 v3.0.3d </div> <div> <a href="#">Contents</a> :: <a href="#">Index</a> </div> </div>		

<b>Class</b>
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<b>EPS</b>									
	A placed EPS file. Base Class: <a href="#">Graphic</a>								
<b>QuickLinks</b>	<a href="#">applyObjectStyle</a> , <a href="#">detach</a> , <a href="#">duplicate</a> , <a href="#">exportFile</a> , <a href="#">extractLabel</a> , <a href="#">fit</a> , <a href="#">move</a> , <a href="#">override</a> , <a href="#">place</a> , <a href="#">placeXML</a> , <a href="#">remove</a> , <a href="#">removeOverride</a> , <a href="#">res</a> , <a href="#">transformAgain</a> , <a href="#">transformAgainIndividually</a> , <a href="#">transformSequenc</a>								
<b>Hierarchy</b>	<div> <a href="#">Button</a>   <a href="#">GraphicLine</a>   <a href="#">Group</a>   <a href="#">Oval</a>   <a href="#">PageItem</a>   <a href="#">Pol</a> </div> <div> <a href="#">Graphic</a> </div> <div> <b>EPS</b> </div> <div> <a href="#">ClippingPathSettings</a>   <a href="#">TextV</a> </div>								
<b>Properties</b>	<table> <tr> <th>Property</th><th>Type</th></tr> <tr> <td>absoluteHorizontalScale</td><td>number</td></tr> <tr> <td>absoluteRotationAngle</td><td>number</td></tr> <tr> <td>absoluteShearAngle</td><td>number</td></tr> </table>	Property	Type	absoluteHorizontalScale	number	absoluteRotationAngle	number	absoluteShearAngle	number
Property	Type								
absoluteHorizontalScale	number								
absoluteRotationAngle	number								
absoluteShearAngle	number								

absoluteVerticalScale	number
actualPpi	Array of number
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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	ClippingPathSettings
cmykVectorPolicy	PlacedVectorProfilePolicy: PlacedVectorProfilePolicy.IGNORE PlacedVectorProfilePolicy.IGNORE PlacedVectorProfilePolicy.HONO.
effectivePpi	Array of number
featherCornerType	FeatherCornerType: FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
featherMode	FeatherMode: FeatherMode.NONE FeatherMode.STANDARD
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number or Str
geometricBounds	Array of Measurement Unit (Num

grayVectorPolicy	<a href="#">PlacedVectorProfilePolicy</a> : PlacedVectorProfilePolicy.IGNOR PlacedVectorProfilePolicy.IGNOR PlacedVectorProfilePolicy.HONO
horizontalScale	number
id	number
imageName	string
index	number
isolateBlending	bool
itemLink	<a href="#">Link</a>

knockoutGroup	bool
label	string
localDisplaySetting	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIGH_QU DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZE DisplaySettingOptions.DEFAULT
nonprinting	bool
opacity	number (range: 0 - 100)
overridden	bool

overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <a href="#">Movie</a> <a href="#">PageItem</a> <a href="#">Sound</a>
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	<a href="#">Object</a>
rgbVectorPolicy	<a href="#">PlacedVectorProfilePolicy:</a> <a href="#">PlacedVectorProfilePolicy.IGNORE</a> <a href="#">PlacedVectorProfilePolicy.IGNORE</a> <a href="#">PlacedVectorProfilePolicy.HONO</a>

	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	Measurement Unit (Number or Str
	shadowColor	<a href="#">Swatch</a>
	shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
	shadowNoise	number (range: 0 - 100)

shadowOpacity	number (range: 0 - 100)
shadowSpread	number (range: 0 - 100)
shadowXOffset	Measurement Unit (Number or Str 1000)
shadowYOffset	Measurement Unit (Number or Str 1000)
shearAngle	number
space	string
textWrapPreferences	<a href="#">TextWrapPreference</a>



verticalScale	number
visibleBounds	Array of Measurement Unit (Num

**Methods** **Instances**

**void applyObjectStyle** (using: [ObjectStyle](#)[], clearingOverrides: [clearingOverridesThroughRootObjectStyle: bool=false](#))  
Applies the specified object style.

Parameter	Type	Desc
using	<a href="#">ObjectStyle</a>	The o

clearingOverrides	bool	If true, apply
clearingOverridesThroughRootObjectStyle	bool	If true, EPS (default)

### **void detach ()**

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([**by**: Array of *Measurement Unit* (Number or String)])  
 Duplicates the EPS.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount of duplication [x, y]. (Optional)

**void exportFile** (**format**: any, **to**: File[, **showingOptions**: bool=false])  
 Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat or String	The export format. Can be any of the supported formats.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user to select a format.
using	PDFExportPreset	The export style to use. (Optional)

### **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  
 FitOptions.FILL\_PROPORTIONALLY

**void flipItem** (given: FlipItemOptions[, around: any][, transformingContent: bool])  
 Flip item about given axis

Parameter	Type	Description
given	FlipItemOptions: FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH	flip item about given axis
around	AnchorPoint Array of 2 Units	The point or AnchorPoint about which to flip the item
transformingContent	bool	If true, the content of the page item will be flipped

Array of Object **getElements** ()  
 Resolves the object specifier, creating an array of object references

**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: XMLElement)  
 Associates the page item with the specified XML element while

Parameter	Type
using	XMLElement

**void move** ([to: any][, by: Array of Measurement Unit (Number of Units)])  
 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	The new location of the page item

	Layer Page Spread	Units, Spr
by	Array of Measurement Unit (Number or String)	Amount b position (
transformingContent	bool	If true the (Optional

**any override** (*destinationPage*: [Page](#))

Overrides a master page item and places the item on the document page.

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contains the item.

**any place** (*fileName*: *File*[, *showingOptions*: *bool*=**false**][, *withProperties*: *Object*])  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the import options dialog.
withProperties	Object	Initial values for properties of the placed file.

**void placeXML** (*using*: [XMLElement](#))

Places XML content into the specified object. Note: Replaces any existing content.

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML element whose content is placed.

**void remove** ()

Deletes the EPS.

**void removeOverride** ()

Removes the override from a previously overridden master page item.

**void resize** ([*horizontalScale*: *number*][, *verticalScale*: *number*][, *bool*=**false**][, *transformingContent*: *bool*=**true**][, *consideringParent*: *bool*=**true**])  
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. (Optional) (default: <b>AnchorPoint.Center</b> )
consideringCurrentScale	bool	If true then the object's current scale is considered. If false then the new value is used. (Optional) (default: <b>false</b> )
transformingContent	bool	If true then both the object and its content are transformed. (default: <b>true</b> )
consideringParentsScale	bool	If true then the object's scale is scaled relative to the parent's scale. (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. (Optional) (default: <b>AnchorPoint.Center</b> )
consideringCurrentRotation	bool	If true then the object's current rotation is combined. If false then the new value is used. (Optional) (default: <b>true</b> )
transformingContent	bool	If true then both the object and its content are transformed. (default: <b>true</b> )
consideringParentsRotation	bool	If true then the object's rotation is scaled relative to the parent's rotation. (Optional) (default: <b>false</b> )

**void shear** (*by: number*[, *around: any*][, *shearAxisAngle: number*][, *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> Array of 2 Units	The point to shear around enumerator. (Optional)
shearAxisAngle	number	The amount that the shear axis horizontal axis. If 90 degrees (default: <b>0</b> )
consideringCurrentShear	bool	If true then the object's current If false then the new value (Optional) (default: <b>false</b> )
transformingContent	bool	If true then both the object and (default: <b>true</b> )
consideringParentsShear	bool	If true then the object's current it is sheared relative to current shear and considering (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

[string](#) **toSource** ()

Generates a string which, if executed, will return the EPS.

[string](#) **toSpecifier** ()

Retrieves the object specifier.

Array of [string](#) **transformAgain** ()

Transforms the EPS using the last transformation performed on  
rotating, shearing, scaling, and flipping.

Array of [string](#) **transformAgainIndividually** ()

Transforms the EPS using the last transformation performed on

rotating, shearing, scaling, and flipping.

Array of [string transformSequenceAgain \(\)](#)

Transforms the EPS using the last sequence of transform operations at the same time on any group of objects. Transformations include flipping.

Array of [string transformSequenceAgainIndividually \(\)](#)

Transforms the EPS using the last sequence of transformations at the same time on any group of objects. Transformations include mo

---

**Used in:** array of [EPS EPSs.itemByRange \(from: any, to: any\)](#)  
[EPS EPSs.nextItem \(obj: EPS\)](#)  
[EPS EPSs.previousItem \(obj: EPS\)](#)

---

**Return** [EPS EPSs.anyItem \(\)](#)  
Array of [EPS EPSs.everyItem \(\)](#)  
[EPS EPSs.firstItem \(\)](#)  
[EPS EPSs.item \(index: any\)](#)  
[EPS EPSs.itemByID \(id: number\)](#)  
[EPS EPSs.itemByName \(name: string\)](#)  
Array of [EPS EPSs.itemByRange \(from: any, to: any\)](#)  
[EPS EPSs.lastItem \(\)](#)  
[EPS EPSs.middleItem \(\)](#)  
[EPS EPSs.nextItem \(obj: EPS\)](#)  
[EPS EPSs.previousItem \(obj: EPS\)](#)

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<b>Class</b>
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# EPSs

A collection of EPS files.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

**EPS anyItem ()**

Returns any EPS in the collection.

**number count ()**

Displays the number of elements in the EPS.

Array of **EPS everyItem ()**

Returns every EPS in the collection.

**EPS firstItem ()**

Returns the first EPS in the collection.

**EPS item (index: any)**

Returns the EPS with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**EPS itemByID (id: number)**

Returns the EPS with the specified ID.

Parameter	Type	Description
id	number	The ID.

**EPS itemByName (name: string)**

Returns the EPS with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **EPS itemByRange** (**from**: any, **to**: any)

Returns the EPSs within the specified range.

Parameter	Type	Description
from	<b>EPS</b> Long String	The EPS, index, or name at the beginning of the range. Can accept: EPS, Long or String.
to	<b>EPS</b> Long String	The EPS, index, or name at the end of the range. Can accept: EPS, Long or String.

**EPS lastItem** ()

Returns the last EPS in the collection.

**EPS middleItem** ()

Returns the middle EPS in the collection.

**EPS nextItem** (**obj**: **EPS**)

Returns the EPS whose index follows the specified EPS in the collection.

Parameter	Type	Description
obj	<b>EPS</b>	The EPS whose index comes before the desired EPS.

**EPS previousItem** (**obj**: **EPS**)

Returns the EPS with the index previous to the specified index.

Parameter	Type	Description
obj	<b>EPS</b>	The index of the EPS that follows the desired EPS.

**string toSource** ()

Generates a string which, if executed, will return 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*)

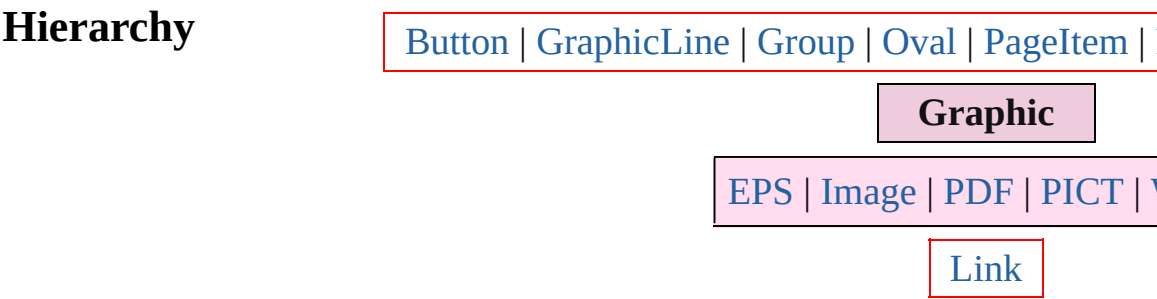
<b>Class</b>
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# Graphic

An imported graphic in any graphic file format (including vector graphics)

Superclass of [EPS](#), [Image](#), [PDF](#), [PICT](#), and [WMF](#)

**QuickLinks** [detach](#), [duplicate](#), [exportFile](#), [extractLabel](#), [fit](#), [flipItem](#), [getElement](#), [place](#), [remove](#), [removeOverride](#), [resize](#), [rotate](#), [shear](#), [toSource](#), [transformAgainIndividually](#), [transformSequenceAgain](#), [transformSequenceIndividually](#)



Properties	Property	Type
	absoluteHorizontalScale	number
	absoluteRotationAngle	number
	absoluteShearAngle	number

absoluteVerticalScale	number
geometricBounds	Array of Measurement Unit (Number String)
horizontalScale	number

id	number
imageName	string
index	number
itemLink	<a href="#">Link</a>
label	string
localDisplaySetting	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIGH_ DisplaySettingOptions.TYPIC/ DisplaySettingOptions.OPTIM. DisplaySettingOptions.DEFAU
overridden	bool





rotationAngle	number
shearAngle	number
verticalScale	number
visibleBounds	Array of Measurement Unit (Number String)

## Methods Instances

### `void detach ()`

Detaches an overridden master page item from the master page.

`PageItem duplicate ([by: Array of Measurement Unit (Number or String)])`  
Duplicates the Graphic.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount (in the format [x, y

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

Parameter	Type	Description
format	ExportFormat String	The export format. Can be a String.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user for options (default: <b>false</b> )
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 look up.

`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 FitOptions.FILL_PROPORTIONALLY

**void flipItem** (**given**: FlipItemOptions[, **around**: any][, **transformingContent**: bool])  
 Flip item about given axis

Parameter	Type	Description
given	FlipItemOptions: FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH	flip
around	AnchorPoint Array of 2 Units	The Arr enu
transformingContent	bool	If t wit <b>tru</b>

Array of **Object** **getElements** ()  
 Resolves the object specifier, creating an array of object refer

**void insertLabel** (**key**: string, **value**: string)  
 Sets the label to the value associated with the specified key.

Parameter	Type	Description
key	string	T
value	string	T

**void move** ([**to**: any][, **by**: Array of Measurement Unit (Number or String)][, **bool**=true])  
 Move Page Item to a new location. One of the 'To' or 'By' par

Parameter	Type	Description
to	Array of 2 Units Layer Page Spread	The new loc Array of 2 U (Optional)
by	Array of Measurement Unit (Number or String)	Amount by its current p

transformingContent	bool	If true then l are moved (
---------------------	------	-------------------------------

**any override** (*destinationPage*: [Page](#))

Overrides a master page item and places the item on the docu

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contains t

**any place** (*fileName*: *File*[], *showingOptions*: *bool=false*)[, *w*

Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the import opt
withProperties	Object	Initial values for properties of the

**void remove** ()

Deletes the Graphic.

**void removeOverride** ()

Removes the override from a previously overridden master p

**void resize** ([*horizontalScale*: *number*][, *verticalScale*: *numbe*  
*consideringCurrentScale*: *bool=false*][, *transformingContent*:  
*consideringParentsScale*: *bool=false*])

Resize the page item. You must specify either horizontal scal

Parameter	Type	Description
horizontalScale	number	The percentage of h
verticalScale	number	The percentage of v
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale a or AnchorPoint enu
consideringCurrentScale	bool	If true then the obje be combined. If fals default value is fals
transformingContent	bool	If true then both the

	(Optional) (default:
consideringParentsScale	bool
	If true then the object is rotated relative to its parent. If false it is rotated relative to the page item. (Optional) (default:

**void rotate** (by: number[, around: any][, consideringCurrentRotation: bool=true][, transformingContent: bool=true][, consideringParentsRotation: bool=true])  
 Rotate the page item

Parameter	Type	Description
by	number	Angle by which to rotate
around	AnchorPoint Array of 2 Units	The point to rotate around. Can be a Point or AnchorPoint enum. (Optional)
consideringCurrentRotation	bool	If true then the current rotation will be considered. If false, the rotation is absolute. The default is true. (Optional)
transformingContent	bool	If true then both the content and the page item are rotated. If false, only the page item is rotated. (Optional)
consideringParentsRotation	bool	If true then the rotation of the page item is considered. If false, the rotation is absolute. Cannot rotate without considering parent time. (Optional)

**void shear** (by: number[, around: any][, shearAxisAngle: number[, bool=false][, transformingContent: bool=true][, consideringParentsRotation: bool=true])  
 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. Can be a Point or AnchorPoint enum. (Optional)
shearAxisAngle	number	The angle of the shear axis. (Optional)
bool	bool	If true then the shear is relative to the current rotation. If false, the shear is absolute. The default is true. (Optional)
transformingContent	bool	If true then both the content and the page item are sheared. If false, only the page item is sheared. (Optional)
consideringParentsRotation	bool	If true then the rotation of the page item is considered. If false, the rotation is absolute. Cannot rotate without considering parent time. (Optional)

shearAxisAngle	number	The amount that the object is then shear at its horizontal axis at the vertical axis.
consideringCurrentShear	bool	If true then the object will be combined. If false it will not be combined. The default value is false.
transformingContent	bool	If true then both the object and its content will be sheared (Optional)
consideringParentsShear	bool	If true then the object will be sheared with its parent page item. If false it will not be sheared. Cannot shear with content if considering parents is false. (Optional) (default: false)

#### **string toSource ()**

Generates a string which, if executed, will return the Graphic object.

#### **string toSpecifier ()**

Retrieves the object specifier.

#### **Array of string transformAgain ()**

Transforms the Graphic using the last transformation performed. The transformations include moving, rotating, shearing, scaling, and flipping.

#### **Array of string transformAgainIndividually ()**

Transforms the Graphic using the last transformation performed on each object. The transformations include moving, rotating, shearing, scaling, and flipping.

#### **Array of string transformSequenceAgain ()**

Transforms the Graphic using the last sequence of transformations performed on the object or performed at the same time on any group of objects. The transformations include moving, rotating, shearing, scaling, and flipping.

#### **Array of string transformSequenceAgainIndividually ()**

Transforms the Graphic using the last sequence of transformations performed on each object or performed at the same time on any group of objects. The transformations include moving, rotating, shearing, scaling, and flipping.

**Element of** [Button.allGraphics](#)  
[Button.overriddenMasterPageItem](#)

Cell.allGraphics  
Character.allGraphics  
Document.allGraphics  
EPS.overriddenMasterPageItem  
Footnote.allGraphics  
FormField.allGraphics  
FormField.overriddenMasterPageItem  
Graphic.overriddenMasterPageItem  
GraphicLine.allGraphics  
GraphicLine.overriddenMasterPageItem  
Group.allGraphics  
Group.overriddenMasterPageItem  
Guide.overriddenMasterPageItem  
Image.overriddenMasterPageItem  
InsertionPoint.allGraphics  
Layer.allGraphics  
Line.allGraphics  
Link.parent  
MasterSpread.allGraphics  
Movie.overriddenMasterPageItem  
Oval.allGraphics  
Oval.overriddenMasterPageItem  
PDF.overriddenMasterPageItem  
PICT.overriddenMasterPageItem  
Page.allGraphics  
PageItem.allGraphics  
PageItem.overriddenMasterPageItem  
Paragraph.allGraphics  
Polygon.allGraphics  
Polygon.overriddenMasterPageItem  
Rectangle.allGraphics  
Rectangle.overriddenMasterPageItem  
Sound.overriddenMasterPageItem  
Spread.allGraphics  
Story.allGraphics  
Table.allGraphics  
Text.allGraphics  
TextColumn.allGraphics  
TextFrame.allGraphics

[TextFrame](#).[overriddenMasterPageItem](#)  
[TextStyleRange](#).[allGraphics](#)  
[WMF](#).[overriddenMasterPageItem](#)  
[Word](#).[allGraphics](#)

**Used in:** array of **Graphic** [Graphics.itemByRange](#) ([from](#): any, [to](#): any)  
**Graphic** [Graphics.nextItem](#) ([obj](#): **Graphic**)  
**Graphic** [Graphics.previousItem](#) ([obj](#): **Graphic**)  
[XMLElement](#) [XMLElements.add](#) ([markupTag](#): any[, [xmlCor](#)

**Return** **Graphic** [Graphics.anyItem](#) ()  
Array of **Graphic** [Graphics.everyItem](#) ()  
**Graphic** [Graphics.firstItem](#) ()  
**Graphic** [Graphics.item](#) ([index](#): any)  
**Graphic** [Graphics.itemByID](#) ([id](#): number)  
**Graphic** [Graphics.itemByName](#) ([name](#): string)  
Array of **Graphic** [Graphics.itemByRange](#) ([from](#): any, [to](#): any)  
**Graphic** [Graphics.lastItem](#) ()  
**Graphic** [Graphics.middleItem](#) ()  
**Graphic** [Graphics.nextItem](#) ([obj](#): **Graphic**)  
**Graphic** [Graphics.previousItem](#) ([obj](#): **Graphic**)



<b>Class</b>
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# GraphicLine

A straight line consisting of two points. Base Class:

## QuickLinks

addPath, applyObjectStyle, bringForward, bringTo  
excludeOverlapPath, exportFile, extractLabel, fit, f  
makeCompoundPath, markup, minusBack, move, o  
remove, removeOverride, resetScaling, resize, reve  
subtractPath, toSource, toSpecifier, transformAgain  
transformSequenceAgainIndividually

## Hierarchy

[Button](#) | [Cell](#) | [Character](#) | [Document](#) | [Footnote](#)  
[MasterSpread](#) | [Oval](#) | [Page](#) | [PageItem](#) | [Paragra](#)  
[Text](#) | [TextColumn](#) | [Tex](#)

F

Gr

AnchoredObjectSetting | EPS | Graphic | **Graph**  
Path | Polygon | Rectangle | TextFrame

## 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>
anchoredObjectSettings	<a href="#">AnchoredObjectSettings</a>
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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_DODGE BlendMode.LUMINANCE
	contentType	<a href="#">ContentType:</a> ContentType.UNASSIGNED ContentType.GRAPHICS ContentType.TEXT_ELEMENT
	cornerEffect	<a href="#">CornerEffects:</a> CornerEffects.NONE CornerEffects.ROUND CornerEffects.INVERT CornerEffects.INSET CornerEffects.BEVEL CornerEffects.FANCY
	cornerRadius	number
	endCap	<a href="#">EndCap:</a> EndCap.BUTT_END

	EndCap.ROUND_EN EndCap.PROJECTIN
endJoin	<a href="#">EndJoin:</a> EndJoin.MITER_ENI EndJoin.ROUND_EN EndJoin.BEVEL_ENI
epss	<a href="#">EPSs</a>
featherCornerType	<a href="#">FeatherCornerType:</a> FeatherCornerType.SI FeatherCornerType.R FeatherCornerType.D
featherMode	<a href="#">FeatherMode:</a> FeatherMode.NONE FeatherMode.STAND
featherNoise	number (range: 0 - 10)
featherWidth	Measurement Unit (N 1000)
fillColor	String <a href="#">Swatch</a>
fillTint	number

gapColor	Swatch
gapTint	number
geometricBounds	Array of Measuremen

gradientFillAngle	number
gradientFillLength	Measurement Unit (N
gradientFillStart	Array of Measuremen
gradientStrokeAngle	number

	gradientStrokeLength	Measurement Unit (N
	gradientStrokeStart	Array of Measuremen
	graphicLines	GraphicLines
	graphics	Graphics
	groups	Groups
	horizontalScale	number



	id	number
	images	<a href="#">Images</a>
	index	number
	isolateBlending	bool
	itemLayer	<a href="#">Layer</a>
	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
lockState	<a href="#">LockStateValues:</a> LockStateValues.NOI LockStateValues.UNI LockStateValues.CHE LockStateValues.CHE LockStateValues.LOC LockStateValues.EMI LockStateValues.MIS LockStateValues.MIX
locked	bool
miterLimit	number
nonprinting	bool

	opacity	number (range: 0 - 10)
	ovals	Ovals
	overprintFill	bool
	overprintGap	bool
	overprintStroke	bool
	overridden	bool

overriddenMasterPageItem	Graphic Guide Movie PageItem Sound
pageItems	PageItems
parent	Button Cell Character

	Document Footnote <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	<b>ArrowHead:</b> 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
rotationAngle	number
shadowBlendMode	<b>BlendMode:</b> BlendMode.NORMA BlendMode.MULTIP BlendMode.SCREEN BlendMode.OVERLA BlendMode.SOFT_L BlendMode.HARD_I BlendMode.COLOR_ BlendMode.COLOR_ BlendMode.DARKE BlendMode.LIGHTE BlendMode.DIFFER BlendMode.EXCLUS BlendMode.HUE BlendMode.SATURA BlendMode.COLOR BlendMode.LUMINC

shadowBlurRadius	Measurement Unit (N 144)
shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 10)
shadowOpacity	number (range: 0 - 10)
shadowSpread	number (range: 0 - 10)
shadowXOffset	Measurement Unit (N -1000 - 1000)
shadowYOffset	Measurement Unit (N

	-1000 - 1000)
shearAngle	number
strokeAlignment	<a href="#">StrokeAlignment:</a> StrokeAlignment.CE StrokeAlignment.INS StrokeAlignment.OU
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustm</a> StrokeCornerAdjustm StrokeCornerAdjustm StrokeCornerAdjustm StrokeCornerAdjustm
strokeDashAndGap	Array of Measuremen



strokeTint	number
strokeType	<a href="#">StrokeStyle</a>
strokeWeight	Measurement Unit (N
textFrames	<a href="#">TextFrames</a>
textPaths	<a href="#">TextPaths</a>
textWrapPreferences	<a href="#">TextWrapPreference</a>
verticalScale	number

visibleBounds	Array of Measurements
wmfs	WMFs

**Methods** **Instances**

**PageItem** **addPath** (**with**: Array of **PageItem**)  
Creates a new page item by combining the Graphic  
intersect.

Parameter	Type
with	Array of <b>PageItem</b>

**void** **applyObjectStyle** (**using**: **ObjectStyle**[], **clearingOverrid**  
**clearingOverridesThroughRootObjectStyle**: *bool*=f)  
Applies the specified object style.

Parameter	Type
using	<b>Objec</b>
clearingOverrides	bool

clearingOverridesThroughRootObjectStyle bool

**void bringForward ()**

Brings the GraphicLine forward one level in its layer.

**void bringToFront ()**

Brings the GraphicLine to the front.

**bool checkIn ()**

Checks in the story.

**bool checkOut ()**

Checks out the story.

**void detach ()**

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([**by**: Array of *Measurement Unit*])  
Duplicates the GraphicLine.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The measurement unit for the duplicate.

**PageItem excludeOverlapPath** (**with**: Array of *PageItem*)  
Creates a new page item by excluding the overlapping area.

Parameter	Type
with	Array of <i>PageItem</i>

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

Parameter	Type	Description
format	<i>ExportFormat</i> String	The export format.
to	File	The path of the file.
showingOptions	bool	If true, prompt for options (default: <b>false</b> )

using [PDFExportPreset](#) 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	<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> <a href="#">FitOptions.FILL_PROPORTIONALLY</a>

**void flipItem** (*given: FlipItemOptions*[, *around: anchorPoint*])  
Flip item about given axis

Parameter	Type
given	<a href="#">FlipItemOptions</a> : <a href="#">FlipItemOptions.HORIZONTAL</a> <a href="#">FlipItemOptions.VERTICAL</a> <a href="#">FlipItemOptions.BOTH</a>
around	<a href="#">AnchorPoint</a> Array of 2 Units
transformingContent	bool

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of objects

**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 Graphics of the two page items. If the two page items do not intersect.

Parameter	Type
with	Array of <b>PageItem</b>

**PageItem makeCompoundPath** (**with**: Array of **PageItem**)  
Creates a compound path by combining the paths of the two page items.

Parameter	Type	Description
with	Array of <b>PageItem</b>	The other object

**void markup** (**using**: **XMLElement**)  
Associates the page item with the specified XML element.

Parameter	Type
using	<b>XMLElement</b>

**PageItem minusBack** (**with**: Array of **PageItem**)  
Creates a new page item by reverse subtracting the two page items.

Parameter	Type
with	Array of <b>PageItem</b>

**void move** ([**to**: any][, **by**: Array of *Measurement Unit*][, **bool**=**true**])

Move Page Item to a new location. One of the 'To' coordinates must be specified.

Parameter	Type
to	Array of 2 Units <b>Layer</b> <b>Page</b> <b>Spread</b>
by	Array of Measurement Unit (Number or String)
transformingContent	bool

**any override** (*destinationPage*: [Page](#))

Overrides a master page item and places the item on

Parameter	Type	Description
<i>destinationPage</i>	<a href="#">Page</a>	The document page th

**any place** (*fileName*: *File*[], *showingOptions*: *bool*=  
Place a file

Parameter	Type	Description
<i>fileName</i>	<i>File</i>	The file to place
<i>showingOptions</i>	<i>bool</i>	Whether to display th
<i>withProperties</i>	<i>Object</i>	Initial values for prop

**void placeXML** (*using*: [XMLElement](#))

Places XML content into the specified object. Note:

Parameter	Type	Description
<i>using</i>	<a href="#">XMLElement</a>	The XML el

Array of [PageItem](#) **releaseCompoundPath** ()

Releases a compound path.

**void remove** ()

Deletes the GraphicLine.

**void removeOverride** ()

Removes the override from a previously overridden

**void resetScaling** ()

Resets the GraphicLine's scaling to 100%. Note: Th  
makes the current size of the GraphicLine the basis

**void resize** ([*horizontalScale*: *number*][, *verticalSc*  
*bool*=**false**][, *transformingContent*: *bool*=**true**][, *co*  
Resize the page item. You must specify either horiz

Parameter	Type	Descripti
<i>horizontalScale</i>	<i>number</i>	The perce

verticalScale	number	The perce
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point AnchorPo
consideringCurrentScale	bool	If true the combined is false. (C
transformingContent	bool	If true the (default: t
consideringParentsScale	bool	If true the false it is :

### [bool](#) **revert** ()

Reverts the document to its state at the last save op

[void](#) **rotate** ([by](#): *number*[, [around](#): *any*][, [considerin](#)  
*bool*=**true**][, [consideringParentsRotation](#): *bool*=**false**  
Rotate the page item

Parameter	Type	Descri
by	number	Angle
around	<a href="#">AnchorPoint</a> Array of 2 Units	The pc Ancho
consideringCurrentRotation	bool	If true combin value i
transformingContent	bool	If true (Optio
consideringParentsRotation	bool	If true If false consid both se

[void](#) **select** ([[existingSelection](#): [SelectionOptions](#)=S

Selects the object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions</a> : SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH

**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*][, *shearAxisAngle: number*][, *transformingContent: bool=true*][, *consideringParentsShear: bool*])  
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 around which to shear
shearAxisAngle	number	The amount to shear along its horizontal axis (Optional)
consideringCurrentShear	bool	If true the current shear is combined with the new shear. If false, the current shear is ignored. (Optional)
transformingContent	bool	If true the content is transformed with the shear. If false, the content is not transformed. (Optional)
consideringParentsShear	bool	If true the shear is applied to the item and its parents. If false it is applied only to the item. (Optional)

**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 <b>PageItem</b>

**string toSource** ()

Generates a string which, if executed, will return th

**string toSpecifier** ()

Retrieves the object specifier.

Array of **string transformAgain** ()

Transforms the GraphicLine using the last transform moving, rotating, shearing, scaling, and flipping.

Array of **string transformAgainIndividually** ()

Transforms the GraphicLine using the last transform include moving, rotating, shearing, scaling, and flip

Array of **string transformSequenceAgain** ()

Transforms the GraphicLine using the last sequence or performed at the same time on any group of objects scaling, and flipping.

Array of **string transformSequenceAgainIndividually**

Transforms the GraphicLine using the last sequence performed at the same time on any group of objects scaling, and flipping.

**Used in:** array of **GraphicLine** **GraphicLines.itemByRange**  
**GraphicLine** **GraphicLines.nextItem** (**obj**: **GraphicLine** **GraphicLines.previousItem** (**obj**: **GraphicLine**

**Return** **GraphicLine** **GraphicLines.add** ([**layer**: **Layer**][, **at**  
**reference**: **any**][, **withProperties**: **Object**])  
**GraphicLine** **GraphicLines.anyItem** ()  
Array of **GraphicLine** **GraphicLines.everyItem** ()  
**GraphicLine** **GraphicLines.firstItem** ()

**GraphicLine** [GraphicLines.item](#) (*index*: any)  
**GraphicLine** [GraphicLines.itemByID](#) (*id*: number)  
**GraphicLine** [GraphicLines.itemByName](#) (*name*: string)  
Array of **GraphicLine** [GraphicLines.itemByRange](#) (*start*: number, *end*: number)  
**GraphicLine** [GraphicLines.lastItem](#) ()  
**GraphicLine** [GraphicLines.middleItem](#) ()  
**GraphicLine** [GraphicLines.nextItem](#) (*obj*: **GraphicLine**)  
**GraphicLine** [GraphicLines.previousItem](#) (*obj*: **GraphicLine**)

<b>Class</b>
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# GraphicLines

A collection of graphic lines.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [pr](#)

## 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	<a href="#">Layer</a>
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>
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>
withProperties	<a href="#">Object</a>

**GraphicLine** **anyItem** ()

Returns any GraphicLine in the collection.

**number count ()**

Displays the number of elements in the GraphicL

Array of **GraphicLine everyItem ()**

Returns every GraphicLine in the collection.

**GraphicLine firstItem ()**

Returns the first GraphicLine in the collection.

**GraphicLine item (index: any)**

Returns the GraphicLine with the specified index

Parameter	Type	Description
index	Long String	The index or name. Ca

**GraphicLine itemByID (id: number)**

Returns the GraphicLine with the specified ID.

Parameter	Type
id	number

**GraphicLine itemByName (name: string)**

Returns the GraphicLine with the specified name.

Parameter	Type
name	string

Array of **GraphicLine itemByRange (from: any,**

Returns the GraphicLines within the specified ran

Parameter	Type	Description
from	<b>GraphicLine</b> Long String	The GraphicLine, ind range. Can accept: G
to	<b>GraphicLine</b> Long String	The GraphicLine, ind Can accept: GraphicL

**GraphicLine lastItem ()**

Returns the last GraphicLine in the collection.

**GraphicLine middleItem ()**

Returns the middle GraphicLine in the collection.

**GraphicLine nextItem (obj: GraphicLine)**

Returns the GraphicLine whose index follows the collection.

Parameter	Type	Description
obj	GraphicLine	The GraphicLine who GraphicLine.

**GraphicLine previousItem (obj: GraphicLine)**

Returns the GraphicLine with the index previous

Parameter	Type	Description
obj	GraphicLine	The index of the Gray GraphicLine.

**string toSource ()**

Generates a string which, if executed, will return

**Element of** Button.graphicLines  
Cell.graphicLines  
Character.graphicLines  
Document.graphicLines  
Footnote.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](#)

<b>Class</b>
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# Graphics

A collection of imported graphics in any graphic file format (vector, metafile, or bitmap).

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

**Graphic anyItem ()**

Returns any Graphic in the collection.

**number count ()**

Displays the number of elements in the Graphic.

Array of **Graphic everyItem ()**

Returns every Graphic in the collection.

**Graphic firstItem ()**

Returns the first Graphic in the collection.

**Graphic item (index: any)**

Returns the Graphic with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Graphic itemByID (id: number)**

Returns the Graphic with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Graphic itemByName (name: string)**

Returns the Graphic with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Graphic** **itemByRange** (**from**: any, **to**: any)

Returns the Graphics within the specified range.

Parameter	Type	Description
from	<b>Graphic</b> Long String	The Graphic, index, or name at the beginning of the range. Can accept: Graphic, Long or String.
to	<b>Graphic</b> Long String	The Graphic, index, or name at the end of the range. Can accept: Graphic, Long or String.

**Graphic** **lastItem** ()

Returns the last Graphic in the collection.

**Graphic** **middleItem** ()

Returns the middle Graphic in the collection.

**Graphic** **nextItem** (**obj**: **Graphic**)

Returns the Graphic whose index follows the specified Graphic in the collection.

Parameter	Type	Description
obj	<b>Graphic</b>	The Graphic whose index comes before the desired Graphic.

**Graphic** **previousItem** (**obj**: **Graphic**)

Returns the Graphic with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Graphic</b>	The index of the Graphic that follows the desired Graphic.

**string** **toSource** ()

Generates a string which, if executed, will return the Graphic.

<b>Element of</b>	<a href="#">Button.graphics</a> <a href="#">GraphicLine.graphics</a> <a href="#">Group.graphics</a> <a href="#">Oval.graphics</a> <a href="#">Page.masterPageItems</a> <a href="#">PageItem.graphics</a> <a href="#">Polygon.graphics</a> <a href="#">Rectangle.graphics</a> <a href="#">State.graphics</a>
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<b>Class</b>
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# Group

A group. Base Class: [PageItem](#)

## QuickLinks

[addPath](#), [applyObjectStyle](#), [bringForward](#), [bringToFront](#), [checkL](#)  
[excludeOverlapPath](#), [exportFile](#), [extractLabel](#), [fit](#), [flipItem](#), [getE](#)  
[makeCompoundPath](#), [markup](#), [minusBack](#), [move](#), [override](#), [plac](#)  
[removeOverride](#), [resetScaling](#), [resize](#), [revert](#), [rotate](#), [select](#), [send](#)  
[subtractPath](#), [toSource](#), [toSpecifier](#), [transformAgain](#), [transformA](#)  
[transformSequenceAgain](#), [transformSequenceAgainIndividually](#)

## Hierarchy

[Button](#) | [Cell](#) | [Character](#) | [Document](#) | [Footnote](#) | [GraphicLi](#)  
[MasterSpread](#) | [Oval](#) | [Page](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#)  
[Text](#) | [TextColumn](#) | [TextFrame](#) | [Tex](#)

[PageItem](#)

**Group**

[AnchoredObjectSetting](#) | [Button](#) | [EPS](#) | [FormField](#) | [Graphic](#) |  
[PICT](#) | [PageItem](#) | [Polygon](#) | [Rectangle](#) | [TextFran](#)

## 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>
anchoredObjectSettings	<a href="#">AnchoredObjectSetting</a>
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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	Buttons
cornerEffect	CornerEffects: CornerEffects.NONE CornerEffects.ROUNDED_CORNER CornerEffects.INVERSE_ROUND_CORNER CornerEffects.INSET_CORNER CornerEffects.BEVEL_CORNER CornerEffects.FANCY_CORNER
cornerRadius	number
endCap	EndCap: EndCap.BUTT_END_CAP EndCap.ROUND_END_CAP EndCap.PROJECTING_END_CAP
endJoin	EndJoin: EndJoin.MITER_END_JOIN EndJoin.ROUND_END_JOIN EndJoin.BEVEL_END_JOIN
epss	EPSs

featherCornerType	<a href="#">FeatherCornerType:</a> FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
featherMode	<a href="#">FeatherMode:</a> FeatherMode.NONE FeatherMode.STANDARD
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number or Str 1000)
fillColor	String <a href="#">Swatch</a>
fillTint	number



	formFields	FormFields
	gapColor	Swatch
	gapTint	number
	geometricBounds	Array of Measurement Unit (Num

	gradientFillAngle	number
	gradientFillLength	Measurement Unit (Number or Str
	gradientFillStart	Array of Measurement Unit (Num
	gradientStrokeAngle	number
	gradientStrokeLength	Measurement Unit (Number or Str

gradientStrokeStart	Array of Measurement Unit (Num
graphicLines	GraphicLines
graphics	Graphics
groups	Groups
horizontalScale	number
id	number
images	Images
index	number

isolateBlending	bool
itemLayer	<a href="#">Layer</a>
knockoutGroup	bool
label	string
leftLineEnd	<a href="#">ArrowHead:</a> ArrowHead.NONE ArrowHead.SIMPLE_ARROW_F ArrowHead.SIMPLE_WIDE_ARI ArrowHead.TRIANGLE_ARROV 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	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIGH_QU DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZI DisplaySettingOptions.DEFAULT
lockState	<a href="#">LockStateValues:</a> LockStateValues.NONE LockStateValues.UNMANAGED_

	LockStateValues.CHECKED_IN_ LockStateValues.CHECKED_OUT_ LockStateValues.LOCKED_STOPPED_ LockStateValues.EMBEDDED_STOPPED_ LockStateValues.MISSING_LOCK_ LockStateValues.MIXED_LOCK_
locked	bool
miterLimit	number
nonprinting	bool
opacity	number (range: 0 - 100)
ovals	Ovals
overprintFill	bool

	overprintGap	bool
	overprintStroke	bool
	overridden	bool
	overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <a href="#">Movie</a> <a href="#">PageItem</a>

	Sound
pageItems	PageItems
parent	Button Cell Character Document Footnote GraphicLine <b>Group</b> 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	ArrowHead: ArrowHead.NONE ArrowHead.SIMPLE_ARROW_F ArrowHead.SIMPLE_WIDE_AR ArrowHead.TRIANGLE_ARROV 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



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	Measurement Unit (Number or Str 144)
shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 100)
shadowOpacity	number (range: 0 - 100)

shadowSpread	number (range: 0 - 100)
shadowXOffset	Measurement Unit (Number or String) -1000 - 1000)
shadowYOffset	Measurement Unit (Number or String) -1000 - 1000)
shearAngle	number
strokeAlignment	<a href="#">StrokeAlignment</a> : StrokeAlignment.CENTER_ALIGN StrokeAlignment.INSIDE_ALIGN StrokeAlignment.OUTSIDE_ALIGN
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment</a> :

	StrokeCornerAdjustment.NONE StrokeCornerAdjustment.DASHE StrokeCornerAdjustment.GAPS StrokeCornerAdjustment.DASHE
strokeDashAndGap	Array of Measurement Unit (Num
strokeTint	number
strokeType	<a href="#">StrokeStyle</a>
strokeWeight	Measurement Unit (Number or Str
textFrames	<a href="#">TextFrames</a>

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`

with `Array of PageItem`

```
void applyObjectStyle (using: ObjectStyle[, clearingOverrides:
clearingOverridesThroughRootObjectStyle: bool=false])
```

Applies the specified object style.

Parameter	Type	Description
using	ObjectStyle	The color style used for the text.
clearingOverrides	bool	If true, the color overrides are cleared before the text is rendered. (Default: <b>true</b> )
clearingOverridesThroughRootObjectStyle	bool	If true, the color overrides are cleared through the root object style. (Optional)

```
void bringForward ()
```

Brings the Group forward one level in its layer.

```
void bringToFront ()
```

Brings the Group to the front.

```
bool checkIn ()
```

Checks in the story.

```
bool checkOut ()
```

Checks out the story.

```
void detach ()
```

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([**by**: Array of *Measurement Unit (Number*  
Duplicates the Group.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount (format [x, y]).

### PageItem excludeOverlapPath (with: Array of PageItem)

Creates a new page item by excluding the overlapping areas of t

Parameter	Type	Default
with	Array of <a href="#">PageItem</a>	True

```
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 ac
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	<b>FitOptions:</b> FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT FitOptions.FILL_PROPORTIONALLY

```
void flipItem (given: FlipItemOptions[, around: any][, transform: any])
```

Flip item about given axis

Parameter	Type	Description
given	<a href="#">FlipItemOptions</a> : FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH	flip item
around	<a href="#">AnchorPoint</a>	The po

Array of 2 Units	Units
transformingContent bool	If true flippe

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object referen

**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 of intersect.

Parameter	Type	Description
with	Array of <b>PageItem</b>	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 <b>PageItem</b>	The other objects whose pat

**void markup** (**using**: **XMLElement**)

Associates the page item with the specified XML element while

Parameter	Type
using	<b>XMLElement</b>

**PageItem minusBack** (**with**: Array of **PageItem**)

Creates a new page item by reverse subtracting the overlapping

Parameter	Type	Descript
with	Array of <b>PageItem</b>	The obje

**void move** ([**to**: any][, **by**: Array of *Measurement Unit* (*Number*

*bool=true]*)

Move Page Item to a new location. One of the 'To' or 'By' param

Parameter	Type	Description
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The new lo Units, Spre
by	Array of Measurement Unit (Number or String)	Amount by current pos
transformingContent	bool	If true then moved (Op

**any override** ([destinationPage](#): [Page](#))

Overrides a master page item and places the item on the docume

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contains t

**void placeXML** ([using](#): [XMLElement](#))

Places XML content into the specified object. Note: Replaces ar

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML element whose

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 o



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
consideringCurrentScale	bool	If true then the object's scale is combined. If false then it is not. (Optional) (default: <b>true</b> )
transformingContent	bool	If true then both the object and its content are scaled. (Optional) (default: <b>true</b> )
consideringParentsScale	bool	If true then the object's scale is combined with its parent's. If false it is scaled relative to the page. (Optional) (default: <b>true</b> )

### **bool** `revert ()`

Reverts the document to its state at the last save operation.

**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
consideringCurrentRotation	bool	If true then the object's rotation is combined. If false then it is not. (Optional) (default: <b>true</b> )
transformingContent	bool	If true then both the object and its content are rotated. (Optional) (default: <b>true</b> )
consideringParentsRotation	bool	If true then the object's rotation is combined with its parent's. If false it is rotated relative to the page. (Optional) (default: <b>true</b> )

both set at the same

**void select** ([existingSelection: SelectionOptions=SelectionOptions.ADD\_TO]  
Selects the object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The selection options to use. The default is SelectionOptions.ADD_TO. Select

**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][, shearAxisAngle: number[, transformingContent: bool=true][, 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. AnchorPoint enumeration
shearAxisAngle	number	The amount that the shear angle is rotated from its horizontal axis. If 90 degrees, the shear is vertical. (Optional) (default: 0)
consideringCurrentShear	bool	If true then the object's current shear is combined. If false then it is not. (Optional) (default: true)
transformingContent	bool	If true then both the object and its content are sheared. If false then only the object is sheared. (Optional) (default: true)
consideringParentsShear	bool	If true then the object's shear is combined with its parent's shear. If false it is sheared relative to the page. (Optional) (default: true)

---

**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 the page item from the page item.

Parameter	Type	Description
with	Array of PageItem	The page items to subtract from the page item.

**string toSource** ()

Generates a string which, if executed, will return the Group.

**string toSpecifier** ()

Retrieves the object specifier.

Array of **string transformAgain** ()

Transforms the Group using the last transformation performed on the Group. Transformations include moving, rotating, shearing, scaling, and flipping.

Array of **string transformAgainIndividually** ()

Transforms the Group using the last transformation performed on the Group. Transformations include moving, rotating, shearing, scaling, and flipping.

**void transformGroupContents** ()

Resets the transformation of a group to 0 while preserving the transformation of the items. Transformations include rotation, scaling, flipping, fitting, and shearing.

Array of **string transformSequenceAgain** ()

Transforms the Group using the last sequence of transform operations performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping.

Array of **string transformSequenceAgainIndividually** ()

Transforms the Group using the last sequence of transformation operations performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping.

**void ungroup** ()

Ungroups the group.

---

<b>Element of</b>	<a href="#">EPS</a> .parent <a href="#">Graphic</a> .parent <a href="#">Image</a> .parent <a href="#">PDF</a> .parent <a href="#">PICT</a> .parent <a href="#">WMF</a> .parent
<b>Used in:</b>	array of <b>Group</b> <a href="#">Groups.itemByRange</a> ( <a href="#">from</a> : any, <a href="#">to</a> : any) <b>Group</b> <a href="#">Groups.nextItem</a> ( <a href="#">obj</a> : <b>Group</b> ) <b>Group</b> <a href="#">Groups.previousItem</a> ( <a href="#">obj</a> : <b>Group</b> )
<b>Return</b>	<b>Group</b> <a href="#">Groups.add</a> ( <a href="#">groupItems</a> : Array of <a href="#">PageItem</a> [, <a href="#">layer</a> : <a href="#">LayerOptions</a> ], <a href="#">locationOptions</a> : <a href="#">LocationOptions</a> ), <b>Group</b> <a href="#">Groups.anyItem</a> () Array of <b>Group</b> <a href="#">Groups.everyItem</a> () <b>Group</b> <a href="#">Groups.firstItem</a> () <b>Group</b> <a href="#">Groups.item</a> ( <a href="#">index</a> : any) <b>Group</b> <a href="#">Groups.itemByID</a> ( <a href="#">id</a> : number) <b>Group</b> <a href="#">Groups.itemByName</a> ( <a href="#">name</a> : string) Array of <b>Group</b> <a href="#">Groups.itemByRange</a> ( <a href="#">from</a> : any, <a href="#">to</a> : any) <b>Group</b> <a href="#">Groups.lastItem</a> () <b>Group</b> <a href="#">Groups.middleItem</a> () <b>Group</b> <a href="#">Groups.nextItem</a> ( <a href="#">obj</a> : <b>Group</b> ) <b>Group</b> <a href="#">Groups.previousItem</a> ( <a href="#">obj</a> : <b>Group</b> )
<div> <div>Jongware, 27- Jun-2010 v3.0.3d</div> <div>Contents :: <a href="#">Index</a></div> </div>	

<b>Class</b>
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# Groups

A collection of groups.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [to](#)

## 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 <a href="#">PageItem</a>	A list of
layer	<a href="#">Layer</a>	The layer Group (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>	<a href="#">LocationOptions</a> <b>Location</b>
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	Before/a beginnin Spread, l Layer. C Spread, l Layer. (C
withProperties	Object	Initial va the new

### Group anyItem ()

Returns any Group in the collection.

### number count ()

Displays the number of elements in the Group.

### Array of Group everyItem ()

Returns every Group in the collection.

### Group firstItem ()

Returns the first Group in the collection.

### Group item (index: any)

Returns the Group with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

### Group itemByID (id: number)

Returns the Group with the specified ID.

Parameter	Type	Description
id	number	The ID.

### Group itemByName (name: string)

Returns the Group with the specified name.

Parameter	Type	Description
name	string	The name.

### Array of Group itemByRange (from: any, to: any)

Returns the Groups within the specified range.

Parameter	Type	Description
from	Group Long String	The Group, index, or name at the beginning of the range. Can accept: Group, Long or String.
to	Group Long String	The Group, index, or name at the end of the range. Can accept: Group, Long or String.

**Group** **lastItem** ()

Returns the last Group in the collection.

**Group** **middleItem** ()

Returns the middle Group in the collection.

**Group** **nextItem** (obj: Group)

Returns the Group whose index follows the specified Group in

Parameter	Type	Description
obj	Group	The Group whose index comes before

**Group** **previousItem** (obj: Group)

Returns the Group with the index previous to the specified index

Parameter	Type	Description
obj	Group	The index of the Group that follows the

**string** **toSource** ()

Generates a string which, if executed, will return the Group.

**Element of** Button.groups  
Cell.groups  
Character.groups  
Document.groups  
Footnote.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](#)

<b>Class</b>
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# Guide

A guide.

**QuickLinks** [detach](#), [duplicate](#), [extractLabel](#), [getElements](#), [insertLabel](#), [move](#), [removeOverride](#), [select](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Document](#) | [Layer](#) | [MasterSpread](#) | [Page](#)

Guide

## Properties

Property	Type
fitToPage	bool
guideColor	3 Reals (0 - 255) <a href="#">UIColors</a>
id	number

index	number
itemLayer	<a href="#">Layer</a>
label	string
location	Measurement Unit (Number or String)
locked	bool
orientation	<a href="#">HorizontalOrVertical</a> : HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL
overridden	bool
overriddenMasterPageItem	<a href="#">Graphic Guide Movie</a>

	PageItem Sound
parent	Document Layer MasterSpread Page Spread
properties	Object
viewThreshold	number (range: 5 - 4000)

**Methods** **Instances**

**void detach ()**  
Detaches an overridden master page item from the master page.

**Guide duplicate ()**  
Duplicates the Guide.

**string extractLabel (key: string)**  
Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The label key.

**Array of Object getElements ()**  
Resolves the object specifier, creating an array of object references.

**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 move** ([*to*: Array of Measurement Unit (Number or String) (Number or String)])

Moves the guide to a new location. Note: Either the to or the by parameters are defined, only the to value is used.

Parameter	Type	Description
to	Array of Measurement Unit (Number or String)	The new location of (Optional)
by	Array of Measurement Unit (Number or String)	The amount to move position, in the form

**any override** (*destinationPage*: Page)

Overrides a master page item and places the item on the document

Parameter	Type	Description
destinationPage	Page	The document page that contains the

**void remove** ()

Deletes the Guide.

**void removeOverride** ()

Removes the override from a previously overridden master page

**void select** ([*existingSelection*: SelectionOptions=SelectionOptions])

Selects the object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The selection relationship (Optional) Select

**string toSource** ()

	<p>Generates a string which, if executed, will return the Guide.</p> <p><b>string toSpecifier ()</b> Retrieves the object specifier.</p>
<b>Element of</b>	<p> <a href="#">Button</a>.overriddenMasterPageItem  <a href="#">EPS</a>.overriddenMasterPageItem  <a href="#">FormField</a>.overriddenMasterPageItem  <a href="#">Graphic</a>.overriddenMasterPageItem  <a href="#">GraphicLine</a>.overriddenMasterPageItem  <a href="#">Group</a>.overriddenMasterPageItem  <a href="#">Guide</a>.overriddenMasterPageItem  <a href="#">Image</a>.overriddenMasterPageItem  <a href="#">Movie</a>.overriddenMasterPageItem  <a href="#">Oval</a>.overriddenMasterPageItem  <a href="#">PDF</a>.overriddenMasterPageItem  <a href="#">PICT</a>.overriddenMasterPageItem  <a href="#">PageItem</a>.overriddenMasterPageItem  <a href="#">Polygon</a>.overriddenMasterPageItem  <a href="#">Rectangle</a>.overriddenMasterPageItem  <a href="#">Sound</a>.overriddenMasterPageItem  <a href="#">TextFrame</a>.overriddenMasterPageItem  <a href="#">WMF</a>.overriddenMasterPageItem </p>
<b>Used in:</b>	<p> array of <b>Guide</b> <a href="#">Guides.itemByRange</a> (<i>from: any, to: any</i>)  <b>Guide</b> <a href="#">Guides.nextItem</a> (<i>obj: Guide</i>)  <b>Guide</b> <a href="#">Guides.previousItem</a> (<i>obj: Guide</i>) </p>
<b>Return</b>	<p> <b>Guide</b> <a href="#">Guide.duplicate</a> ()  <b>Guide</b> <a href="#">Guides.add</a> ([<i>layer: Layer</i>][, <i>withProperties: Object</i>])  <b>Guide</b> <a href="#">Guides.anyItem</a> ()  Array of <b>Guide</b> <a href="#">Guides.everyItem</a> ()  <b>Guide</b> <a href="#">Guides.firstItem</a> ()  <b>Guide</b> <a href="#">Guides.item</a> (<i>index: any</i>)  <b>Guide</b> <a href="#">Guides.itemByID</a> (<i>id: number</i>)  <b>Guide</b> <a href="#">Guides.itemByName</a> (<i>name: string</i>)  Array of <b>Guide</b> <a href="#">Guides.itemByRange</a> (<i>from: any, to: any</i>)  <b>Guide</b> <a href="#">Guides.lastItem</a> ()  <b>Guide</b> <a href="#">Guides.middleItem</a> ()  <b>Guide</b> <a href="#">Guides.nextItem</a> (<i>obj: Guide</i>) </p>





<b>Class</b>
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# Guides

A collection of guides.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**Guide** [anyItem](#) ()

Returns any Guide in the collection.

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

Displays the number of elements in the Guide.

Array of **Guide** [everyItem](#) ()

Returns every Guide in the collection.

**Guide** [firstItem](#) ()

Returns the first Guide in the collection.

**Guide** [item](#) ([index](#): [any](#))

Returns the Guide with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can accept: Long or

String String.

### Guide **itemByID** (**id**: *number*)

Returns the Guide with the specified ID.

Parameter	Type	Description
id	number	The ID.

### Guide **itemByName** (**name**: *string*)

Returns the Guide with the specified name.

Parameter	Type	Description
name	string	The name.

### Array of **Guide itemByRange** (**from**: *any*, **to**: *any*)

Returns the Guides within the specified range.

Parameter	Type	Description
from	<b>Guide</b> Long String	The Guide, index, or name at the beginning of the range. Can accept: Guide, Long or String.
to	<b>Guide</b> Long String	The Guide, index, or name at the end of the range. Can accept: Guide, Long or String.

### Guide **lastItem** ()

Returns the last Guide in the collection.

### Guide **middleItem** ()

Returns the middle Guide in the collection.

### Guide **nextItem** (**obj**: **Guide**)

Returns the Guide whose index follows the specified Guide in the collection.

Parameter	Type	Description
obj	<b>Guide</b>	The Guide whose index comes before the desired Guide.

### Guide **previousItem** (**obj**: **Guide**)

Returns the Guide with the index previous to the specified

index.

Parameter	Type	Description
obj	<a href="#">Guide</a>	The index of the Guide that follows the desired Guide.

**string toSource ()**

Generates a string which, if executed, will return the Guide.

**Element of** [Document](#).guides  
[Layer](#).guides  
[MasterSpread](#).guides  
[Page](#).guides  
[Page](#).masterPageItems  
[Spread](#).guides

<b>Class</b>
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<b>Image</b>									
	An imported bitmap image in any bitmap file format (including								
<b>QuickLinks</b>	<a href="#">applyObjectStyle</a> , <a href="#">detach</a> , <a href="#">duplicate</a> , <a href="#">exportFile</a> , <a href="#">extractLabel</a> , <a href="#">fit</a> , <a href="#">markup</a> , <a href="#">move</a> , <a href="#">override</a> , <a href="#">place</a> , <a href="#">placeXML</a> , <a href="#">remove</a> , <a href="#">removeOver</a> , <a href="#">toSpecifier</a> , <a href="#">transformAgain</a> , <a href="#">transformAgainIndividually</a> , <a href="#">transl</a> , <a href="#">transformSequenceAgainIndividually</a>								
<b>Hierarchy</b>	<div> <a href="#">Button</a>   <a href="#">GraphicLine</a>   <a href="#">Group</a>   <a href="#">Movie</a>   <a href="#">Oval</a>   <a href="#">PageItem</a>   <a href="#">XMLElement</a> </div> <div> <div>Graphic</div> <div>Image</div> </div> <div> <a href="#">ClippingPathSettings</a>   <a href="#">GraphicLayerOption</a>   <a href="#">ImageIC</a> </div>								
<b>Properties</b>	<table> <tr> <th>Property</th><th>Type</th></tr> <tr> <td>absoluteHorizontalScale</td><td>number</td></tr> <tr> <td>absoluteRotationAngle</td><td>number</td></tr> <tr> <td>absoluteShearAngle</td><td>number</td></tr> </table>	Property	Type	absoluteHorizontalScale	number	absoluteRotationAngle	number	absoluteShearAngle	number
Property	Type								
absoluteHorizontalScale	number								
absoluteRotationAngle	number								
absoluteShearAngle	number								

absoluteVerticalScale	number
actualPpi	Array of number
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number or Str 1000)
fillColor	String <a href="#">Swatch</a>



fillTint

number

geometricBounds

Array of Measurement Unit (Num

graphicLayerOptions

[GraphicLayerOption](#)

horizontalScale

number

id	number
imageIOPreferences	<a href="#">ImageIOPreference</a>
imageRenderingIntent	<a href="#">RenderingIntent</a> : RenderingIntent.USE_COLOR_S RenderingIntent.PERCEPTUAL RenderingIntent.SATURATION RenderingIntent.RELATIVE_COI RenderingIntent.ABSOLUTE_CC
imageTypeName	string
index	number
isolateBlending	bool
itemLink	<a href="#">Link</a>
knockoutGroup	bool
label	string

localDisplaySetting	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIGH_QU DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZE DisplaySettingOptions.DEFAULT
nonprinting	bool
opacity	number (range: 0 - 100)
overprintFill	bool
overridden	bool

overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <a href="#">Movie</a> <a href="#">PageItem</a> <a href="#">Sound</a>
parent	<a href="#">Button</a> <a href="#">GraphicLine</a> <a href="#">Group</a> <a href="#">Movie</a> <a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a> <a href="#">Sound</a> <a href="#">State</a> <a href="#">XMLElement</a>
profile	<a href="#">Profile</a> <a href="#">String</a>
profileList	Array of string

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	Measurement Unit (Number or Str 144)
shadowColor	<a href="#">Swatch</a>

shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 100)
shadowOpacity	number (range: 0 - 100)
shadowSpread	number (range: 0 - 100)
shadowXOffset	Measurement Unit (Number or Str -1000 - 1000)
shadowYOffset	Measurement Unit (Number or Str -1000 - 1000)
shearAngle	number

space	string
textWrapPreferences	<a href="#">TextWrapPreference</a>
verticalScale	number
visibleBounds	Array of Measurement Unit (Num

Methods Instances

`void applyObjectStyle (using: ObjectStyle[, clearingOverrides: clearingOverridesThroughRootObjectStyle: bool=false])`  
Applies the specified object style.

Parameter	Type	Description
using	ObjectStyle	The object style to apply.
clearingOverrides	bool	If true, clears all overrides before applying the style. (default: <b>true</b> )
clearingOverridesThroughRootObjectStyle	bool	If true, clears all overrides to the root object style. (default: <b>false</b> )

`void detach ()`  
Detaches an overridden master page item from the master page.

`PageItem duplicate ([by: Array of Measurement Unit (Number or String)])`  
Duplicates the Image.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount (in units) to duplicate the image. (default: 1). (format [x, y]. (x and y are in units))

`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 any of the export formats listed in the <a href="#">ExportFormat</a> class.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user to select a file format. (default: <b>false</b> )
using	PDFExportPreset	The export style to use. (default: <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	<b>FitOptions:</b> FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT FitOptions.FILL_PROPORTIONALLY

**void flipItem** (*given: FlipItemOptions*[, *around: any*][, *transformingContent: bool*])

Flip item about given axis

Parameter	Type	Description
given	<b>FlipItemOptions:</b> FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH	flip item about given axis
around	<b>AnchorPoint</b> Array of 2 Units	The point about which to flip the item
transformingContent	bool	If true, the content of the frame will be flipped

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object references

**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**: [XMLElement](#))

Associates the page item with the specified XML element while

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML element to associate the page item with

**void move** ([**to**: *any*][, **by**: Array of *Measurement Unit* (*Number* or *String*)][, **transformingContent**: *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 page item. Units, Spread, or Page
by	Array of Measurement Unit (Number or String)	Amount by which to move the page item from its current position
transformingContent	<i>bool</i>	If true then the content of the page item is moved (Optional)

**any override** (**destinationPage**: [Page](#))

Overrides a master page item and places the item on the document page.

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contains the page item to be overridden

**any place** (**fileName**: *File*[, **showingOptions**: *bool*=**false**][, **withProperties**: *Object*])

Place a file

Parameter	Type	Description
fileName	<i>File</i>	The file to place
showingOptions	<i>bool</i>	Whether to display the import options dialog
withProperties	<i>Object</i>	Initial values for properties of the page item

**void placeXML** (**using**: [XMLElement](#))

Places XML content into the specified object. Note: Replaces any existing XML content.

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

using [XMLElement](#) The XML element whose

**void remove ()**

Deletes the Image.

**void removeOverride ()**

Removes the override from a previously overridden master page

**void resize** ([[horizontalScale](#): *number*][, [verticalScale](#): *number*][  
*bool*=**false**][, [transformingContent](#): *bool*=**true**][, [consideringPar](#)  
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	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale arou AnchorPoint enumerat
consideringCurrentScale	bool	If true then the object's combined. If false ther value is false. (Option
transformingContent	bool	If true then both the ob (Optional) (default: <b>tr</b>
consideringParentsScale	bool	If true then the object i If false it is scaled rela <b>false</b> )

**void rotate** (*by*: *number*[, *around*: *any*][, [consideringCurrentRot](#)  
*bool*=**true**][, [consideringParentsRotation](#): *bool*=**false**])

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to rotate AnchorPoint enum
consideringCurrentRotation	bool	If true then the obje

		be combined. If false, the object's rotation is not combined with the parent's rotation. If true, the object's rotation is combined with the parent's rotation. (Optional) (default: false)
transformingContent	bool	If true then both the object's and its parent's content are transformed. If false, only the object's content is transformed. (Optional) (default: true)
consideringParentsRotation	bool	If true then the object's rotation is combined with its parent's rotation. If false it is not. (Optional) (default: true)

**void shear** (**by**: number[, **around**: any][, **shearAxisAngle**: number[, **consideringCurrentShear**: bool=false][, **transformingContent**: bool=true][, **consideringParentsRotation**: bool=true])  
 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 Units	The point to shear around. (Optional) (default: AnchorPoint.TOP_LEFT)
shearAxisAngle	number	The amount that the shear axis is rotated from its horizontal axis. If false, the shear axis is horizontal. (Optional) (default: 0)
consideringCurrentShear	bool	If true then the object's current shear is combined with the shear specified by the shear parameter. If false then the object's current shear is not combined with the shear specified by the shear parameter. (Optional) (default: true)
transformingContent	bool	If true then both the object's and its parent's content are transformed. If false, only the object's content is transformed. (Optional) (default: true)
consideringParentsShear	bool	If true then the object's shear is combined with its parent's shear. If false it is not. (Optional) (default: true)

**Asset store** (**using**: [Library](#))  
 Store a page item in a library

Parameter	Type	Description

	using	Library	The library in which
	<p><b>string toSource ()</b> Generates a string which, if executed, will return the Image.</p> <p><b>string toSpecifier ()</b> Retrieves the object specifier.</p> <p>Array of <b>string transformAgain ()</b> Transforms the Image using the last transformation performed on the Image: moving, rotating, shearing, scaling, and flipping.</p> <p>Array of <b>string transformAgainIndividually ()</b> Transforms the Image using the last transformation performed on the Image: moving, rotating, shearing, scaling, and flipping.</p> <p>Array of <b>string transformSequenceAgain ()</b> Transforms the Image using the last sequence of transform operations performed at the same time on any group of objects. Transformations include: moving, rotating, shearing, scaling, and flipping.</p> <p>Array of <b>string transformSequenceAgainIndividually ()</b> Transforms the Image using the last sequence of transformation operations performed at the same time on any group of objects. Transformations include: moving, rotating, shearing, scaling, and flipping.</p>		
<b>Element of</b>	<b>GraphicLayerOption.parent</b> <b>ImageIOPreference.parent</b>		
<b>Used in:</b>	array of <b>Image</b> <b>Images.itemByRange</b> ( <b>from:</b> any, <b>to:</b> any) <b>Image</b> <b>Images.nextItem</b> ( <b>obj:</b> <b>Image</b> ) <b>Image</b> <b>Images.previousItem</b> ( <b>obj:</b> <b>Image</b> )		
<b>Return</b>	<b>Image</b> <b>Images.anyItem</b> () Array of <b>Image</b> <b>Images.everyItem</b> () <b>Image</b> <b>Images.firstItem</b> () <b>Image</b> <b>Images.item</b> ( <b>index:</b> any) <b>Image</b> <b>Images.itemByID</b> ( <b>id:</b> number) <b>Image</b> <b>Images.itemByName</b> ( <b>name:</b> string) Array of <b>Image</b> <b>Images.itemByRange</b> ( <b>from:</b> any, <b>to:</b> any) <b>Image</b> <b>Images.lastItem</b> () <b>Image</b> <b>Images.middleItem</b> () <b>Image</b> <b>Images.nextItem</b> ( <b>obj:</b> <b>Image</b> )		

**Image** [Images.previousItem](#) (**obj**: **Image**)

Jongware, 27-  
Jun-2010 v3.0.3d

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<b>Class</b>
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# Images

A collection of bitmap images in any bitmap file format (including TIFF, JPEG, or GIF).

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Image](#) **anyItem** ()

Returns any Image in the collection.

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

Displays the number of elements in the Image.

Array of [Image](#) **everyItem** ()

Returns every Image in the collection.

[Image](#) **firstItem** ()

Returns the first Image in the collection.

[Image](#) **item** ([index](#): any)

Returns the Image with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Image](#) **itemByID** ([id](#): number)

Returns the Image with the specified ID.

Parameter	Type	Description
id	number	The ID.

[Image](#) **itemByName** ([name](#): string)



Returns the Image with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Image** **itemByRange** (**from**: any, **to**: any)

Returns the Images within the specified range.

Parameter	Type	Description
from	<b>Image</b> Long String	The Image, index, or name at the beginning of the range. Can accept: Image, Long or String.
to	<b>Image</b> Long String	The Image, index, or name at the end of the range. Can accept: Image, Long or String.

**Image** **lastItem** ()

Returns the last Image in the collection.

**Image** **middleItem** ()

Returns the middle Image in the collection.

**Image** **nextItem** (**obj**: **Image**)

Returns the Image whose index follows the specified Image in the collection.

Parameter	Type	Description
obj	<b>Image</b>	The Image whose index comes before the desired Image.

**Image** **previousItem** (**obj**: **Image**)

Returns the Image with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Image</b>	The index of the Image that follows the desired Image.

**string** **toSource** ()

Generates a string which, if executed, will return 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*)

<b>Class</b>
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# Layer

A layer.

**QuickLinks** [duplicate](#), [extractLabel](#), [getElements](#), [insertLabel](#), [merge](#), [move](#), [remove](#), [toSource](#), [toSpecifier](#)

## 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	<a href="#">Document</a>	readonly	The parent of the Layer (a Document).
polygons	<a href="#">Polygons</a>	readonly	A collection of polygons.
properties	Object	r/w	A property that allows setting of several properties at the same time.
rectangles	<a href="#">Rectangles</a>	readonly	A collection of rectangles.
showGuides	bool	r/w	If true, guides are visible on the layer.
textFrames	<a href="#">TextFrames</a>	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.

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object references.

[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.

**Layer merge** (**with**: Array of **Layer**)

Merges the layer with other layer(s).

Parameter	Type	Description
with	Array of <b>Layer</b>	The layer(s) with which to merge.

**Layer move** (**to**: **LocationOptions**[, **reference**: **Layer**])

Moves the Layer to the specified location.

Parameter	Type	Description
to	<b>LocationOptions</b> : 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	<b>Layer</b>	The reference object. Note: Required when the to value specifies before or after. (Optional)

**void remove** ()

Deletes the Layer.

**string toSource ()**

Generates a string which, if executed, will return the Layer.

**string toSpecifier ()**

Retrieves the object specifier.

---

**Element of** [Button.itemLayer](#)  
[FormField.itemLayer](#)  
[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)][, [transformingContent](#): bool=**true**])  
Button Buttons.add ([[layer](#): Layer][, at: LocationOptions=**LocationOptions.UNKNOWN**][, [reference](#): any][, [withProperties](#): Object])  
array of Story 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)][, [transformingContent](#): bool=**true**])  
void [FormField.move](#) ([[to](#): any][, [by](#): Array of Measurement Unit (Number or String)][, [transformingContent](#): bool=**true**])  
void [Graphic.move](#) ([[to](#): any][, [by](#): Array of Measurement Unit (Number or String)][, [transformingContent](#): bool=**true**])  
void [GraphicLine.move](#) ([[to](#): any][, [by](#): Array of Measurement Unit (Number or String)][, [transformingContent](#):



```

    bool=true])
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)][, transformingContent: bool=true])
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)][, transformingContent: bool=true])
array of Story Index.generate ([on: any][, placePoint: Array of
    Measurement Unit (Number or String)][, destinationLayer:
    Layer][, autoflowing: bool=false][, includeOverset:
    bool=false])
Layer Layer.merge (with: Array of Layer)
Layer Layer.move (to: LocationOptions[, reference: Layer])
array of Layer Layers.itemByRange (from: any, to: any)
Layer Layers.nextItem (obj: Layer)
Layer Layers.previousItem (obj: Layer)
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:
    Layer][, showingOptions: bool=false][, autoflowing:
    bool=false][, withProperties: Object])
void Movie.move ([to: any][, by: Array of Measurement Unit
    (Number or String)][, transformingContent: bool=true])
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)][, transformingContent: bool=true])

```

```

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)][, transformingContent: bool=true])
void PICT.move ([to: any][, by: Array of Measurement Unit
    (Number or String)][, transformingContent: bool=true])
any Page.place (fileName: File[, placePoint: Array of
    Measurement Unit (Number or String)][, destinationLayer:
    Layer][, showingOptions: bool=false][, autoflowing:
    bool=false][, withProperties: Object])
void PageItem.move ([to: any][, by: Array of Measurement Unit
    (Number or String)][, transformingContent: bool=true])
void Polygon.move ([to: any][, by: Array of Measurement Unit
    (Number or String)][, transformingContent: bool=true])
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)][, transformingContent:
    bool=true])
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)][, transformingContent: bool=true])
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:
    Layer][, showingOptions: bool=false][, autoflowing:

```

```

    bool=false][, withProperties: Object])
void TextFrame.move ([to: any][, by: Array of Measurement
    Unit (Number or String)][, transformingContent:
    bool=true])
TextFrame TextFrames.add ([layer: Layer][, at:
    LocationOptions=LocationOptions.UNKNOWN][,
    reference: any][, withProperties: Object])
void WMF.move ([to: any][, by: Array of Measurement Unit
    (Number or String)][, transformingContent: bool=true])

```

**Return**

```

Layer Layer.duplicate ()
Layer Layer.merge (with: Array of Layer)
Layer Layer.move (to: LocationOptions[, reference: Layer])
Layer Layers.add ([withProperties: Object])
Layer Layers.anyItem ()
Array of Layer Layers.everyItem ()
Layer Layers.firstItem ()
Layer Layers.item (index: any)
Layer Layers.itemByID (id: number)
Layer Layers.itemByName (name: string)
Array of Layer Layers.itemByRange (from: any, to: any)
Layer Layers.lastItem ()
Layer Layers.middleItem ()
Layer Layers.nextItem (obj: Layer)
Layer Layers.previousItem (obj: Layer)

```

<b>Class</b>
--------------

# Layers

A collection of layers.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[Layer](#) **anyItem** ()

Returns any Layer in the collection.

**number count** ()

Displays the number of elements in the Layer.

Array of [Layer](#) **everyItem** ()

Returns every Layer in the collection.

[Layer](#) **firstItem** ()

Returns the first Layer in the collection.

[Layer](#) **item** ([index](#): *any*)

Returns the Layer with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Layer](#) **itemByID** ([id](#): *number*)

Returns the Layer with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Layer itemByName** (*name: string*)

Returns the Layer with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Layer itemByRange** (*from: any, to: any*)

Returns the Layers within the specified range.

Parameter	Type	Description
from	<b>Layer</b> Long String	The Layer, index, or name at the beginning of the range. Can accept: Layer, Long or String.
to	<b>Layer</b> Long String	The Layer, index, or name at the end of the range. Can accept: Layer, Long or String.

**Layer lastItem** ()

Returns the last Layer in the collection.

**Layer middleItem** ()

Returns the middle Layer in the collection.

**Layer nextItem** (*obj: Layer*)

Returns the Layer whose index follows the specified Layer in the collection.

Parameter	Type	Description
obj	<b>Layer</b>	The Layer whose index comes before the desired Layer.

**Layer previousItem** (*obj: Layer*)

Returns the Layer with the index previous to the specified index.

Parameter	Type	Description

obj	<a href="#">Layer</a>	The index of the Layer that follows the desired Layer.
-----	-----------------------	--

<a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, will return the Layer.
--

<b>Element of</b> <a href="#">Document.layers</a>
---

<b>Class</b>
--------------



# MasterSpread

A master spread.

**QuickLinks** [createGuides](#), [detach](#), [duplicate](#), [extractLabel](#), [get](#), [remove](#), [removeOverride](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Document](#)

**MasterSpread**

[Button](#) | [FormField](#) | [GraphicLine](#) | [Group](#) | [Image](#) | [PageItem](#) | [PageText](#) | [Polygon](#) | [Rectangle](#) | [Text](#)

## Properties

Property	Type
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
appliedMaster	<b>MasterSpread</b>   <a href="#">Nothing</a>   <a href="#">Enumerated</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	<a href="#">Pages</a>

parent	Document
polygons	Polygons
properties	Object
rectangles	Rectangles
showMasterItems	bool
textFrames	TextFrames

**Methods** **Instances**

**void createGuides** ([**numberOfRows**: *number*=0][, **rowGutter**: *Measurement Unit (Number or Size)*][, **columnGutter**: *Measurement Unit (Number or Size)*][, **fitMargins**: *bool*=false][, **removeExisting**: *bool*=false])  
Creates multiple guides on all pages of the spreadsheet.

Parameter	Type	Description
numberOfRows	number (range: 0 - 40)	The number of rows on each page. (Optional)
numberOfColumns	number (range: 0 - 40)	The number of columns on each page. (Optional)
rowGutter	Measurement	The height of the row gutter.

	Unit (Number or String) (range: 0 - 1440)	(Optional) (
columnGutter	Measurement Unit (Number or String) (range: 0 - 1440)	The width c (Optional) (
guideColor	Array of 3 Reals (0 - 255) <a href="#">UIColors</a>	The color to either as an the range 0 and B value Array of 3 l enumerator.
fitMargins	bool	If true, the r are calculat the page ma column wid full page. (C
removeExisting	bool	If true, remo creating nev <b>false</b> )
layer	<a href="#">Layer</a>	The layer o (Optional)

**void detach ()**

Detaches an overridden master page item from the

**any duplicate** ([to: [LocationOptions](#)=**LocationC**  
*any*])

Duplicates the spread.

Parameter	Type
to	<a href="#">LocationOptions</a> :

	LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN
reference	<a href="#">Document</a> <a href="#">MasterSpread</a> <a href="#">MasterSpread</a>

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

Gets the label value associated with the specified key

Parameter	Type
key	string

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of objects

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

Sets the label to the value associated with the specified key

Parameter	Type
key	string
value	string

**any place** (*fileName: File[, placePoint: Array of String][, destinationLayer: Layer[, showingOptions: boolean=false][, withProperties: Object]*)

Place a file

Parameter	Type	Description
fileName	File	The name of the file to place
placePoint	Array of Measurement Unit (Number or String)	The point to place the file (Optional)

destinationLayer	Layer	The (Op
showingOptions	bool	Wh opti <b>fals</b>
autoflowing	bool	Wh (Op
withProperties	Object	Initi plac

void remove ()

Deletes the MasterSpread.

void removeOverride ()

Removes the override from a previously overrid

string toSource ()

Generates a string which, if executed, will return

string toSpecifier ()

Retrieves the object specifier.

Element of	Guide.parent LayoutWindow.activeSpread MasterSpread.appliedMaster Page.appliedMaster Page.parent Spread.appliedMaster
------------	--

Used in:	<div> <div>Button</div> <div>Buttons.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKN withProperties: Object])</div> </div> <div> <div>GraphicLine</div> <div>GraphicLines.add ([layer: Layer][, LocationOptions=LocationOptions.UNKN withProperties: Object])</div> </div> <div> <div>Group</div> <div>Groups.add (groupItems: Array of PageIt LocationOptions=LocationOptions.UNKN withProperties: Object])</div> </div> <div> <div>array of Story</div> <div>Index.generate ([on: any][, placeP</div> </div>
----------	---

Unit (Number or String)][, destinationLayer:  
 bool=false][, includeOverset: bool=false])  
 any MasterSpread.duplicate ([to: LocationOption  
 [, reference: any])  
 array of MasterSpread MasterSpreads.itemByR  
 MasterSpread MasterSpreads.nextItem (obj: M  
 MasterSpread MasterSpreads.previousItem (ob  
 Movie Movies.add ([layer: Layer][, at:  
 LocationOptions=LocationOptions.UNKN  
 withProperties: Object])  
 Oval Ovals.add ([layer: Layer][, at:  
 LocationOptions=LocationOptions.UNKN  
 withProperties: Object])  
 Page Pages.add ([at: LocationOptions=Location  
 reference: any][, withProperties: Object])  
 Polygon Polygons.add ([layer: Layer][, numberC  
 insetPercentage: number][, at:  
 LocationOptions=LocationOptions.UNKN  
 withProperties: Object])  
 Rectangle Rectangles.add ([layer: Layer][, at:  
 LocationOptions=LocationOptions.UNKN  
 withProperties: Object])  
 Sound Sounds.add ([layer: Layer][, at:  
 LocationOptions=LocationOptions.UNKN  
 withProperties: Object])  
 any Spread.duplicate ([to: LocationOptions=Loc  
 reference: any])  
 TextFrame TextFrames.add ([layer: Layer][, at:  
 LocationOptions=LocationOptions.UNKN  
 withProperties: Object])

---

**Return** MasterSpread MasterSpreads.add ([pagesPerSp  
 Object])  
 MasterSpread MasterSpreads.anyItem ()  
 Array of MasterSpread MasterSpreads.everyIte  
 MasterSpread MasterSpreads.firstItem ()  
 MasterSpread MasterSpreads.item (index: any)  
 MasterSpread MasterSpreads.itemByID (id: nu  
 MasterSpread MasterSpreads.itemByName (na

Array of **MasterSpread** [MasterSpreads.itemByI](#)  
**MasterSpread** [MasterSpreads.lastItem](#) ()  
**MasterSpread** [MasterSpreads.middleItem](#) ()  
**MasterSpread** [MasterSpreads.nextItem](#) ([obj: M](#)  
**MasterSpread** [MasterSpreads.previousItem](#) ([ob](#)



<b>Class</b>
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# MasterSpreads

A collection of master spreads.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

**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)

**MasterSpread** [anyItem](#) ()  
Returns any MasterSpread in the collection.

**number** [count](#) ()  
Displays the number of elements in the

MasterSpread.

Array of **MasterSpread** **everyItem** ()

Returns every MasterSpread in the collection.

**MasterSpread** **firstItem** ()

Returns the first MasterSpread in the collection.

**MasterSpread** **item** (**index**: *any*)

Returns the MasterSpread with the specified index or name.

Parameter	Type	Description
index	Long	The index or name.
	String	Can accept: Long or String.

**MasterSpread** **itemByID** (**id**: *number*)

Returns the MasterSpread with the specified ID.

Parameter	Type	Description
id	number	The ID.

**MasterSpread** **itemByName** (**name**: *string*)

Returns the MasterSpread with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **MasterSpread** **itemByRange** (**from**: *any*, **to**: *any*)

Returns the MasterSpreads within the specified range.

Parameter	Type	Description
from	Long	The <b>MasterSpread</b> index, or name
	String	

		at the beginning of the range. Can accept: MasterSpread, Long or String.
to	Long MasterSpread String	The MasterSpread, index, or name at the end of the range. Can accept: MasterSpread, Long or String.

**MasterSpread lastItem ()**

Returns the last MasterSpread in the collection.

**MasterSpread middleItem ()**

Returns the middle MasterSpread in the collection.

**MasterSpread nextItem (obj: MasterSpread)**

Returns the MasterSpread whose index follows the specified MasterSpread in the collection.

Parameter	Type	Description
obj	MasterSpread	The MasterSpread whose index comes before the desired MasterSpread.

**MasterSpread previousItem (obj: MasterSpread)**

Returns the MasterSpread with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">MasterSpread</a>	The index of the MasterSpread that follows the desired MasterSpread.

[string](#) **toSource ()**

Generates a string which, if executed, will return the MasterSpread.

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

<b>Class</b>
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# Oval

An ellipse. Base Class: [PageItem](#)

## QuickLinks

[addPath](#), [applyObjectStyle](#), [bringForward](#), [bringToFront](#), [checkL](#)  
[excludeOverlapPath](#), [exportFile](#), [extractLabel](#), [fit](#), [flipItem](#), [getE](#)  
[makeCompoundPath](#), [markup](#), [minusBack](#), [move](#), [override](#), [plac](#)  
[remove](#), [removeOverride](#), [resetScaling](#), [resize](#), [revert](#), [rotate](#), [sel](#)  
[subtractPath](#), [toSource](#), [toSpecifier](#), [transformAgain](#), [transformA](#)  
[transformSequenceAgainIndividually](#)

## Hierarchy

[Button](#) | [Cell](#) | [Character](#) | [Document](#) | [Footnote](#) | [GraphicLi](#)  
[MasterSpread](#) | **Oval** | [Page](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#)  
[Text](#) | [TextColumn](#) | [TextFrame](#) | [Tex](#)

[PageItem](#)

**Oval**

[AnchoredObjectSetting](#) | [EPS](#) | [Graphic](#) | [GraphicLine](#) | [Gr](#)  
[PageItem](#) | [Path](#) | [Polygon](#) | [Rectangle](#) | [Sound](#) | [TextFrame](#)

## 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>
anchoredObjectSettings	<a href="#">AnchoredObjectSetting</a>
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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_CORNER CornerEffects.INVERSE_ROUND_CORNER CornerEffects.INSET_CORNER CornerEffects.BEVEL_CORNER CornerEffects.FANCY_CORNER
cornerRadius	number
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

epss

EPSs

featherCornerType

**FeatherCornerType:**  
FeatherCornerType.SHARP  
FeatherCornerType.ROUNDED  
FeatherCornerType.DIFFUSION

featherMode

**FeatherMode:**  
FeatherMode.NONE  
FeatherMode.STANDARD

featherNoise

number (range: 0 - 100)

featherWidth

Measurement Unit (Number or Str  
1000)

fillColor

String  
Swatch

fillTint

number

	gapColor	Swatch
	gapTint	number
	geometricBounds	Array of Measurement Unit (Num
	gradientFillAngle	number

gradientFillLength	Measurement Unit (Number or Str
gradientFillStart	Array of Measurement Unit (Num
gradientStrokeAngle	number
gradientStrokeLength	Measurement Unit (Number or Str
gradientStrokeStart	Array of Measurement Unit (Num

graphicLines	GraphicLines
graphics	Graphics
groups	Groups
horizontalScale	number
id	number
images	Images
index	number
isolateBlending	bool

itemLayer	<a href="#">Layer</a>
knockoutGroup	bool
label	string
leftLineEnd	<a href="#">ArrowHead:</a> ArrowHead.NONE ArrowHead.SIMPLE_ARROW_F ArrowHead.SIMPLE_WIDE_ARI ArrowHead.TRIANGLE_ARROV 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	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIGH_QU DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZE DisplaySettingOptions.DEFAULT
lockState	<a href="#">LockStateValues:</a> LockStateValues.NONE LockStateValues.UNMANAGED_ LockStateValues.CHECKED_IN_ LockStateValues.CHECKED_OU' LockStateValues.LOCKED_STOI LockStateValues.EMBEDDED_S'

	LockStateValues.MISSING_LOCK_
	LockStateValues.MIXED_LOCK_
locked	bool
miterLimit	number
movies	<a href="#">Movies</a>
nonprinting	bool
opacity	number (range: 0 - 100)
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintGap	bool

overprintStroke	bool
overridden	bool
overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <a href="#">Movie</a> <a href="#">PageItem</a> <a href="#">Sound</a>



pageItems	PageItems
parent	Button Cell Character Document Footnote GraphicLine Group InsertionPoint Layer Line MasterSpread <b>Oval</b> 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	ArrowHead: ArrowHead.NONE ArrowHead.SIMPLE_ARROW_F ArrowHead.SIMPLE_WIDE_ARI ArrowHead.TRIANGLE_ARROV 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

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	Measurement Unit (Number or String 144)
shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 100)
shadowOpacity	number (range: 0 - 100)

shadowSpread	number (range: 0 - 100)
shadowXOffset	Measurement Unit (Number or String) -1000 - 1000)
shadowYOffset	Measurement Unit (Number or String) -1000 - 1000)
shearAngle	number
sounds	<a href="#">Sounds</a>
strokeAlignment	<a href="#">StrokeAlignment</a> : StrokeAlignment.CENTER_ALIGN StrokeAlignment.INSIDE_ALIGN StrokeAlignment.OUTSIDE_ALIGN
strokeColor	String <a href="#">Swatch</a>

strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment:</a> StrokeCornerAdjustment.NONE StrokeCornerAdjustment.DASHE StrokeCornerAdjustment.GAPS StrokeCornerAdjustment.DASHE
strokeDashAndGap	Array of Measurement Unit (Num
strokeTint	number
strokeType	<a href="#">StrokeStyle</a>
strokeWeight	Measurement Unit (Number or Str
textFrames	<a href="#">TextFrames</a>

	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 <a href="#">PageItem</a>

**void applyObjectStyle** (using: [ObjectStyle](#)[, clearingOverrides: [clearingOverridesThroughRootObjectStyle](#): bool=false])

Applies the specified object style.

Parameter	Type	Description
using	<a href="#">ObjectStyle</a>	The object style to apply.
clearingOverrides	bool	If true, all overrides are cleared before applying the style.
clearingOverridesThroughRootObjectStyle	bool	If true, all overrides are cleared through the root object style (Optional).

**void bringForward** ()

Brings the Oval forward one level in its layer.

**void bringToFront** ()

Brings the Oval to the front.

**bool checkIn** ()

Checks in the story.

**bool checkOut** ()

Checks out the story.

**void detach** ()

Detaches an overridden master page item from the master page.

**[PageItem](#) duplicate** ([by: Array of *Measurement Unit* (Number or String)])  
Duplicates the Oval.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount of duplication in the format [x, y]

**[PageItem](#) excludeOverlapPath** (with: Array of [PageItem](#))

Creates a new page item by excluding the overlapping areas of the specified page items.

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The object(s) to export.

**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 of the values in <a href="#">ExportFormat</a> .
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user to select a format and style (default is <b>false</b> ).
using	<a href="#">PDFExportPreset</a>	The export style to use. (Can be any of the values in <a href="#">PDFExportPreset</a> .)

**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 FitOptions.FILL_PROPORTIONALLY

**void flipItem** (*given: FlipItemOptions[, around: any][, transform: any]*)  
Flip item about given axis

Parameter	Type	Description
given	<a href="#">FlipItemOptions</a> : FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL	flip item about given axis



	FlipItemOptions.BOTH	
around	<a href="#">AnchorPoint</a> Array of 2 Units	The p Units
transformingContent	bool	If true flippe

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object referen

**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 obj  
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 v

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The other objects whose pat

**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	Descript
-----------	------	----------

with	Array of <a href="#">PageItem</a>	The object
------	-----------------------------------	------------

**void move** ([[to](#): any][, [by](#): Array of *Measurement Unit* (*Number* or *String*)], *bool*=**true**)

Move Page Item to a new location. One of the 'To' or 'By' parameters is required.

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, or Page
by	Array of Measurement Unit (Number or String)	Amount by which to move the item from its current position
transformingContent	bool	If true then the content of the item is moved (Optional)

**any override** ([destinationPage](#): [Page](#))

Overrides a master page item and places the item on the document page.

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contains the item to be overridden

**any place** ([fileName](#): *File*[], [showingOptions](#): *bool*=**false**)[, [withProperties](#): *Object*]

Parameter	Type	Description
fileName	<i>File</i>	The file to place
showingOptions	bool	Whether to display the import options dialog
withProperties	Object	Initial values for properties of the placed file

**void placeXML** ([using](#): [XMLElement](#))

Places XML content into the specified object. Note: Replaces any existing XML content.

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML element whose content is to be placed

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**][, **consideringParentsScale**: *bool*=**true**])  
Resize the page item. You must specify either horizontal scale or

Parameter	Type	Description
horizontalScale	number	The percentage of horizontal scaling
verticalScale	number	The percentage of vertical scaling
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale around AnchorPoint enumeration
consideringCurrentScale	bool	If true then the object's scale is combined. If false then it is not. (Optional) (default: <b>true</b> )
transformingContent	bool	If true then both the object and its content are scaled (default: <b>true</b> )
consideringParentsScale	bool	If true then the object is scaled relative to its parent. If false it is scaled relative to the page

**bool revert ()**

Reverts the document to its state at the last save operation.

**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>	The point to rotate around

	Array of 2 Units	AnchorPoint enum
consideringCurrentRotation	bool	If true then the object is rotated and combined. If false then the object is not rotated and combined. If false the value is false. (Optional)
transformingContent	bool	If true then both the content and the object are transformed. (Optional) (default: false)
consideringParentsRotation	bool	If true then the object is rotated considering the rotation of the parent. If false it is rotated considering current rotation. If true and considering current rotation both set at the same time then the object is rotated considering the rotation of the parent.

```
void select ([existingSelection: SelectionOptions=SelectionOpt
```

Selects the object.

Parameter	Type	Description
existingSelection	<b>SelectionOptions:</b> SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The selection to be added to, removed from, or replaced with. <b>Select</b>

```
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][, shearAxisAngle: number[,
[, 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> Array of 2 Units	The point to shear around. AnchorPoint enumeration
shearAxisAngle	number	The amount that the shape is rotated around its horizontal axis. If 90

		(Optional) (default: <b>0</b> )
consideringCurrentShear	bool	If true then the object's transformations are combined. If false then they are not. (Optional) (default: <b>true</b> )
transformingContent	bool	If true then both the object and its content are transformed. (Optional) (default: <b>true</b> )
consideringParentsShear	bool	If true then the object's transformations are combined with its parents' transformations. If false it is sheared relative to its parents. (Optional) (default: <b>true</b> )

### 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 the page items from the page item.

Parameter	Type	Description
with	Array of PageItem	The page items to subtract from the page item.

### string toSource ()

Generates a string which, if executed, will return the Oval.

### string toSpecifier ()

Retrieves the object specifier.

### Array of string transformAgain ()

Transforms the Oval using the last transformation performed on the Oval. The transformations are rotating, shearing, scaling, and flipping.

### Array of string transformAgainIndividually ()

Transforms the Oval using the last transformation performed on the Oval. The transformations are rotating, shearing, scaling, and flipping.

### Array of string transformSequenceAgain ()

Transforms the Oval using the last sequence of transform operations performed at the same time on any group of objects. Transformations are rotating, shearing, scaling, and flipping.

scaling, and flipping.

Array of [string transformSequenceAgainIndividually \(\)](#)

Transforms the Oval using the last sequence of transformations at the same time on any group of objects. Transformations include flipping.

**Element of** [AssignedStory.storyReference](#)

**Used in:** array of **Oval** [Ovals.itemByRange \(from: any, to: any\)](#)  
**Oval** [Ovals.nextItem \(obj: Oval\)](#)  
**Oval** [Ovals.previousItem \(obj: Oval\)](#)

**Return** **Oval** [Ovals.add \(\[layer: Layer\]\[, at: LocationOptions=Location withProperties: Object\]\)](#)  
**Oval** [Ovals.anyItem \(\)](#)  
Array of **Oval** [Ovals.everyItem \(\)](#)  
**Oval** [Ovals.firstItem \(\)](#)  
**Oval** [Ovals.item \(index: any\)](#)  
**Oval** [Ovals.itemByID \(id: number\)](#)  
**Oval** [Ovals.itemByName \(name: string\)](#)  
Array of **Oval** [Ovals.itemByRange \(from: any, to: any\)](#)  
**Oval** [Ovals.lastItem \(\)](#)  
**Oval** [Ovals.middleItem \(\)](#)  
**Oval** [Ovals.nextItem \(obj: Oval\)](#)  
**Oval** [Ovals.previousItem \(obj: Oval\)](#)

<b>Class</b>
--------------

# Ovals

A collection of ellipses.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [total](#)

## Properties

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

## Methods

## Instances

**Oval add** ([[layer](#): [Layer](#)][, [at](#): [LocationOptions](#)=[LocationOptions.BEFORE](#), [reference](#): *any*][, [withProperties](#): *Object*])

Create a new Oval

Parameter	Type	Description
layer	<a href="#">Layer</a>	The layer to add the Oval. (Optional)
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 to add the Oval. ( <b>LocationOptions</b> )
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	Before/after location to add the Oval. (Optional) beginning of the collection. Spread, MasterSpread, or Page. Layer. Can be used to add the Oval to the beginning of the collection. Spread, MasterSpread, or Page. (Optional)
withProperties	<i>Object</i>	Initial value for the new Oval.

**Oval anyItem** ()

Returns any Oval in the collection.



### **number count ()**

Displays the number of elements in the Oval.

### **Array of Oval everyItem ()**

Returns every Oval in the collection.

### **Oval firstItem ()**

Returns the first Oval in the collection.

### **Oval item (index: any)**

Returns the Oval with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long

### **Oval itemByID (id: number)**

Returns the Oval with the specified ID.

Parameter	Type	Description
id	number	The ID.

### **Oval itemByName (name: string)**

Returns the Oval with the specified name.

Parameter	Type	Description
name	string	The name.

### **Array of Oval itemByRange (from: any, to: any)**

Returns the Ovals within the specified range.

Parameter	Type	Description
from	Long Oval String	The Oval, index, or name at the beginning accept: Oval, Long or String.
to	Long Oval String	The Oval, index, or name at the end of the Oval, Long or String.

### **Oval lastItem ()**

Returns the last Oval in the collection.

### **Oval middleItem ()**

Returns the middle Oval in the collection.

### **Oval nextItem (obj: Oval)**

Returns the Oval whose index follows the specified Oval in the

Parameter	Type	Description
obj	Oval	The Oval whose index comes before the

### **Oval previousItem (obj: Oval)**

Returns the Oval with the index previous to the specified index.

Parameter	Type	Description
obj	Oval	The index of the Oval that follows the c

### **string toSource ()**

Generates a string which, if executed, will return the Oval.

**Element of** [Button.ovals](#)  
[Cell.ovals](#)  
[Character.ovals](#)  
[Document.ovals](#)  
[Footnote.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](#)

<b>Class</b>
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# PDF

A placed PDF file. Base Class: [Graphic](#)

**QuickLinks** [applyObjectStyle](#), [detach](#), [duplicate](#), [exportFile](#), [extractLabel](#), [fit](#), [move](#), [override](#), [place](#), [placeXML](#), [remove](#), [removeOverride](#), [res](#), [transformAgain](#), [transformAgainIndividually](#), [transformSequenc](#)

**Hierarchy**

Button | [GraphicLine](#) | Group | Oval | [PageItem](#) | Pol

Graphic

PDF

ClippingPathSettings | [GraphicLayerOption](#) | P

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

absoluteVerticalScale	number
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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>

cmykVectorPolicy	<a href="#">PlacedVectorProfilePolicy:</a> PlacedVectorProfilePolicy.IGNORE PlacedVectorProfilePolicy.IGNORE PlacedVectorProfilePolicy.HONOR
featherCornerType	<a href="#">FeatherCornerType:</a> FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
featherMode	<a href="#">FeatherMode:</a> FeatherMode.NONE FeatherMode.STANDARD
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number or Str
geometricBounds	Array of Measurement Unit (Num

graphicLayerOptions	<a href="#">GraphicLayerOption</a>
grayVectorPolicy	<a href="#">PlacedVectorProfilePolicy</a> : PlacedVectorProfilePolicy.IGNORE PlacedVectorProfilePolicy.IGNORE PlacedVectorProfilePolicy.HONOR
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_QU DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZE DisplaySettingOptions.DEFAULT
nonprinting	bool
opacity	number (range: 0 - 100)
overridden	bool

	overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <a href="#">Movie</a> <a href="#">PageItem</a> <a href="#">Sound</a>
	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	<a href="#">Object</a>
	rgbVectorPolicy	<a href="#">PlacedVectorProfilePolicy:</a> <a href="#">PlacedVectorProfilePolicy.IGNORE</a> <a href="#">PlacedVectorProfilePolicy.IGNORE</a> <a href="#">PlacedVectorProfilePolicy.HONO.</a>
	rotationAngle	<a href="#">number</a>

shadowBlendMode

[BlendMode:](#)

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

Measurement Unit (Number or Str

shadowColor

[Swatch](#)

shadowMode

[ShadowMode:](#)

ShadowMode.NONE  
ShadowMode.DROP

shadowNoise

number (range: 0 - 100)

shadowOpacity	number (range: 0 - 100)
shadowSpread	number (range: 0 - 100)
shadowXOffset	Measurement Unit (Number or Str 1000)
shadowYOffset	Measurement Unit (Number or Str 1000)
shearAngle	number
textWrapPreferences	<a href="#">TextWrapPreference</a>

verticalScale	number
visibleBounds	Array of Measurement Unit (Num

**Methods** **Instances**

**void applyObjectStyle** (using: [ObjectStyle](#)[, clearingOverrides: [clearingOverridesThroughRootObjectStyle](#): *bool=false*])  
Applies the specified object style.

Parameter	Type	Desc
using	<a href="#">ObjectStyle</a>	The o
clearingOverrides	bool	If tru apply
clearingOverridesThroughRootObjectStyle	bool	If tru

PDF  
(defa

### **void detach ()**

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([**by**: Array of *Measurement Unit* (Number  
Duplicates the PDF.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount of units to duplicate. [x, y]. (Optional)

**void exportFile** (**format**: any, **to**: File[, **showingOptions**: bool=false)  
Exports the object(s) to a file.

Parameter	Type	Description
format	ExportFormat or String	The export format. Can be any of the supported formats or a string.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user to select a format.
using	PDFExportPreset	The export style to use. (Optional)

### **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 FitOptions.FILL_PROPORTIONALLY

**void flipItem** (**given**: [FlipItemOptions](#)[], **around**: *any*)[, **transformingContent**: bool]  
 Flip item about given axis

Parameter	Type	Description
given	<a href="#">FlipItemOptions</a> : FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH	flip item about given axis
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point or AnchorPoint about which to flip
transformingContent	bool	If true, flip the content of the page item

**Array of Object** **getElements** ()

Resolves the object specifier, creating an array of object references

**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**: [XMLElement](#))

Associates the page item with the specified XML element while

Parameter	Type
using	<a href="#">XMLElement</a>

**void move** ([**to**: *any*][, **by**: Array of *Measurement Unit* (*Number* | *Page Spread* | *Page Units* | *Spread Units*)])

Move Page Item to a new location. One of the 'To' or 'By' parameters is required.

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 page item. Units, Spread Units, Page Units, or Page Spread Units
by	Array of Measurement Unit	Amount by which to move the page item

	(Number or String)	position (
transformingContent	bool	If true the (Optional)

**any override** (*destinationPage*: [Page](#))

Overrides a master page item and places the item on the document

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contains

**any place** (*fileName*: *File*[, *showingOptions*: *bool*=**false**][, *withProperties*: *Object*])  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the import options
withProperties	Object	Initial values for properties of the file

**void placeXML** (*using*: [XMLElement](#))

Places XML content into the specified object. Note: Replaces any existing XML content.

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML element whose content is replaced.

**void remove** ()

Deletes the PDF.

**void removeOverride** ()

Removes the override from a previously overridden master page item.

**void resize** ([*horizontalScale*: *number*][, *verticalScale*: *number*][, *around*: *AnchorPoint*][, *transformingContent*: *bool*=**true**][, *consideringPageNumber*: *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	The point to scale around. (Optional)



Units		
consideringCurrentScale	bool	If true then the object's scale is multiplied by the new value. If false then the new value is ignored. (Optional) (default: <b>false</b> )
transformingContent	bool	If true then both the object's content and the object's scale are transformed. (default: <b>true</b> )
consideringParentsScale	bool	If true then the object's scale is scaled relative to the parent's scale. (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 the page item.
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to rotate the page item around. The point is an array of 2 values: [x, y]. The point can be one of the AnchorPoint enum values: <a href="#">AnchorPoint.TOP_LEFT</a> , <a href="#">AnchorPoint.TOP_CENTER</a> , <a href="#">AnchorPoint.TOP_RIGHT</a> , <a href="#">AnchorPoint.MIDDLE_LEFT</a> , <a href="#">AnchorPoint.MIDDLE_CENTER</a> , <a href="#">AnchorPoint.MIDDLE_RIGHT</a> , <a href="#">AnchorPoint.BOTTOM_LEFT</a> , <a href="#">AnchorPoint.BOTTOM_CENTER</a> , <a href="#">AnchorPoint.BOTTOM_RIGHT</a> .
consideringCurrentRotation	bool	If true then the object's current rotation is combined with the rotation specified by the <i>by</i> parameter. If false then the object's current rotation is ignored. (Optional) (default: <b>true</b> )
transformingContent	bool	If true then both the object's content and the object's scale are transformed. (default: <b>true</b> )
consideringParentsRotation	bool	If true then the object's rotation is scaled relative to the parent's rotation. If false it is rotated relative to the page's rotation. (Optional) (default: <b>false</b> )

**void shear** (*by: number*[, *around: any*][, *shearAxisAngle: number*][, *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. The point is an array of 2 values: [x, y]. The point can be one of the AnchorPoint enum values: <a href="#">AnchorPoint.TOP_LEFT</a> , <a href="#">AnchorPoint.TOP_CENTER</a> , <a href="#">AnchorPoint.TOP_RIGHT</a> , <a href="#">AnchorPoint.MIDDLE_LEFT</a> , <a href="#">AnchorPoint.MIDDLE_CENTER</a> , <a href="#">AnchorPoint.MIDDLE_RIGHT</a> , <a href="#">AnchorPoint.BOTTOM_LEFT</a> , <a href="#">AnchorPoint.BOTTOM_CENTER</a> , <a href="#">AnchorPoint.BOTTOM_RIGHT</a> .

	Array of 2 Units	enumerator. (Optional)
shearAxisAngle	number	The amount that the sl horizontal axis. If 90 c (default: <b>0</b> )
consideringCurrentShear	bool	If true then the object's If false then the new v (Optional) (default: <b>fa</b>
transformingContent	bool	If true then both the ol (default: <b>true</b> )
consideringParentsShear	bool	If true then the object it is sheared relative to current shear and cons (Optional) (default: <b>fa</b>

#### Asset store (using: Library)

Store a page item in a library

Parameter	Type	Description
using	Library	The library in v

#### string toSource ()

Generates a string which, if executed, will return the PDF.

#### string toSpecifier ()

Retrieves the object specifier.

#### Array of string transformAgain ()

Transforms the PDF using the last transformation performed on rotating, shearing, scaling, and flipping.

#### Array of string transformAgainIndividually ()

Transforms the PDF using the last transformation performed on rotating, shearing, scaling, and flipping.

#### Array of string transformSequenceAgain ()

Transforms the PDF using the last sequence of transform operat at the same time on any group of objects. Transformations inclu flipping.

	<p>Array of <a href="#">string transformSequenceAgainIndividually ()</a>  Transforms the PDF using the last sequence of transformations    same time on any group of objects. Transformations include mo</p>
<b>Element of</b>	<a href="#">ClippingPathSettings.parent</a> <a href="#">GraphicLayerOption.parent</a> <a href="#">PDFAttribute.parent</a> <a href="#">TextWrapPreference.parent</a>
<b>Used in:</b>	array of <b>PDF</b> <a href="#">PDFs.itemByRange</a> ( <a href="#">from: any</a> , <a href="#">to: any</a> ) <b>PDF</b> <a href="#">PDFs.nextItem</a> ( <a href="#">obj: PDF</a> ) <b>PDF</b> <a href="#">PDFs.previousItem</a> ( <a href="#">obj: PDF</a> )
<b>Return</b>	<b>PDF</b> <a href="#">PDFs.anyItem</a> () Array of <b>PDF</b> <a href="#">PDFs.everyItem</a> () <b>PDF</b> <a href="#">PDFs.firstItem</a> () <b>PDF</b> <a href="#">PDFs.item</a> ( <a href="#">index: any</a> ) <b>PDF</b> <a href="#">PDFs.itemByID</a> ( <a href="#">id: number</a> ) <b>PDF</b> <a href="#">PDFs.itemByName</a> ( <a href="#">name: string</a> ) Array of <b>PDF</b> <a href="#">PDFs.itemByRange</a> ( <a href="#">from: any</a> , <a href="#">to: any</a> ) <b>PDF</b> <a href="#">PDFs.lastItem</a> () <b>PDF</b> <a href="#">PDFs.middleItem</a> () <b>PDF</b> <a href="#">PDFs.nextItem</a> ( <a href="#">obj: PDF</a> ) <b>PDF</b> <a href="#">PDFs.previousItem</a> ( <a href="#">obj: PDF</a> )
<div> <div>Jongware, 27- Jun-2010 v3.0.3d</div> <div>Contents :: <a href="#">Index</a></div> </div>	

<b>Class</b>
--------------

# PDFAttribute

PDF attributes.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

PDF

PDFAttribute

## Properties

Property	Type
pageNumber	number
parent	<a href="#">PDF</a>
pdfCrop	<a href="#">PDFCrop</a> : PDFCrop.CROP_CON PDFCrop.CROP_ART PDFCrop.CROP_PDF PDFCrop.CROP_TRIM PDFCrop.CROP_BLEE PDFCrop.CROP_MED
properties	Object

transparentBackground bool

---

## Methods **Instances**

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of

[string](#) **toSource ()**

Generates a string which, if executed, will return

[string](#) **toSpecifier ()**

Retrieves the object specifier.

---

**Element of** [PDF](#).pdfAttributes

<b>Class</b>
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# PDFs

A collection of PDF files.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

**PDF anyItem ()**

Returns any PDF in the collection.

**number count ()**

Displays the number of elements in the PDF.

Array of **PDF everyItem ()**

Returns every PDF in the collection.

**PDF firstItem ()**

Returns the first PDF in the collection.

**PDF item (index: any)**

Returns the PDF with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**PDF itemByID (id: number)**

Returns the PDF with the specified ID.

Parameter	Type	Description
id	number	The ID.

**PDF itemByName (name: string)**

Returns the PDF with the specified name.



Parameter	Type	Description
name	string	The name.

Array of [PDF](#) **itemByRange** (from: any, to: any)

Returns the PDFs within the specified range.

Parameter	Type	Description
from	Long <a href="#">PDF</a> String	The PDF, index, or name at the beginning of the range. Can accept: PDF, Long or String.
to	Long <a href="#">PDF</a> String	The PDF, index, or name at the end of the range. Can accept: PDF, Long or String.

[PDF](#) **lastItem** ()

Returns the last PDF in the collection.

[PDF](#) **middleItem** ()

Returns the middle PDF in the collection.

[PDF](#) **nextItem** (obj: [PDF](#))

Returns the PDF whose index follows the specified PDF in the collection.

Parameter	Type	Description
obj	<a href="#">PDF</a>	The PDF whose index comes before the desired PDF.

[PDF](#) **previousItem** (obj: [PDF](#))

Returns the PDF with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">PDF</a>	The index of the PDF that follows the desired PDF.

[string](#) **toSource** ()

Generates a string which, if executed, will return the PDF.

**Element of** [Button.pdfs](#)

[GraphicLine.pdf](#)  
[Group.pdf](#)  
[Oval.pdf](#)  
[PageItem.pdf](#)  
[Polygon.pdf](#)  
[Rectangle.pdf](#)  
[State.pdf](#)  
[XMLElement.pdf](#)

**Used in:** [Asset Library.store](#) ([using](#): Array of *any*)

<b>Class</b>
--------------

# PICT

A placed PICT graphic. Base Class: [Graphic](#)

**QuickLinks** [applyObjectStyle](#), [detach](#), [duplicate](#), [exportFile](#), [extractLabel](#), [fit](#), [move](#), [override](#), [place](#), [remove](#), [removeOverride](#), [resize](#), [rotate](#), [s](#), [transformAgain](#), [transformAgainIndividually](#), [transformSequence](#), [transformSequenceAgainIndividually](#)

**Hierarchy**

Button | [GraphicLine](#) | Group | Oval | [PageItem](#) | Polygon | [Text](#)

Graphic

PICT

ClippingPathSettings | [TextWrapPro](#)

Properties	Property	Type
	absoluteHorizontalScale	number
	absoluteRotationAngle	number
	absoluteShearAngle	number

absoluteVerticalScale	number
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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>

featherCornerType	<a href="#">FeatherCornerType</a> : FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
featherMode	<a href="#">FeatherMode</a> : FeatherMode.NONE FeatherMode.STANDARD
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number or String) (range: 0 - 1000)
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_QU DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZE DisplaySettingOptions.DEFAULT
nonprinting	bool

	opacity	number (range: 0 - 100)
	overridden	bool
	overriddenMasterPageItem	Graphic Guide Movie PageItem Sound
	parent	Button GraphicLine Group Oval



	<div>PageItem Polygon Rectangle State XMLElement</div>
properties	Object
rotationAngle	number
shadowBlendMode	<div>BlendMode: 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</div>
shadowBlurRadius	Measurement Unit (Number or Str (range: 0 - 144)

shadowColor	Swatch
shadowMode	ShadowMode: ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 100)
shadowOpacity	number (range: 0 - 100)
shadowSpread	number (range: 0 - 100)
shadowXOffset	Measurement Unit (Number or Str (range: -1000 - 1000)

	shadowYOffset	Measurement Unit (Number or Str (range: -1000 - 1000))
	shearAngle	number
	textWrapPreferences	<a href="#">TextWrapPreference</a>
	verticalScale	number
	visibleBounds	Array of Measurement Unit (Num String)

## Methods Instances

**void applyObjectStyle** (**using**: [ObjectStyle](#)[], **clearingOverrides**: [clearingOverridesThroughRootObjectStyle](#): *bool=false*)

Applies the specified object style.

Parameter	Type	Description
using	<a href="#">ObjectStyle</a>	The object style to apply.
clearingOverrides	bool	If true, all attributes are cleared (Optional).
clearingOverridesThroughRootObjectStyle	bool	If true, the style is applied in the root object style. <b>false</b>

**void detach** ()

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([**by**: Array of *Measurement Unit (Number or String)*])  
Duplicates the PICT.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount (in pixels) to duplicate the format [x, y].

**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 show options.

	(default: <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	Des
key	string	The

**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 FitOptions.FILL_PROPORTIONALLY

**void flipItem** (*given: FlipItemOptions*[, *around: any*][, *transform*

Flip item about given axis

Parameter	Type	Descr
given	<a href="#">FlipItemOptions</a> : FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH	flip ite
around	<a href="#">AnchorPoint</a> Array of 2 Units	The p Array enum
transformingContent	bool	If true within <b>true</b> )

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object referen

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

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

Parameter	Type	Description
key	string	The
value	string	The

**void move** ([**to**: any][, **by**: Array of *Measurement Unit* (*Number* *bool*=**true**)])

Move Page Item to a new location. One of the 'To' or 'By' param

Parameter	Type	Description
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The new locati of 2 Units, Spr
by	Array of Measurement Unit (Number or String)	Amount by wh its current pos
transformingContent	bool	If true then bo moved (Option

**any override** (**destinationPage**: [Page](#))

Overrides a master page item and places the item on the docume

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that contains the

**any place** (**fileName**: *File*[, **showingOptions**: *bool*=**false**][, **with**  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the import option
withProperties	Object	Initial values for properties of the pla

**void remove** ()

Deletes the PICT.

**void removeOverride** ()

Removes the override from a previously overridden master page

```
void resize ([horizontalScale: number][, verticalScale: number][, consideringCurrentScale: bool=false][, transformingContent: bool=false])
```

Resize the page item. You must specify either horizontal scale or

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. Must be an AnchorPoint enumeration value.
consideringCurrentScale	bool	If true then the object's scale will be combined with the current scale. If false then the current scale will be ignored. The default value is false. (Optional) (default: <b>false</b> )
transformingContent	bool	If true then both the object and its content will be scaled. If false then only the object will be scaled. (Optional) (default: <b>true</b> )
consideringParentsScale	bool	If true then the object's scale will be combined with the scale of its parent item. If false it is scaled relative to the page. (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 the item
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to rotate around. Must be an AnchorPoint enumeration value.
consideringCurrentRotation	bool	If true then the object's rotation will be combined with the current rotation. If false then the current rotation will be ignored. The default value is true. (Optional) (default: <b>false</b> )

transformingContent	bool	If true then both the old and new content are rotated (Optional) (default: <b>true</b> )
consideringParentsRotation	bool	If true then the object's rotation is combined with its parent's rotation. If false it is not. Cannot rotate with considering parents rotation both set (Optional) (default: <b>false</b> )

**void shear** (*by: number*[, *around: any*][, *shearAxisAngle: number*][, *consideringCurrentShear: bool=false*][, *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> Array of 2 Units	The point to shear around or AnchorPoint enumeration
shearAxisAngle	number	The amount that the slant is shear at its horizontal or vertical axis. (Optional)
consideringCurrentShear	bool	If true then the object's shear is combined with its parent's shear. If false it is not. default value is false. (Optional)
transformingContent	bool	If true then both the old and new content are sheared (Optional) (default: <b>true</b> )
consideringParentsShear	bool	If true then the object's shear is combined with its parent's shear. If false it is not. If both are set they are combined. (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



**string toSource ()**

Generates a string which, if executed, will return the PICT.

**string toSpecifier ()**

Retrieves the object specifier.

Array of **string transformAgain ()**

Transforms the PICT using the last transformation performed or include moving, rotating, shearing, scaling, and flipping.

Array of **string transformAgainIndividually ()**

Transforms the PICT using the last transformation performed or moving, rotating, shearing, scaling, and flipping.

Array of **string transformSequenceAgain ()**

Transforms the PICT using the last sequence of transform opera or performed at the same time on any group of objects. Transform shearing, scaling, and flipping.

Array of **string transformSequenceAgainIndividually ()**

Transforms the PICT using the last sequence of transformations performed at the same time on any group of objects. Transform shearing, scaling, and flipping.

---

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

---

**Used in:** array of **PICT** [PICTs.itemByRange](#) ([from](#): any, [to](#): any)  
**PICT** [PICTs.nextItem](#) ([obj](#): **PICT**)  
**PICT** [PICTs.previousItem](#) ([obj](#): **PICT**)

---

**Return** **PICT** [PICTs.anyItem](#) ()  
Array of **PICT** [PICTs.everyItem](#) ()  
**PICT** [PICTs.firstItem](#) ()  
**PICT** [PICTs.item](#) ([index](#): any)  
**PICT** [PICTs.itemByID](#) ([id](#): number)  
**PICT** [PICTs.itemByName](#) ([name](#): string)  
Array of **PICT** [PICTs.itemByRange](#) ([from](#): any, [to](#): any)  
**PICT** [PICTs.lastItem](#) ()  
**PICT** [PICTs.middleItem](#) ()  
**PICT** [PICTs.nextItem](#) ([obj](#): **PICT**)  
**PICT** [PICTs.previousItem](#) ([obj](#): **PICT**)

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<b>Class</b>
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# PICTs

A collection of PICT graphics.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

**PICT anyItem ()**

Returns any PICT in the collection.

**number count ()**

Displays the number of elements in the PICT.

Array of **PICT everyItem ()**

Returns every PICT in the collection.

**PICT firstItem ()**

Returns the first PICT in the collection.

**PICT item (index: any)**

Returns the PICT with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**PICT itemByID (id: number)**

Returns the PICT with the specified ID.

Parameter	Type	Description
id	number	The ID.

**PICT itemByName (name: string)**

Returns the PICT with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **PICT** **itemByRange** (from: any, to: any)

Returns the PICTs within the specified range.

Parameter	Type	Description
from	Long <b>PICT</b> String	The PICT, index, or name at the beginning of the range. Can accept: PICT, Long or String.
to	Long <b>PICT</b> String	The PICT, index, or name at the end of the range. Can accept: PICT, Long or String.

**PICT** **lastItem** ()

Returns the last PICT in the collection.

**PICT** **middleItem** ()

Returns the middle PICT in the collection.

**PICT** **nextItem** (obj: **PICT**)

Returns the PICT whose index follows the specified PICT in the collection.

Parameter	Type	Description
obj	<b>PICT</b>	The PICT whose index comes before the desired PICT.

**PICT** **previousItem** (obj: **PICT**)

Returns the PICT with the index previous to the specified index.

Parameter	Type	Description
obj	<b>PICT</b>	The index of the PICT that follows the desired PICT.

**string** **toSource** ()

Generates a string which, if executed, will return the PICT.

**Element of** **Button**.pics

[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*)

<b>Class</b>
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<h1>Page</h1>		
A page.		
<b>QuickLinks</b>	detach, duplicate, extractLabel, getElements, insertLabel, move, removeOverride, toSource, toSpecifier	
<b>Hierarchy</b>	Document   MasterSpread   Spread	
	<div>Page</div>	
<b>Properties</b>	Button   FormField   GraphicLine   Group   Guide   MarginPre Polygon   Rectangle   TextFrame	
	<b>Property</b>	<b>Type</b> <b>Access</b>
	allGraphics	Array of Graphic readon
	allPageItems	Array of PageItem readon
	appliedMaster	MasterSpreadNothingEnum r/w
	appliedSection	Section readon
	appliedTrapPreset	String TrapPreset r/w
	bounds	Array of Measurement Unit (Number or String) readon
	buttons	Buttons readon
	documentOffset	number readon



formFields	<a href="#">FormFields</a>	readOnly
graphicLines	<a href="#">GraphicLines</a>	readOnly
groups	<a href="#">Groups</a>	readOnly
guides	<a href="#">Guides</a>	readOnly
id	number	readOnly
index	number	readOnly
label	string	r/w
marginPreferences	<a href="#">MarginPreference</a>	readOnly
masterPageItems	Array of <a href="#">Graphics</a> <a href="#">Guides</a> <a href="#">Movies</a> <a href="#">PageItems</a> <a href="#">Sounds</a>	readOnly
name	string	readOnly
ovals	<a href="#">Ovals</a>	readOnly
pageItems	<a href="#">PageItems</a>	readOnly

parent	<a href="#">Document</a> <a href="#">MasterSpread</a> <a href="#">Spread</a>	reado
polygons	<a href="#">Polygons</a>	reado
properties	<a href="#">Object</a>	r/w
rectangles	<a href="#">Rectangles</a>	reado
side	<a href="#">PageSideOptions:</a> <a href="#">PageSideOptions.RIGHT_HAND</a> <a href="#">PageSideOptions.LEFT_HAND</a> <a href="#">PageSideOptions.SINGLE_SIDED</a>	reado
tabOrder	Array of <a href="#">FormField</a>	r/w
textFrames	<a href="#">TextFrames</a>	reado

**Methods** **Instances**

**[void detach \(\)](#)**  
 Detaches an overridden master page item from the master page.

**[Page duplicate](#)** ([[to: LocationOptions=LocationOptions.AT\\_E](#)

Duplicates the page.

Parameter	Type	Description
to	<b>LocationOptions:</b> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location duplicate page object or with (Optional) (default: <b>LocationOptions.AT_END</b> )
reference	<b>Page Spread</b>	The reference when the to value is after. Can accept a value (Optional)

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

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object references.

**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	<b>LocationOptions:</b> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END	The new location to move the page to the reference document object (default: <b>LocationOptions.AT_END</b> )

	LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	
reference	Page Spread	The referen when the to before or af Spread. (Op
binding	BindingOptions: BindingOptions.RIGHT_ALIGN BindingOptions.LEFT_ALIGN BindingOptions.DEFAULT_VALUE	The locatio spreads. (O <b>BindingOp</b>

**any place** (**fileName**: File[, **placePoint**: Array of Measurement Unit  
**destinationLayer**: Layer][, **showingOptions**: bool=false][, **autofl**  
**withProperties**: Object])

Place a file

Parameter	Type	Description
fileName	File	The file to plac
placePoint	Array of Measurement Unit (Number or String)	The point at wh
destinationLayer	Layer	The layer on w
showingOptions	bool	Whether to dis dialog (Option
autoflowing	bool	Whether to aut (Optional) (def
withProperties	Object	Initial values f object(s) (Opti

**void remove ()**

Deletes the Page.

**void removeOverride ()**

Removes the override from a previously overridden master page

**string toSource ()**

Generates a string which, if executed, will return the Page.

`string toSpecifier ()`  
Retrieves the object specifier.

**Element of** `Bookmark.destination`  
`Button.parent`  
`FormField.parent`  
`HyperlinkPageDestination.destinationPage`  
`LayoutWindow.activePage`  
`MarginPreference.parent`  
`PageItem.parent`  
`Section.pageStart`

**Used in:** `Bookmark Bookmarks.add (destination: any[, withProperties: Object])`  
`void Button.move ([to: any][, by: Array of Measurement Unit (Number) [, transformingContent: bool=true]])`  
`any Button.override (destinationPage: Page)`  
`Button Buttons.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, reference: any][, withProperties: Object])`  
`void EPS.move ([to: any][, by: Array of Measurement Unit (Number) [, transformingContent: bool=true]])`  
`any EPS.override (destinationPage: Page)`  
`void FormField.move ([to: any][, by: Array of Measurement Unit (Number) [, transformingContent: bool=true]])`  
`any FormField.override (destinationPage: Page)`  
`void Graphic.move ([to: any][, by: Array of Measurement Unit (Number) [, transformingContent: bool=true]])`  
`any Graphic.override (destinationPage: Page)`  
`void GraphicLine.move ([to: any][, by: Array of Measurement Unit (Number) [, transformingContent: bool=true]])`  
`any GraphicLine.override (destinationPage: Page)`  
`GraphicLine GraphicLines.add ([layer: Layer][, at: LocationOptions=LocationOptions.UNKNOWN][, reference: any][, withProperties: Object])`  
`void Group.move ([to: any][, by: Array of Measurement Unit (Number) [, transformingContent: bool=true]])`  
`any Group.override (destinationPage: Page)`  
`Group Groups.add (groupItems: Array of PageItem[, layer: Layer[, LocationOptions=LocationOptions.UNKNOWN][, reference: any][, withProperties: Object])`

any **Guide.override** (*destinationPage: Page*)  
**HyperlinkExternalPageDestination** **HyperlinkExternalPageDesti**  
     **Page**][, *withProperties: Object*])  
**HyperlinkPageDestination** **HyperlinkPageDestinations.add** ([*des*  
     *withProperties: Object*])  
 void **Image.move** ([*to: any*][, *by: Array of Measurement Unit (N*  
     *transformingContent: bool=true*])  
 any **Image.override** (*destinationPage: Page*)  
 array of **Story Index.generate** ([*on: any*][, *placePoint: Array of N*  
     *or String*)][, *destinationLayer: Layer*][, *autoflowing: bool=*  
     *bool=false*])  
 void **Movie.move** ([*to: any*][, *by: Array of Measurement Unit (N*  
     *transformingContent: bool=true*])  
 any **Movie.override** (*destinationPage: Page*)  
**Movie** **Movies.add** ([*layer: Layer*][, *at: LocationOptions=Locati*  
     *reference: any*][, *withProperties: Object*])  
 void **Oval.move** ([*to: any*][, *by: Array of Measurement Unit (Nu*  
     *transformingContent: bool=true*])  
 any **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*  
     *transformingContent: bool=true*])  
 any **PDF.override** (*destinationPage: Page*)  
 void **PICT.move** ([*to: any*][, *by: Array of Measurement Unit (N*  
     *transformingContent: bool=true*])  
 any **PICT.override** (*destinationPage: Page*)  
**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*  
     *transformingContent: bool=true*])  
 any **PageItem.override** (*destinationPage: Page*)  
**Page** **Pages.add** ([*at: LocationOptions=LocationOptions.UNK*  
     *withProperties: Object*])  
 array of **Page** **Pages.itemByRange** (*from: any, to: any*)  
**Page** **Pages.nextItem** (*obj: Page*)  
**Page** **Pages.previousItem** (*obj: Page*)  
 void **Polygon.move** ([*to: any*][, *by: Array of Measurement Unit*

```

    transformingContent: bool=true])
any Polygon.override (destinationPage: Page)
Polygon Polygons.add ([layer: Layer][, numberOfSides: number
    [, at: LocationOptions=LocationOptions.UNKNOWN][, 1
    withProperties: Object])
void Rectangle.move ([to: any][, by: Array of Measurement Unit
    transformingContent: bool=true])
any Rectangle.override (destinationPage: Page)
Rectangle Rectangles.add ([layer: Layer][, at:
    LocationOptions=LocationOptions.UNKNOWN][, refere
    Object])
Section Sections.add ([reference: Page][, withProperties: Object
void Sound.move ([to: any][, by: Array of Measurement Unit (N
    transformingContent: bool=true])
any Sound.override (destinationPage: Page)
Sound Sounds.add ([layer: Layer][, at: LocationOptions=Locati
    reference: any][, withProperties: Object])
Spread Spread.move ([to: LocationOptions=LocationOptions.A
void TextFrame.move ([to: any][, by: Array of Measurement Ur
    transformingContent: bool=true])
any 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
    transformingContent: bool=true])
any WMF.override (destinationPage: Page)

```

---

**Return** Page Page.duplicate ([to: LocationOptions=LocationOptions.A  
Page Page.move ([to: LocationOptions=LocationOptions.AT\_  
binding: BindingOptions=BindingOptions.DEFAULT\_V/  
Page Pages.add ([at: LocationOptions=LocationOptions.UNK/  
withProperties: Object])  
Page Pages.anyItem ()  
Array of Page Pages.everyItem ()  
Page Pages.firstItem ()  
Page Pages.item (index: any)  
Page Pages.itemByID (id: number)  
Page Pages.itemByName (name: string)

Array of **Page** [Pages.itemByRange](#) (*from: any, to: any*)  
**Page** [Pages.lastItem](#) ()  
**Page** [Pages.middleItem](#) ()  
**Page** [Pages.nextItem](#) (*obj: Page*)  
**Page** [Pages.previousItem](#) (*obj: Page*)



<b>Class</b>
--------------

# PageItem

An item on a page, including rectangles, ellipses, graphic l  
Superclass of [FormField](#), [GraphicLine](#), [Group](#), [Oval](#), [Polyg](#)

**QuickLinks** [addPath](#), [applyObjectStyle](#), [bringForward](#), [bringToFront](#), [c](#)  
[excludeOverlapPath](#), [exportFile](#), [extractLabel](#), [fit](#), [flipItem](#),  
[makeCompoundPath](#), [markup](#), [minusBack](#), [move](#), [override](#)  
[remove](#), [removeOverride](#), [resetScaling](#), [resize](#), [revert](#), [rotat](#)  
[subtractPath](#), [toSource](#), [toSpecifier](#), [transformAgain](#), [transf](#)  
[transformSequenceAgainIndividually](#)

**Hierarchy**

[Button](#) | [Cell](#) | [Character](#) | [Document](#) | [Footnote](#) | [Grap](#)  
[MasterSpread](#) | [Oval](#) | [Page](#) | **PageItem** | [Paragraph](#) | [Po](#)  
[Text](#) | [TextColumn](#) | [TextFrame](#) | [TextSt](#)

**PageItem**

[FormField](#) | [GraphicLine](#) | [Group](#) | [Oval](#)

[AnchoredObjectSetting](#) | [EPS](#) | [Graphic](#) | [GraphicLine](#)  
**PageItem** | [Path](#) | [Polygon](#) | [Rectangle](#) | [Sound](#) | [Textl](#)

Properties	Property	Type
	absoluteHorizontalScale	number
	absoluteRotationAngle	number

	absoluteShearAngle	number
	absoluteVerticalScale	number
	allGraphics	Array of <a href="#">Graphic</a>
	allPageItems	Array of <b>PageItem</b>
	anchoredObjectSettings	<a href="#">AnchoredObjectSetting</a>
	appliedObjectStyle	<a href="#">ObjectStyle</a>
	associatedXMLElement	<a href="#">XMLItem</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_CORNER_EFFECT CornerEffects.INVERSE_ROUND_CORNER_EFFECT CornerEffects.INSET_CORNER_EFFECT CornerEffects.BEVEL_CORNER_EFFECT CornerEffects.FANCY_CORNER_EFFECT
	cornerRadius	number
	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
epss	EPSs
featherCornerType	FeatherCornerType: FeatherCornerType.SHARP FeatherCornerType.ROUND FeatherCornerType.DIFFUSE
featherMode	FeatherMode: FeatherMode.NONE FeatherMode.STANDARD
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number 1000)
fillColor	String Swatch
fillTint	number

gapColor

Swatch

gapTint

number

geometricBounds

Array of Measurement Unit (

	gradientFillAngle	number
	gradientFillLength	Measurement Unit (Number
	gradientFillStart	Array of Measurement Unit (
	gradientStrokeAngle	number
	gradientStrokeLength	Measurement Unit (Number

gradientStrokeStart	Array of Measurement Unit (
graphicLines	GraphicLines
graphics	Graphics
groups	Groups
horizontalScale	number
id	number
images	Images



index	number
isolateBlending	bool
itemLayer	<a href="#">Layer</a>
knockoutGroup	bool
label	string
leftLineEnd	<a href="#">ArrowHead:</a> ArrowHead.NONE ArrowHead.SIMPLE_ARRC ArrowHead.SIMPLE_WIDE ArrowHead.TRIANGLE_AF ArrowHead.TRIANGLE_W ArrowHead.BARBED_ARR ArrowHead.CURVED_ARR ArrowHead.CIRCLE_ARRC ArrowHead.CIRCLE_SOLII ArrowHead.SQUARE_ARR ArrowHead.SQUARE_SOLI ArrowHead.BAR_ARROW_
localDisplaySetting	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIGH DisplaySettingOptions.TYPI DisplaySettingOptions.OPTI DisplaySettingOptions.DEF/

lockState	<a href="#">LockStateValues</a> : LockStateValues.NONE LockStateValues.UNMANA LockStateValues.CHECKED LockStateValues.CHECKED LockStateValues.LOCKED_ LockStateValues.EMBEDDE LockStateValues.MISSING_ LockStateValues.MIXED_LO
locked	bool
miterLimit	number
movies	<a href="#">Movies</a>
nonprinting	bool
opacity	number (range: 0 - 100)
ovals	<a href="#">Ovals</a>
overprintFill	bool

overprintGap	bool
--------------	------

overprintStroke	bool
-----------------	------

overridden	bool
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overriddenMasterPageItem	Graphic Guide Movie <b>PageItem</b> Sound
pageItems	PageItems
parent	Button Cell Character Document Footnote GraphicLine Group InsertionPoint Layer Line MasterSpread Oval Page

	<b>PageItem</b> Paragraph Polygon Rectangle Spread State Story Table Text TextColumn TextFrame TextStyleRange Word XMLElement
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_SOLI ArrowHead.SQUARE_ARR ArrowHead.SQUARE_SOLI ArrowHead.BAR_ARROW_
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	Measurement Unit (Number 144)
shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode:</a>

	ShadowMode.NONE ShadowMode.DROP	
	shadowNoise	number (range: 0 - 100)
	shadowOpacity	number (range: 0 - 100)
	shadowSpread	number (range: 0 - 100)
	shadowXOffset	Measurement Unit (Number -1000 - 1000)
	shadowYOffset	Measurement Unit (Number -1000 - 1000)
	shearAngle	number
	sounds	Sounds

strokeAlignment	<a href="#">StrokeAlignment</a> : StrokeAlignment.CENTER_ StrokeAlignment.INSIDE_A StrokeAlignment.OUTSIDE_
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment</a> : StrokeCornerAdjustment.NC StrokeCornerAdjustment.DA StrokeCornerAdjustment.GA StrokeCornerAdjustment.DA
strokeDashAndGap	Array of Measurement Unit (
strokeTint	number



	strokeType	<a href="#">StrokeStyle</a>
	strokeWeight	Measurement Unit (Number
	textFrames	<a href="#">TextFrames</a>
	textPaths	<a href="#">TextPaths</a>
	textWrapPreferences	<a href="#">TextWrapPreference</a>
	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 PageItem with (with) intersect.

Parameter	Type
with	Array of <b>PageItem</b>

**void applyObjectStyle** (**using**: **ObjectStyle**[], **clearingOver**  
**clearingOverridesThroughRootObjectStyle**: *bool=false*)

Applies the specified object style.

Parameter	Type
using	<b>ObjectStyle</b>
clearingOverrides	bool
clearingOverridesThroughRootObjectStyle	bool

**void bringForward** ()

Brings the PageItem forward one level in its layer.

**void bringToFront** ()

Brings the PageItem to the front.

**bool checkIn ()**

Checks in the story.

**bool checkOut ()**

Checks out the story.

**void detach ()**

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([**by**: Array of *Measurement Unit* (Number or String)])  
Duplicates the PageItem.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount of times to duplicate the format [1]

**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**: bool])  
Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export format. Can be any of the values in the <a href="#">ExportFormat</a> enum.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user for options. (Default: <b>false</b> )
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 FitOptions.FILL_PROPORTIONALLY

**void flipItem** (given: [FlipItemOptions](#)[], around: *any*[], transformingContent: *bool*)  
Flip item about given axis

Parameter	Type	Default
given	<a href="#">FlipItemOptions</a> : FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH	FlipItemOptions.HORIZONTAL
around	<a href="#">AnchorPoint</a> Array of 2 Units	AnchorPoint.TOP_LEFT
transformingContent	bool	false

Array of [Object](#) **getElements** ()  
Resolves the object specifier, creating an array of object references

**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 <a href="#">PageItem</a>	The object to intersect with

**PageItem makeCompoundPath** (**with**: Array of **PageItem**)  
Creates a compound path by combining the path(s) of the l

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The other objects who

**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 overlap

Parameter	Type	Des
with	Array of <a href="#">PageItem</a>	The

**void move** ([**to**: any][, **by**: Array of *Measurement Unit* (*Num*  
*bool*=**true**)])

Move Page Item to a new location. One of the 'To' or 'By' p

Parameter	Type	Descr
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	The n Units,
by	Array of Measurement Unit (Number or String)	Amou curren
transformingContent	bool	If true move

**any override** (**destinationPage**: [Page](#))

Overrides a master page item and places the item on the dc

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that cont

**any place** (**fileName**: *File*[, **showingOptions**: *bool*=**false**][,

Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the impo
withProperties	Object	Initial values for properties c

**void placeXML** ([using: XElement](#))

Places XML content into the specified object. Note: Repla

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML element v

Array of [PageItem](#) **releaseCompoundPath** ()

Releases a compound path.

**void remove** ()

Deletes the PageItem.

**void removeOverride** ()

Removes the override from a previously overridden master

**void resetScaling** ()

Resets the PageItem's scaling to 100%. Note: This does no  
the current size of the PageItem the basis for future scaling

**void resize** ([[horizontalScale: number](#)][, [verticalScale: num](#)  
[bool=false](#)][, [transformingContent: bool=true](#)][, [considerin](#)

Resize the page item. You must specify either horizontal sc

Parameter	Type	Description
horizontalScale	number	The percentage o
verticalScale	number	The percentage o
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scal AnchorPoint enu
consideringCurrentScale	bool	If true then the ol combined. If fals is false. (Optiona

transformingContent	bool	If true then both 1 (default: <b>true</b> )
consideringParentsScale	bool	If true then the ol false it is scaled 1

**bool revert ()**

Reverts the document to its state at the last save operation.

**void rotate** (*by: number*[, *around: any*][, *consideringCurre*  
*bool=true*][, *consideringParentsRotation: bool=false*])

Rotate the page item

Parameter	Type	Description
by	number	Angle by whi
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to r AnchorPoint o
consideringCurrentRotation	bool	If true then th combined. If 1 value is false.
transformingContent	bool	If true then bc (Optional) (de
consideringParentsRotation	bool	If true then th If false it is ro considering cu both set at the

**void select** ([*existingSelection: SelectionOptions=Selectio*  
Selects the object.

Parameter	Type	
existingSelection	<a href="#">SelectionOptions</a> : SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	7 F S

**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*][, **shearAxisAngle**: *number*][, **transformingContent**: *bool*=**true**][, **consideringParentsShear**: *bool*])  
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. (Optional) (default is 0,0)
shearAxisAngle	number	The amount that the shear axis is rotated from its horizontal axis. (Optional) (default is 0)
consideringCurrentShear	bool	If true then the current shear is combined. If false it is sheared without considering current shear. (Optional) (default is true)
transformingContent	bool	If true then both the page item and its content are sheared. (Optional) (default is true)
consideringParentsShear	bool	If true then the page item is sheared considering the current shear. If false it is sheared without considering current shear at the same time. (Optional) (default is true)

**Asset store** (**using**: [Library](#))

Store a page item in a library

Parameter	Type	Description
using	<a href="#">Library</a>	The library to store the page item in

**PageItem subtractPath** (**with**: Array of **PageItem**)

Creates a new page item by subtracting the overlapping area from the page item

Parameter	Type
with	Array of <a href="#">PageItem</a>



**string toSource ()**

Generates a string which, if executed, will return the PageItem

**string toSpecifier ()**

Retrieves the object specifier.

Array of **string transformAgain ()**

Transforms the PageItem using the last transformation performed: moving, rotating, shearing, scaling, and flipping.

Array of **string transformAgainIndividually ()**

Transforms the PageItem using the last transformation performed: moving, rotating, shearing, scaling, and flipping.

Array of **string transformSequenceAgain ()**

Transforms the PageItem using the last sequence of transformations performed at the same time on any group of objects. Transforms: moving, scaling, and flipping.

Array of **string transformSequenceAgainIndividually ()**

Transforms the PageItem using the last sequence of transformations performed at the same time on any group of objects. Transforms: moving, scaling, and flipping.

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<b>Element of</b>	<a href="#">AssignedStory</a> .storyReference <a href="#">Button</a> .allPageItems <a href="#">Button</a> .overriddenMasterPageItem <a href="#">Cell</a> .allPageItems <a href="#">Character</a> .allPageItems <a href="#">DataMergeImagePlaceholder</a> .placeholderPageItem <a href="#">Document</a> .allPageItems <a href="#">EPS</a> .overriddenMasterPageItem <a href="#">Footnote</a> .allPageItems <a href="#">FormField</a> .allPageItems <a href="#">FormField</a> .overriddenMasterPageItem <a href="#">Graphic</a> .overriddenMasterPageItem <a href="#">GraphicLine</a> .allPageItems <a href="#">GraphicLine</a> .overriddenMasterPageItem <a href="#">Group</a> .allPageItems <a href="#">Group</a> .overriddenMasterPageItem <a href="#">Guide</a> .overriddenMasterPageItem
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[HyperlinkPageItemSource](#).sourcePageItem  
[Image](#).overriddenMasterPageItem  
[InsertionPoint](#).allPageItems  
[Layer](#).allPageItems  
[Line](#).allPageItems  
[MasterSpread](#).allPageItems  
[Movie](#).overriddenMasterPageItem  
[Oval](#).allPageItems  
[Oval](#).overriddenMasterPageItem  
[PDF](#).overriddenMasterPageItem  
[PICT](#).overriddenMasterPageItem  
[Page](#).allPageItems  
[PageItem](#).allPageItems  
[PageItem](#).overriddenMasterPageItem  
[Paragraph](#).allPageItems  
[Polygon](#).allPageItems  
[Polygon](#).overriddenMasterPageItem  
[Rectangle](#).allPageItems  
[Rectangle](#).overriddenMasterPageItem  
[Sound](#).overriddenMasterPageItem  
[Spread](#).allPageItems  
[Story](#).allPageItems  
[Table](#).allPageItems  
[Text](#).allPageItems  
[TextColumn](#).allPageItems  
[TextFrame](#).allPageItems  
[TextFrame](#).overriddenMasterPageItem  
[TextStyleRange](#).allPageItems  
[WMF](#).overriddenMasterPageItem  
[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](#))  
[Text](#) [Character.move](#) ([to](#): [LocationOptions](#)[], [reference](#): any  
[DataMergeImagePlaceholder](#) [DataMergeImagePlaceholder](#)

DataMergeField[, **withProperties**: Object])  
**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**: LocationOptions=**LocationOptions.UNKNOWN**)[, 1]  
 HyperlinkPageItemSource HyperlinkPageItemSources.add  
 Text InsertionPoint.move (**to**: LocationOptions[, **reference**: any])  
 Text Line.move (**to**: LocationOptions[, **reference**: any])  
**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**)  
 array of **PageItem** PageItems.itemByRange (**from**: any, **to**: any)  
**PageItem** PageItems.nextItem (**obj**: **PageItem**)  
**PageItem** PageItems.previousItem (**obj**: **PageItem**)

Text Paragraph.move (to: LocationOptions[, reference: any])  
 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)  
 Text Story.move (to: LocationOptions[, reference: any])  
 Text Text.move (to: LocationOptions[, reference: any])  
 Text TextColumn.move (to: LocationOptions[, reference: any])  
 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)  
 Text TextStyleRange.move (to: LocationOptions[, reference: any])  
 Text Word.move (to: LocationOptions[, reference: any])  
 void XMLElement.markup (using: any)  
 void XMLElement.placeXML (using: any)  
 XMLElement XMLElements.add (markupTag: any[, xmlContent: any])

**Return** PageItem Button.addPath (with: Array of PageItem)  
 PageItem Button.duplicate ([by: Array of Measurement Units])  
 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)  
 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** EPS.duplicate ([by: Array of Measurement Unit])  
**PageItem** FormField.addPath (with: Array of **PageItem**)  
**PageItem** FormField.duplicate ([by: Array of Measurement Unit])  
**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**)  
 Array of **PageItem** FormField.releaseCompoundPath ()  
**PageItem** FormField.subtractPath (with: Array of **PageItem**)  
**PageItem** Graphic.duplicate ([by: Array of Measurement Unit])  
**PageItem** GraphicLine.addPath (with: Array of **PageItem**)  
**PageItem** GraphicLine.duplicate ([by: Array of Measurement Unit])  
**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**)  
 Array of **PageItem** GraphicLine.releaseCompoundPath ()  
**PageItem** GraphicLine.subtractPath (with: Array of **PageItem**)  
**PageItem** Group.addPath (with: Array of **PageItem**)  
**PageItem** Group.duplicate ([by: Array of Measurement Unit])  
**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**)  
 Array of **PageItem** Group.releaseCompoundPath ()  
**PageItem** Group.subtractPath (with: Array of **PageItem**)  
**PageItem** Image.duplicate ([by: Array of Measurement Unit])  
 Array of **PageItem** InsertionPoint.createOutlines ([deleteOriginal: boolean])  
 Array of **PageItem** Line.createOutlines ([deleteOriginal: boolean])  
**PageItem** Oval.addPath (with: Array of **PageItem**)  
**PageItem** Oval.duplicate ([by: Array of Measurement Unit])  
**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**)  
 Array of **PageItem** Oval.releaseCompoundPath ()  
**PageItem** Oval.subtractPath (with: Array of **PageItem**)  
**PageItem** PDF.duplicate ([by: Array of Measurement Unit])

**PageItem** **PICT**.duplicate ([by: Array of *Measurement Unit*)  
**PageItem** **PageItem**.addPath (with: Array of **PageItem**)  
**PageItem** **PageItem**.duplicate ([by: Array of *Measurement Unit*)  
**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**)  
Array of **PageItem** **PageItem**.releaseCompoundPath ()  
**PageItem** **PageItem**.subtractPath (with: Array of **PageItem**)  
**PageItem** **PageItems**.anyItem ()  
Array of **PageItem** **PageItems**.everyItem ()  
**PageItem** **PageItems**.firstItem ()  
**PageItem** **PageItems**.item (index: any)  
**PageItem** **PageItems**.itemByID (id: number)  
**PageItem** **PageItems**.itemByName (name: string)  
Array of **PageItem** **PageItems**.itemByRange (from: any, to: any)  
**PageItem** **PageItems**.lastItem ()  
**PageItem** **PageItems**.middleItem ()  
**PageItem** **PageItems**.nextItem (obj: **PageItem**)  
**PageItem** **PageItems**.previousItem (obj: **PageItem**)  
Array of **PageItem** **Paragraph**.createOutlines ([deleteOriginal: boolean])  
**PageItem** **Polygon**.addPath (with: Array of **PageItem**)  
**PageItem** **Polygon**.duplicate ([by: Array of *Measurement Unit*)  
**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**)  
Array of **PageItem** **Polygon**.releaseCompoundPath ()  
**PageItem** **Polygon**.subtractPath (with: Array of **PageItem**)  
**PageItem** **Rectangle**.addPath (with: Array of **PageItem**)  
**PageItem** **Rectangle**.duplicate ([by: Array of *Measurement Unit*)  
**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**)  
Array of **PageItem** **Rectangle**.releaseCompoundPath ()  
**PageItem** **Rectangle**.subtractPath (with: Array of **PageItem**)  
Array of **PageItem** **Row**.createOutlines ([deleteOriginal: boolean])  
Array of **PageItem** **Story**.createOutlines ([deleteOriginal: boolean])



Array of **PageItem** [Table.createOutlines](#) ([[deleteOriginal](#): *boolean*])  
 Array of **PageItem** [Text.createOutlines](#) ([[deleteOriginal](#): *boolean*])  
 Array of **PageItem** [TextColumn.createOutlines](#) ([[deleteOriginal](#): *boolean*])  
**PageItem** [TextFrame.addPath](#) ([with](#): Array of **PageItem**)  
 Array of **PageItem** [TextFrame.createOutlines](#) ([[deleteOriginal](#): *boolean*])  
**PageItem** [TextFrame.duplicate](#) ([[by](#): Array of *MeasurementUnit*])  
**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**)  
 Array of **PageItem** [TextFrame.releaseCompoundPath](#) ()  
**PageItem** [TextFrame.subtractPath](#) ([with](#): Array of **PageItem**)  
 Array of **PageItem** [TextStyleRange.createOutlines](#) ([[deleteOriginal](#): *boolean*])  
**PageItem** [WMF.duplicate](#) ([[by](#): Array of *MeasurementUnit*])  
 Array of **PageItem** [Word.createOutlines](#) ([[deleteOriginal](#): *boolean*])

<b>Class</b>
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# 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** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[PageItem](#) **anyItem** ()

Returns any PageItem in the collection.

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

Displays the number of elements in the PageItem.

Array of [PageItem](#) **everyItem** ()

Returns every PageItem in the collection.

[PageItem](#) **firstItem** ()

Returns the first PageItem in the collection.

[PageItem](#) **item** ([index](#): *any*)

Returns the PageItem with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[PageItem](#) **itemByID** ([id](#): *number*)

Returns the PageItem with the specified ID.

Parameter	Type	Description
id	number	The ID.

**PageItem** **itemByName** (*name: string*)

Returns the PageItem with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **PageItem** **itemByRange** (*from: any, to: any*)

Returns the PageItems within the specified range.

Parameter	Type	Description
from	Long <b>PageItem</b> String	The PageItem, index, or name at the beginning of the range. Can accept: PageItem, Long or String.
to	Long <b>PageItem</b> String	The PageItem, index, or name at the end of the range. Can accept: PageItem, Long or String.

**PageItem** **lastItem** ()

Returns the last PageItem in the collection.

**PageItem** **middleItem** ()

Returns the middle PageItem in the collection.

**PageItem** **nextItem** (*obj: PageItem*)

Returns the PageItem whose index follows the specified PageItem in the collection.

Parameter	Type	Description
obj	<b>PageItem</b>	The PageItem whose index comes before the desired PageItem.

**PageItem** **previousItem** (*obj: PageItem*)

Returns the PageItem with the index previous to the specified index.

Parameter	Type	Description
obj	<b>PageItem</b>	The index of the PageItem that follows the desired

	PageItem.
	<b>string toSource ()</b> Generates a string which, if executed, will return the PageItem.
<b>Element of</b>	<a href="#">Button</a> .pageItems <a href="#">Cell</a> .pageItems <a href="#">Character</a> .pageItems <a href="#">Document</a> .pageItems <a href="#">Footnote</a> .pageItems <a href="#">GraphicLine</a> .pageItems <a href="#">Group</a> .pageItems <a href="#">InsertionPoint</a> .pageItems <a href="#">Layer</a> .pageItems <a href="#">Line</a> .pageItems <a href="#">MasterSpread</a> .pageItems <a href="#">Oval</a> .pageItems <a href="#">Page</a> .masterPageItems <a href="#">Page</a> .pageItems <a href="#">PageItem</a> .pageItems <a href="#">Paragraph</a> .pageItems <a href="#">Polygon</a> .pageItems <a href="#">Rectangle</a> .pageItems <a href="#">Spread</a> .pageItems <a href="#">State</a> .pageItems <a href="#">Story</a> .pageItems <a href="#">Table</a> .pageItems <a href="#">Text</a> .pageItems <a href="#">TextColumn</a> .pageItems <a href="#">TextFrame</a> .pageItems <a href="#">TextStyleRange</a> .pageItems <a href="#">Word</a> .pageItems <a href="#">XMLElement</a> .pageItems
<b>Used in:</b>	bool <a href="#">Book.packageForGoLive</a> ( <a href="#">location</a> : <i>File</i> [], <a href="#">objects</a> : Array of <i>any</i> ) bool <a href="#">Document.packageForGoLive</a> ( <a href="#">location</a> : <i>File</i> [], <a href="#">objects</a> : Array of <i>any</i> )

[Asset Library.store](#) ([using](#): Array of *any*)

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[Contents](#) :: [Index](#)

<b>Class</b>
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# Pages

A collection of pages.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [total](#)

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

Methods

Instances

[Page](#) **add** ([[at](#): [LocationOptions](#)=[LocationOptions.UNKNOWN](#)]  
[withProperties](#): *Object*])  
Creates a new page.

Parameter	Type	Description
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>	The locati relative to or within spread. (C <b>Location</b>
reference	<a href="#">Document</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	The refer Required value spec Can accep MasterSp (Optional
withProperties	<i>Object</i>	Initial val the new P

[Page](#) **anyItem** ()  
Returns any Page in the collection.

[number](#) **count** ()  
Displays the number of elements in the Page.

Array of [Page](#) **everyItem** ()

Returns every Page in the collection.

[Page](#) **firstItem** ()

Returns the first Page in the collection.

[Page](#) **item** (*index: any*)

Returns the Page with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long

[Page](#) **itemByID** (*id: number*)

Returns the Page with the specified ID.

Parameter	Type	Description
id	number	The ID.

[Page](#) **itemByName** (*name: string*)

Returns the Page with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [Page](#) **itemByRange** (*from: any, to: any*)

Returns the Pages within the specified range.

Parameter	Type	Description
from	Long <a href="#">Page</a> String	The Page, index, or name at the beginning accept: Page, Long or String.
to	Long <a href="#">Page</a> String	The Page, index, or name at the end of the Page, Long or String.

[Page](#) **lastItem** ()

Returns the last Page in the collection.

[Page](#) **middleItem** ()

Returns the middle Page in the collection.

### [Page](#) **nextItem** ([obj](#): [Page](#))

Returns the Page whose index follows the specified Page in the

Parameter	Type	Description
obj	<a href="#">Page</a>	The Page whose index comes before the

### [Page](#) **previousItem** ([obj](#): [Page](#))

Returns the Page with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Page</a>	The index of the Page that follows the c

### [string](#) **toSource** ()

Generates a string which, if executed, will return the Page.

**Element of** [Document](#).pages  
[MasterSpread](#).pages  
[Spread](#).pages

**Used in:** bool [Book.packageForGoLive](#) ([location](#): *File*[], [objects](#): Array of  
bool [Document.packageForGoLive](#) ([location](#): *File*[], [objects](#): Arr



<b>Class</b>
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# Path

A path.

**QuickLinks** [getElements](#), [remove](#), [reverse](#), [toSource](#), [toSpecifier](#)

## 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 the path points to, including the path points, including the anchor points, including the left- and right-direction points. When creating a path using this property, you must supply either the anchor point coordinates or the left-direction and right-direction point coordinates. For example, ([x1, y1], [x2, y2], [x3, y3], [x4, y4], [x5, y5], [x6, y6], ...). Note: For a path that has only anchor points, the results in a path are the same as the results in a path that has only anchor points.

				<p>which all of points are connected with straight segments; specify the position and right-direction of points specifying curved line segments.</p> <p>Can return:</p> <p>Arrays of 2</p>
index	number	readonly		The index of the object within its container 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 container object (a PageItem, Oval, Rectangle, GraphicLine, TextFrame, ClippingPathSettings, or TextWrapPreference).
pathPoints	<a href="#">PathPoints</a>	readonly		A collection of points.
pathType	<a href="#">PathType</a> : <a href="#">PathType.OPEN_PATH</a> <a href="#">PathType.CLOSED_PATH</a>	r/w		The path type.
properties	Object	r/w		A property that allows setting several properties at the same time.

## Methods [Instances](#)

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of object references.

[void](#) **remove ()**

Deletes the Path.

**void reverse ()**

Reverses the path.

**string toSource ()**

Generates a string which, if executed, will return the Path.

**string toSpecifier ()**

Retrieves the object specifier.

---

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

---

**Used in:** array of **Path** [Paths.itemByRange](#) (*from: any, to: any*)  
**Path** [Paths.nextItem](#) (*obj: Path*)  
**Path** [Paths.previousItem](#) (*obj: Path*)

---

**Return** **Path** [Paths.add](#) (*[withProperties: Object]*)  
**Path** [Paths.anyItem](#) ()  
Array of **Path** [Paths.everyItem](#) ()  
**Path** [Paths.firstItem](#) ()  
**Path** [Paths.item](#) (*index: any*)  
**Path** [Paths.itemByName](#) (*name: string*)  
Array of **Path** [Paths.itemByRange](#) (*from: any, to: any*)  
**Path** [Paths.lastItem](#) ()  
**Path** [Paths.middleItem](#) ()  
**Path** [Paths.nextItem](#) (*obj: Path*)  
**Path** [Paths.previousItem](#) (*obj: Path*)

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<b>Class</b>
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# PathPoint

A path point of a path.

**QuickLinks** [getElements](#), [remove](#), [toSource](#), [toSpecifier](#)

## Hierarchy

Path

PathPoint

## Properties

Property	Type	Access	Desc
anchor	Array of Measurement Unit (Number or String)	r/w	The locat the p point page. form y].
index	number	readonly	The i of the Pathl withi conta objec
leftDirection	Array of Measurement Unit (Number or String)	r/w	The l direc point contr curve line segm prece the p point path, form

				y].
parent	<a href="#">Path</a>	readonly	The j of the Pathl Path)	
pointType	<a href="#">PointType:</a> 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 r direc point contr curve line segrn follo the p point path, form y].	

**Methods** **Instances**

Array of [Object](#) **getElements ()**  
Resolves the object specifier, creating an array of object references.

[void](#) **remove ()**

Deletes the PathPoint.

**string toSource ()**

Generates a string which, if executed, will return the Path

**string toSpecifier ()**

Retrieves the object specifier.

---

**Used in:** array of **PathPoint** **PathPoints.itemByRange** (**from:** *any*,  
**PathPoint** **PathPoints.nextItem** (**obj:** **PathPoint**)  
**PathPoint** **PathPoints.previousItem** (**obj:** **PathPoint**)

---

**Return** **PathPoint** **PathPoints.add** ([**withProperties:** *Object*])  
**PathPoint** **PathPoints.anyItem** ()  
Array of **PathPoint** **PathPoints.everyItem** ()  
**PathPoint** **PathPoints.firstItem** ()  
**PathPoint** **PathPoints.item** (**index:** *any*)  
**PathPoint** **PathPoints.itemByName** (**name:** *string*)  
Array of **PathPoint** **PathPoints.itemByRange** (**from:** *any*,  
**PathPoint** **PathPoints.lastItem** ()  
**PathPoint** **PathPoints.middleItem** ()  
**PathPoint** **PathPoints.nextItem** (**obj:** **PathPoint**)  
**PathPoint** **PathPoints.previousItem** (**obj:** **PathPoint**)

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<b>Class</b>
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# PathPoints

A collection of path points.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[PathPoint](#) **anyItem** ()

Returns any PathPoint in the collection.

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

Displays the number of elements in the PathPoint.

Array of [PathPoint](#) **everyItem** ()

Returns every PathPoint in the collection.

[PathPoint](#) **firstItem** ()

Returns the first PathPoint in the collection.

[PathPoint](#) **item** ([index: any](#))

Returns the PathPoint with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can accept:

String Long or String.

**PathPoint** **itemByName** (*name: string*)

Returns the PathPoint with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **PathPoint** **itemByRange** (*from: any, to: any*)

Returns the PathPoints within the specified range.

Parameter	Type	Description
from	Long <b>PathPoint</b> String	The PathPoint, index, or name at the beginning of the range. Can accept: PathPoint, Long or String.
to	Long <b>PathPoint</b> String	The PathPoint, index, or name at the end of the range. Can accept: PathPoint, Long or String.

**PathPoint** **lastItem** ()

Returns the last PathPoint in the collection.

**PathPoint** **middleItem** ()

Returns the middle PathPoint in the collection.

**PathPoint** **nextItem** (*obj: PathPoint*)

Returns the PathPoint whose index follows the specified PathPoint in the collection.

Parameter	Type	Description
obj	<b>PathPoint</b>	The PathPoint whose index comes before the desired PathPoint.

**PathPoint** **previousItem** (*obj: PathPoint*)

Returns the PathPoint with the index previous to the specified index.

Parameter	Type	Description

	obj	<a href="#">PathPoint</a>	The index of the PathPoint that follows the desired PathPoint.
	<a href="#">string toSource ()</a> Generates a string which, if executed, will return the PathPoint.		
	<b>Element of</b> <a href="#">Path</a> .pathPoints		
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<b>Class</b>
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# Paths

A collection of paths.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**Path** [anyItem](#) ()

Returns any Path in the collection.

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

Displays the number of elements in the Path.

Array of **Path** [everyItem](#) ()

Returns every Path in the collection.

**Path** [firstItem](#) ()

Returns the first Path in the collection.

**Path** [item](#) ([index](#): *any*)

Returns the Path with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Path** [itemByName](#) ([name](#): *string*)

Returns the Path with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [Path](#) **itemByRange** (*from: any, to: any*)

Returns the Paths within the specified range.

Parameter	Type	Description
from	Long <a href="#">Path</a> String	The Path, index, or name at the beginning of the range. Can accept: Path, Long or String.
to	Long <a href="#">Path</a> String	The Path, index, or name at the end of the range. Can accept: Path, Long or String.

[Path](#) **lastItem** ()

Returns the last Path in the collection.

[Path](#) **middleItem** ()

Returns the middle Path in the collection.

[Path](#) **nextItem** (*obj: [Path](#)*)

Returns the Path whose index follows the specified Path in the collection.

Parameter	Type	Description
obj	<a href="#">Path</a>	The Path whose index comes before the desired Path.

[Path](#) **previousItem** (*obj: [Path](#)*)

Returns the Path with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Path</a>	The index of the Path that follows the desired Path.

[string](#) **toSource** ()

Generates a string which, if executed, will return the Path.

<b>Element of</b>	<a href="#">ClippingPathSettings.paths</a> <a href="#">GraphicLine.paths</a> <a href="#">Oval.paths</a> <a href="#">PageItem.paths</a> <a href="#">Polygon.paths</a> <a href="#">Rectangle.paths</a> <a href="#">TextFrame.paths</a> <a href="#">TextWrapPreference.paths</a>
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<b>Class</b>
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# Polygon

A polygon. Any shape that is not a rectangle, ellipse, or graph creates a regular polygon based on the current polygon prefer

**QuickLinks** [addPath](#), [applyObjectStyle](#), [bringForward](#), [bringToFront](#), [checkExcludeOverlapPath](#), [exportFile](#), [extractLabel](#), [fit](#), [flipItem](#), [getMakeCompoundPath](#), [markup](#), [minusBack](#), [move](#), [override](#), [place](#), [remove](#), [removeOverride](#), [resetScaling](#), [resize](#), [revert](#), [rotate](#), [subtractPath](#), [toSource](#), [toSpecifier](#), [transformAgain](#), [transformSequenceAgainIndividually](#)

**Hierarchy**

Button | Cell | Character | Document | Footnote | Graphic | MasterSpread | Oval | Page | PageItem | Paragraph | **Polygon** | Text | TextColumn | TextFrame | TextFrameText

PageItem

Polygon

AnchoredObjectSetting | EPS | Graphic | GraphicLine | GraphicText | PageItem | Path | **Polygon** | Rectangle | Sound | TextFrameText

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>
anchoredObjectSettings	<a href="#">AnchoredObjectSetting</a>
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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_CORNEI 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	EPSs
featherCornerType	FeatherCornerType: FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
featherMode	FeatherMode: FeatherMode.NONE FeatherMode.STANDARD
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number or % 1000)
fillColor	String Swatch
fillTint	number

gapColor

Swatch

gapTint

number

geometricBounds

Array of Measurement Unit (Nu

	gradientFillAngle	number
	gradientFillLength	Measurement Unit (Number or %)
	gradientFillStart	Array of Measurement Unit (Number or %)
	gradientStrokeAngle	number
	gradientStrokeLength	Measurement Unit (Number or %)

gradientStrokeStart	Array of Measurement Unit (Nu
graphicLines	GraphicLines
graphics	Graphics
groups	Groups
horizontalScale	number
id	number
images	Images



index	number
isolateBlending	bool
itemLayer	<a href="#">Layer</a>
knockoutGroup	bool
label	string
leftLineEnd	<a href="#">ArrowHead:</a> ArrowHead.NONE ArrowHead.SIMPLE_ARROW ArrowHead.SIMPLE_WIDE_ARROW ArrowHead.TRIANGLE_ARROW ArrowHead.TRIANGLE_WIDE_ARROW ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW ArrowHead.CIRCLE_SOLID_ARROW ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID_ARROW ArrowHead.BAR_ARROW_HEAD
localDisplaySetting	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIGH_CONTRAST DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZED DisplaySettingOptions.DEFAULT

lockState	<a href="#">LockStateValues:</a> LockStateValues.NONE LockStateValues.UNMANAGE LockStateValues.CHECKED_IF LockStateValues.CHECKED_O LockStateValues.LOCKED_ST LockStateValues.EMBEDDED_ LockStateValues.MISSING_LO LockStateValues.MIXED_LOC
locked	bool
miterLimit	number
movies	<a href="#">Movies</a>
nonprinting	bool
opacity	number (range: 0 - 100)
ovals	<a href="#">Ovals</a>
overprintFill	bool

overprintGap	bool
overprintStroke	bool
overridden	bool

	<div>overriddenMasterPageItem</div> <div>Graphic Guide Movie PageItem Sound</div>
	<div>pageItems</div> <div>PageItems</div>
	<div>parent</div> <div>Button Cell Character Document Footnote GraphicLine Group InsertionPoint Layer Line MasterSpread Oval Page PageItem</div>

	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_ARRO ArrowHead.TRIANGLE_WIDE ArrowHead.BARBED_ARROV ArrowHead.CURVED_ARROV

	ArrowHead.CIRCLE_ARROW ArrowHead.CIRCLE_SOLID_ARROW ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID_ARROW ArrowHead.BAR_ARROWHEAD
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	Measurement Unit (Number or 144)
shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP

	shadowNoise	number (range: 0 - 100)
	shadowOpacity	number (range: 0 - 100)
	shadowSpread	number (range: 0 - 100)
	shadowXOffset	Measurement Unit (Number or % -1000 - 1000)
	shadowYOffset	Measurement Unit (Number or % -1000 - 1000)
	shearAngle	number
	sounds	<a href="#">Sounds</a>

strokeAlignment	<a href="#">StrokeAlignment:</a> StrokeAlignment.CENTER_AL StrokeAlignment.INSIDE_ALI StrokeAlignment.OUTSIDE_AI
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment:</a> StrokeCornerAdjustment.NONE StrokeCornerAdjustment.DASH StrokeCornerAdjustment.GAPS StrokeCornerAdjustment.DASH
strokeDashAndGap	Array of Measurement Unit (Nu
strokeTint	number



strokeType	<a href="#">StrokeStyle</a>
strokeWeight	Measurement Unit (Number or %)
textFrames	<a href="#">TextFrames</a>
textPaths	<a href="#">TextPaths</a>
textWrapPreferences	<a href="#">TextWrapPreference</a>
verticalScale	number
visibleBounds	Array of Measurement Unit (Number or %)

wmfs

WMFs

## 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 <b>PageItem</b>

**void** **applyObjectStyle** (**using**: **ObjectStyle**[, **clearingOverrides**: **ObjectStyle**], **clearingOverridesThroughRootObjectStyle**: *bool=false*)

Applies the specified object style.

Parameter	Type	Default
using	<b>ObjectStyle</b>	The object style to apply.
clearingOverrides	bool	If true, the object style overrides are cleared. Default is <b>false</b> .
clearingOverridesThroughRootObjectStyle	bool	If true, the object style overrides are cleared through the root object style. Default is <b>false</b> .

**void** **bringForward** ()

Brings the Polygon forward one level in its layer.

**void** **bringToFront** ()

Brings the Polygon to the front.

**bool** **checkIn** ()

Checks in the story.

**bool checkOut ()**

Checks out the story.

**void detach ()**

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([**by**: Array of *Measurement Unit (Number or String)*])  
Duplicates the Polygon.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount of units to duplicate in format [x, y]

**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 <b>PageItem</b>

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

Parameter	Type	Description
format	<b>ExportFormat</b> String	The export format. Can be any of the following: PDF, SVG, EPS, etc.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user for options. (default: <b>false</b> )
using	<b>PDFExportPreset</b>	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
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Parameter	Type
given	<a href="#">FitOptions</a> : FitOptions.CONTENT_TO_FRAME FitOptions.CENTER_CONTENT FitOptions.PROPORTIONALLY FitOptions.FRAME_TO_CONTENT FitOptions.FILL_PROPORTIONALLY

**void flipItem** ([given](#): [FlipItemOptions](#)[], [around](#): *any*)[, [transformingContent](#): bool]  
Flip item about given axis

Parameter	Type	Description
given	<a href="#">FlipItemOptions</a> : FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH	flip
around	<a href="#">AnchorPoint</a> Array of 2 Units	The Uni
transformingContent	bool	If tr flip

Array of [Object](#) **getElements** ()  
Resolves the object specifier, creating an array of object refer

**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 Polygon with other  
intersect.

Parameter	Type	Description
with	Array of <a href="#">PageItem</a>	The objec

**PageItem makeCompoundPath** (**with**: Array of **PageItem**)

Creates a compound path by combining the path(s) of the Pol

Parameter	Type	Description
with	Array of <b>PageItem</b>	The other objects whose p

**void markup** (**using**: **XMLElement**)

Associates the page item with the specified XML element wh

Parameter	Type
using	<b>XMLElement</b>

**PageItem minusBack** (**with**: Array of **PageItem**)

Creates a new page item by reverse subtracting the overlappir

Parameter	Type	Descripti
with	Array of <b>PageItem</b>	The ob

**void move** ([**to**: any][, **by**: Array of *Measurement Unit* (*Number* **bool**=**true**)])

Move Page Item to a new location. One of the 'To' or 'By' para

Parameter	Type	Descript
to	Array of 2 Units <b>Layer</b> <b>Page</b> <b>Spread</b>	The new Units, Sp
by	Array of <i>Measurement Unit</i> ( <i>Number</i> or <i>String</i> )	Amount current p
transformingContent	bool	If true th moved ((

**any override** (**destinationPage**: **Page**)

Overrides a master page item and places the item on the docu

Parameter	Type	Description
destinationPage	<b>Page</b>	The document page that contain

**any place** (**fileName**: *File*[, **showingOptions**: *bool*=**false**][, **wi**

Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the import o
withProperties	Object	Initial values for properties of tl

**void placeXML** (using: [XMLElement](#))

Places XML content into the specified object. Note: Replaces

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML element whc

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 cha  
the current size of the Polygon the basis for future scaling.

**void resize** ([[horizontalScale](#): number][, [verticalScale](#): numbe  
[bool](#)=false][, [transformingContent](#): [bool](#)=true][, [consideringP](#)

Resize the page item. You must specify either horizontal scale

Parameter	Type	Description
horizontalScale	number	The percentage of h
verticalScale	number	The percentage of v
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale ar AnchorPoint enume
consideringCurrentScale	bool	If true then the objec combined. If false th is false. (Optional) (

transformingContent	bool	If true then both the (default: <b>true</b> )
consideringParentsScale	bool	If true then the object false it is scaled rela

### bool revert ()

Reverts the document to its state at the last save operation.

**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
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to rotate AnchorPoint enumeration
consideringCurrentRotation	bool	If true then the object combined. If false value is false. (Optional)
transformingContent	bool	If true then both the (Optional) (default: true)
consideringParentsRotation	bool	If true then the object If false it is rotated considering current both set at the same

**void select** ([*existingSelection: SelectionOptions=SelectionOptions.ADD\_TO*])  
Selects the object.

Parameter	Type	Description
existingSelection	<a href="#">SelectionOptions</a> : SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The previous selection <b>Select</b>

### 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*][, *shearAxisAngle: number*[, *transformingContent: bool=true*][, *consideringParentsShear: bool*])  
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 a AnchorPoint enum
shearAxisAngle	number	The amount that the its horizontal axis. If (Optional) (default: 0)
consideringCurrentShear	bool	If true then the object combined. If false then is false. (Optional) (default: true)
transformingContent	bool	If true then both the (Optional) (default: true)
consideringParentsShear	bool	If true then the object false it is sheared re considering current 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 in which to store

**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>



**string toSource ()**

Generates a string which, if executed, will return the Polygon.

**string toSpecifier ()**

Retrieves the object specifier.

Array of **string transformAgain ()**

Transforms the Polygon using the last transformation perform moving, rotating, shearing, scaling, and flipping.

Array of **string transformAgainIndividually ()**

Transforms the Polygon using the last transformation perform moving, rotating, shearing, scaling, and flipping.

Array of **string transformSequenceAgain ()**

Transforms the Polygon using the last sequence of transform performed at the same time on any group of objects. Transform scaling, and flipping.

Array of **string transformSequenceAgainIndividually ()**

Transforms the Polygon using the last sequence of transformation performed at the same time on any group of objects. Transform scaling, and flipping.

**Element of** [AssignedStory](#).storyReference  
[Movie](#).parent  
[Sound](#).parent  
[TextPath](#).parent

**Used in:** array of **Polygon** [Polygons.itemByRange](#) (**from**: any, **to**: any)  
**Polygon** [Polygons.nextItem](#) (**obj**: **Polygon**)  
**Polygon** [Polygons.previousItem](#) (**obj**: **Polygon**)

**Return** **Polygon** [Polygons.add](#) ([**layer**: [Layer](#)][, **numberOfSides**: number, **locationOptions**=[LocationOptions.UNKNOWN](#)][, **reference**: [LocationOptions](#)])  
**Polygon** [Polygons.anyItem](#) ()  
Array of **Polygon** [Polygons.everyItem](#) ()  
**Polygon** [Polygons.firstItem](#) ()  
**Polygon** [Polygons.item](#) (**index**: any)  
**Polygon** [Polygons.itemByID](#) (**id**: number)  
**Polygon** [Polygons.itemByName](#) (**name**: string)  
Array of **Polygon** [Polygons.itemByRange](#) (**from**: any, **to**: any)

**Polygon** [Polygons.lastItem \(\)](#)  
**Polygon** [Polygons.middleItem \(\)](#)  
**Polygon** [Polygons.nextItem \(obj: Polygon\)](#)  
**Polygon** [Polygons.previousItem \(obj: Polygon\)](#)

<b>Class</b>
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# Polygons

A collection of polygons.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

Properties	Property	Type	Access	Description
	length	number	readonly	The number of objects

**Methods** **Instances**

**Polygon** **add** ([[layer](#): [Layer](#)][, [numberOfSides](#): *number*][, [inLocationOptions](#)=**LocationOptions.UNKNOWN**][, [referenceObject](#)])

Create a new Polygon

Parameter	Type	Description
layer	<a href="#">Layer</a>	The Polygon layer
numberOfSides	number (range: 3 - 100)	The number of sides of the polygon
insetPercentage	number (range: 0 - 100)	The percentage of the polygon to inset
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 of the polygon relative to the <b>LocationOptions</b>
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	Before the <b>reference</b> is added to the <b>Document</b> , <b>Layer</b> , <b>MasterSpread</b> , <b>Page</b> , or <b>Spread</b>

		(Opt
withProperties	Object	Initi. the r

**Polygon anyItem ()**  
Returns any Polygon in the collection.

**number count ()**  
Displays the number of elements in the Polygon.

Array of **Polygon everyItem ()**  
Returns every Polygon in the collection.

**Polygon firstItem ()**  
Returns the first Polygon in the collection.

**Polygon item (index: any)**  
Returns the Polygon with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: .

**Polygon itemByID (id: number)**  
Returns the Polygon with the specified ID.

Parameter	Type	Des
id	number	The

**Polygon itemByName (name: string)**  
Returns the Polygon with the specified name.

Parameter	Type	Descr
name	string	The na

Array of **Polygon itemByRange (from: any, to: any)**  
Returns the Polygons within the specified range.

Parameter	Type	Description
from	Long <b>Polygon</b> String	The Polygon, index, or name at the accept: Polygon, Long or String.

to	Long <a href="#">Polygon</a> String	The Polygon, index, or name at the accept: Polygon, Long or String.
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[Polygon](#) **lastItem** ()  
Returns the last Polygon in the collection.

[Polygon](#) **middleItem** ()  
Returns the middle Polygon in the collection.

[Polygon](#) **nextItem** ([obj](#): [Polygon](#))  
Returns the Polygon whose index follows the specified Poly

Parameter	Type	Description
obj	<a href="#">Polygon</a>	The Polygon whose index comes b

[Polygon](#) **previousItem** ([obj](#): [Polygon](#))  
Returns the Polygon with the index previous to the specifie

Parameter	Type	Description
obj	<a href="#">Polygon</a>	The index of the Polygon that follo

[string](#) **toSource** ()  
Generates a string which, if executed, will return the Polygo

**Element of** [Button](#).polygons  
[Cell](#).polygons  
[Character](#).polygons  
[Document](#).polygons  
[Footnote](#).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](#)

<b>Class</b>
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# Rectangle

A rectangle. Base Class: [PageItem](#)

**QuickLinks**    [addPath](#), [applyObjectStyle](#), [bringForward](#), [bringToFront](#), ([excludeOverlapPath](#), [exportFile](#), [extractLabel](#), [fit](#), [flipItem](#), [makeCompoundPath](#), [markup](#), [minusBack](#), [move](#), [override](#), [remove](#), [removeOverride](#), [resetScaling](#), [resize](#), [revert](#), [rotate](#), [subtractPath](#), [toSource](#), [toSpecifier](#), [transformAgain](#), [transformSequenceAgainIndividually](#)

**Hierarchy**

Button | Cell | Character | Document | Footnote | Graphic  
MasterSpread | Oval | Page | PageItem | Paragraph | Polygon  
Text | TextColumn | TextFrame

PageItem

Rectangle

Button | Cell | Character | Document | Footnote | Gra  
 MasterSpread | Oval | Page | PageItem | Paragraph | Po  
 Text | TextColumn | TextFrame

PageIt

## Rectang

AnchoredObjectSetting | EPS | Graphic | GraphicLir  
PageItem | Path | Polygon | **Rectangle** | Sound | Text

Properties	Property	Type
	absoluteHorizontalScale	number
	absoluteRotationAngle	number
	absoluteShearAngle	number

Property	Type
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Type

absoluteHorizontalScale	number
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absoluteRotationAngle	number
-----------------------	--------

absoluteShearAngle	number
--------------------	--------

absoluteVerticalScale	number
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
anchoredObjectSettings	<a href="#">AnchoredObjectSetting</a>
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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_CORNER_EFFECT CornerEffects.INVERSE_ROUND_CORNER_EFFECT CornerEffects.INSET_CORNER_EFFECT CornerEffects.BEVEL_CORNER_EFFECT CornerEffects.FANCY_CORNER_EFFECT
cornerRadius	number
endCap	<a href="#">EndCap:</a> EndCap.BUTT_END_CAP EndCap.ROUND_END_CAP

	EndCap.PROJECTING_EN
endJoin	<a href="#">EndJoin:</a> EndJoin.MITER_END_JOI EndJoin.ROUND_END_JO EndJoin.BEVEL_END_JOI
epss	<a href="#">EPSs</a>
featherCornerType	<a href="#">FeatherCornerType:</a> FeatherCornerType.SHARP FeatherCornerType.ROUND FeatherCornerType.DIFFUS
featherMode	<a href="#">FeatherMode:</a> FeatherMode.NONE FeatherMode.STANDARD
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number 1000)
fillColor	String <a href="#">Swatch</a>
fillTint	number

gapColor	Swatch
gapTint	number
geometricBounds	Array of Measurement Unit

	gradientFillAngle	number
	gradientFillLength	Measurement Unit (Number
	gradientFillStart	Array of Measurement Unit
	gradientStrokeAngle	number
	gradientStrokeLength	Measurement Unit (Number

gradientStrokeStart	Array of Measurement Unit
graphicLines	GraphicLines
graphics	Graphics
groups	Groups
horizontalScale	number
id	number

images	<a href="#">Images</a>
index	number
isolateBlending	bool
itemLayer	<a href="#">Layer</a>
knockoutGroup	bool
label	string
leftLineEnd	<a href="#">ArrowHead:</a> ArrowHead.NONE ArrowHead.SIMPLE_ARROW ArrowHead.SIMPLE_WIDE_ARROW ArrowHead.TRIANGLE_ARROW ArrowHead.TRIANGLE_WIDE_ARROW ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW



	ArrowHead.CIRCLE_SOLID ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID ArrowHead.BAR_ARROW
localDisplaySetting	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIGH DisplaySettingOptions.TYP DisplaySettingOptions.OPT DisplaySettingOptions.DEFAULT
lockState	<a href="#">LockStateValues:</a> LockStateValues.NONE LockStateValues.UNMANAGED LockStateValues.CHECKED LockStateValues.CHECKED LockStateValues.LOCKED LockStateValues.EMBEDDED LockStateValues.MISSING LockStateValues.MIXED_LOCKED
locked	bool
miterLimit	number
movies	<a href="#">Movies</a>
nonprinting	bool

opacity	number (range: 0 - 100)
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintGap	bool
overprintStroke	bool
overridden	bool

overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <a href="#">Movie</a> <a href="#">PageItem</a> <a href="#">Sound</a>
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pageItems	<a href="#">PageItems</a>
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parent	<a href="#">Button</a> <a href="#">Cell</a> <a href="#">Character</a>
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	Document Footnote 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	Rectangles
rightLineEnd	<b>ArrowHead:</b> ArrowHead.NONE ArrowHead.SIMPLE_ARROW ArrowHead.SIMPLE_WIDE ArrowHead.TRIANGLE_ARROW ArrowHead.TRIANGLE_WIDE 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	Measurement Unit (Number 144)
shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 100)
shadowOpacity	number (range: 0 - 100)
shadowSpread	number (range: 0 - 100)
shadowXOffset	Measurement Unit (Number -1000 - 1000)
shadowYOffset	Measurement Unit (Number

	-1000 - 1000)
shearAngle	number
sounds	<a href="#">Sounds</a>
strokeAlignment	<a href="#">StrokeAlignment:</a> StrokeAlignment.CENTER_ StrokeAlignment.INSIDE_ StrokeAlignment.OUTSIDE
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment:</a> StrokeCornerAdjustment.NC StrokeCornerAdjustment.D/ StrokeCornerAdjustment.G/ StrokeCornerAdjustment.D/
strokeDashAndGap	Array of Measurement Unit

strokeTint	number
strokeType	StrokeStyle
strokeWeight	Measurement Unit (Number
textFrames	TextFrames
textPaths	TextPaths
textWrapPreferences	TextWrapPreference
verticalScale	number



visibleBounds	Array of Measurement Unit
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wmfs	WMFs
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## Methods Instances

**PageItem addPath** (**with**: Array of **PageItem**)

Creates a new page item by combining the Rectangle with intersect.

Parameter	Type
with	Array of <b>PageItem</b>

**void applyObjectStyle** (**using**: **ObjectStyle**[, **clearingOverridingThroughRootObjectStyle**: *bool=false*])

Applies the specified object style.

Parameter	Type
using	<b>ObjectStyle</b>
clearingOverrides	bool

clearingOverridesThroughRootObjectStyle bool

**void bringForward ()**

Brings the Rectangle forward one level in its layer.

**void bringToFront ()**

Brings the Rectangle to the front.

**bool checkIn ()**

Checks in the story.

**bool checkOut ()**

Checks out the story.

**void detach ()**

Detaches an overridden master page item from the master

**PageItem duplicate** ([**by**: Array of *Measurement Unit* (Number or String)])  
Duplicates the Rectangle.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount and format [

**PageItem excludeOverlapPath** (**with**: Array of **PageItem**)  
Creates a new page item by excluding the overlapping area

Parameter	Type
with	Array of <b>PageItem</b>

**void exportFile** (**format**: any, **to**: File[, **showingOptions**: boolean])  
Exports the object(s) to a file.

Parameter	Type	Description
format	<b>ExportFormat</b> String	The export format. (
to	File	The path of the export
showingOptions	bool	If true, prompts the

<b>false)</b>
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 FitOptions.FILL_PROPORTIONALLY

**void flipItem** (*given: FlipItemOptions*[, *around: any*][, *transformingContent: bool*])  
 Flip item about given axis

Parameter	Type
given	<a href="#">FlipItemOptions</a> : FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH
around	<a href="#">AnchorPoint</a> Array of 2 Units
transformingContent	bool

Array of [Object](#) **getElements** ()  
 Resolves the object specifier, creating an array of object references

**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 specified PageItem. If the Rectangle does not intersect.

Parameter	Type	Description
with	Array of <b>PageItem</b>	The other objects which are intersected with the specified PageItem.

**PageItem makeCompoundPath** (**with**: Array of **PageItem**)

Creates a compound path by combining the path(s) of the specified PageItem with the specified PageItem.

Parameter	Type	Description
with	Array of <b>PageItem</b>	The other objects which are combined with the specified PageItem.

**void markup** (**using**: **XMLElement**)

Associates the page item with the specified XML element.

Parameter	Type
using	<b>XMLElement</b>

**PageItem minusBack** (**with**: Array of **PageItem**)

Creates a new page item by reverse subtracting the overlap of the specified PageItem with the specified PageItem.

Parameter	Type	Description
with	Array of <b>PageItem</b>	The other objects which are subtracted from the specified PageItem.

**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 is required.

Parameter	Type	Description
to	Array of 2 Units <b>Layer</b> <b>Page</b> <b>Spread</b>	The new location of the page item. The units must be the same as the current units.
by	Array of <i>Measurement Unit</i> ( <i>Number or String</i> )	Amount to move the page item in the current units.

transformingContent	bool	If true, move
---------------------	------	---------------

**any override** (*destinationPage*: [Page](#))

Overrides a master page item and places the item on the d

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that con

**any place** (*fileName*: [File](#)[], *showingOptions*: *bool=false*)[

Place a file

Parameter	Type	Description
fileName	<a href="#">File</a>	The file to place
showingOptions	bool	Whether to display the impo
withProperties	Object	Initial values for properties

**void placeXML** (*using*: [XMLElement](#))

Places XML content into the specified object. Note: Repla

Parameter	Type	Description
using	<a href="#">XMLElement</a>	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 maste

**void resetScaling** ()

Resets the Rectangle's scaling to 100%. Note: This does n  
makes the current size of the Rectangle the basis for futur

**void resize** ([*horizontalScale*: *number*][, *verticalScale*: *nu*  
*bool=false*][, *transformingContent*: *bool=true*][, *consideri*

Resize the page item. You must specify either horizontal s

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

horizontalScale	number	The percentage of
verticalScale	number	The percentage of
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale AnchorPoint en
consideringCurrentScale	bool	If true then the c combined. If fal is false. (Option
transformingContent	bool	If true then both (default: <b>true</b> )
consideringParentsScale	bool	If true then the c false it is scaled

#### **bool** `revert ()`

Reverts the document to its state at the last save operation

**void** `rotate (by: number[, around: any][, consideringCurrentRotation: bool=true][, consideringParentsRotation: bool=false])`

Rotate the page item

Parameter	Type	Description
by	number	Angle by wh
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to AnchorPoint
consideringCurrentRotation	bool	If true then th combined. If value is false
transformingContent	bool	If true then b (Optional) (d
consideringParentsRotation	bool	If true then th If false it is r considering c both set at th

**void select** ([existingSelection: SelectionOptions=SelectionOptions]  
Selects the object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH

**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][, shearAxisAngle:  
[, transformingContent: bool=true][, consideringParentsShear: bool=false]  
Shear the page item

Parameter	Type	Description
by	number	Angle by which
around	AnchorPoint Array of 2 Units	The point to shear AnchorPoint en
shearAxisAngle	number	The amount that its horizontal ax (Optional) (defa
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 area

Parameter	Type
with	Array of PageItem

**string toSource ()**

Generates a string which, if executed, will return the Rect

**string toSpecifier ()**

Retrieves the object specifier.

Array of **string transformAgain ()**

Transforms the Rectangle using the last transformation performed by moving, rotating, shearing, scaling, and flipping.

Array of **string transformAgainIndividually ()**

Transforms the Rectangle using the last transformation performed by moving, rotating, shearing, scaling, and flipping.

Array of **string transformSequenceAgain ()**

Transforms the Rectangle using the last sequence of transformations performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping.

Array of **string transformSequenceAgainIndividually ()**

Transforms the Rectangle using the last sequence of transformations performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping.

**Element of** AssignedStory.storyReference  
Movie.parent  
Sound.parent

**Used in:** array of Rectangle Rectangles.itemByRange (from: any, to: any)  
Rectangle Rectangles.nextItem (obj: Rectangle)  
Rectangle Rectangles.previousItem (obj: Rectangle)



**Return** **Rectangle** Rectangles.add ([**layer**: Layer][, **at**: LocationO  
any][, **withProperties**: Object])  
**Rectangle** Rectangles.anyItem ()  
Array of **Rectangle** Rectangles.everyItem ()  
**Rectangle** Rectangles.firstItem ()  
**Rectangle** Rectangles.item (**index**: any)  
**Rectangle** Rectangles.itemByID (**id**: number)  
**Rectangle** Rectangles.itemByName (**name**: string)  
Array of **Rectangle** Rectangles.itemByRange (**from**: any,  
**Rectangle** Rectangles.lastItem ()  
**Rectangle** Rectangles.middleItem ()  
**Rectangle** Rectangles.nextItem (**obj**: Rectangle)  
**Rectangle** Rectangles.previousItem (**obj**: Rectangle)

<b>Class</b>
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# Rectangles

A collection of rectangles.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemBy](#)  
[itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previous](#)

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	<a href="#">Layer</a>	T R
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>	L L
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>	B th D S ac M (C
withProperties	<i>Object</i>	Ir th

**Rectangle anyItem** ()  
Returns any Rectangle in the collection.

**number count ()**

Displays the number of elements in the Rectangle.

Array of **Rectangle everyItem ()**

Returns every Rectangle in the collection.

**Rectangle firstItem ()**

Returns the first Rectangle in the collection.

**Rectangle item (index: any)**

Returns the Rectangle with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can acce

**Rectangle itemByID (id: number)**

Returns the Rectangle with the specified ID.

Parameter	Type	I
id	number	T

**Rectangle itemByName (name: string)**

Returns the Rectangle with the specified name.

Parameter	Type	De
name	string	Th

Array of **Rectangle itemByRange (from: any, to: any)**

Returns the Rectangles within the specified range.

Parameter	Type	Description
from	Long <b>Rectangle</b> String	The Rectangle, index, or name Can accept: Rectangle, Long c
to	Long <b>Rectangle</b> String	The Rectangle, index, or name accept: Rectangle, Long or Str

**Rectangle lastItem ()**

Returns the last Rectangle in the collection.

### Rectangle **middleItem** ()

Returns the middle Rectangle in the collection.

### Rectangle **nextItem** (obj: Rectangle)

Returns the Rectangle whose index follows the specified

Parameter	Type	Description
obj	Rectangle	The Rectangle whose index comes after the specified Rectangle.

### Rectangle **previousItem** (obj: Rectangle)

Returns the Rectangle with the index previous to the specified

Parameter	Type	Description
obj	Rectangle	The index of the Rectangle that comes before the specified Rectangle.

### string **toSource** ()

Generates a string which, if executed, will return the Rectangle

**Element of** Button.rectangles  
Cell.rectangles  
Character.rectangles  
Document.rectangles  
Footnote.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

<b>Class</b>
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# Section

A section.

**QuickLinks** [extractLabel](#), [getElements](#), [insertLabel](#), [remove](#), [toSource](#), [toSp](#)

## Hierarchy

[Document](#)

**Section**

## Properties

Property	Type	Access	Des
continueNumbering	bool	r/w	If tr pag sequ the sect
id	number	readonly	The the
includeSectionPrefix	bool	r/w	If tr spec befo num pag sect
index	number	readonly	The Sec con
label	string	r/w	A p can strin
length	number	readonly	The pag sect
marker	string	r/w	The



			mar
name	string	r/w	The Sec
pageNumberStart	number (range: 1 - 999999)	r/w	The assi first sect Vali con nun fals
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
sectionPrefix	string	r/w	The plac num in th May to 8 Not whe sect true

## Methods Instances

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

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object referer

**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.

**string** **toSource** ()

Generates a string which, if executed, will return the Section.

**string** **toSpecifier** ()

Retrieves the object specifier.

**Element of** **Page**.**appliedSection**

**Used in:** array of **Section** **Sections.itemByRange** (**from**: *any*, **to**: *any*)  
**Section** **Sections.nextItem** (**obj**: **Section**)  
**Section** **Sections.previousItem** (**obj**: **Section**)

**Return** **Section** **Sections.add** ([**reference**: **Page**][, **withProperties**: *Object*])  
**Section** **Sections.anyItem** ()  
Array of **Section** **Sections.everyItem** ()  
**Section** **Sections.firstItem** ()  
**Section** **Sections.item** (**index**: *any*)  
**Section** **Sections.itemByID** (**id**: *number*)  
**Section** **Sections.itemByName** (**name**: *string*)

Array of **Section** [Sections.itemByRange](#) (*from: any, to: any*)  
**Section** [Sections.lastItem](#) ()  
**Section** [Sections.middleItem](#) ()  
**Section** [Sections.nextItem](#) (*obj: Section*)  
**Section** [Sections.previousItem](#) (*obj: Section*)

<b>Class</b>
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# Sections

A collection of sections.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

**Section** [add](#) ([[reference](#): [Page](#)][, [withProperties](#): *Object*])  
Creates a new section.

Parameter	Type	Description
reference	<a href="#">Page</a>	The page on which the section begins. (Optional)
withProperties	Object	Initial values for properties of the new Section (Optional)

**Section** [anyItem](#) ()  
Returns any Section in the collection.

**number** [count](#) ()  
Displays the number of elements in the Section.

Array of **Section** [everyItem](#) ()  
Returns every Section in the collection.

**Section** [firstItem](#) ()  
Returns the first Section in the collection.

**Section** [item](#) ([index](#): *any*)  
Returns the Section with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can accept: Long

String or String.

### Section **itemByID** (**id**: *number*)

Returns the Section with the specified ID.

Parameter	Type	Description
id	number	The ID.

### Section **itemByName** (**name**: *string*)

Returns the Section with the specified name.

Parameter	Type	Description
name	string	The name.

### Array of Section **itemByRange** (**from**: *any*, **to**: *any*)

Returns the Sections within the specified range.

Parameter	Type	Description
from	Long Section String	The Section, index, or name at the beginning of the range. Can accept: Section, Long or String.
to	Long Section String	The Section, index, or name at the end of the range. Can accept: Section, Long or String.

### Section **lastItem** ()

Returns the last Section in the collection.

### Section **middleItem** ()

Returns the middle Section in the collection.

### Section **nextItem** (**obj**: Section)

Returns the Section whose index follows the specified Section in the collection.

Parameter	Type	Description
obj	Section	The Section whose index comes before the desired Section.

### Section **previousItem** (**obj**: Section)

Returns the Section with the index previous to the specified

index.

Parameter	Type	Description
obj	<a href="#">Section</a>	The index of the Section that follows the desired Section.

[string](#) **toSource ()**

Generates a string which, if executed, will return the Section.

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

<b>Class</b>
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# Spread

A spread.

**QuickLinks** [createGuides](#), [detach](#), [duplicate](#), [extractLabel](#), [getElements](#), [insert](#), [remove](#), [removeOverride](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Document](#)

**Spread**

[Button](#) | [FlattenerPreference](#) | [FormField](#) | [GraphicLine](#) | [Group](#) | [PageItem](#) | [Polygon](#) | [Rectangle](#) | [TextFrame](#)

## 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	<a href="#">FlattenerPreference</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
keepTogether	bool

label	string
ovals	Ovals
pageItems	PageItems
pages	Pages
parent	Document

polygons	<a href="#">Polygons</a>
properties	Object
rectangles	<a href="#">Rectangles</a>
showMasterItems	bool
textFrames	<a href="#">TextFrames</a>

## Methods [Instances](#)

**void createGuides** ([[numberOfRows](#): *number=0*][, [numberOfColumns](#): *Measurement Unit (Number or String)=0*][, [columnGutter](#): *Measurement Unit (Number or String)=0*][, [guideColor](#): *any*][, [fitMargins](#): *bool=false*][, [layer](#): [Layer](#)])

Creates multiple guides on all pages of the spread.

Parameter	Type	Description
numberOfRows	number (range: 0 - 40)	The number of rows to create. (Optional) (default: <b>0</b> )

numberOfColumns	number (range: 0 - 40)	The number of columns to (Optional) (default: <b>0</b> )
rowGutter	Measurement Unit (Number or String) (range: 0 - 1440)	The height of the gutter between rows (default: <b>0</b> )
columnGutter	Measurement Unit (Number or String) (range: 0 - 1440)	The width of the gutter between columns (default: <b>0</b> )
guideColor	Array of 3 Reals (0 - 255) <a href="#">UIColors</a>	The color to make the guide lines. Accepts an array of three doubles, each representing R, G, and B values. (Optional) (default: <b>UIColorWhite</b> )
fitMargins	bool	If true, the row height and column width are calculated based on the spread margins. If false, row height and column width are calculated based on the full page size. (Optional) (default: <b>false</b> )
removeExisting	bool	If true, removes existing guide lines. (Optional) (default: <b>false</b> )
layer	<a href="#">Layer</a>	The layer on which to create the guide lines.

**void detach ()**

Detaches an overridden master page item from the master page.

**any duplicate** ([to: [LocationOptions](#)=[LocationOptions.AT\\_END](#)])  
Duplicates the spread.

Parameter	Type	Description
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to	<b>LocationOptions:</b> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location the reference document. (C <b>LocationOp</b>
reference	<b>Document</b> <b>MasterSpread</b> <b>Spread</b>	The referenc only when th before or aft Document on

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

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object referen

**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 valu

**Spread move** ([*to: LocationOptions=LocationOptions.AT\_EN*

Moves the spread.

Parameter	Type	Description
to	<b>LocationOptions:</b> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location the reference document. (C <b>LocationOp</b>
reference	<b>Document</b> <b>Page</b>	The referenc when the to j

Spread

or after. Can  
Document. (

**any place** (**fileName**: *File*[, **placePoint**: Array of *Measurement Unit* [, **destinationLayer**: *Layer*][, **showingOptions**: *bool*=**false**][, **autofl**  
**withProperties**: *Object*])

Place a file

Parameter	Type	Description
fileName	File	The file to plac
placePoint	Array of Measurement Unit (Number or String)	The point at wh
destinationLayer	<i>Layer</i>	The layer on w
showingOptions	bool	Whether to dis dialog (Option
autoflowing	bool	Whether to aut (Optional) (def
withProperties	Object	Initial values fo object(s) (Opti

**void remove** ()

Deletes the Spread.

**void removeOverride** ()

Removes the override from a previously overridden master page

**string toSource** ()

Generates a string which, if executed, will return the Spread.

**string toSpecifier** ()

Retrieves the object specifier.

**Element of** *FlattenerPreference*.parent  
*Guide*.parent  
*LayoutWindow*.activeSpread

**Used in:** void *Button*.move ([**to**: *any*][, **by**: Array of *Measurement Unit* (l  
**transformingContent**: *bool*=**true**])  
*Button* *Buttons*.add ([**layer**: *Layer*][, **at**: *LocationOptions*=**Local**

```

    [, reference: any][, withProperties: Object])
void EPS.move ([to: any][, by: Array of Measurement Unit (Nu
transformingContent: bool=true])
void FormField.move ([to: any][, by: Array of Measurement Ur
transformingContent: bool=true])
void Graphic.move ([to: any][, by: Array of Measurement Unit
transformingContent: bool=true])
void GraphicLine.move ([to: any][, by: Array of Measurement l
transformingContent: bool=true])
GraphicLine GraphicLines.add ([layer: Layer][, at:
LocationOptions=LocationOptions.UNKNOWN][, refere
Object])
void Group.move ([to: any][, by: Array of Measurement Unit (N
transformingContent: bool=true])
Group Groups.add (groupItems: Array of PageItem[, layer: Lay
LocationOptions=LocationOptions.UNKNOWN][, refere
Object])
void Image.move ([to: any][, by: Array of Measurement Unit (N
transformingContent: bool=true])
array of Story Index.generate ([on: any][, placePoint: Array of l
or String)][, destinationLayer: Layer][, autoflowing: bool=
bool=false])
void Movie.move ([to: any][, by: Array of Measurement Unit (N
transformingContent: bool=true])
Movie Movies.add ([layer: Layer][, at: LocationOptions=Locat
[, reference: any][, withProperties: Object])
void Oval.move ([to: any][, by: Array of Measurement Unit (Nu
transformingContent: bool=true])
Oval Ovals.add ([layer: Layer][, at: LocationOptions=Location
reference: any][, withProperties: Object])
void PDF.move ([to: any][, by: Array of Measurement Unit (Nu
transformingContent: bool=true])
void PICT.move ([to: any][, by: Array of Measurement Unit (Nu
transformingContent: bool=true])
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
transformingContent: bool=true])

```



Page Pages.add ([at: LocationOptions=LocationOptions.UNKNOWN  
 withProperties: Object])  
 void Polygon.move ([to: any][, by: Array of Measurement Unit  
 transformingContent: bool=true])  
 Polygon Polygons.add ([layer: Layer][, numberOfSides: number  
 number][, at: LocationOptions=LocationOptions.UNKNOWN  
 withProperties: Object])  
 void Rectangle.move ([to: any][, by: Array of Measurement Unit  
 transformingContent: bool=true])  
 Rectangle Rectangles.add ([layer: Layer][, at:  
 LocationOptions=LocationOptions.UNKNOWN][, reference  
 Object])  
 void Sound.move ([to: any][, by: Array of Measurement Unit (N  
 transformingContent: bool=true])  
 Sound Sounds.add ([layer: Layer][, at: LocationOptions=Locati  
 reference: any][, withProperties: Object])  
 any Spread.duplicate ([to: LocationOptions=LocationOptions..  
 any])  
 Spread Spread.move ([to: LocationOptions=LocationOptions.  
 any])  
 Spread Spreads.add ([at: LocationOptions=LocationOptions.U  
 any][, withProperties: Object])  
 array of Spread Spreads.itemByRange (from: any, to: any)  
 Spread Spreads.nextItem (obj: Spread)  
 Spread Spreads.previousItem (obj: Spread)  
 void TextFrame.move ([to: any][, by: Array of Measurement Unit  
 transformingContent: bool=true])  
 TextFrame TextFrames.add ([layer: Layer][, at:  
 LocationOptions=LocationOptions.UNKNOWN][, reference  
 Object])  
 void WMF.move ([to: any][, by: Array of Measurement Unit (N  
 transformingContent: bool=true])

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**Return** Spread Spread.move ([to: LocationOptions=LocationOptions  
 any])  
 Spread Spreads.add ([at: LocationOptions=LocationOptions.U  
 any][, withProperties: Object])  
 Spread Spreads.anyItem ()  
 Array of Spread Spreads.everyItem ()

**Spread** [Spreads.firstItem \(\)](#)  
**Spread** [Spreads.item \(index: any\)](#)  
**Spread** [Spreads.itemByID \(id: number\)](#)  
**Spread** [Spreads.itemByName \(name: string\)](#)  
Array of **Spread** [Spreads.itemByRange \(from: any, to: any\)](#)  
**Spread** [Spreads.lastItem \(\)](#)  
**Spread** [Spreads.middleItem \(\)](#)  
**Spread** [Spreads.nextItem \(obj: Spread\)](#)  
**Spread** [Spreads.previousItem \(obj: Spread\)](#)

<b>Class</b>
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# Spreads

A collection of spreads.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#),

## Properties

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

## Methods

## Instances

**Spread add** ([[at](#): [LocationOptions](#)=[LocationOptions.UNKNOWN](#)], [[withProperties](#): *Object*])  
Creates a new spread.

Parameter	Type	Description
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>	The location of the new spread relative to the existing spread or within the document. (Optional) <b>LocationOptions</b>
reference	<a href="#">Document</a> <a href="#">Spread</a>	The reference to the document or spread. Required if the location is not specified. (Optional)
withProperties	<i>Object</i>	Initial values for the new spread.

**Spread anyItem** ()  
Returns any Spread in the collection.

**number count** ()  
Displays the number of elements in the Spread.

Array of [Spread everyItem](#) ()

Returns every Spread in the collection.

**Spread firstItem ()**

Returns the first Spread in the collection.

**Spread item (index: any)**

Returns the Spread with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Lo

**Spread itemByID (id: number)**

Returns the Spread with the specified ID.

Parameter	Type	Descripti
id	number	The ID

**Spread itemByName (name: string)**

Returns the Spread with the specified name.

Parameter	Type	Descript
name	string	The nam

Array of **Spread itemByRange (from: any, to: any)**

Returns the Spreads within the specified range.

Parameter	Type	Description
from	Long <b>Spread</b> String	The Spread, index, or name at the begin accept: Spread, Long or String.
to	Long <b>Spread</b> String	The Spread, index, or name at the end c Spread, Long or String.

**Spread lastItem ()**

Returns the last Spread in the collection.

**Spread middleItem ()**

Returns the middle Spread in the collection.

**Spread nextItem (obj: Spread)**

Returns the Spread whose index follows the specified Spread

Parameter	Type	Description
obj	<a href="#">Spread</a>	The Spread whose index comes before

[Spread](#) **previousItem** ([obj](#): [Spread](#))

Returns the Spread with the index previous to the specified in

Parameter	Type	Description
obj	<a href="#">Spread</a>	The index of the Spread that follows

[string](#) **toSource** ()

Generates a string which, if executed, will return the Spread.

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

<b>Class</b>
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# TextWrapPreference

Text wrap preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [Button](#) | [EPS](#) | [FormField](#) | [GraphicLine](#) | [Group](#) | [Image](#) | [ObjectStyle](#) | [Oval](#) | [PageItem](#) | [PDF](#) | [PICT](#) | [Polygon](#) | [Rectangle](#) | [TextFrame](#) | [WMF](#)

## 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="#">ObjectStyle</a> <a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">PDF</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	Object
	textWrapOffset	Array of Units <a href="#">NothingEnum</a> Unit
	textWrapType	<a href="#">TextWrapTypes</a> : TextWrapTypes. TextWrapTypes. TextWrapTypes. TextWrapTypes. TextWrapTypes.

**Methods** **Instances**

Array of [Object](#) **getElements ()**

Resolves the object specifier, creat

[string](#) **toSource ()**

Generates a string which, if execu

[string](#) **toSpecifier ()**

Retrieves the object specifier.

**Element of** [Button](#).textWrapPreferences  
[ContourOption](#).parent  
[EPS](#).textWrapPreferences  
[FormField](#).textWrapPreferences  
[GraphicLine](#).textWrapPreferences  
[Group](#).textWrapPreferences  
[Image](#).textWrapPreferences  
[ObjectStyle](#).textWrapPreferences  
[Oval](#).textWrapPreferences  
[PDF](#).textWrapPreferences  
[PCT](#).textWrapPreferences  
[PageItem](#).textWrapPreferences  
[Path](#).parent  
[Polygon](#).textWrapPreferences  
[Rectangle](#).textWrapPreferences  
[TextFrame](#).textWrapPreferences  
[WMF](#).textWrapPreferences

<b>Class</b>
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# WMF

A placed WMF graphic. Base Class: [Graphic](#)

**QuickLinks** [applyObjectStyle](#), [detach](#), [duplicate](#), [exportFile](#), [extractLabel](#), [fit](#), [move](#), [override](#), [place](#), [remove](#), [removeOverride](#), [resize](#), [rotate](#), [s](#), [transformAgain](#), [transformAgainIndividually](#), [transformSequence](#), [transformSequenceAgainIndividually](#)

**Hierarchy**

Button | [GraphicLine](#) | Group | Oval | [PageItem](#) | Polygon | [Text](#)

Graphic

WMF

ClippingPathSettings | TextWrapPr

## Properties

Property	Type
absoluteHorizontalScale	number
absoluteRotationAngle	number
absoluteShearAngle	number

absoluteVerticalScale	number
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</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>

featherCornerType	<a href="#">FeatherCornerType:</a> FeatherCornerType.SHARP FeatherCornerType.ROUNDED FeatherCornerType.DIFFUSION
featherMode	<a href="#">FeatherMode:</a> FeatherMode.NONE FeatherMode.STANDARD
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Number or String) (range: 0 - 1000)
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_QU DisplaySettingOptions.TYPICAL DisplaySettingOptions.OPTIMIZE DisplaySettingOptions.DEFAULT
nonprinting	bool

	opacity	number (range: 0 - 100)
	overridden	bool
	overriddenMasterPageItem	<a href="#">Graphic</a> <a href="#">Guide</a> <a href="#">Movie</a> <a href="#">PageItem</a> <a href="#">Sound</a>
	parent	<a href="#">Button</a> <a href="#">GraphicLine</a>



	<div>Group</div> <div>Oval</div> <div>PageItem</div> <div>Polygon</div> <div>Rectangle</div> <div>State</div> <div>XMLElement</div>
properties	Object
rotationAngle	number
shadowBlendMode	<div>BlendMode:</div> <div>BlendMode.NORMAL</div> <div>BlendMode.MULTIPLY</div> <div>BlendMode.SCREEN</div> <div>BlendMode.OVERLAY</div> <div>BlendMode.SOFT_LIGHT</div> <div>BlendMode.HARD_LIGHT</div> <div>BlendMode.COLOR_DODGE</div> <div>BlendMode.COLOR_BURN</div> <div>BlendMode.DARKEN</div> <div>BlendMode.LIGHTEN</div> <div>BlendMode.DIFFERENCE</div> <div>BlendMode.EXCLUSION</div> <div>BlendMode.HUE</div> <div>BlendMode.SATURATION</div> <div>BlendMode.COLOR</div> <div>BlendMode.LUMINOSITY</div>

shadowBlurRadius	Measurement Unit (Number or Str (range: 0 - 144)
shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 100)
shadowOpacity	number (range: 0 - 100)
shadowSpread	number (range: 0 - 100)
shadowXOffset	Measurement Unit (Number or Str

	(range: -1000 - 1000)
shadowYOffset	Measurement Unit (Number or Str (range: -1000 - 1000)
shearAngle	number
textWrapPreferences	<a href="#">TextWrapPreference</a>
verticalScale	number
visibleBounds	Array of Measurement Unit (Num String)

## Methods Instances

**void applyObjectStyle** (using: [ObjectStyle](#)[, clearingOverrides: [clearingOverridesThroughRootObjectStyle](#): *bool=false*])

Applies the specified object style.

Parameter	Type	Description
using	<a href="#">ObjectStyle</a>	The object style to apply.
clearingOverrides	bool	If true, all overridden attributes are cleared. (Optional)
clearingOverridesThroughRootObjectStyle	bool	If true, all overridden attributes are cleared in the root object style. <b>false</b> by default.

**void detach** ()

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([*by*: Array of *Measurement Unit* (Number or String)])  
Duplicates the WMF.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The amount (in pixels) to duplicate the format [x, y].

**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 (default: <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	Des
key	string	The

**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 FitOptions.FILL_PROPORTIONALLY

**void flipItem** (*given: [FlipItemOptions](#)[], around: any*)[, *transform*]

Flip item about given axis

Parameter	Type	Descr
given	<a href="#">FlipItemOptions</a> : FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH	flip ite
around	<a href="#">AnchorPoint</a> Array of 2 Units	The p Array enum
transformingContent	bool	If true withir <b>true</b> )

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object referen

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

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

Parameter	Type	Des
key	string	The
value	string	The

**void move** ([*to*: any][, *by*: Array of Measurement Unit (Number  
*bool*=true)])

Move Page Item to a new location. One of the 'To' or 'By' param

Parameter	Type	Description
to	Array of 2 Units Layer Page Spread	The new locati of 2 Units, Spr
by	Array of Measurement Unit (Number or String)	Amount by wh its current pos:
transformingContent	bool	If true then bo moved (Option

**any override** (*destinationPage*: Page)

Overrides a master page item and places the item on the docume

Parameter	Type	Description
destinationPage	Page	The document page that contains the

**any place** (*fileName*: File[, *showingOptions*: bool=false][, *with*  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the import option
withProperties	Object	Initial values for properties of the pla

**void remove** ()

Deletes the WMF.

**void removeOverride ()**

Removes the override from a previously overridden master page

**void resize** ([horizontalScale: number][, verticalScale: number][  
consideringCurrentScale: bool=false][, transformingContent: bc  
bool=false])

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	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale arou AnchorPoint enumerat
consideringCurrentScale	bool	If true then the object's be combined. If false t default value is false. (
transformingContent	bool	If true then both the ob (Optional) (default: <b>tr</b>
consideringParentsScale	bool	If true then the object i item. If false it is scale (default: <b>false</b> )

**void rotate** (by: number[, around: any][, consideringCurrentRot  
transformingContent: bool=true][, consideringParentsRotation:

Rotate the page item

Parameter	Type	Description
by	number	Angle by which to
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to rotate Units or AnchorPoi
consideringCurrentRotation	bool	If true then the obje rotation will be con

		is absolute. The def (default: <b>false</b> )
transformingContent	bool	If true then both the rotated (Optional) (
consideringParentsRotation	bool	If true then the obje page item. If false i Cannot rotate with considering parents (Optional) (default:

**void shear** (**by**: *number*[, **around**: *any*][, **shearAxisAngle**: *number*  
*bool*=**false**][, **transformingContent**: *bool*=**true**][, **consideringPar**  
Shear the page item

Parameter	Type	Description
by	number	Angle by which to she
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to shear aro or AnchorPoint enum
shearAxisAngle	number	The amount that the sl shear at its horizontal vertical axis. (Optiona
consideringCurrentShear	bool	If true then the object' be combined. If false t default value is false. (
transformingContent	bool	If true then both the ol (Optional) (default: <b>tr</b>
consideringParentsShear	bool	If true then the object item. If false it is shea shear with considering parents shear both set (default: <b>false</b> )

**Asset store** (**using**: [Library](#))  
Store a page item in a library

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Parameter	Type	Description
using	Library	The library in which

**string toSource ()**

Generates a string which, if executed, will return the WMF.

**string toSpecifier ()**

Retrieves the object specifier.

Array of **string transformAgain ()**

Transforms the WMF using the last transformation performed on the object. Transformations include moving, rotating, shearing, scaling, and flipping.

Array of **string transformAgainIndividually ()**

Transforms the WMF using the last transformation performed on the object. Transformations include moving, rotating, shearing, scaling, and flipping.

Array of **string transformSequenceAgain ()**

Transforms the WMF using the last sequence of transform operations performed on the object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping.

Array of **string transformSequenceAgainIndividually ()**

Transforms the WMF using the last sequence of transformations performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping.

**Used in:** array of **WMF** **WMFs.itemByRange** (**from**: any, **to**: any)  
**WMF** **WMFs.nextItem** (**obj**: **WMF**)  
**WMF** **WMFs.previousItem** (**obj**: **WMF**)

**Return** **WMF** **WMFs.anyItem** ()  
Array of **WMF** **WMFs.everyItem** ()  
**WMF** **WMFs.firstItem** ()  
**WMF** **WMFs.item** (**index**: any)  
**WMF** **WMFs.itemByID** (**id**: number)  
**WMF** **WMFs.itemByName** (**name**: string)  
Array of **WMF** **WMFs.itemByRange** (**from**: any, **to**: any)  
**WMF** **WMFs.lastItem** ()  
**WMF** **WMFs.middleItem** ()  
**WMF** **WMFs.nextItem** (**obj**: **WMF**)  
**WMF** **WMFs.previousItem** (**obj**: **WMF**)



<b>Class</b>
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# WMFs

A collection of WMF graphics.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

**WMF anyItem ()**

Returns any WMF in the collection.

**number count ()**

Displays the number of elements in the WMF.

Array of **WMF everyItem ()**

Returns every WMF in the collection.

**WMF firstItem ()**

Returns the first WMF in the collection.

**WMF item (index: any)**

Returns the WMF with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**WMF itemByID (id: number)**

Returns the WMF with the specified ID.

Parameter	Type	Description
id	number	The ID.

**WMF itemByName (name: string)**

Returns the WMF with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **WMF itemByRange** (*from: any, to: any*)

Returns the WMFs within the specified range.

Parameter	Type	Description
from	Long String <b>WMF</b>	The WMF, index, or name at the beginning of the range. Can accept: WMF, Long or String.
to	Long String <b>WMF</b>	The WMF, index, or name at the end of the range. Can accept: WMF, Long or String.

**WMF lastItem** ()

Returns the last WMF in the collection.

**WMF middleItem** ()

Returns the middle WMF in the collection.

**WMF nextItem** (*obj: WMF*)

Returns the WMF whose index follows the specified WMF in the collection.

Parameter	Type	Description
obj	<b>WMF</b>	The WMF whose index comes before the desired WMF.

**WMF previousItem** (*obj: WMF*)

Returns the WMF with the index previous to the specified index.

Parameter	Type	Description
obj	<b>WMF</b>	The index of the WMF that follows the desired WMF.

**string toSource** ()

Generates a string which, if executed, will return 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 CS2 (4.0) Object Model

Contents	Libraries Suite	
No, this is not a collection of Books! These come in handy with oft-repeated design items.	<a href="#">Assignment Suite</a> <a href="#">Basics Suite</a> <a href="#">Book Suite</a> <a href="#">Color Suite</a> <a href="#">Datamerge 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> <b>Libraries Suite</b> <a href="#">Links Suite</a> <a href="#">Object Styles Suite</a> <a href="#">Preferences Suite</a> <a href="#">Stroke Styles Suite</a> <a href="#">Table Of Contents Suite</a> <a href="#">Table Style Suite</a> <a href="#">Tables Suite</a> <a href="#">Text Suite</a> <a href="#">UI Suite</a> <a href="#">XML Suite</a>	<a href="#">Asset</a> <a href="#">Assets</a> <a href="#">Libraries</a> <a href="#">Library</a>



<b>Class</b>
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# Asset

An object library asset.

**QuickLinks** [extractLabel](#), [getElements](#), [insertLabel](#), [placeAsset](#), [remove](#), [toSpecifier](#)

## Hierarchy

Library

Asset

## Properties

Property	Type	Access	Desc
assetType	<a href="#">AssetType</a> : AssetType.IMAGE_TYPE AssetType.EPS_TYPE AssetType.PDF_TYPE AssetType.GEOMETRY_TYPE AssetType.PAGE_TYPE AssetType.TEXT_TYPE AssetType.STRUCTURE_TYPE	r/w	The type of the object library asset.
date	Date	readonly	The creation and time of the Asset creation.
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 Asset within the container.

			object
label	string	r/w	A property that can be set to a string value.
name	string	r/w	The name of the Asset.
parent	Library	readonly	The parent of the Asset (a Library).
properties	Object	r/w	A collection of properties that can be set to a value 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.

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object references.

**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**: *any*)

Places the asset in the specified document or text.

Parameter	Type	Description
on	<b>Document</b> <b>Text</b>	The document or text object in which place the asset. Can accept: Document Text.

**void** **remove** ()

Deletes the Asset.

**string** **toSource** ()

Generates a string which, if executed, will return the Asset.

**string** **toSpecifier** ()

Retrieves the object specifier.

**Used in:** array of **Asset** **Assets.itemByRange** (**from**: *any*, **to**: *any*)  
**Asset** **Assets.nextItem** (**obj**: **Asset**)  
**Asset** **Assets.previousItem** (**obj**: **Asset**)

**Return** **Asset** **Assets.anyItem** ()  
Array of **Asset** **Assets.everyItem** ()  
**Asset** **Assets.firstItem** ()  
**Asset** **Assets.item** (**index**: *any*)  
**Asset** **Assets.itemByID** (**id**: *number*)  
**Asset** **Assets.itemByName** (**name**: *string*)  
Array of **Asset** **Assets.itemByRange** (**from**: *any*, **to**: *any*)  
**Asset** **Assets.lastItem** ()  
**Asset** **Assets.middleItem** ()  
**Asset** **Assets.nextItem** (**obj**: **Asset**)  
**Asset** **Assets.previousItem** (**obj**: **Asset**)  
**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](#))  
**Asset** [XMLElement.store](#) ([using: Library](#))

<b>Class</b>
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# Assets

A collection of object library assets.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Asset](#) **anyItem** ()

Returns any Asset in the collection.

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

Displays the number of elements in the Asset.

Array of [Asset](#) **everyItem** ()

Returns every Asset in the collection.

[Asset](#) **firstItem** ()

Returns the first Asset in the collection.

[Asset](#) **item** ([index](#): *any*)

Returns the Asset with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Asset](#) **itemByID** ([id](#): *number*)

Returns the Asset with the specified ID.

Parameter	Type	Description
id	number	The ID.

[Asset](#) **itemByName** ([name](#): *string*)

Returns the Asset with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [Asset](#) **itemByRange** (from: any, to: any)

Returns the Assets within the specified range.

Parameter	Type	Description
from	<a href="#">Asset</a> Long String	The Asset, index, or name at the beginning of the range. Can accept: Asset, Long or String.
to	<a href="#">Asset</a> Long String	The Asset, index, or name at the end of the range. Can accept: Asset, Long or String.

[Asset](#) **lastItem** ()

Returns the last Asset in the collection.

[Asset](#) **middleItem** ()

Returns the middle Asset in the collection.

[Asset](#) **nextItem** (obj: [Asset](#))

Returns the Asset whose index follows the specified Asset in the collection.

Parameter	Type	Description
obj	<a href="#">Asset</a>	The Asset whose index comes before the desired Asset.

[Asset](#) **previousItem** (obj: [Asset](#))

Returns the Asset with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Asset</a>	The index of the Asset that follows the desired Asset.

[string](#) **toSource** ()

Generates a string which, if executed, will return the Asset.

**Element of** [Library](#).assets





<b>Class</b>
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# Libraries

A collection of object libraries.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[Library](#) **anyItem** ()  
Returns any Library in the collection.

[number](#) **count** ()  
Displays the number of elements in the Library.

Array of [Library](#) **everyItem** ()  
Returns every Library in the collection.

[Library](#) **firstItem** ()  
Returns the first Library in the collection.

[Library](#) **item** ([index](#): *any*)  
Returns the Library with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can accept:

String Long or String.

### Library **itemByName** (name: string)

Returns the Library with the specified name.

Parameter	Type	Description
name	string	The name.

### Array of Library **itemByRange** (from: any, to: any)

Returns the Libraries within the specified range.

Parameter	Type	Description
from	Library Long String	The Library, index, or name at the beginning of the range. Can accept: Library, Long or String.
to	Library Long String	The Library, index, or name at the end of the range. Can accept: Library, Long or String.

### Library **lastItem** ()

Returns the last Library in the collection.

### Library **middleItem** ()

Returns the middle Library in the collection.

### Library **nextItem** (obj: Library)

Returns the Library whose index follows the specified Library in the collection.

Parameter	Type	Description
obj	Library	The Library whose index comes before the desired Library.

### Library **previousItem** (obj: Library)

Returns the Library with the index previous to the specified index.

Parameter	Type	Description
obj	Library	The index of the Library that follows the desired Library.

`string toSource ()`

Generates a string which, if executed, will return the Library.

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

<b>Class</b>
--------------

# Library

An object library.

**QuickLinks** [close](#), [getElements](#), [store](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Application](#)

**Library**

[Asset](#)

## Properties

Property	Type	Access	Description
assets	<a href="#">Assets</a>	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	<a href="#">Application</a>	readonly	The parent of the Library (a <a href="#">Application</a> ).
properties	Object	r/w	A property that allows setting of several properties at the same time.

## Methods [Instances](#)

[void close \(\)](#)

Closes the Library.

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object references.

**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> <a href="#">XMLElements</a>	The page item(s) to store. Can accept: Array of PageItems, Movies, Sounds, Images, EPSs, WMFs, PICTs, PDFs or XMLElements.

**string toSource** ()

Generates a string which, if executed, will return the Library.

**string toSpecifier** ()

Retrieves the object specifier.

**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**)

array of **Library** [Libraries.itemByRange](#) (**from**: *any*, **to**:  
*any*)

**Library** [Libraries.nextItem](#) (**obj**: **Library**)

**Library** [Libraries.previousItem](#) (**obj**: **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)  
Asset XMLElement.store (using: Library)

**Return** Library Libraries.add (fullName: File[, withProperties:  
Object])  
Library Libraries.anyItem ()  
Array of Library Libraries.everyItem ()  
Library Libraries.firstItem ()  
Library Libraries.item (index: any)  
Library Libraries.itemByName (name: string)  
Array of Library Libraries.itemByRange (from: any, to:  
any)  
Library Libraries.lastItem ()  
Library Libraries.middleItem ()  
Library Libraries.nextItem (obj: Library)  
Library Libraries.previousItem (obj: Library)

# Adobe InDesign CS2 (4.0) Object Model

Contents	Links Suite
These web pages contain lots of links already, but the section describes externally linked files such as images.	<a href="#">Assignment Suite</a> <a href="#">Basics Suite</a> <a href="#">Book Suite</a> <a href="#">Color Suite</a> <a href="#">Datamerge 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="#">Object Styles Suite</a> <a href="#">Preferences Suite</a> <a href="#">Stroke Styles Suite</a> <a href="#">Table Of Contents Suite</a> <a href="#">Table Style Suite</a> <a href="#">Tables Suite</a> <a href="#">Text Suite</a> <a href="#">UI Suite</a> <a href="#">XML Suite</a>

<b>Class</b>
--------------

# Link

A link to a placed file.

**QuickLinks** [copyLink](#), [editOriginal](#), [extractLabel](#), [getElements](#), [insertLabel](#), [revealInSystem](#), [saveAVersion](#), [show](#), [toSource](#), [toSpecifier](#), [une](#)

## Hierarchy

[Graphic](#) | [Movie](#) | [Sound](#) | [Stor](#)

Link

[LinkMetadata](#)

## Properties

Property	Type
assetEtag	string
assetID	string
assetURL	string
date	Date
edited	bool

editingState	<a href="#">EditingState</a> : EditingState.EDITING_UNKNOWN EditingState.EDITING_NOWHERE EditingState.EDITING_REMOTELY EditingState.EDITING_LOCALLY EditingState.EDITING_LOCALLY_LOCKED EditingState.EDITING_CONFLICT
--------------	---

filePath	File
----------	------

id	number
----	--------

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

label	string
-------	--------

linkType	string
----------	--------

linkXmp	<a href="#">LinkMetadata</a>
---------	------------------------------

	name	string
	needed	bool
	parent	<a href="#">Graphic</a> <a href="#">Movie</a> <a href="#">Sound</a> <a href="#">Story</a>
	properties	Object
	size	number
	status	<a href="#">LinkStatus:</a> LinkStatus.NORMAL LinkStatus.LINK_OUT_OF_DATE LinkStatus.LINK_MISSING

	LinkStatus.LINK_EMBEDDED
stockState	<a href="#">LinkStockState</a> : LinkStockState.LINK_IS_NOT_STOCK LinkStockState.LINK_IS_STOCK_COMP LinkStockState.LINK_IS_STOCK_HIGH_RESC
versionState	<a href="#">VersionState</a> : VersionState.VERSION_UNKNOWN VersionState.PROJECT_FILE_NEWER VersionState.LOCAL_PROJECT_MATCH VersionState.LOCAL_NEWER VersionState.VERSION_CONFLICT VersionState.NO_RESOURCE

## Methods [Instances](#)

**[void](#) copyLink** ([to](#): *File*)

Makes a copy of the source file and places it in the specified folder. Note: Cannot be used to copy the file path, renames the copied file. Note: Cannot be used to copy the file path, renames the copied file. Note: Cannot be used to copy the file path, renames the copied file.

Parameter	Type	Description
to	File	The folder to which to copy the file. To rename the file, use the file name in the path.

**[void](#) editOriginal** ()

Opens the source file of the link in the default editor for the source file.

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

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key to use to get the label value.

Array of [Object](#) **[getElements](#)** ()

Resolves the object specifier, creating an array of object references.

**[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 use to set the label value.



value	string	The
-------	--------	-----

**void relink** (*to: File*)

Points the link to a new source file.

Parameter	Type	Description
to	File	The full path name of the new s

**void revealInBridge** ()

Opens Adobe Bridge and selects the source file of the link.

**void revealInSystem** ()

Opens the file system to the folder that contains the source file c

**void saveAVersion** ([*versionComments: string*][, *forceSave: bool*])

Saves a version to Version Cue.

Parameter	Type	Description
versionComments	string	The comments that describe the v
forceSave	bool	If true, forcibly saves the version

**void show** ()

Selects the link.

**string toSource** ()

Generates a string which, if executed, will return the Link.

**string toSpecifier** ()

Retrieves the object specifier.

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

Unembeds the source file. If no folder is specified, creates a link  
folder is specified, copies the file to the folder and creates a link

Parameter	Type	Description
to	File	The folder to which to copy the unemb

**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](#)  
[LinkMetadata.parent](#)  
[Movie.itemLink](#)  
[PDF.itemLink](#)  
[PICT.itemLink](#)  
[Sound.itemLink](#)  
[Story.itemLink](#)  
[WMF.itemLink](#)

**Used in:** array of **Link** [Links.itemByRange](#) (*from: any, to: any*)  
**Link** [Links.nextItem](#) (*obj: Link*)  
**Link** [Links.previousItem](#) (*obj: Link*)

**Return** **Link** [Link.update](#) ()  
**Link** [Links.anyItem](#) ()  
Array of **Link** [Links.everyItem](#) ()  
**Link** [Links.firstItem](#) ()  
**Link** [Links.item](#) (*index: any*)  
**Link** [Links.itemByID](#) (*id: number*)  
**Link** [Links.itemByName](#) (*name: string*)  
Array of **Link** [Links.itemByRange](#) (*from: any, to: any*)  
**Link** [Links.lastItem](#) ()  
**Link** [Links.middleItem](#) ()  
**Link** [Links.nextItem](#) (*obj: Link*)  
**Link** [Links.previousItem](#) (*obj: Link*)

<b>Class</b>
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# LinkMetadata

MetaData properties for the link source file.

**QuickLinks** [countContainer](#), [getElements](#), [getProperty](#), [toSource](#)

## Hierarchy

[Link](#)

**LinkMetadata**

## Properties

Property	Type
author	string
copyrightInfoURL	string
copyrightNotice	string
copyrightStatus	<a href="#">CopyrightStatus</a> : CopyrightStatus.UNKNOW CopyrightStatus.YES CopyrightStatus.NO
creationDate	Date
creator	string

description	string
documentTitle	string
format	string
jobName	string
keywords	Array of string
modificationDate	Date
parent	<a href="#">Link</a>
properties	Object
serverURL	string

## Methods **Instances**

**number countContainer** (*namespace: string, path: string*)  
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.

Array of **Object getElement** ()

Resolves the object specifier, creating an array of objects.

**string getProperty** (*namespace: string, path: string*)  
Gets the XMP property value associated with the object specifier.

Parameter	Type	Description
namespace	string	The namespace of the property.
path	string	The specified path to the property.

**string toSource** ()

Generates a string which, if executed, will return the object specifier.

**string toSpecifier** ()

Retrieves the object specifier.

**Element of** [Link.linkXmp](#)

<b>Class</b>
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# Links

A collection of links.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Link](#) **anyItem** ()

Returns any Link in the collection.

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

Displays the number of elements in the Link.

Array of [Link](#) **everyItem** ()

Returns every Link in the collection.

[Link](#) **firstItem** ()

Returns the first Link in the collection.

[Link](#) **item** ([index](#): *any*)

Returns the Link with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Link](#) **itemByID** ([id](#): *number*)

Returns the Link with the specified ID.

Parameter	Type	Description
id	number	The ID.

[Link](#) **itemByName** ([name](#): *string*)

Returns the Link with the specified name.



Parameter	Type	Description
name	string	The name.

Array of [Link](#) **itemByRange** (**from**: any, **to**: any)

Returns the Links within the specified range.

Parameter	Type	Description
from	<a href="#">Link</a> Long String	The Link, index, or name at the beginning of the range. Can accept: Link, Long or String.
to	<a href="#">Link</a> Long String	The Link, index, or name at the end of the range. Can accept: Link, Long or String.

[Link](#) **lastItem** ()

Returns the last Link in the collection.

[Link](#) **middleItem** ()

Returns the middle Link in the collection.

[Link](#) **nextItem** (**obj**: [Link](#))

Returns the Link whose index follows the specified Link in the collection.

Parameter	Type	Description
obj	<a href="#">Link</a>	The Link whose index comes before the desired Link.

[Link](#) **previousItem** (**obj**: [Link](#))

Returns the Link with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Link</a>	The index of the Link that follows the desired Link.

**string toSource** ()

Generates a string which, if executed, will return the Link.

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



# Adobe InDesign CS2 (4.0) Object Model

Contents	Object Styles Suite	
Object Styles allow you to change any frame at the click of the mouse. Using these commands, you can do it even faster from your scripts!	<a href="#">Assignment Suite</a> <a href="#">Basics Suite</a> <a href="#">Book Suite</a> <a href="#">Color Suite</a> <a href="#">Datamerge 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> <b>Object Styles Suite</b> <a href="#">Preferences Suite</a> <a href="#">Stroke Styles Suite</a> <a href="#">Table Of Contents Suite</a> <a href="#">Table Style Suite</a> <a href="#">Tables Suite</a> <a href="#">Text Suite</a> <a href="#">UI Suite</a> <a href="#">XML Suite</a>	<a href="#">ObjectStyle</a> <a href="#">ObjectStyles</a>
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<b>Class</b>
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# ObjectStyle

An object style.

**QuickLinks** [duplicate](#), [extractLabel](#), [getElements](#), [insertLabel](#), [move](#)

## Hierarchy

[Applicat](#)

**Ob**

[AnchoredObjectSetting](#) | [BaselineFrameGri](#)  
[TextW](#)

## Properties

Property	Type
anchoredObjectSettings	<a href="#">AnchoredObjectS</a>
appliedParagraphStyle	<a href="#">ParagraphStyleSt</a>
applyNextParagraphStyle	bool

basedOn	<b>ObjectStyle</b> String
baselineFrameGridOptions	<a href="#">BaselineFrameGr</a>
blendMode	<a href="#">BlendMode:</a> BlendMode.NOR BlendMode.MUL BlendMode.SCR BlendMode.OVE BlendMode.SOF BlendMode.HAR BlendMode.COL BlendMode.COL BlendMode.DAR BlendMode.LIGH BlendMode.DIFF BlendMode.EXC BlendMode.HUE BlendMode.SAT BlendMode.COL BlendMode.LUM
cornerEffect	<a href="#">CornerEffects:</a> CornerEffects.NC CornerEffects.RC

	CornerEffects.IN CornerEffects.IN CornerEffects.BE CornerEffects.FA
cornerRadius	number
defaultFrameGridObjectStyle	<b>ObjectStyle</b> String
defaultObjectStyle	<b>ObjectStyle</b> String
defaultTextObjectStyle	<b>ObjectStyle</b> String
enableAnchoredObjectOptions	bool



enableDropshadowAndFeather	bool
enableFill	bool
enableParagraphStyle	bool
enableStoryOptions	bool
enableStroke	bool
enableStrokeAndCornerEffects	bool
enableTextFrameBaselineOptions	bool

enableTextFrameGeneralOptions	bool
enableTextWrapAndOthers	bool
enableTransparency	bool
endCap	<a href="#">EndCap:</a> EndCap.BUTT_F EndCap.ROUND EndCap.PROJEC
endJoin	<a href="#">EndJoin:</a> EndJoin.MITER_ EndJoin.ROUND EndJoin.BEVEL_
featherCornerType	<a href="#">FeatherCornerType:</a> FeatherCornerType FeatherCornerType FeatherCornerType
featherMode	<a href="#">FeatherMode:</a>

	FeatherMode.NO FeatherMode.STA
featherNoise	number (range: 0
featherWidth	Measurement Uni 1000)
fillColor	String <a href="#">Swatch</a>
fillTint	number
gapColor	<a href="#">Swatch</a>

gapTint	number
gradientFillAngle	number
gradientStrokeAngle	number

id	number
index	number
isolateBlending	bool
knockoutGroup	bool
label	string
leftLineEnd	<b>ArrowHead:</b> ArrowHead.NON ArrowHead.SIMF ArrowHead.SIMF ArrowHead.TRIA ArrowHead.TRIA ArrowHead.BAR ArrowHead.CUR ArrowHead.CIRC ArrowHead.CIRC ArrowHead.SQU ArrowHead.SQU

	ArrowHead.BAR
miterLimit	number
name	string
nonprinting	bool
opacity	number (range: 0
overprintFill	bool

	overprintGap	bool
	overprintStroke	bool
	parent	<a href="#">Application Document</a>
	properties	Object
	rightLineEnd	<a href="#">ArrowHead:</a> ArrowHead.NON

	<div>ArrowHead.SIMF</div> <div>ArrowHead.SIMF</div> <div>ArrowHead.TRIA</div> <div>ArrowHead.TRIA</div> <div>ArrowHead.BAR</div> <div>ArrowHead.CUR</div> <div>ArrowHead.CIRC</div> <div>ArrowHead.CIRC</div> <div>ArrowHead.SQU</div> <div>ArrowHead.SQU</div> <div>ArrowHead.BAR</div>
shadowBlendMode	<div>BlendMode:</div> <div>BlendMode.NOR</div> <div>BlendMode.MUL</div> <div>BlendMode.SCRI</div> <div>BlendMode.OVE</div> <div>BlendMode.SOFT</div> <div>BlendMode.HAR</div> <div>BlendMode.COL</div> <div>BlendMode.COL</div> <div>BlendMode.DAR</div> <div>BlendMode.LIGH</div> <div>BlendMode.DIFF</div> <div>BlendMode.EXC</div> <div>BlendMode.HUE</div> <div>BlendMode.SATU</div> <div>BlendMode.COL</div> <div>BlendMode.LUM</div>
shadowBlurRadius	Measurement Uni 144)
shadowColor	Swatch



shadowMode	<a href="#">ShadowMode</a> : ShadowMode.NC ShadowMode.DR
shadowNoise	number (range: 0
shadowOpacity	number (range: 0
shadowSpread	number (range: 0
shadowXOffset	Measurement Uni -1000 - 1000)
shadowYOffset	Measurement Uni -1000 - 1000)
storyPreferences	<a href="#">StoryPreference</a>

strokeAlignment	<a href="#">StrokeAlignment:</a> StrokeAlignment. StrokeAlignment. StrokeAlignment.
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdj</a> StrokeCornerAdj StrokeCornerAdj StrokeCornerAdj StrokeCornerAdj
strokeDashAndGap	Array of Measure
strokeTint	number



**string extractLabel** (*key: string*)  
Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of **Object** **getElements** ()  
Resolves the object specifier, creating an array of objects.

**void insertLabel** (*key: string, value: string*)  
Sets the label to the value associated with the specified key.

Parameter	Type
key	string
value	string

**ObjectStyle move** (*to: LocationOptions[, reference: ObjectStyle*)  
Moves the ObjectStyle to the specified location.

Parameter	Type	Description
to	<b>LocationOptions:</b> LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The location to move the ObjectStyle to.
reference	<b>ObjectStyle</b>	The ObjectStyle to move.

**void remove** ()  
Deletes the ObjectStyle.

**string toSource** ()  
Generates a string which, if executed, will return the ObjectStyle.

**string toSpecifier** ()  
Retrieves the object specifier.

**Element of** [AnchoredObjectDefault.anchoredObjectStyle](#)  
[AnchoredObjectSetting.parent](#)

BaselineFrameGridOption.parent  
Button.appliedObjectStyle  
EPS.appliedObjectStyle  
FormField.appliedObjectStyle  
GraphicLine.appliedObjectStyle  
Group.appliedObjectStyle  
Image.appliedObjectStyle  
ObjectStyle.basedOn  
ObjectStyle.defaultFrameGridObjectStyle  
ObjectStyle.defaultObjectStyle  
ObjectStyle.defaultTextObjectStyle  
Oval.appliedObjectStyle  
PDF.appliedObjectStyle  
PICT.appliedObjectStyle  
PageItem.appliedObjectStyle  
Polygon.appliedObjectStyle  
Rectangle.appliedObjectStyle  
StoryPreference.parent  
TextFrame.appliedObjectStyle  
TextFramePreference.parent  
TextWrapPreference.parent  
WMF.appliedObjectStyle

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**Used in:** void Button.applyObjectStyle (using: ObjectStyle[, clearingOverridesThroughRootObjectStyle: bool  
void EPS.applyObjectStyle (using: ObjectStyle[, clearingOverridesThroughRootObjectStyle: bool  
void FormField.applyObjectStyle (using: ObjectStyle clearingOverridesThroughRootObjectStyle: bool  
void GraphicLine.applyObjectStyle (using: ObjectStyle clearingOverridesThroughRootObjectStyle: bool  
void Group.applyObjectStyle (using: ObjectStyle[, clearingOverridesThroughRootObjectStyle: bool  
void Image.applyObjectStyle (using: ObjectStyle[, clearingOverridesThroughRootObjectStyle: bool  
ObjectStyle ObjectStyle.move (to: LocationOptions[, array of ObjectStyle ObjectStyles.itemByRange (from ObjectStyle ObjectStyles.nextItem (obj: ObjectStyle ObjectStyle ObjectStyles.previousItem (obj: ObjectS

```

void Oval.applyObjectStyle (using: ObjectStyle[], clearingOverridesThroughRootObjectStyle: bool)
void PDF.applyObjectStyle (using: ObjectStyle[], clearingOverridesThroughRootObjectStyle: bool)
void PICT.applyObjectStyle (using: ObjectStyle[], clearingOverridesThroughRootObjectStyle: bool)
void PageItem.applyObjectStyle (using: ObjectStyle[], clearingOverridesThroughRootObjectStyle: bool)
void Polygon.applyObjectStyle (using: ObjectStyle[], clearingOverridesThroughRootObjectStyle: bool)
void Rectangle.applyObjectStyle (using: ObjectStyle[], clearingOverridesThroughRootObjectStyle: bool)
void TextFrame.applyObjectStyle (using: ObjectStyle[], clearingOverridesThroughRootObjectStyle: bool)
void WMF.applyObjectStyle (using: ObjectStyle[], clearingOverridesThroughRootObjectStyle: bool)

```

**Return** **ObjectStyle** **ObjectStyle.duplicate** ()  
**ObjectStyle** **ObjectStyle.move** (to: *LocationOptions*)  
**ObjectStyle** **ObjectStyles.add** ([withProperties: *ObjectStyle*])  
**ObjectStyle** **ObjectStyles.anyItem** ()  
Array of **ObjectStyle** **ObjectStyles.everyItem** ()  
**ObjectStyle** **ObjectStyles.firstItem** ()  
**ObjectStyle** **ObjectStyles.item** (index: *any*)  
**ObjectStyle** **ObjectStyles.itemByID** (id: *number*)  
**ObjectStyle** **ObjectStyles.itemByName** (name: *string*)  
Array of **ObjectStyle** **ObjectStyles.itemByRange** (from: *ObjectStyle*, to: *ObjectStyle*)  
**ObjectStyle** **ObjectStyles.lastItem** ()  
**ObjectStyle** **ObjectStyles.middleItem** ()  
**ObjectStyle** **ObjectStyles.nextItem** (obj: **ObjectStyle**)  
**ObjectStyle** **ObjectStyles.previousItem** (obj: **ObjectStyle**)

<b>Class</b>
--------------

# ObjectStyles

A collection of object styles.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[ObjectStyle](#) **add** ([[withProperties](#): *Object*])  
Creates a new ObjectStyle.

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

[ObjectStyle](#) **anyItem** ()  
Returns any ObjectStyle in the collection.

[number](#) **count** ()  
Displays the number of elements in the ObjectStyle.

Array of [ObjectStyle](#) **everyItem** ()  
Returns every ObjectStyle in the collection.

[ObjectStyle](#) **firstItem** ()  
Returns the first ObjectStyle in the collection.

[ObjectStyle](#) **item** ([index](#): *any*)  
Returns the ObjectStyle with the specified index or name.

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



index	Long String	The index or name. Can accept: Long or String.
-------	----------------	--

**ObjectStyle itemByID** (*id: number*)

Returns the ObjectStyle with the specified ID.

Parameter	Type	Description
id	number	The ID.

**ObjectStyle itemByName** (*name: string*)

Returns the ObjectStyle with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **ObjectStyle itemByRange** (*from: any, to: any*)

Returns the ObjectStyles within the specified range.

Parameter	Type	Description
from	Long ObjectStyle String	The ObjectStyle, index, or name at the beginning of the range. Can accept: ObjectStyle, Long or String.
to	Long ObjectStyle String	The ObjectStyle, index, or name at the end of the range. Can accept: ObjectStyle, Long or String.

**ObjectStyle lastItem** ()

Returns the last ObjectStyle in the collection.

**ObjectStyle middleItem** ()

Returns the middle ObjectStyle in the collection.

**ObjectStyle nextItem** (*obj: ObjectStyle*)

Returns the `ObjectStyle` whose index follows the specified `ObjectStyle` in the collection.

Parameter	Type	Description
obj	<a href="#">ObjectStyle</a>	The <code>ObjectStyle</code> whose index comes before the desired <code>ObjectStyle</code> .

[ObjectStyle](#) **previousItem** (obj: [ObjectStyle](#))

Returns the `ObjectStyle` with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">ObjectStyle</a>	The index of the <code>ObjectStyle</code> that follows the desired <code>ObjectStyle</code> .

[string](#) **toSource** ()

Generates a string which, if executed, will return the `ObjectStyle`.

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

# Adobe InDesign CS2 (4.0) Object Model

Contents	Preferences Suite
Enough preferences to suit anybody's taste. (gag!)	Assignment Suite Basics Suite Book Suite Color Suite Datamerge Suite Enum Suite Hyperlinks Suite Indexing Suite Interactive Elements Suite Layout Suite Libraries Suite Links Suite Object Styles Suite Preferences Suite Stroke Styles Suite Table Of Contents Suite Table Style Suite Tables Suite Text Suite UI Suite XML Suite
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MarginPreference  
MetadataPreference  
NotePreference  
PDFExportPreference  
PDFExportPreset  
PDFExportPresets  
PDFPlacePreference  
PackageForGoLivePreference  
PasteboardPreference  
PolygonPreference  
PrintPreference  
PrinterPreset  
PrinterPresets  
SVGExportPreference  
ScriptPreference  
SpellPreference  
StoryExportPreference  
StoryPreference  
TaggedTextExportPreference  
TaggedTextImportPreference  
TextDefault  
TextEditingPreference  
TextExportPreference  
TextFramePreference  
TextImportPreference  
TextPreference  
TransformPreference  
TransparencyPreference  
ViewPreference  
WordRTFImportPreference  
XMLExportPreference  
XMLImportPreference  
XMLPreference  
XMLViewPreference



<b>Class</b>
--------------

# AnchoredObjectDefault

Anchored object default set

**QuickLinks** [getElements](#), [toSource](#), [toStyle](#)

## Hierarchy

### Properties

Property	Type
anchorContent	Content
anchoredObjectStyle	Style
anchoredParagraphStyle	ParagraphStyle
initialAnchorHeight	Integer
initialAnchorWidth	Integer
parent	Object
properties	Object





<b>Class</b>
--------------

# AnchoredObjectSetting

The settings for an anchored

**QuickLinks** [getElements](#), [toSource](#), [toSp](#)

**Hierarchy** [Application](#) | [Button](#) | [I](#)

## Properties

Property	
anchorPoint	<a href="#">AnchorPoint</a>
	<a href="#">AnchorPoint</a>
	<a href="#">AnchorPoint</a>
	<a href="#">AnchorPoint</a>
	<a href="#">AnchorPoint</a>
	<a href="#">AnchorPoint</a>
	<a href="#">AnchorPoint</a>
	<a href="#">AnchorPoint</a>
	<a href="#">AnchorPoint</a>
	<a href="#">AnchorPoint</a>
anchorSpaceAbove	1
anchorXoffset	1
anchorYoffset	1
anchoredPosition	<a href="#">AnchoredPosition</a>
	<a href="#">AnchoredPosition</a>
	<a href="#">AnchoredPosition</a>
	<a href="#">AnchoredPosition</a>
	<a href="#">AnchoredPosition</a>

	horizontalAlignment	<a href="#">]</a> <a href="#">]</a> <a href="#">]</a> <a href="#">]</a> <a href="#">]</a>
	horizontalReferencePoint	<a href="#">]</a> <a href="#">]</a> <a href="#">]</a> <a href="#">]</a> <a href="#">]</a>
	lockPosition	<a href="#">]</a>
	parent	<a href="#">]</a> <a href="#">]</a> <a href="#">]</a> <a href="#">(</a> <a href="#">(</a> <a href="#">(</a> <a href="#">(</a> <a href="#">]</a> <a href="#">]</a> <a href="#">]</a> <a href="#">]</a>
	pinPosition	<a href="#">]</a>

	properties (
	spineRelative l
	verticalAlignment ↵ ↵ ↵ ↵
	verticalReferencePoint ↵ ↵ ↵ ↵ ↵ ↵ ↵ ↵ ↵ ↵

**Methods** **Instances**

Array of **Object** **getElement**  
Resolves the object specifier

	<p><b>string toSource ()</b> Generates a string which, if i</p> <p><b>string toSpecifier ()</b> Retrieves the object specifie</p>
<b>Element of</b>	<p><a href="#">Application</a>.anchoredObject  <a href="#">Button</a>.anchoredObjectSettin  <a href="#">Document</a>.anchoredObjectS  <a href="#">FormField</a>.anchoredObjectS  <a href="#">GraphicLine</a>.anchoredObjec  <a href="#">Group</a>.anchoredObjectSettin  <a href="#">ObjectStyle</a>.anchoredObject  <a href="#">Oval</a>.anchoredObjectSetting  <a href="#">PageItem</a>.anchoredObjectSe  <a href="#">Polygon</a>.anchoredObjectSett  <a href="#">Rectangle</a>.anchoredObjectSe  <a href="#">TextFrame</a>.anchoredObjectS</p>
<p>Jongware, 27- Jun-2010 v3.0.3d</p>	<p><a href="#">Contents</a> :: <a href="#">Index</a></p>

<b>Class</b>
--------------

# AutoCorrectPreference

Auto-correct preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy



## Properties

Property
autoCorrect
autoCorrectCapitalizationError
parent
properties

## Methods Instances

Array of [Object](#) **getElements**  
Resolves the object specifier,  
[string](#) **toSource** ()  
Generates a string which, if e  
[string](#) **toSpecifier** ()  
Retrieves the object specifier



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

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<b>Class</b>
--------------

# BaselineFrameGridOption

Baseline frame grid o

**QuickLinks** [getElements](#), [toSource](#)

## Hierarchy

## Properties

Property
----------

baselineFrameGridC
--------------------

baselineFrameGridIr
---------------------

baselineFrameGridR
--------------------

parent
--------

properties
------------

		<a href="#">startingOffsetForBas</a> <a href="#">useCustomBaselineF</a>
	<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <a href="#">getEl</a> Resolves the object sp <a href="#">string toSource ()</a> Generates a string wh <a href="#">string toSpecifier ()</a> Retrieves the object s
	<b>Element of</b>	<a href="#">Application</a> .baselineF <a href="#">Document</a> .baselineFr <a href="#">ObjectStyle</a> .baselineF <a href="#">TextFrame</a> .baselineFr
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<b>Class</b>
--------------

# ButtonPreference

Button preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

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

**ButtonPreference**

## Properties

Property	Type
appearanceName	string
name	string
parent	<a href="#">ApplicationDocument</a>
properties	Object

## Methods Instances

Array of [Object](#) **getElements ()**  
Resolves the object specifier, creating an  
[string](#) **toSource ()**  
Generates a string which, if executed, will  
[string](#) **toSpecifier ()**  
Retrieves the object specifier.

[Application](#).buttonPreferences

## Element of [Document.buttonPreferences](#)

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<b>Class</b>
--------------



# ChangePreference

Preferences for changing found text or a

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

Cl

## Properties

Property	Type
<a href="#">alignToBaseline</a>	<a href="#">Boole</a> <a href="#">Nothi</a>
<a href="#">appliedCharacterStyle</a>	<a href="#">Chara</a> <a href="#">Nothi</a> <a href="#">String</a>
<a href="#">appliedFont</a>	<a href="#">Font</a> <a href="#">Nothi</a> <a href="#">String</a>
<a href="#">appliedLanguage</a>	<a href="#">Langu</a> <a href="#">Langu</a> <a href="#">Nothi</a> <a href="#">String</a>



	bulletsAndNumberingColor	AutoFill Nothing String Swatch
	bulletsAndNumberingListType	ListType Nothing
	bulletsAndNumberingSize	AutoFill Nothing Real
	capitalization	Capitalize Nothing
	changeText	Nothing String
	composer	Nothing String
	dropCapCharacters	Nothing Short

dropCapLines	<a href="#">Nothing</a> Short
fillColor	<a href="#">Nothing</a> String <a href="#">Swatch</a>
fillTint	<a href="#">Nothing</a> Real
firstLineIndent	<a href="#">Nothing</a> Unit
fontStyle	<a href="#">Nothing</a> String

	gradientFillAngle	Nothing Real
	gradientFillLength	Nothing Real
	gradientFillStart	2 Unit Nothing
	gradientStrokeAngle	Nothing Real
	gradientStrokeLength	Nothing Real

	gradientStrokeStart	2 Unit Nothing
	horizontalScale	Nothing Real
	hyphenateLastWord	Boolean Nothing
	justification	Justification Nothing
	keepAllLinesTogether	Boolean Nothing

keepFirstLines	Nothing Short
keepLastLines	Nothing Short
keepLinesTogether	Boolean Nothing
keepWithNext	Nothing Short
kerningMethod	Nothing String
kerningValue	Nothing Real

lastLineIndent	Nothing Unit
leading	Leading Nothing Unit
leftIndent	Nothing Unit
ligatures	Boolean Nothing
noBreak	Boolean Nothing
numberSeparator	Nothing Short



	numberStartAt	Long Nothin
	numberingFont	AutoE Font Nothin String
	numberingFontStyle	AutoE Nothin String
	numberingStyle	Nothin Numb String
	otfContextualAlternate	Boole Nothin
	otfDiscretionaryLigature	Boole Nothin

	otfFigureStyle	Nothin OTFF
	otfFraction	Boole Nothin
	otfHistorical	Boole Nothin
	otfOrdinal	Boole Nothin
	otfSlashedZero	Boole Nothin
	otfStylisticSets	Long Nothin
	otfSwash	Boole Nothin

otfTitling	Boole Nothin
overprintFill	Boole Nothin
overprintStroke	Boole Nothin
parent	Appli
pointSize	Nothin Unit
position	Nothin Positi

	properties	Object
	rightIndent	Nothing Unit
	singleWordJustification	Nothing Single
	skew	Nothing Real
	spaceAfter	Nothing Unit
	spaceBefore	Nothing Unit
	startParagraph	Nothing StartP

	strikeThroughColor	Nothing String Swatch
	strikeThroughGapColor	Nothing String Swatch
	strikeThroughGapOverprint	Boolean Nothing
	strikeThroughGapTint	Nothing Real

	strikeThroughOffset	Nothing Unit
	strikeThroughOverprint	Boolean Nothing
	strikeThroughTint	Nothing Real
	strikeThroughType	Nothing String Stroke
	strikeThroughWeight	Nothing Unit
	strikeThru	Boolean Nothing

	strokeColor	Nothing String Swatch
	strokeTint	Nothing Real
	strokeWeight	Nothing Unit
	tracking	Nothing Real
	underline	Boolean Nothing

	underlineColor	Nothin String Swatch
	underlineGapColor	Nothin String Swatch
	underlineGapOverprint	Boolean Nothin
	underlineGapTint	Nothin Real
	underlineOffset	Nothin



		Unit
	underlineOverprint	Boole Nothin
	underlineTint	Nothin Real
	underlineType	Nothin String Stroke
	underlineWeight	Nothin Unit
	verticalScale	Nothin Real

## Methods **Instances**

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating a

[string](#) **toSource ()**

Generates a string which, if executed, w

[string](#) **toSpecifier ()**

Retrieves the object specifier.

---

**Element of** [Application](#).changePreferences  
[Bullet](#).parent

---

<b>Class</b>
--------------

# ClipboardPreference

Clipboard preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecific](#)

## Hierarchy

[A](#)

Clipboard

## Properties

Property	Type
copyPDFToClipboard	boolean
parent	<a href="#">A</a>
pasteRemembersLayers	boolean
preferPDFWhenPasting	boolean
preferStyledTextWhenPasting	boolean
preservePdfClipboardAtQuit	boolean
properties	Object

	<div> <div>Methods</div> <div>Instances</div> <div> Array of <a href="#">Object</a> <b>getElements ()</b>  Resolves the object specifier, crea  <a href="#">string toSource ()</a>  Generates a string which, if execu  <a href="#">string toSpecifier ()</a>  Retrieves the object specifier. </div> </div>
	<div> <div>Element of</div> <div><a href="#">Application.clipboardPreferences</a></div> </div>
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<b>Class</b>
--------------

# ClippingPathSettings

Clipping path settings.

**QuickLinks** [convertToFrame](#), [getElements](#), [to](#)

## 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	<a href="#">EPS</a> <a href="#">Image</a> <a href="#">PDF</a> <a href="#">PICT</a> <a href="#">WMF</a>
paths	<a href="#">Paths</a>
photoshopPathNames	Array
properties	Object
restrictToFrame	bool





<b>Methods</b>	<b>Instances</b> <a href="#">PageItem</a> <b>convertToFrame ()</b> Converts the clipping path to a frame. Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating a new object. <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, will create the same clipping path. <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.
<b>Element of</b>	<a href="#">EPS</a> .clippingPath <a href="#">Image</a> .clippingPath <a href="#">PDF</a> .clippingPath <a href="#">PICT</a> .clippingPath <a href="#">Path</a> .parent <a href="#">WMF</a> .clippingPath
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<b>Class</b>
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# ColorSetting

Color management settings.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

### Properties

Property	Type
accurateLABSpots	bool
cmsSettings	string
cmsSettingsList	Array of string

	cmsSettingsPath	File
	cmykPolicy	<a href="#">ColorSettingsPolicy:</a> ColorSettingsPolicy. ColorSettingsPolicy. ColorSettingsPolicy. ColorSettingsPolicy.
	enableColorManagement	bool
	engine	string
	engineList	Array of string

	idealizedBlackToExport	bool
	idealizedBlackToScreen	bool
	intent	<a href="#">DefaultRenderingIntent</a> DefaultRenderingIntent DefaultRenderingIntent DefaultRenderingIntent DefaultRenderingIntent
	mismatchAskWhenOpening	bool

mismatchAskWhenPasting bool

missingAskWhenOpening	bool
-----------------------	------

	parent	Application
	properties	Object
	rgbPolicy	ColorSettingsPolicy: ColorSettingsPolicy. ColorSettingsPolicy. ColorSettingsPolicy. ColorSettingsPolicy.
	useBPC	bool



	workingSpaceCMYK      string
	workingSpaceCMYKList      Array of string
	workingSpaceRGB      string
	workingSpaceRGBList      Array of string

## Methods **Instances**

Array of **Object** **getElements ()**

Resolves the object specifier, creating an array of ol

**string toSource ()**

Generates a string which, if executed, will return the

**string toSpecifier ()**

Retrieves the object specifier.

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

<b>Class</b>
--------------

# DataMerge

A data merge object.

**QuickLinks** [getElements](#), [mergeRecords](#), [removeDataSource](#), [selectSource](#), [toSpecifier](#), [updateDataSource](#)

## Hierarchy

[Document](#)

**DataMerge**

[DataMergeField](#) | [DataMergePreference](#)

## Properties

Property	Type	Access
dataMergeFields	<a href="#">DataMergeFields</a>	readonly
dataMergePreferences	<a href="#">DataMergePreference</a>	readonly
parent	<a href="#">Document</a>	readonly
properties	Object	r/w

## Methods **Instances**

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of object

**void mergeRecords** ([[outputOversetReportFile](#): *File*])

Merges records and produces an optional overset report

Parameter	Type	Description
outputOversetReportFile	File	The path to the file in which to write the overset report. (C

**void removeDataSource ()**

Removes the data source.

**void selectDataSource** ([dataSourceFile](#): *File*)

Specifies the file to use as the data source.

Parameter	Type	Description
dataSourceFile	File	The path to the data source file.

**string toSource ()**

Generates a string which, if executed, will return the D

**string toSpecifier ()**

Retrieves the object specifier.

**void updateDataSource ()**

Updates the data source file with the most current data

**Element of** [DataMergeField](#).parent  
[DataMergePreference](#).parent  
[Document](#).dataMergeProperties

<b>Class</b>
--------------

# DataMergeOption

Data merge options.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

[Apply](#)

**Data**

**Properties**

Property	Type
centerImage	bool
createNewDocument	bool
documentSize	number
fittingOption	<a href="#">Fitting:</a> Fitting.PROPOF

		Fitting.FIT_COI Fitting.FIT_FR/ Fitting.PRESER Fitting.FILL_PF
	linkImages	bool
	parent	<a href="#">Application</a> <a href="#">Document</a>
	properties	Object
	removeBlankLines	bool
<div> <div>Methods</div> <div>Instances</div> <div>           Array of <a href="#">Object</a> <b>getElements ()</b>            Resolves the object specifier, creating a  <a href="#">string toSource ()</a>            Generates a string which, if executed, w  <a href="#">string toSpecifier ()</a>            Retrieves the object specifier.         </div> </div>		
	Element of	<a href="#">Application.dataMergeOptions</a> <a href="#">Document.dataMergeOptions</a>
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<b>Class</b>
--------------

# DataMergePreference

Data merge preferences.

**QuickLinks** [alertMissingImages](#), [getElement](#)

## Hierarchy

### Properties

Property	Type
arrangeBy	<a href="#">ArrangeBy</a> : ArrangeBy.RC ArrangeBy.CC
bottomMargin	Measurement
columnSpacing	Measurement
leftMargin	Measurement
parent	<a href="#">DataMerge</a>
properties	Object
recordNumber	number

recordRange	string
recordSelection	<a href="#">RecordSelecti</a> RecordSelecti RecordSelecti RecordSelecti
recordsPerPage	<a href="#">RecordsPerPa</a> RecordsPerPa RecordsPerPa
rightMargin	Measurement
rowSpacing	Measurement
topMargin	Measurement

Methods

Instances

bool

alertMissingImages

(output)

If true, lists missing images in tl

Parameter

outputMissingImagesReportFil

Array of [Object](#) **getElements** ()

Resolves the object specifier, or  
**string toSource ()**  
Generates a string which, if exe  
**string toSpecifier ()**  
Retrieves the object specifier.

**Element of** [DataMerge.dataMergePreference](#)

<b>Class</b>
--------------

# DictionaryPreference

User dictionary preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecific](#)

## Hierarchy

### Properties

Property	Type
composition	<a href="#">Composition</a> <a href="#">Composition</a> <a href="#">Composition</a> <a href="#">Composition</a>
mergeUserDictionary	boolean
parent	<a href="#">Application</a> <a href="#">Document</a>
properties	Object
recomposeWhenChanged	boolean

<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creates <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.
<b>Element of</b>	<a href="#">Application</a> .dictionaryPreference <a href="#">Document</a> .dictionaryPreferences
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<b>Class</b>
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# DisplayPerformancePreference

Default display

**QuickLinks** [getElements](#)

## Hierarchy

### Properties

Property
----------

defaultDisplay
----------------

ignoreLocation
----------------

parent
--------

persistLocation
-----------------

properties
------------

**Methods** **Instances**

Array of Objects

	Resolves the <a href="#">string toSou</a> Generates a <a href="#">string toSpe</a> Retrieves th
--	---

<b>Element of</b> <a href="#">Application.</a>
--

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<b>Class</b>
--------------

# DisplaySetting

Object-level display settings.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Application](#)

**DisplaySetting**

## Properties

Property	Type
antialiasing	bool
greekBelow	number
index	number
parent	<a href="#">Application</a>
properties	Object

raster	<a href="#">TagRaster:</a> TagRaster.GRAY_OUT TagRaster.PROXY TagRaster.HIGH_RESOLUTION TagRaster.DEFAULT_VALUE
transparency	<a href="#">TagTransparency:</a> TagTransparency.OFF TagTransparency.LOW_QUALITY TagTransparency.MEDIUM_QUALITY TagTransparency.HIGH_QUALITY TagTransparency.DEFAULT_VALUE
vector	<a href="#">TagVector:</a> TagVector.GRAY_OUT TagVector.PROXY TagVector.HIGH_RESOLUTION TagVector.DEFAULT_VALUE

## Methods **Instances**

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of object specifiers.

[string](#) **toSource ()**

Generates a string which, if executed, will return the object specifier.

[string](#) **toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **DisplaySetting** [DisplaySettings.itemByIndex \(index: number\)](#)  
**DisplaySetting** [DisplaySettings.nextItem \(obj: DisplaySetting\)](#)  
**DisplaySetting** [DisplaySettings.previousItem \(obj: DisplaySetting\)](#)

**Return** **DisplaySetting** [DisplaySettings.anyItem \(\)](#)  
Array of **DisplaySetting** [DisplaySettings.everyItem \(\)](#)  
**DisplaySetting** [DisplaySettings.firstItem \(\)](#)  
**DisplaySetting** [DisplaySettings.item \(index: number\)](#)  
**DisplaySetting** [DisplaySettings.itemByName \(name: string\)](#)

Array of **DisplaySetting** [DisplaySettings.itemB](#)  
**DisplaySetting** [DisplaySettings.lastItem \(\)](#)  
**DisplaySetting** [DisplaySettings.middleItem \(\)](#)  
**DisplaySetting** [DisplaySettings.nextItem \(obj: 1](#)  
**DisplaySetting** [DisplaySettings.previousItem \(c](#)

<b>Class</b>
--------------

# DisplaySettings

Display setting properties.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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

## Methods Instances

[DisplaySetting](#) **anyItem** ()  
Returns any DisplaySetting in the collection.

[number](#) **count** ()  
Displays the number of elements in the DisplaySetting.

Array of [DisplaySetting](#) **everyItem** ()  
Returns every DisplaySetting in the collection.

[DisplaySetting](#) **firstItem** ()  
Returns the first DisplaySetting in the collection.

[DisplaySetting](#) **item** ([index](#): any)  
Returns the DisplaySetting with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[DisplaySetting](#) **itemByName** ([name](#): string)  
Returns the DisplaySetting with the specified name.



Parameter	Type	Description
name	string	The name.

Array of [DisplaySetting](#) **itemByRange** ([from](#): any, [to](#): any)

Returns the DisplaySettings within the specified range.

Parameter	Type	Description
from	<a href="#">DisplaySetting</a> Long String	The DisplaySetting, index, or name at the beginning of the range. Can accept: DisplaySetting, Long or String.
to	<a href="#">DisplaySetting</a> Long String	The DisplaySetting, index, or name at the end of the range. Can accept: DisplaySetting, Long or String.

[DisplaySetting](#) **lastItem** ()

Returns the last DisplaySetting in the collection.

[DisplaySetting](#) **middleItem** ()

Returns the middle DisplaySetting in the collection.

[DisplaySetting](#) **nextItem** ([obj](#): [DisplaySetting](#))

Returns the DisplaySetting whose index follows the specified DisplaySetting in the

collection.

Parameter	Type	Description
obj	<a href="#">DisplaySetting</a>	The <a href="#">DisplaySetting</a> whose index comes before the desired <a href="#">DisplaySetting</a> .

[DisplaySetting](#) **previousItem** ([obj](#): [DisplaySetting](#))

Returns the [DisplaySetting](#) with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">DisplaySetting</a>	The index of the <a href="#">DisplaySetting</a> that follows the desired <a href="#">DisplaySetting</a> .

[string](#) **toSource** ()

Generates a string which, if executed, will return the [DisplaySetting](#).

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

<b>Class</b>
--------------

# DocumentPreference

Document preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifie](#)

## Hierarchy

### Properties

Property
----------

allowPageShuffle
------------------

columnGuideColor
------------------

columnGuideLocked

documentBleedBottomOffset

documentBleedInsideOrLeftOffs

documentBleedOutsideOrRightO

documentBleedTopOffset

documentBleedUniformSize

	documentSlugUniformSize
	facingPages
	marginGuideColor
	overprintBlack
	pageHeight
	pageOrientation
	pageWidth

pagesPerDocument
parent
preserveLayoutWhenShuffling
properties
slugBottomOffset
slugInsideOrLeftOffset

	<div>slugRightOrOutsideOffset</div> <div>slugTopOffset</div>
<div> <div>Methods</div> <div>Instances</div> </div>	
<div> <div>Element of</div> <div> <div>Application.documentPreferences</div> <div>Document.documentPreferences</div> </div> </div>	
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<b>Class</b>
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# DocumentPreset

A preset that contains all of the new document

**QuickLinks** [duplicate](#), [extractLabel](#), [getElements](#), [insert](#)

## Hierarchy

D

## Properties

Property	Type
bottom	Measurement String
columnCount	Number
columnGutter	Measurement String
documentBleedBottomOffset	Measurement String
documentBleedInsideOrLeftOffset	Measurement String

documentBleedOutsideOrRightOffset	Me Stri
documentBleedTopOffset	Me Stri
facingPages	boc
id	nur
index	nur
label	stri
left	Me Stri

name	stri
pageHeight	Me Stri
pageOrientation	<a href="#">Pag</a> Pag Pag
pageWidth	Me Stri
pagesPerDocument	nun
parent	<a href="#">Apj</a>
properties	Obj
right	Me Stri
slugBottomOffset	Me Stri
slugInsideOrLeftOffset	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 spec

Parameter	Typ
key	strin

Array of **Object** **getElements ()**  
Resolves the object specifier, creating an ar

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

Sets the label to the value associated with th

Parameter	Typ
key	strin
value	strin

**void remove ()**

Deletes the DocumentPreset.

**string toSource ()**

Generates a string which, if executed, will r

**string toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **DocumentPreset** [DocumentPresets](#)  
**DocumentPreset** [DocumentPresets.nextIter](#)  
**DocumentPreset** [DocumentPresets.previous](#)  
[Document](#) [Documents.add](#) ([[showingWindc](#)  
[withProperties](#): *Object*])

**Return** **DocumentPreset** [DocumentPreset.duplica](#)  
**DocumentPreset** [DocumentPresets.add](#) ([w  
**DocumentPreset** [DocumentPresets.anyIten](#)  
Array of **DocumentPreset** [DocumentPreset](#)  
**DocumentPreset** [DocumentPresets.firstIter](#)  
**DocumentPreset** [DocumentPresets.item](#) (ir  
**DocumentPreset** [DocumentPresets.itemBy](#)  
**DocumentPreset** [DocumentPresets.itemBy](#)  
Array of **DocumentPreset** [DocumentPreset](#)  
**DocumentPreset** [DocumentPresets.lastIten](#)  
**DocumentPreset** [DocumentPresets.middlel](#)  
**DocumentPreset** [DocumentPresets.nextIter](#)  
**DocumentPreset** [DocumentPresets.previous](#)

<b>Class</b>
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# DocumentPresets

A collection of document presets.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSortedArray](#)

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

**Methods** **Instances**  
[DocumentPreset](#) **add** ([[withProperties](#): *Optional*])  
Creates a new DocumentPreset.

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

[DocumentPreset](#) **anyItem** ()  
Returns any DocumentPreset in the collection.

[DocumentPreset](#) **count** ()  
Displays the number of elements in the DocumentPreset.

[DocumentPreset](#) **everyItem** ()  
Returns every DocumentPreset in the collection.

[DocumentPreset](#) **firstItem** ()  
Returns the first DocumentPreset in the collection.

[DocumentPreset](#) **item** ([index](#): *any*)  
Returns the DocumentPreset with the specified index or name.



Parameter	Type	Description
index	Long String	The index or name. accept: Long or Strin

[DocumentPreset](#) **itemByID** (*id: number*)  
Returns the DocumentPreset with the spec  
ID.

Parameter	Type	Description
id	number	The ID.

[DocumentPreset](#) **itemByName** (*name: str*)  
Returns the DocumentPreset with the spec  
name.

Parameter	Type	Description
name	string	The name.

Array of [DocumentPreset](#) **itemByRange** (*from: any, to: any*)  
Returns the DocumentPresets within the s  
range.

Parameter	Type	Description
from	<a href="#">DocumentPreset</a> Long String	The Documen index, or at the beg of the ran accept: Documen Long or S
to	<a href="#">DocumentPreset</a> Long String	The Documen index, or at the end range. Ca accept:

Document  
Long or S

### [DocumentPreset](#) **lastItem** ()

Returns the last DocumentPreset in the co

### [DocumentPreset](#) **middleItem** ()

Returns the middle DocumentPreset in the collection.

### [DocumentPreset](#) **nextItem** (**obj**: [Document](#)

Returns the DocumentPreset whose index the specified DocumentPreset in the colle

Parameter	Type	Descripti
obj	<a href="#">DocumentPreset</a>	The Document whose inc comes before desired Document

### [DocumentPreset](#) **previousItem** (**obj**: [DocumentPreset](#))

Returns the DocumentPreset with the index previous to the specified index.

Parameter	Type	Descripti
obj	<a href="#">DocumentPreset</a>	The index Document that follows desired Document

### [string](#) **toSource** ()

Generates a string which, if executed, will the DocumentPreset.

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



<b>Class</b>
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# EPSExportPreference

EPS export preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecific](#)

## Hierarchy

### Properties

Property	Type
appliedFlattenerPreset	<a href="#">Flatten</a>
bleedBottom	Measure
bleedInside	Measure
bleedOutside	Measure
bleedTop	Measure

--

dataFormat	<a href="#">DataF</a> DataF DataF
epsColor	<a href="#">EPSC</a> EPSC EPSC EPSC EPSC EPSC
epsSpreads	bool
fontEmbedding	<a href="#">FontE</a> FontE FontE FontE
ignoreSpreadOverrides	bool
imageData	<a href="#">EPSIn</a> EPSIn EPSIn
omitBitmaps	bool
omitEPS	bool

--

omitPDF	bool
opiImageReplacement	bool
pageRange	<a href="#">PageRange</a> String
parent	<a href="#">Application</a>
postscriptLevel	<a href="#">PostScriptLevel</a> PostScriptLevel PostScriptLevel

	<a href="#">preview</a> <a href="#">Preview</a> <a href="#">Preview</a> <a href="#">Preview</a>
	<a href="#">properties</a> <a href="#">Object</a>

<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, cr <a href="#">string</a> <b>toSource ()</b> Generates a string which, if exe <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.
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<b>Element of</b>	<a href="#">Application</a> .epsExportPreferenc
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<b>Class</b>
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# EPSImportPreference

EPS import preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

EPS

## Properties

Property	Type
epsFrames	bool
epsProxy	<a href="#">CreateProxy</a> : <a href="#">CreateProxy.A</a> <a href="#">CreateProxy.A</a>
opiComments	bool
parent	<a href="#">Application</a>
properties	Object

## Methods Instances

Array of [Object](#) **getElements** ()  
Resolves the object specifier, cr

[string toSource \(\)](#)

Generates a string which, if exe

[string toSpecifier \(\)](#)

Retrieves the object specifier.

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

<b>Class</b>
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# ExcelImportPreference

Excel import preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpec](#)

## Hierarchy

### Properties

Property	Type
alignmentStyle	AlignmentStyle
decimalPlaces	Number
errorCode	Number
parent	AlignmentStyle
preserveGraphics	Boolean
properties	Object

	rangeNamestr
	sheetIndexnu
	sheetNamestr
	showHiddenCellsbo
	tableFormattingTa Ta Ta Ta
	useTypographersQuotesbo
	viewNamestr

Methods Instances

Array of [Object](#) **getElement**  
Resolves the object specifier,

[string toSource \(\)](#)  
Generates a string which, if e  
[string toSpecifier \(\)](#)  
Retrieves the object specifier

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

<b>Class</b>
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# FindPreference

Preferences for searching for text or attributes

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Applied](#)

**FindPreference**

[Base](#)

## Properties

Property	Type
<a href="#">alignToBaseline</a>	Boolean <a href="#">NothingEnum</a>
<a href="#">appliedCharacterStyle</a>	<a href="#">CharacterStyle</a> <a href="#">NothingEnum</a> String
<a href="#">appliedFont</a>	Font <a href="#">NothingEnum</a> String
<a href="#">appliedLanguage</a>	<a href="#">Language</a> <a href="#">LanguageWrapper</a> <a href="#">NothingEnum</a> String

appliedParagraphStyle	<a href="#">NothingEnum</a> <a href="#">ParagraphStyle</a> String
autoLeading	<a href="#">NothingEnum</a> Real
balanceRaggedLines	<a href="#">BalanceLine</a> Boolean <a href="#">NothingEnum</a>
baselineShift	<a href="#">NothingEnum</a> Unit
bulletChar	<a href="#">Bullet</a> <a href="#">NothingEnum</a>

	bulletsAndNumberingColor	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String <a href="#">Swatch</a>
	bulletsAndNumberingListType	<a href="#">ListType</a> <a href="#">NothingEnum</a>
	bulletsAndNumberingSize	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> Real
	capitalization	<a href="#">Capitalization</a> <a href="#">NothingEnum</a>
	caseSensitive	Boolean <a href="#">NothingEnum</a>
	composer	<a href="#">NothingEnum</a> String

dropCapCharacters	<a href="#">NothingEnum</a> Short
dropCapLines	<a href="#">NothingEnum</a> Short
fillColor	<a href="#">NothingEnum</a> String Swatch
fillTint	<a href="#">NothingEnum</a> Real
findText	<a href="#">NothingEnum</a> String

	firstLineIndent	NothingEnum Unit
	fontStyle	NothingEnum String
	gradientFillAngle	NothingEnum Real
	gradientFillLength	NothingEnum Real
	gradientFillStart	2 Units NothingEnum
	gradientStrokeAngle	NothingEnum Real

gradientStrokeLength	NothingEnum Real
gradientStrokeStart	2 Units NothingEnum
horizontalScale	NothingEnum Real
hyphenateLastWord	Boolean NothingEnum
justification	Justification NothingEnum

keepAllLinesTogether	Boolean <a href="#">NothingEnum</a>
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
lastLineIndent	<a href="#">NothingEnum</a> Unit
leading	<a href="#">Leading</a> <a href="#">NothingEnum</a> Unit
leftIndent	<a href="#">NothingEnum</a> Unit
ligatures	Boolean <a href="#">NothingEnum</a>
noBreak	Boolean



		NothingEnum
	numberSeparator	NothingEnum Short
	numberStartAt	Long NothingEnum
	numberingFont	AutoEnum Font NothingEnum String
	numberingFontStyle	AutoEnum NothingEnum String
	numberingStyle	NothingEnum NumberingS String
	otfContextualAlternate	Boolean NothingEnum

otfDiscretionaryLigature	Boolean NothingEnum
otfFigureStyle	NothingEnum OTFFigureS
otfFraction	Boolean NothingEnum
otfHistorical	Boolean NothingEnum
otfOrdinal	Boolean NothingEnum
otfSlashedZero	Boolean NothingEnum

	otfStylisticSets	Long <a href="#">NothingEnum</a>
	otfSwash	Boolean <a href="#">NothingEnum</a>
	otfTitling	Boolean <a href="#">NothingEnum</a>
	overprintFill	Boolean <a href="#">NothingEnum</a>
	overprintStroke	Boolean <a href="#">NothingEnum</a>
	parent	<a href="#">Application</a>
	pointSize	<a href="#">NothingEnum</a> Unit

position	<a href="#">NothingEnum</a> Position
properties	Object
rightIndent	<a href="#">NothingEnum</a> Unit
singleWordJustification	<a href="#">NothingEnum</a> SingleWordJustification
skew	<a href="#">NothingEnum</a> Real
spaceAfter	<a href="#">NothingEnum</a> Unit
spaceBefore	<a href="#">NothingEnum</a>

	Unit
startParagraph	NothingEnum StartParagraph
strikeThroughColor	NothingEnum String Swatch
strikeThroughGapColor	NothingEnum String Swatch
strikeThroughGapOverprint	Boolean NothingEnum
strikeThroughGapTint	NothingEnum

		Real
	strikeThroughOffset	NothingEnum Unit
	strikeThroughOverprint	Boolean NothingEnum
	strikeThroughTint	NothingEnum Real
	strikeThroughType	NothingEnum String StrokeStyle
	strikeThroughWeight	NothingEnum Unit

strokeThru	Boolean NothingEnum
strokeColor	NothingEnum String Swatch
strokeTint	NothingEnum Real
strokeWeight	NothingEnum Unit
tracking	NothingEnum

	Real
underline	Boolean NothingEnum
underlineColor	NothingEnum String Swatch
underlineGapColor	NothingEnum String Swatch
underlineGapOverprint	Boolean NothingEnum
underlineGapTint	NothingEnum Real



underlineOffset	<a href="#">NothingEnum</a> Unit
underlineOverprint	Boolean <a href="#">NothingEnum</a>
underlineTint	<a href="#">NothingEnum</a> Real
underlineType	<a href="#">NothingEnum</a> String <a href="#">StrokeStyle</a>
underlineWeight	<a href="#">NothingEnum</a> Unit

	verticalScale	NothingEnum Real
	wholeWord	Boolean NothingEnum
<div> <div>Methods</div> <div>Instances</div> <div> Array of <b>Object</b> <b>getElements ()</b>  Resolves the object specifier, creating an array  <b>string toSource ()</b>  Generates a string which, if executed, will return  <b>string toSpecifier ()</b>  Retrieves the object specifier. </div> </div>		
	<b>Element of</b>	<b>Application.findPreferences</b> <b>Bullet.parent</b>
<div> <div>Jongware, 27-Jun-2010 v3.0.3d</div> <div>Contents :: Index</div> </div>		

<b>Class</b>
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# FlattenerPreference

Transparency flattener preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

FlattenerPreference

## Properties

Property	Type
clipComplexRegions	boolean
convertAllStrokesToOutlines	boolean
convertAllTextToOutlines	boolean

gradientAndMeshResolution    num

lineArtAndTextResolution    num

	parent <span>Spread</span>				
	properties <span>Object</span>				
	rasterVectorBalance <span>Flattener (0 - 1)</span>				
<table><tr><th>Methods</th><th>Instances</th></tr><tr><td></td><td>Array of <span>Object</span> <b>getElements ()</b> Resolves the object specifier, creating an array of object specifiers. <span>string</span> <b>toSource ()</b> Generates a string which, if executed, will create the object specifier. <span>string</span> <b>toSpecifier ()</b> Retrieves the object specifier.</td></tr></table>		Methods	Instances		Array of <span>Object</span> <b>getElements ()</b> Resolves the object specifier, creating an array of object specifiers. <span>string</span> <b>toSource ()</b> Generates a string which, if executed, will create the object specifier. <span>string</span> <b>toSpecifier ()</b> Retrieves the object specifier.
Methods	Instances				
	Array of <span>Object</span> <b>getElements ()</b> Resolves the object specifier, creating an array of object specifiers. <span>string</span> <b>toSource ()</b> Generates a string which, if executed, will create the object specifier. <span>string</span> <b>toSpecifier ()</b> Retrieves the object specifier.				
Element of <span>Spread</span> .flattenerPreferences					



<b>Class</b>
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# FlattenerPreset

A preset that contains transparency flattener p

**QuickLinks** [duplicate](#), [extractLabel](#), [getElements](#), [insertLa](#)  
[toSpecifier](#)

## 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	<a href="#">Application</a>
properties	Object
rasterVectorBalance	<a href="#">FlattenerLevel</a> (0 - 100)

**Methods** **Instances**

[FlattenerPreset](#) **duplicate** ()  
Duplicates the FlattenerPreset.  
[string](#) **extractLabel** ([key](#): *string*)

Gets the label value associated with the specif

Parameter	Type
key	string

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array

**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.

**string toSource ()**

Generates a string which, if executed, will retu

**string toSpecifier ()**

Retrieves the object specifier.

**Element of** [EPSEExportPreference.appliedFlattenerPreset](#)  
[PDFExportPreference.appliedFlattenerPreset](#)  
[PDFExportPreset.appliedFlattenerPreset](#)  
[SVGExportPreference.appliedFlattenerPreset](#)

**Used in:** array of **FlattenerPreset** [FlattenerPresets.item](#)  
**FlattenerPreset** [FlattenerPresets.nextItem](#) (**of**  
**FlattenerPreset** [FlattenerPresets.previousItem](#)

**Return** **FlattenerPreset** [FlattenerPreset.duplicate](#) ()  
**FlattenerPreset** [FlattenerPresets.add](#) ([**withPr**  
**FlattenerPreset** [FlattenerPresets.anyItem](#) ()  
Array of **FlattenerPreset** [FlattenerPresets.eve](#)  
**FlattenerPreset** [FlattenerPresets.firstItem](#) ()  
**FlattenerPreset** [FlattenerPresets.item](#) (**index**:  
**FlattenerPreset** [FlattenerPresets.itemByID](#) (**i**  
**FlattenerPreset** [FlattenerPresets.itemByNam](#)

Array of **FlattenerPreset** [FlattenerPresets.iter](#)  
**FlattenerPreset** [FlattenerPresets.lastItem](#) ()  
**FlattenerPreset** [FlattenerPresets.middleItem](#)  
**FlattenerPreset** [FlattenerPresets.nextItem](#) (of  
**FlattenerPreset** [FlattenerPresets.previousItem](#)

<b>Class</b>
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# FlattenerPresets

A collection of transparency flattener preset

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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)

[FlattenerPreset](#) **anyItem** ()  
Returns any FlattenerPreset in the collection

[number](#) **count** ()  
Displays the number of elements in the FlattenerPreset.

Array of [FlattenerPreset](#) **everyItem** ()  
Returns every FlattenerPreset in the collection.

[FlattenerPreset](#) **firstItem** ()  
Returns the first FlattenerPreset in the collection.

[FlattenerPreset](#) **item** ([index](#): any)



Returns the `FlattenerPreset` with the specific index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String

`FlattenerPreset` **itemByID** (*id: number*)  
Returns the `FlattenerPreset` with the specific ID.

Parameter	Type	Description
id	number	The ID.

`FlattenerPreset` **itemByName** (*name: string*)  
Returns the `FlattenerPreset` with the specific name.

Parameter	Type	Description
name	string	The name.

Array of `FlattenerPreset` **itemByRange** (*from: any, to: any*)  
Returns the `FlattenerPresets` within the specified range.

Parameter	Type	Description
from	<code>FlattenerPreset</code> Long String	The <code>FlattenerPreset</code> index, or name at the beginning of the range. Can accept: <code>FlattenerPreset</code> Long or String
to	<code>FlattenerPreset</code> Long String	The <code>FlattenerPreset</code> index, or name

at the end of  
the range. Can  
accept:  
FlattenerPreset  
Long or String

**FlattenerPreset lastItem ()**

Returns the last FlattenerPreset in the collection.

**FlattenerPreset middleItem ()**

Returns the middle FlattenerPreset in the collection.

**FlattenerPreset nextItem (obj: FlattenerPreset)**

Returns the FlattenerPreset whose index follows the specified FlattenerPreset in the collection.

Parameter	Type	Description
obj	FlattenerPreset	The FlattenerPreset whose index comes before the desired FlattenerPreset

**FlattenerPreset previousItem (obj: FlattenerPreset)**

Returns the FlattenerPreset with the index previous to the specified index.

Parameter	Type	Description
obj	FlattenerPreset	The index of the FlattenerPreset that follows the desired FlattenerPreset

`string toSource ()`

Generates a string which, if executed, will return the FlattenerPreset.

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

<b>Class</b>
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# FootnoteOption

Options for specifying default footnote format

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

## Properties

Property	Type
continuingRuleColor	String <a href="#">Swatch</a>
continuingRuleGapColor	String <a href="#">Swatch</a>
continuingRuleGapOverprint	boolean
continuingRuleGapTint	number

continuingRuleLeftIndent	Measure (range)
continuingRuleLineWeight	Measure (range)
continuingRuleOffset	Measure (range)
continuingRuleOn	boolean
continuingRuleOverprint	boolean
continuingRuleTint	number

continuingRuleType	String <a href="#">Stroke</a>
continuingRuleWidth	Measurement (range)
eosPlacement	boolean
footnoteFirstBaselineOffset	<a href="#">Footnote</a> <a href="#">Footnote</a> <a href="#">Footnote</a> <a href="#">Footnote</a> <a href="#">Footnote</a> <a href="#">Footnote</a> <a href="#">Footnote</a>
footnoteMarkerStyle	<a href="#">Character</a>
footnoteMinimumFirstBaselineOffset	Measurement (range)
footnoteNumberingStyle	<a href="#">Footnote</a> String

footnoteTextStyle	<a href="#">Paragraph</a>
markerPositioning	<a href="#">Footnote String</a>
noSplitting	bool
parent	<a href="#">Applied Document</a>
prefix	string
properties	Object
restartNumbering	<a href="#">Footnote String</a>



	ruleColor	String Swatch
	ruleGapColor	String Swatch
	ruleGapOverprint	boolean
	ruleGapTint	number
	ruleLeftIndent	Measurement (range)
	ruleLineWeight	Measurement

		(range)
ruleOffset	Measurement	(range)
ruleOn	boolean	
ruleOverprint	boolean	
ruleTint	number	
ruleType	String	Stroke
ruleWidth	Measurement	(range)
separatorText	string	

showPrefixSuffix	Foot Strin
spaceBetween	Meas (rang
spacer	Meas (rang
startAt	numl
suffix	string

**Methods** **Instances**

Array of **Object** **getElements ()**  
Resolves the object specifier, creating an array  
**string toSource ()**  
Generates a string which, if executed, will re  
**string toSpecifier ()**

Retrieves the object specifier.

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

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<b>Class</b>
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# GalleyPreference

Galley preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Applic](#)

[Gal](#)

## Properties

Property	Type
antiAliasType	<a href="#">AntiAliasType</a> : AntiAliasType.GRAY, AntiAliasType.COLO, AntiAliasType.THICK
backgroundColor	3 Reals (0 - 255) <a href="#">InCopyUIColors</a>
blinkCursor	bool
cursorType	<a href="#">CursorTypes</a> : CursorTypes.STAND/ CursorTypes.THICK_

	CursorTypes.BARBEI CursorTypes.BLOCK_
parent	<a href="#">Application Document</a>
properties	Object
showDepthRuler	bool
smoothText	bool
textColor	3 Reals (0 - 255) <a href="#">InCopyUIColors</a>

**Methods** **Instances**

Array of [Object](#) **getElement** ()  
Resolves the object specifier, creating an a

**string toSource ()**

Generates a string which, if executed, will

**string toSpecifier ()**

Retrieves the object specifier.

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<b>Element of</b>	<a href="#">Application.galleyPreferences</a>
	<a href="#">Document.galleyPreferences</a>

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<b>Class</b>
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# GeneralPreference

General application preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

### Properties

Property	
completeFontDownloadGlyphLimit	1
includePreview	1
pageNumbering	<a href="#">1</a> <a href="#">2</a> <a href="#">3</a>
parent	<a href="#">1</a>
previewSize	<a href="#">1</a> <a href="#">2</a> <a href="#">3</a> <a href="#">4</a> <a href="#">5</a>
properties	<a href="#">1</a>

	<div>temporaryFolder</div> <div>toolTips</div> <div>toolsPalette</div>
<div>Methods</div>	<div>Instances</div> <div>Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating a</div> <div><a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, v</div> <div><a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.</div>
	<div>Element of <a href="#">Application</a>.generalPreferences</div>
<div>Jongware, 27- Jun-2010 v3.0.3d</div>	<div>Contents :: <a href="#">Index</a></div>

<b>Class</b>
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# GrabberPreference

Grabber preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

### Properties

Property	Type
grabberPanning	<a href="#">PanningTypes</a> : <a href="#">PanningTypes.NO_</a> <a href="#">PanningTypes.GRE</a> <a href="#">PanningTypes.GRE</a>
parent	<a href="#">Application</a>
properties	Object

### Methods **Instances**

Array of [Object](#) **getElements ()**  
Resolves the object specifier, creating  
[string](#) **toSource ()**  
Generates a string which, if executed,  
[string](#) **toSpecifier ()**  
Retrieves the object specifier.

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



<b>Class</b>
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# GraphicLayer

A layer in a PSD image or PDF file.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

**GraphicLayer** | [GraphicLayer](#)

**GraphicLayer**

**GraphicLayer**

## Properties

Property	Type
adjustmentLayer	bool
currentVisibility	bool
exportState	bool
fxLayer	bool



	graphicLayers	GraphicLayers
	hasExportState	bool
	hasPrintState	bool
	hasViewState	bool
	id	number
	index	number
	locked	bool
	name	string
	originalVisibility	bool
	parent	GraphicLayerGraphicLa

	printState	bool
	properties	Object
	sectionDividerLayer	bool
	separatorLayer	bool
	viewState	bool
<div> <div>Methods</div> <div>Instances</div> <div> Array of <b>Object</b> <b>getElements</b> ()  Resolves the object specifier, creating an array o  <b>string</b> <b>toSource</b> ()  Generates a string which, if executed, will return  <b>string</b> <b>toSpecifier</b> ()  Retrieves the object specifier. </div> </div>		
	Element of	<b>GraphicLayer</b> .parent
	Used in:	array of <b>GraphicLayer</b> <b>GraphicLayers.itemByF</b> <b>GraphicLayer</b> <b>GraphicLayers.nextItem</b> ( <b>obj</b> : <b>G</b> <b>GraphicLayer</b> <b>GraphicLayers.previousItem</b> ( <b>ob</b>
	Return	<b>GraphicLayer</b> <b>GraphicLayers.anyItem</b> () Array of <b>GraphicLayer</b> <b>GraphicLayers.everyIt</b> <b>GraphicLayer</b> <b>GraphicLayers.firstItem</b> () <b>GraphicLayer</b> <b>GraphicLayers.item</b> ( <b>index</b> : <i>any</i> ) <b>GraphicLayer</b> <b>GraphicLayers.itemByID</b> ( <b>id</b> : <i>nu</i> <b>GraphicLayer</b> <b>GraphicLayers.itemByName</b> ( <b>na</b> Array of <b>GraphicLayer</b> <b>GraphicLayers.itemByl</b>

**GraphicLayer** [GraphicLayers.lastItem \(\)](#)  
**GraphicLayer** [GraphicLayers.middleItem \(\)](#)  
**GraphicLayer** [GraphicLayers.nextItem \(obj: G](#)  
**GraphicLayer** [GraphicLayers.previousItem \(ob](#)

<b>Class</b>
--------------

# GraphicLayerOption

Graphic layer option.

**QuickLinks** [getElements](#), [toSource](#), [toSpecific](#)

## Hierarchy

### Properties

Property	Type
graphicLayers	<a href="#">GraphicLayer</a>
parent	<a href="#">ImagePDF</a>
properties	Object
updateLinkOption	<a href="#">UpdateLink()</a> <a href="#">UpdateLink()</a> <a href="#">UpdateLink()</a> <a href="#">UpdateLink()</a>

### Methods Instances

Array of [Object](#) **getElements ()**  
Resolves the object specifier, creates  
[string](#) **toSource ()**  
Generates a string which, if executed

`string toSpecifier ()`  
Retrieves the object specifier.

**Element of** [GraphicLayer.parent](#)  
[Image.graphicLayerOptions](#)  
[PDF.graphicLayerOptions](#)

<b>Class</b>
--------------

# GraphicLayers

A collection of graphic layers.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods

### Instances

[GraphicLayer](#) **anyItem** ()

Returns any GraphicLayer in the collection.

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

Displays the number of elements in the GraphicLayer.

Array of [GraphicLayer](#) **everyItem** ()

Returns every GraphicLayer in the collection.

[GraphicLayer](#) **firstItem** ()

Returns the first GraphicLayer in the collection.

[GraphicLayer](#) **item** ([index](#): *any*)

Returns the GraphicLayer with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.



**GraphicLayer** **itemByID** (**id**: *number*)

Returns the GraphicLayer with the specified ID.

Parameter	Type	Description
id	number	The ID.

**GraphicLayer** **itemByName** (**name**: *string*)

Returns the GraphicLayer with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **GraphicLayer** **itemByRange** (**from**: *any*, **to**: *any*)

Returns the GraphicLayers within the specified range.

Parameter	Type	Description
from	<b>GraphicLayer</b> Long String	The GraphicLayer, index, or name at the beginning of the range. Can accept: GraphicLayer, Long or String.
to	<b>GraphicLayer</b> Long String	The GraphicLayer, index, or name at the end of the range. Can accept: GraphicLayer, Long or String.

**GraphicLayer** **lastItem** ()

Returns the last GraphicLayer in the collection.

**GraphicLayer middleItem ()**  
Returns the middle GraphicLayer in the collection.

**GraphicLayer nextItem (obj: GraphicLayer)**  
Returns the GraphicLayer whose index follows the specified GraphicLayer in the collection.

Parameter	Type	Description
obj	GraphicLayer	The GraphicLayer whose index comes before the desired GraphicLayer.

**GraphicLayer previousItem (obj: GraphicLayer)**  
Returns the GraphicLayer with the index previous to the specified index.

Parameter	Type	Description
obj	GraphicLayer	The index of the GraphicLayer that follows the desired GraphicLayer.

**string toSource ()**  
Generates a string which, if executed, will return the GraphicLayer.

**Element of** [GraphicLayer](#).graphicLayers  
[GraphicLayerOption](#).graphicLayers



<b>Class</b>
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# GridPreference

Grid preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

### Properties

Property	Type
baselineColor	3 Reals (0 - 255) <a href="#">UIColors</a>
baselineDivision	Measurement U
baselineGridRelativeOption	<a href="#">BaselineGridRe</a> BaselineGridRe BaselineGridRe

	baselineGridShown	bool
	baselineStart	Measurement U
	baselineViewThreshold	number (range:
	documentGridShown	bool
	documentGridSnapto	bool
	gridColor	3 Reals (0 - 255 <a href="#">UIColors</a>

gridsInBack	bool
horizontalGridSubdivision	number (range:
horizontalGridlineDivision	Measurement U
parent	<a href="#">Application Document</a>
properties	Object

	verticalGridSubdivision      number (range:
	verticalGridlineDivision      Measurement U
<div> <div>Methods</div> <div>Instances</div> <div> Array of <a href="#">Object</a> <b>getElements ()</b>  Resolves the object specifier, creating an array  <a href="#">string</a> <b>toSource ()</b>  Generates a string which, if executed, will retu  <a href="#">string</a> <b>toSpecifier ()</b>  Retrieves the object specifier. </div> </div>	
<div> <div>Element of</div> <div> <a href="#">Application.gridPreferences</a>  <a href="#">Document.gridPreferences</a> </div> </div>	
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<b>Class</b>
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# GuidePreference

Guide preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

[Application](#) | [I](#)

**GuidePref**

**Properties**

Property	Type
guidesInBack	bool
guidesLocked	bool
guidesShown	bool
guidesSnapto	bool
parent	<a href="#">ApplicationD</a>

	propertiesObject
	rulerGuidesColor3 Reals (0 - 2 UIColors
	rulerGuidesViewThreshold number

**Methods** **Instances**

Array of **Object** **getElements ()**  
Resolves the object specifier, creating an ai

`string toSource ()`

Generates a string which, if executed, will

`string toSpecifier ()`

Retrieves the object specifier.

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

<b>Class</b>
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# IMEPreference

Input method editor (IME) preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Application](#)

**IMEPreference**

## Properties

Property	Type	Access	Description
inlineInput	bool	r/w	If true, all inline input is non-Latin.
parent	<a href="#">Application</a>	readonly	The parent of the IMEPreference (a Application).
properties	Object	r/w	A proper allows setting of several properties the same.

## Methods Instances

Array of [Object](#) **getElements** ()  
Resolves the object specifier, creating an array of object references.

[string](#) **toSource** ()  
Generates a string which, if executed, will return IMEPreference.

[string](#) **toSpecifier** ()  
Retrieves the object specifier.

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

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<b>Class</b>
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# ImageIOPreference

Image I/O preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Appli](#)

**Image**

## Properties

Property	Type
allowAutoEmbedding	bool
alphaChannelName	string
applyPhotoshopClippingPath	bool
parent	<a href="#">Appl</a>
previewResolution	numl
properties	Obje

<b>Methods</b>	<b>Instances</b>
	<p>Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.</p>
<hr/>	
<b>Element of</b>	<a href="#">Application.imageIOPreferences</a> <a href="#">Image.imageIOPreferences</a>
<hr/>	
Jongware, 27- Jun-2010 v3.0.3d	<a href="#">Contents :: Index</a>

<b>Class</b>
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# JPEGExportPreference

JPEG export preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSp](#)

## Hierarchy

### Properties

Property	Type
exportingSelection	bool
exportingSpread	bool
jpegExportRange	<a href="#">ExportRange</a> <a href="#">ExportRange</a> <a href="#">ExportRange</a>
jpegQuality	<a href="#">JPEGQuality</a> <a href="#">JPEGQuality</a> <a href="#">JPEGQuality</a> <a href="#">JPEGQuality</a> <a href="#">JPEGQuality</a>
jpegRenderingStyle	<a href="#">JPEGRenderingStyle</a> <a href="#">JPEGRenderingStyle</a> <a href="#">JPEGRenderingStyle</a>
pageString	string

	parent <a href="#">Applic</a>
	properties <a href="#">Objec</a>

	<b>Methods</b> <b>Instances</b> Array of <a href="#">Object</a> <b>getElement</b> Resolves the object specifier <a href="#">string</a> <b>toSource ()</b> Generates a string which, if <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifie
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	<b>Element of</b> <a href="#">Application.jpegExportPrefe</a>
--	---

<b>Class</b>
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# LayoutAdjustmentPreference

Layout adjustm

**QuickLinks** [getElements](#), to

## Hierarchy

## Properties

Property
allowGraphics
allowRulerGui
enableLayout/
ignoreObjectO
ignoreRulerGu
parent
properties
snapZone

**Methods** **Instances**

	Array of <a href="#">Object</a> Resolves the ob <a href="#">string toSource</a> Generates a stri <a href="#">string toSpecifi</a> Retrieves the ol
	<b>Element of</b> <a href="#">Application.lay</a> <a href="#">Document.layo</a>
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<b>Class</b>
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# MarginPreference

Margin preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Application](#) | [Documentation](#)

**MarginPref**

## Properties

Property	Type
bottom	Measurement Unit (Number or String)
columnCount	number (range: 1 - 216)
columnGutter	Measurement Unit (Number or String) (range: 0 - 1440)
columnsPositions	Array of Measurement Unit (Number or String)
customColumns	bool
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)
<div> <div>Methods</div> <div>Instances</div> <div> Array of <a href="#">Object</a> <b>getElements</b> ()  Resolves the object specifier, creating an array of objects.  <a href="#">string</a> <b>toSource</b> ()  Generates a string which, if executed, will evaluate to the object.  <a href="#">string</a> <b>toSpecifier</b> ()  Retrieves the object specifier. </div> </div>		
<div> <div>Element of</div> <div> <a href="#">Application</a>.marginPreferences  <a href="#">Document</a>.marginPreferences  <a href="#">Page</a>.marginPreferences </div> </div>		
<div> <div> Jongware, 27-Jun-2010 v3.0.3d </div> <div> <a href="#">Contents</a> :: <a href="#">Index</a> </div> </div>		

<b>Class</b>
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# MetadataPreference

Metadata preferences.

**QuickLinks** [append](#), [countContainer](#), [createContainer](#), [save](#), [setProperty](#), [toSource](#), [toSpec](#)

## Hierarchy

Met

### Properties

Property	Type
author	string
copyrightInfoURL	string
copyrightNotice	string
copyrightStatus	<a href="#">CopyrightStatus</a> CopyrightStatus CopyrightStatus CopyrightStatus
creationDate	Date
creator	string
description	string
documentTitle	string

format	string
jobName	string
keywords	Array of string
modificationDate	Date
parent	<a href="#">Document</a>
properties	Object
serverURL	string

Methods

Instances

`void` **append** (`from`: *File*[], `affectAll`: *boolean*)  
Uses metadata from the specified external file to append properties in the document.

Parameter	Type	Description
from	File	The path to the external file. If null, defaults to false.
affectAll	bool	If true, also read external file. If false, defaults to false.

`number` **countContainer** (`namespace`: *string*)

Counts the number of items in the c

Parameter	Type	De
namespace	string	Th
path	string	Th

**void createContainerItem** (names  
container: ContainerType=**Contain**  
Creates an empty container.

Parameter	Type
namespace	string
path	string
index	number
container	ContainerType: ContainerType.BAG ContainerType.SEQ ContainerType.ALT

Array of **Object getElements** ()  
Resolves the object specifier, creati

**string getProperty** (namespace: str  
Gets the XMP property value assoc

Parameter	Type	De
namespace	string	Th
path	string	Th

**void replace** (using: File[, affectAl  
Replaces the current metadata in the  
file.

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

using	File	The full path to metadata.
affectAll	bool	If true, treats a (Optional) (def

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

Saves the metadata in the document

Parameter	Type	I
to	File	1

**void setProperty** (*namespace: string*)

Sets the XMP property associated v

Parameter	Type	Description
namespace	string	The namespace
path	string	The specified
value	string	The value to a property, pass

**string toSource** ()

Generates a string which, if execute

**string toSpecifier** ()

Retrieves the object specifier.

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



<b>Class</b>
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# NotePreference

Note preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

### Properties

Property	Type
noteBackgroundColor	<a href="#">NoteBackgrounds</a> : NoteBackgrounds.G/ NoteBackgrounds.US
noteColor	3 Reals (0 - 255) <a href="#">InCopyUIColors</a>
noteColorChoices	<a href="#">NoteColorChoices</a> : NoteColorChoices.U! NoteColorChoices.U!
parent	<a href="#">Application</a>

	properties      Object
	showNoteTips      bool

## Methods **Instances**

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array

[string](#) **toSource ()**

Generates a string which, if executed, will return

[string](#) **toSpecifier ()**

Retrieves the object specifier.

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

<b>Class</b>
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# PDFExportPreference

PDF export settings for the app

**QuickLinks** [getElements](#), [toSource](#), [toSpeci](#)

## 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
includeICCProfiles

	includeSlugWithPDF
	includeStructure
	interactiveElements
	monochromeBitmapCompress
	monochromeBitmapSampling
	monochromeBitmapSampling
	ocRegistry

omitBitmaps

omitEPS

omitPDF

openDocumentPassword

optimizePDF

outputCondition

--

--

outputConditionName

pageInformationMarks

pageMarksOffset

pageRange

--

parent
pdfColorSpace
pdfDestinationProfile
pdfMarkType
pdfXProfile
printerMarkWeight

properties
registrationMarks
simulateOverprint
standardsCompliance
subsetFontsBelow



thresholdToCompressColor
thresholdToCompressGray
thresholdToCompressMonoch
useDocumentBleedWithPDF

	useSecurity
	viewJDF
	viewPDF

## Methods **Instances**

Array of [Object](#) **getElements** ()  
 Resolves the object specifier, ci  
[string](#) **toSource** ()  
 Generates a string which, if exe  
[string](#) **toSpecifier** ()  
 Retrieves the object specifier.

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

<b>Class</b>
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# PDFExportPreset

PDF export settings for the document object

**QuickLinks** [duplicate](#), [getElements](#), [remove](#), [toSource](#)

## Hierarchy

### Properties

Property	Type
acrobatCompatibility	<a href="#">AcrobatCompatibility</a> AcrobatCompatibility AcrobatCompatibility AcrobatCompatibility AcrobatCompatibility
appliedFlattenerPreset	<a href="#">FlattenerPreset</a>
bleedBottom	Measurement 432pt
bleedInside	Measurement 432pt
bleedMarks	boolean

	bleedOutside	Me 432
	bleedTop	Me 432
	colorBars	boc
	colorBitmapCompression	Bit Bit Bit Bit Bit Bit Bit Bit
	colorBitmapQuality	Co Co Co Co Co Co Co Co
	colorBitmapSampling	Sar

		Sar
		Sar
		Sar
		Sar
	colorBitmapSamplingDPI	num
	colorTileSize	num
	compressTextAndLineArt	boolean
	compressionType	PDF PDF PDF PDF
	contentToEmbed	PDF PDF PDF
	cropImagesToFrames	boolean

	cropMarks	boc
	exportGuidesAndGrids	boc
	exportLayers	boc
	exportNonprintingObjects	boc
	exportReaderSpreads	boc
	fullName	File
	generateThumbnails	boc
	grayTileSize	nur





	includeHyperlinks	bookmarks
	includeICCProfiles	Bookmarks <a href="#">ICC Profiles</a>
	includeSlugWithPDF	bookmarks
	includeStructure	bookmarks
	index	numbers
	interactiveElements	bookmarks



	omitPDF	boolean
	optimizePDF	boolean
	outputCondition	string
	outputConditionName	string

pageInformationMarks	bo
pageMarksOffset	Me 72)
parent	<a href="#">Ap</a>
pdfColorSpace	<a href="#">PD</a> PD PD PD PD PD
pdfDestinationProfile	<a href="#">PD</a> Str
pdfMarkType	<a href="#">Ma</a> Ma
pdfXProfile	<a href="#">PD</a> Str



standardsCompliance	PD PD PD PD PD PD
subsetFontsBelow	nur
thresholdToCompressColor	nur

	thresholdToCompressGray      nur
	thresholdToCompressMonochrome    nur
	useDocumentBleedWithPDF      boc

**Methods** **Instances**

- PDFExportPreset duplicate ()**  
Duplicates the PDFExportPreset.
- Array of **Object** **getElements ()**  
Resolves the object specifier, creating an
- void remove ()**  
Deletes the PDFExportPreset.
- string toSource ()**  
Generates a string which, if executed, wi

**string toSpecifier ()**

Retrieves the object specifier.

**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)  
array of **PDFExportPreset** [PDFExportPresets.allPresets](#)  
**PDFExportPreset** [PDFExportPresets.defaultPreset](#)  
**PDFExportPreset** [PDFExportPresets.defaultPresetName](#)  
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** [PDFExportPresets.allPresets](#)  
**PDFExportPreset** [PDFExportPresets.defaultPreset](#)  
**PDFExportPreset** [PDFExportPresets.defaultPresetName](#)  
Array of **PDFExportPreset** [PDFExportPresets.allPresets](#)  
**PDFExportPreset** [PDFExportPresets.defaultPreset](#)  
**PDFExportPreset** [PDFExportPresets.defaultPresetName](#)  
**PDFExportPreset** [PDFExportPresets.defaultPresetName](#)



**PDFExportPreset** [PDFExportPresets.ite](#)  
Array of **PDFExportPreset** [PDFExportF](#)  
**PDFExportPreset** [PDFExportPresets.las](#)  
**PDFExportPreset** [PDFExportPresets.mi](#)  
**PDFExportPreset** [PDFExportPresets.ne](#)  
**PDFExportPreset** [PDFExportPresets.pr](#)

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<b>Class</b>
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# PDFExportPresets

A collection of PDF export presets.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByName](#), [itemByRange](#), [lastItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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

**Methods** **Instances**  
[PDFExportPreset](#) **add** ([[withProperties](#)])  
Creates a new PDFExportPreset.

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

[PDFExportPreset](#) **anyItem** ()  
Returns any PDFExportPreset in the collection.

[PDFExportPreset](#) **count** ()  
Displays the number of elements in the PDFExportPreset.

Array of [PDFExportPreset](#) **everyItem** ()  
Returns every PDFExportPreset in the collection.

[PDFExportPreset](#) **firstItem** ()  
Returns the first PDFExportPreset in the collection.

[PDFExportPreset](#) **item** ([index](#): any)  
Returns the PDFExportPreset with the index or name.

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Parameter	Type	Description
index	Long String	The index or name accept: Long or S

**PDFExportPreset itemByName (name)**  
Returns the PDFExportPreset with the name.

Parameter	Type	Description
name	string	The name

Array of **PDFExportPreset itemByRange (from, to: any)**  
Returns the PDFExportPresets within the range.

Parameter	Type	Description
from	Long PDFExportPreset String	The PDFE index, the be the ra accept PDFE Long
to	Long PDFExportPreset String	The PDFE index, the en range. accept PDFE Long

**PDFExportPreset lastItem ()**  
Returns the last PDFExportPreset in the array.

**PDFExportPreset middleItem ()**  
Returns the middle PDFExportPreset in the array.

collection.

[PDFExportPreset](#) **nextItem** ([obj](#): [PDFExportPreset](#))

Returns the [PDFExportPreset](#) whose index is the specified [PDFExportPreset](#) in the collection.

Parameter	Type	Description
<a href="#">obj</a>	<a href="#">PDFExportPreset</a>	The <a href="#">PDFExportPreset</a> whose index is the specified <a href="#">PDFExportPreset</a> in the collection.

[PDFExportPreset](#) **previousItem** ([obj](#): [PDFExportPreset](#))

Returns the [PDFExportPreset](#) with the index previous to the specified index.

Parameter	Type	Description
<a href="#">obj</a>	<a href="#">PDFExportPreset</a>	The <a href="#">PDFExportPreset</a> that follows the specified <a href="#">PDFExportPreset</a> in the collection.

[string](#) **toSource** ()

Generates a string which, if executed, will create the [PDFExportPreset](#).

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

<b>Class</b>
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# PDFPlacePreference

PDF place preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

1

## Properties

Property	Type
openDocumentPassword	string
pageNumber	number
parent	<a href="#">Applica</a>
pdfCrop	<a href="#">PDFCro</a> <a href="#">PDFCro</a> <a href="#">PDFCro</a> <a href="#">PDFCro</a> <a href="#">PDFCro</a> <a href="#">PDFCro</a> <a href="#">PDFCro</a>
properties	Object

	transparentBackground    bool
<div> <div>Methods</div> <div>Instances</div> <div> Array of <a href="#">Object</a> <b>getElements ()</b>  Resolves the object specifier, creat  <a href="#">string toSource ()</a>  Generates a string which, if execut  <a href="#">string toSpecifier ()</a>  Retrieves the object specifier. </div> </div>	
<div> <div>Element of</div> <div><a href="#">Application.pdfPlacePreferences</a></div> </div>	
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<b>Class</b>
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# PackageForGoLivePreference

Package for Go

**QuickLinks** [getElements](#), [to](#)

## Hierarchy

### Properties

Property
copyFormatte
copyMoviesA
copyOriginall
includeHidde
packageEnco
parent
properties
viewPackagel

	<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> Resolves the o  <a href="#">string</a> to <b>Sourc</b> Generates a str  <a href="#">string</a> to <b>Specil</b> Retrieves the c
	<b>Element of</b>	<a href="#">Book</a> .package <a href="#">Document</a> .pac
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<b>Class</b>
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# PasteboardPreference

Pasteboard preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecific](#)

## Hierarchy

A

P

## Properties

### Property

bleedGuideColor

minimumSpaceAboveAndBelow

parent

pasteboardColor

	previewBackgroundColor
	properties
	slugGuideColor
<div><div>Methods</div><div>Instances</div><div>Array of <b>Object</b> <b>getElements ()</b></div></div>	

	Resolves the object specifier, or <b>string toSource ()</b> Generates a string which, if exe <b>string toSpecifier ()</b> Retrieves the object specifier.
--	---

<b>Element of</b>	<a href="#">Application</a> .pasteboardPreferen <a href="#">Document</a> .pasteboardPreferenc
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<b>Class</b>
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# PolygonPreference

Default settings to use when creating a

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

[Application](#)

**PolygonPreferen**

**Properties**

Property	Type	Access
insetPercentage	number (range: 0 - 100)	r/w
numberOfSides	number (range: 3 - 100)	r/w
parent	<a href="#">Application</a>	readonl
properties	Object	r/w

**Methods** **Instances**

Array of [Object](#) **getElements ()**  
Resolves the object specifier, creating references.

[string](#) **toSource ()**  
Generates a string which, if executed, v  
PolygonPreference.

`string toSpecifier ()`  
Retrieves the object specifier.

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

<b>Class</b>
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# PrintPreference

Print preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

### Properties

Property	Type
activePrinterPreset	<a href="#">PrinterPresetPrinter</a>
allPrinterMarks	bool
blackAngle	number
blackFrequency	number
bleedBottom	Measurement Unit
bleedChain	bool

bleedInside	Measurement U
bleedMarks	bool
bleedOutside	Measurement U
bleedTop	Measurement U
collating	bool
colorBars	bool
colorOutput	<a href="#">ColorOutputMo</a> ColorOutputMo ColorOutputMo ColorOutputMo ColorOutputMo ColorOutputMo ColorOutputMo

	compositeAngle	number
	compositeFrequency	number
	copies	number
	crd	<a href="#">ColorRenderingString</a>
	cropMarks	bool
	cyanAngle	number
	cyanFrequency	number
	dataFormat	<a href="#">DataFormat:</a>

	DataFormat.AS DataFormat.BI
downloadPPDFonts	bool
flattenerPresetName	string
flip	Flip: Flip.NONE Flip.HORIZON Flip.VERTICAL Flip.HORIZON
fontDownloading	FontDownloadi FontDownloadi FontDownloadi FontDownloadi FontDownloadi
ignoreSpreadOverrides	bool
includeSlugToPrint	bool
intent	RenderingInten RenderingInten RenderingInten RenderingInten RenderingInten
magentaAngle	number

	magentaFrequency	number
	markLineWeight	<a href="#">MarkLineWeight</a> MarkLineWeight MarkLineWeight MarkLineWeight
	markOffset	Measurement Unit
	markType	<a href="#">MarkTypes:</a> MarkTypes.DE
	negative	bool
	omitBitmaps	bool
	omitEPS	bool
	omitPDF	bool
	opiImageReplacement	bool
	pageInformationMarks	bool



	pagePosition	<a href="#">PagePositions:</a> PagePositions.U PagePositions.C PagePositions.C PagePositions.C
	pageRange	<a href="#">PageRange</a> String
	paperGap	Measurement U
	paperHeight	<a href="#">PaperSize</a> Unit
	paperOffset	Measurement U
	paperSize	<a href="#">PaperSizes</a> String

paperSizeList	Array of string
paperTransverse	bool
paperWidth	<a href="#">PaperSize</a> Unit
parent	<a href="#">Book</a> <a href="#">Document</a>
postscriptLevel	<a href="#">PostScriptLevel</a> PostScriptLevel PostScriptLevel
ppd	<a href="#">PPDValues</a> String
ppdList	Array of string
preserveColorNumbers	bool
printBlack	bool
printBlankPages	bool

printCyan	bool
printFile	File
printGuidesGrids	bool
printMagenta	bool
printMasterPages	bool
printNonprinting	bool
printPageOrientation	<a href="#">PrintPageOrientations</a> PrintPageOrientations PrintPageOrientations PrintPageOrientations PrintPageOrientations
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	<a href="#">ScaleModes:</a> ScaleModes.SC ScaleModes.SC
scaleProportional	bool

scaleWidth	number
screening	<a href="#">Screening String</a>
screeningList	Array of string
sendImageData	<a href="#">ImageDataType</a> <a href="#">ImageDataType</a> <a href="#">ImageDataType</a> <a href="#">ImageDataType</a> <a href="#">ImageDataType</a>
sequence	<a href="#">Sequences:</a> <a href="#">Sequences.ALI</a> <a href="#">Sequences.ODI</a> <a href="#">Sequences.EVF</a>
simulateOverprint	bool

sourceSpace	<a href="#">SourceSpaces:</a> SourceSpaces.U SourceSpaces.F
textAsBlack	bool
thumbnails	bool
thumbnailsPerPage	<a href="#">ThumbsPerPage</a> ThumbsPerPage ThumbsPerPage ThumbsPerPage ThumbsPerPage ThumbsPerPage ThumbsPerPage ThumbsPerPage
tile	bool
tilingOverlap	number
tilingType	<a href="#">TilingTypes:</a> TilingTypes.AL

		TilingTypes.AU TilingTypes.M/
	trapping	<a href="#">Trapping:</a> Trapping.OFF Trapping.APPL Trapping.ADO
	useDocumentBleedToPrint	bool
	yellowAngle	number
	yellowFrequency	number
<div> <div>Methods</div> <div>Instances</div> <div> Array of <a href="#">Object</a> <b>getElements ()</b>  Resolves the object specifier, creating an array  <a href="#">string</a> <b>toSource ()</b>  Generates a string which, if executed, will re  <a href="#">string</a> <b>toSpecifier ()</b>  Retrieves the object specifier. </div> </div>		
	<b>Element of</b>	<a href="#">Book</a> .printPreferences <a href="#">Document</a> .printPreferences
<div> <div>Jongware, 27- Jun-2010 v3.0.3d</div> <div>Contents :: <a href="#">Index</a></div> </div>		

<b>Class</b>
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# PrinterPreset

A preset that contains all of the print settings.

**QuickLinks** [duplicate](#), [getElements](#), [remove](#), [toSource](#), [toSpeci](#)

## Hierarchy

### Properties

Property	Type
allPrinterMarks	bool
blackAngle	number
blackFrequency	number
bleedBottom	Measurement Unit (l
bleedChain	bool

	bleedInside	Measurement Unit (l
	bleedMarks	bool
	bleedOutside	Measurement Unit (l
	bleedTop	Measurement Unit (l
	collating	bool
	colorBars	bool
	colorOutput	<a href="#">ColorOutputModes:</a> 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.S FontDownloading.S
ignoreSpreadOverrides	bool
includeSlugToPrint	bool
index	number
intent	<a href="#">RenderingIntent:</a> RenderingIntent.US RenderingIntent.PE RenderingIntent.SA RenderingIntent.RE RenderingIntent.AB
magentaAngle	number
magentaFrequency	number

markLineWeight	<a href="#">MarkLineWeight:</a> MarkLineWeight.P1 MarkLineWeight.P2 MarkLineWeight.P5
markOffset	Measurement Unit (l
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.CENT PagePositions.CENT
paperGap	Measurement Unit (l
paperHeight	<a href="#">PaperSize</a> Unit
paperOffset	Measurement Unit (l
paperSize	<a href="#">PaperSizes</a> String
paperSizeList	Array of string
paperTransverse	bool
paperWidth	<a href="#">PaperSize</a> Unit

parent	<a href="#">Application</a>
postscriptLevel	<a href="#">PostScriptLevels:</a> PostScriptLevels.LE PostScriptLevels.LE
ppd	<a href="#">PPDValues</a> String
ppdList	Array of string
printBlack	bool
printBlankPages	bool
printCyan	bool
printFile	File
printGuidesGrids	bool
printMagenta	bool

printMasterPages	bool
printNonprinting	bool
printPageOrientation	<a href="#">PrintPageOrientation</a> PrintPageOrientation PrintPageOrientation PrintPageOrientation PrintPageOrientation
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	<a href="#">ScaleModes:</a> ScaleModes.SCALE ScaleModes.SCALE
	scaleProportional	bool
	scaleWidth	number
	screening	<a href="#">Screening</a> String
	screeningList	Array of string

sendImageData	<a href="#">ImageDataTypes:</a> ImageDataTypes.AL ImageDataTypes.OP ImageDataTypes.PR ImageDataTypes.NC
sequence	<a href="#">Sequences:</a> Sequences.ALL Sequences.ODD Sequences.EVEN
simulateOverprint	bool
sourceSpace	<a href="#">SourceSpaces:</a> SourceSpaces.USE_ SourceSpaces.PROC
textAsBlack	bool

thumbnails	bool
thumbnailsPerPage	<a href="#">ThumbsPerPage:</a> ThumbsPerPage.K1: ThumbsPerPage.K2: ThumbsPerPage.K3: ThumbsPerPage.K4: ThumbsPerPage.K5: ThumbsPerPage.K6: ThumbsPerPage.K7:
tile	bool
tilingOverlap	number
tilingType	<a href="#">TilingTypes:</a> TilingTypes.AUTO TilingTypes.AUTO_ TilingTypes.MANU.
trapping	<a href="#">Trapping:</a> Trapping.OFF Trapping.APPLICA7 Trapping.ADOBE_I
useDocumentBleedToPrint	bool
yellowAngle	number
yellowFrequency	number

## Methods **Instances**

**PrinterPreset** **duplicate** ()

Duplicates the PrinterPreset.

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of

**void** **remove** ()

Deletes the PrinterPreset.

**string** **toSource** ()

Generates a string which, if executed, will return t

**string** **toSpecifier** ()

Retrieves the object specifier.

**Element of** **PrintPreference**.activePrinterPreset

**Used in:** **void** **Application.print** (**from**: any[, **printDialog**: b  
**void** **Book.print** ([**printDialog**: bool][, **using**: any])  
**void** **Document.print** ([**printDialog**: bool][, **using**:  
array of **PrinterPreset** **PrinterPresets.itemByRang**  
**PrinterPreset** **PrinterPresets.nextItem** (**obj**: **Print**  
**PrinterPreset** **PrinterPresets.previousItem** (**obj**: P

**Return** **PrinterPreset** **PrinterPreset.duplicate** ()  
**PrinterPreset** **PrinterPresets.add** ([**withProperties**  
**PrinterPreset** **PrinterPresets.anyItem** ()  
Array of **PrinterPreset** **PrinterPresets.everyItem** (  
**PrinterPreset** **PrinterPresets.firstItem** ()  
**PrinterPreset** **PrinterPresets.item** (**index**: any)  
**PrinterPreset** **PrinterPresets.itemByName** (**name**:  
Array of **PrinterPreset** **PrinterPresets.itemByRan**  
**PrinterPreset** **PrinterPresets.lastItem** ()  
**PrinterPreset** **PrinterPresets.middleItem** ()  
**PrinterPreset** **PrinterPresets.nextItem** (**obj**: **Print**  
**PrinterPreset** **PrinterPresets.previousItem** (**obj**: P

<b>Class</b>
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# PrinterPresets

A collection of printer presets.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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)

[PrinterPreset](#) **anyItem** ()  
Returns any PrinterPreset in the collection.

[number](#) **count** ()  
Displays the number of elements in the PrinterPreset.

Array of [PrinterPreset](#) **everyItem** ()  
Returns every PrinterPreset in the collection.

[PrinterPreset](#) **firstItem** ()  
Returns the first PrinterPreset in the collection.

[PrinterPreset](#) **item** ([index: any](#))  
Returns the PrinterPreset with the specified index or name.

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Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**PrinterPreset itemByName** (*name: string*)  
Returns the PrinterPreset with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **PrinterPreset itemByRange** (*from: any, to: any*)  
Returns the PrinterPresets within the specified range.

Parameter	Type	Description
from	Long <b>PrinterPreset</b> String	The PrinterPreset, index, or name at the beginning of the range. Can accept: PrinterPreset, Long or String.
to	Long <b>PrinterPreset</b> String	The PrinterPreset, index, or name at the end of the range. Can accept: PrinterPreset, Long or String.

**PrinterPreset lastItem** ()  
Returns the last PrinterPreset in the collection.

**PrinterPreset middleItem** ()  
Returns the middle PrinterPreset in the

collection.

**PrinterPreset** **nextItem** (**obj**: **PrinterPreset**)

Returns the PrinterPreset whose index follows the specified PrinterPreset in the collection.

Parameter	Type	Description
obj	<b>PrinterPreset</b>	The PrinterPreset whose index comes before the desired PrinterPreset.

**PrinterPreset** **previousItem** (**obj**: **PrinterPreset**)

Returns the PrinterPreset with the index previous to the specified index.

Parameter	Type	Description
obj	<b>PrinterPreset</b>	The index of the PrinterPreset that follows the desired PrinterPreset.

**string** **toSource** ()

Generates a string which, if executed, will return the PrinterPreset.

**Element of** **Application**.printerPresets



<b>Class</b>
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# SVGExportPreference

SVG export preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpec](#)

## Hierarchy

### Properties

Property	Type
appliedFlattenerPreset	Flatte
embedImages	bool
fileEncoding	FileE FileE FileE FileE
fontSubsetting	Font\$ Font\$ Font\$ Font\$ Font\$ Font\$ Font\$ Font\$
ignoreSpreadOverrides	bool
pageRange	Page: String

--

parent	<a href="#">Appl</a>
properties	Obje
readersSpreads	bool
realPrecision	numt
renderingStyle	<a href="#">Rend</a> Rend Rend
styleFormat	<a href="#">Style</a>

		<a href="#">Style</a> <a href="#">Style</a> <a href="#">Style</a> <a href="#">Style</a>
	<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements</b> ( Resolves the object specifier, c  <a href="#">string</a> <b>toSource</b> () Generates a string which, if ex  <a href="#">string</a> <b>toSpecifier</b> () Retrieves the object specifier.
	<b>Element of</b>	<a href="#">Application.svgExportPreferer</a>
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# ScriptPreference

Scripting environment preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

### Properties

Property	Type
parent	<a href="#">Application</a>
properties	Object
scriptsFolder	File
scriptsList	Array of Array of 2 Strings Files
userInteractionLevel	<a href="#">UserInteractionLevel</a> <a href="#">UserInteractionLevel</a> <a href="#">UserInteractionLevel</a> <a href="#">UserInteractionLevel</a>

	<div> <div>version</div> <div>number</div> </div>
<div> <div>Methods</div> </div>	<div> <div>Instances</div> <div>           Array of <a href="#">Object</a> <b>getElements ()</b>            Resolves the object specifier, creating an array of object specifiers.  <a href="#">string</a> <b>toSource ()</b>            Generates a string which, if executed, will generate the same code as the original.  <a href="#">string</a> <b>toSpecifier ()</b>            Retrieves the object specifier.         </div> </div>
<div> <div>Element of</div> </div>	<div> <a href="#">Application</a>.scriptPreferences         </div>
<div> <div>Jongware, 27-Jun-2010 v3.0.3d</div> </div>	<div> <div>Contents :: <a href="#">Index</a></div> </div>

<b>Class</b>
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# SpellPreference

Spell-check preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

[Application](#)

**SpellPreference**

**Properties**

Property	Type	Access
checkCapitalizedSentences	bool	read
checkCapitalizedWords	bool	read
checkMisspelledWords	bool	read
checkRepeatedWords	bool	read
dynamicSpellCheck	bool	read

misspelledWordColor

3 Reals (0 - r/  
255)  
[UIColors](#)

	parent	<a href="#">Application</a> re
	properties	Object r/
	repeatedWordColor	3 Reals (0 - r/ 255) <a href="#">UIColors</a>

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uncapitalizedSentenceColor 3 Reals (0 - r/  
255)  
[UIColors](#)

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uncapitalizedWordColor 3 Reals (0 - r/  
255)  
[UIColors](#)

	<div> <div>Methods</div> <div>Instances</div> <div> Array of <a href="#">Object</a> <b>getElements ()</b>  Resolves the object specifier, creating an arra  <a href="#">string</a> <b>toSource ()</b>  Generates a string which, if executed, will ret  <a href="#">string</a> <b>toSpecifier ()</b>  Retrieves the object specifier. </div> </div>
<div> <div>Element of</div> <div><a href="#">Application</a>.spellPreferences</div> </div>	
<div> <div>Jongware, 27- Jun-2010 v3.0.3d</div> </div>	<div> <div>Contents :: <a href="#">Index</a></div> </div>

<b>Class</b>
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# StoryExportPreference

Story export preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpe](#)

## Hierarchy

### Properties

Property	Type
includeStyleTable	bool
includeSwatchList	bool
includeXMPData	bool
parent	<a href="#">Applicat</a>
properties	Object
storyFileEncoding	<a href="#">InCopyS</a> <a href="#">InCopyS</a> <a href="#">InCopyS</a>

<div><b>Methods</b></div> <div><b>Instances</b></div>	<div>Array of <a href="#">Object</a> <b>getElements</b></div> <div>Resolves the object specifier, <a href="#">string</a> <b>toSource</b> ()</div> <div>Generates a string which, if e <a href="#">string</a> <b>toSpecifier</b> ()</div> <div>Retrieves the object specifier.</div>
<div><b>Element of</b> <a href="#">Application</a>.storyExportPrefe</div>	
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<b>Class</b>
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# StoryPreference

Story preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [ApplicationDocument](#)

## Properties

Property	Type
opticalMarginAlignment	bool
opticalMarginSize	Measurement Unit (1296)
parent	<a href="#">ApplicationDocument</a> <a href="#">ObjectStyle</a> <a href="#">Story</a>
properties	Object

	<a href="#">storyDirection</a> <a href="#">StoryDirectionOj</a> <a href="#">StoryDirectionOj</a> <a href="#">StoryDirectionOj</a> <a href="#">StoryDirectionOj</a>
<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating an arr <a href="#">string toSource ()</a> Generates a string which, if executed, will re <a href="#">string toSpecifier ()</a> Retrieves the object specifier.
<b>Element of</b>	<a href="#">Application</a> .storyPreferences <a href="#">Document</a> .storyPreferences <a href="#">ObjectStyle</a> .storyPreferences <a href="#">Story</a> .storyPreferences
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<b>Class</b>
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# TaggedTextExportPreference

Tagged text export

**QuickLinks** [getElements](#), [toSource](#)

## Hierarchy

### Properties

Property	Type
characterSet	Text
characterSet	Text
characterSet	Text
characterSet	Text
characterSet	Text
characterSet	Text
parent	Array
properties	Object
tagForm	Text
tagForm	Text
tagForm	Text

### Methods Instances

Array of [Object](#)  
Resolves the object  
[string toSource](#)  
Generates a string  
[string toSpecify](#)

	Retrieves the ob
	<b>Element of</b> <a href="#">Application.tagg</a>

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<b>Class</b>
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# TaggedTextImportPreference

Tagged text imp

**QuickLinks** [getElements](#), [toS](#)

## Hierarchy

## Properties

Property
parent
properties
removeTextFor
styleConflict
useTypographe

**Methods** **Instances**  
Array of [Object](#)  
Resolves the obj  
[string](#) **toSource**



	Generates a string <b>string toSpecific</b> Retrieves the ob
	<b>Element of</b> <a href="#">Application.tagg</a>
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<b>Class</b>
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# TextDefault

Text defaults.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Build](#)

## Properties

Property	Type
alignToBaseline	bool
appliedCharacterStyle	<a href="#">CharacterStyleString</a>
appliedFont	<a href="#">Font</a> String
appliedLanguage	<a href="#">Language</a> <a href="#">LanguageWithVendor</a> String
appliedParagraphStyle	<a href="#">ParagraphStyle</a> String

	autoLeading	number
	balanceRaggedLines	<a href="#">BalanceLineStyle</a> Boolean
	baselineShift	Measurement Unit (
	bulletChar	<a href="#">Bullet</a>
	bulletsAndNumberingColor	<a href="#">AutoEnum</a> String <a href="#">Swatch</a>
	bulletsAndNumberingListType	<a href="#">ListType:</a> ListType.NO_LIST ListType.BULLET_ ListType.NUMBER
	bulletsAndNumberingSize	<a href="#">AutoEnum</a> Real
	capitalization	<a href="#">Capitalization:</a> Capitalization.NOR Capitalization.SMA Capitalization.ALL_ Capitalization.CAP_

characterDirection	<a href="#">CharacterDirectionC</a> CharacterDirectionC CharacterDirectionC CharacterDirectionC
composer	string
desiredGlyphScaling	number
desiredLetterSpacing	number
desiredWordSpacing	number
diacriticPosition	<a href="#">DiacriticPositionOp</a> DiacriticPositionOp DiacriticPositionOp DiacriticPositionOp DiacriticPositionOp DiacriticPositionOp
digitsType	<a href="#">DigitsTypeOptions:</a> DigitsTypeOptions.l DigitsTypeOptions.l DigitsTypeOptions.l DigitsTypeOptions.l DigitsTypeOptions.l DigitsTypeOptions.l

	<div>DigitsTypeOptions.<sup>7</sup> DigitsTypeOptions.l DigitsTypeOptions.l DigitsTypeOptions.l DigitsTypeOptions.( DigitsTypeOptions.( DigitsTypeOptions.( DigitsTypeOptions.<sup>7</sup> DigitsTypeOptions.<sup>7</sup> DigitsTypeOptions.l DigitsTypeOptions.l DigitsTypeOptions.<sup>7</sup> DigitsTypeOptions.l DigitsTypeOptions.l</div>
dropCapCharacters	number
dropCapLines	number
dropCapStyle	<a href="#">CharacterStyle</a> String
fillColor	String <a href="#">Swatch</a>
fillTint	number

firstLineIndent	Measurement Unit (
fontStyle	string
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measureme
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Measureme
gridAlignFirstLineOnly	bool

horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool
hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit (



justification	<a href="#">Justification:</a> Justification.LEFT_ Justification.CENTE Justification.RIGHT Justification.LEFT_ Justification.RIGHT Justification.CENTE Justification.FULLY Justification.TO_BI Justification.AWAY_
kashidas	<a href="#">KashidasOptions:</a> KashidasOptions.DI KashidasOptions.K/
keepAllLinesTogether	bool
keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool

keepWithNext	number
kerningMethod	string
keyboardDirection	<a href="#">CharacterDirectionC</a> CharacterDirectionC CharacterDirectionC CharacterDirectionC
lastLineIndent	Measurement Unit (
leading	<a href="#">Leading</a> Unit
leftIndent	Measurement Unit (
ligatures	bool
maximumGlyphScaling	number
maximumLetterSpacing	number

maximumWordSpacing	number
minimumGlyphScaling	number
minimumLetterSpacing	number
minimumWordSpacing	number
nestedStyles	<a href="#">NestedStyles</a>
noBreak	bool
numberSeparator	number

numberStartAt	number
numberingFont	<a href="#">AutoEnum</a> Font String
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String
numberingStyle	<a href="#">NumberingStyle</a> String
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle:</a> OTFFigureStyle.TA OTFFigureStyle.PR OTFFigureStyle.PR OTFFigureStyle.TA OTFFigureStyle.DE
otfFraction	bool
otfHistorical	bool

otfJustificationAlternate	bool
otfOrdinal	bool
otfOverlapSwash	bool
otfSlashedZero	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfStylisticSets	number
otfSwash	bool
otfTitling	bool
overprintFill	bool

overprintStroke	bool
paragraphDirection	<a href="#">ParagraphDirection()</a> <a href="#">ParagraphDirection()</a> <a href="#">ParagraphDirection()</a>
paragraphJustification	<a href="#">ParagraphJustification()</a> <a href="#">ParagraphJustification()</a> <a href="#">ParagraphJustification()</a> <a href="#">ParagraphJustification()</a>
parent	<a href="#">Application Document</a>
pointSize	Measurement Unit (
position	<a href="#">Position:</a> <a href="#">Position.NORMAL</a> <a href="#">Position.SUPERSCI</a> <a href="#">Position.SUBSCRIP</a> <a href="#">Position.OT_SUPEI</a> <a href="#">Position.OT_SUBS()</a> <a href="#">Position.OT_NUME</a> <a href="#">Position.OT_DENO</a>
properties	Object
rightIndent	Measurement Unit (
ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>

ruleAboveGapColor	String Swatch
ruleAboveGapOverprint	bool
ruleAboveGapTint	number
ruleAboveLeftIndent	Measurement Unit (
ruleAboveLineWeight	number

ruleAboveOffset	Measurement Unit (
ruleAboveOverprint	bool
ruleAboveRightIndent	Measurement Unit (
ruleAboveTint	number
ruleAboveType	String StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.TEXT_V RuleWidth.COLUM
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	String StrokeStyle
ruleBelowWidth	RuleWidth: RuleWidth.TEXT_V RuleWidth.COLUM
singleWordJustification	SingleWordJustifica SingleWordJustifica SingleWordJustifica SingleWordJustifica SingleWordJustifica

skew	number
spaceAfter	Measurement Unit (
spaceBefore	Measurement Unit (
startParagraph	<a href="#">StartParagraph:</a> StartParagraph.ANY StartParagraph.NEX StartParagraph.NEX StartParagraph.NEX StartParagraph.NEX StartParagraph.NEX
strikeThroughColor	String <a href="#">Swatch</a>
strikeThroughGapColor	String <a href="#">Swatch</a>
strikeThroughGapOverprint	bool

	strikeThroughGapTint	number
	strikeThroughOffset	Measurement Unit (
	strikeThroughOverprint	bool
	strikeThroughTint	number
	strikeThroughType	String StrokeStyle
	strikeThroughWeight	Measurement Unit (
	strikeThru	bool
	strokeColor	String Swatch
	strokeTint	number

strokeWeight	Measurement Unit (
tabList	Array of Arrays of Property I
tabStops	<a href="#">TabStops</a>
tracking	number
underline	bool
underlineColor	String <a href="#">Swatch</a>
underlineGapColor	String <a href="#">Swatch</a>

underlineGapOverprint	bool
underlineGapTint	number
underlineOffset	Measurement Unit (
underlineOverprint	bool
underlineTint	number
underlineType	String StrokeStyle
underlineWeight	Measurement Unit (
verticalScale	number

	xOffsetDiacritic	number
	yOffsetDiacritic	number
<b>Methods</b> <b>Instances</b> Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, creating an array of objects. <b>string toSource ()</b> Generates a string which, if executed, will return the text of the object. <b>string toSpecifier ()</b> Retrieves the object specifier.		
<b>Element of</b>	<b>Application</b> .textDefaults <b>Document</b> .textDefaults	

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<b>Class</b>
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# TextEditingPreference

Text editing preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpeci](#)

## Hierarchy

Te

## Properties

### Property

allowDragAndDropTextInSto

dragAndDropTextInLayout

parent

properties

smartCutAndPaste

tripleClickSelectsLine

<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements (</b> Resolves the object specifier, c <a href="#">string</a> <b>toSource (</b> Generates a string which, if ex <a href="#">string</a> <b>toSpecifier (</b> Retrieves the object specifier.
<b>Element of</b> <a href="#">Application</a> .textEditingPrefere	
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<b>Class</b>
--------------

# TextExportPreference

Text export preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

### Properties

Property	Type
characterSet	<a href="#">TextExportCharacterSet</a> <a href="#">TextExportCharacterSet</a> <a href="#">TextExportCharacterSet</a>
parent	<a href="#">Application</a>
platform	<a href="#">ImportPlatformManager</a> <a href="#">ImportPlatformManager</a> <a href="#">ImportPlatformManager</a>
properties	Object

### Methods Instances

Array of [Object](#) **getElements** ()  
Resolves the object specifier, or  
[string](#) **toSource** ()  
Generates a string which, if executed,  
[string](#) **toSpecifier** ()  
Retrieves the object specifier.

[Application](#).textExportPreference

## Element of

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<b>Class</b>
--------------

## TextFramePreference

Text frame preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecific](#)

	Hierarchy	App
--	-----------	-----

## App

Properties

Property	Type
firstBaselineOffset	FontFeatureValue
ignoreWrap	boolean
insetSpacing	AdjustmentUnit

--

minimumFirstBaselineOffset	Minimum first baseline offset (in pixels) of the first line of text in the text column.
parent	Parent <a href="#">AbstractLayoutComponent</a> object.
properties	Properties of the text column.
textColumnCount	Number of text columns.
textColumnFixedWidth	Fixed width of the text column (in pixels).
textColumnGutter	Gutter width of the text column (in pixels).



	useFixedColumnWidth	b
	verticalJustification	<div><div></div><div></div><div></div><div></div><div></div></div>
	verticalThreshold	<div><div></div><div></div></div>

Methods

Instances

Array of **Object** **getElements ()**  
Resolves the object specifier, cre

**string toSource ()**  
Generates a string which, if exec

`string toSpecifier ()`  
Retrieves the object specifier.

**Element of** [Application](#).textFramePreference  
[Document](#).textFramePreferences  
[ObjectStyle](#).textFramePreference  
[TextFrame](#).textFramePreferences

<b>Class</b>
--------------

# TextImportPreference

Text import preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpeci](#)

## Hierarchy

### Properties

Property
----------

characterSet
--------------

convertSpacesIntoTabs
-----------------------

--

dictionary
parent
platform
properties
spacesIntoTabsCount
stripReturnsBetweenLines
stripReturnsBetweenParagraph
useTypographersQuotes

<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements</b> () Resolves the object specifier, ci <a href="#">string</a> <b>toSource</b> () Generates a string which, if exe <a href="#">string</a> <b>toSpecifier</b> () Retrieves the object specifier.
<b>Element of</b> <a href="#">Application</a> .textImportPreferen	
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<b>Class</b>
--------------

# TextPreference

Text preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Application](#) | [Docu](#)

**TextPreferen**

## Properties

Property	Type
abutTextToTextWrap	bool
baselineShiftKeyIncrement	Measurement U (Number or Str (range: 0.001 -



highlightCustomSpacing	bool
highlightHjViolations	bool
highlightKeeps	bool
highlightSubstitutedFonts	bool
highlightSubstitutedGlyphs	bool
justifyTextWraps	bool
kerningKeyIncrement	number (range: 100)

leadingKeyIncrement	Measurement U (Number or Str (range: 0.001 -
linkTextFilesWhenImporting	bool
parent	<a href="#">ApplicationDoc</a>

	properties	Object
	scalingAdjustsText	bool
	showInvisibles	bool
	smallCap	number (range: 200)
	subscriptPosition	number (range: 500)

subscriptSize	number (range: 200)
superscriptPosition	number (range: 500)
superscriptSize	number (range: 200)
typographersQuotes	bool

useOpticalSize	bool
----------------	------

useParagraphLeading	bool
---------------------	------

zOrderTextWrap	bool
----------------	------

<b>Methods</b>	<b>Instances</b>
----------------	------------------

Array of <a href="#">Object</a> <b>getElements ()</b>
---

Resolves the object specifier, creating an array
--

<a href="#">string</a> <b>toSource ()</b>
---

Generates a string which, if executed, will retu
--

`string toSpecifier ()`  
Retrieves the object specifier.

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

<b>Class</b>
--------------

# TransformPreference

Transform preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecific](#)

## Hierarchy

TransformPreference

## Properties

Property
dimensionsIncludeStrokeWeight
parent
properties
scaleStrokes
showContentOffset



	transformContent
	transformationsAreTotals
<div><div>Methods</div><div>Instances</div></div>	
<div>Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, cre <b>string toSource ()</b> Generates a string which, if execu <b>string toSpecifier ()</b> Retrieves the object specifier.</div>	
<div>Element of <b>Application</b>.transformPreference:</div>	
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<b>Class</b>
--------------

# TransparencyPreference

Transparency preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

### Properties

Property	Type
blendingSpace	<a href="#">Blending</a> Blending Blending Blending
parent	<a href="#">Application</a> <a href="#">Document</a>
properties	Object

### Methods **Instances**

Array of [Object](#) **getElements**  
Resolves the object specifier  
  
[string](#) **toSource** ()  
Generates a string which, if  
  
[string](#) **toSpecifier** ()  
Retrieves the object specifier

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



<b>Class</b>
--------------

# ViewPreference

View preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

[Applic](#)

**Vi**

**Properties**

Property	Type
cursorKeyIncrement	Measurement (range: 0.001
guideSnaptoZone	number (rang

	horizontalCustomPoints	number (range)
	horizontalMeasurementUnits	<a href="#">Measurement</a> <a href="#">Measurement</a> <a href="#">Measurement</a> <a href="#">Measurement</a> <a href="#">Measurement</a> <a href="#">Measurement</a> <a href="#">Measurement</a> <a href="#">Measurement</a>
	parent	<a href="#">Application Document</a>
	pointsPerInch	number (range)

properties	Object
rulerOrigin	<a href="#">RulerOrigin</a> : RulerOrigin.S RulerOrigin.P RulerOrigin.S
showFrameEdges	bool
showNotes	bool
showRulers	bool
verticalCustomPoints	number (rang



	<div>verticalMeasurementUnits</div> <div> <a href="#">Measurement</a>  <a href="#">Measurement</a>  <a href="#">Measurement</a>  <a href="#">Measurement</a>  <a href="#">Measurement</a>  <a href="#">Measurement</a>  <a href="#">Measurement</a>  <a href="#">Measurement</a> </div>
<div> <div>Methods</div> <div>Instances</div> </div> <div> <div>Array of <a href="#">Object</a> <b>getElements ()</b></div> <div>Resolves the object specifier, creating an array</div> <div><b>string toSource ()</b></div> <div>Generates a string which, if executed, will return</div> <div><b>string toSpecifier ()</b></div> <div>Retrieves the object specifier.</div> </div>	
	<div>Element of</div> <div> <a href="#">Application.viewPreferences</a>  <a href="#">Document.viewPreferences</a> </div>
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<b>Class</b>
--------------

# WordRTFImportPreference

Word RTF import

**QuickLinks** [getElements](#), [toSource](#)

## Hierarchy

### Properties

Property
----------

convertPageBreak
------------------

convertTablesTo
-----------------

importEndnotes
----------------

importFootnotes
-----------------

importIndex
-------------

importTOC
-----------

importUnusedSty
-----------------

parent
--------

preserveGraphics
------------------

	preserveLocalOve
	preserveTrackCha
	properties
	removeFormatting
	resolveCharacterS
	resolveParagraph
	useTypographersC

Methods

Instances

Array of **Object** ge  
Resolves the objec  
**string toSource ()**  
Generates a string  
**string toSpecifier** |

	Retrieves the object
	<b>Element of</b> <a href="#">Application</a> .wordF

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<b>Class</b>
--------------

# XMLExportPreference

XML export preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpe](#)

## Hierarchy

### Properties

Property	Typ
copyFormattedImages	bool
copyOptimizedImages	bool
copyOriginalImages	bool
excludeDtd	bool
exportFromSelected	bool
fileEncoding	<a href="#">XML</a> XML XML XML

	gifOptionsInterlaced	bool
	gifOptionsPalette	<a href="#">GIF</a> <a href="#">GIF</a> <a href="#">GIF</a> <a href="#">GIF</a> <a href="#">GIF</a>
	imageConversion	<a href="#">Image</a> <a href="#">Image</a> <a href="#">Image</a> <a href="#">Image</a>
	jpegOptionsFormat	<a href="#">JPEG</a> <a href="#">JPEG</a> <a href="#">JPEG</a>
	jpegOptionsQuality	<a href="#">JPEG</a> <a href="#">JPEG</a> <a href="#">JPEG</a> <a href="#">JPEG</a> <a href="#">JPEG</a>
	parent	<a href="#">App</a> <a href="#">Doc</a>
	preferredBrowser	File
	properties	Objec



	ruby	bool
	viewAfterExport	bool
<div> <div>Methods</div> <div>Instances</div> <div> Array of <a href="#">Object</a> <b>getElements</b>  Resolves the object specifier,  <a href="#">string</a> <b>toSource ()</b>  Generates a string which, if e  <a href="#">string</a> <b>toSpecifier ()</b>  Retrieves the object specifier. </div> </div>		
	<b>Element of</b>	<a href="#">Application.xmlExportPrefer</a> <a href="#">Document.xmlExportPrefere</a>
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<b>Class</b>
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# XMLImportPreference

XML import preferences.

**QuickLinks** [getElements](#), [toSource](#), [toSpec](#)

## Hierarchy

### Properties

Property
createLinkToXML
ignoreUnmatchedIncoming
ignoreWhitespace
importStyle

	importTextIntoTables
	importToSelected
	parent
	properties
	removeUnmatchedExisting
	repeatTextElements
<b>Methods</b> <b>Instances</b>	

	Array of <a href="#">Object</a> <b>getElements</b> Resolves the object specifier, <a href="#">string</a> <b>toSource ()</b> Generates a string which, if e <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier
--	---

<b>Element of</b>	<a href="#">Application.xmlImportPrefer</a> <a href="#">Document.xmlImportPrefere</a>
-------------------	--

<b>Class</b>
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## XMLPreference

	XML preferences.
--	------------------

QuickLinks

[getElements](#),
[toSource](#),
[toSpecifier](#)

Hierarchy

Application | Document

Application | Document

## XMLPreference

Properties	Property	Type	Access

## Property

Type

Access

defaultCellTagColor	3 Reals (0 - r/w 255) <a href="#">UIColors</a>
---------------------	--

	defaultCellTagName	string	r/w
	defaultStoryTagColor	3 Reals (0 - 255) <a href="#">UIColors</a>	r/w
	defaultStoryTagName	string	r/w





	parent	<a href="#">Application Document</a>	reador
	properties	Object	r/w
<div> <div>Methods</div> <div>Instances</div> <div> <p>Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating an arr references.</p> <p><a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, will re XMLPreference.</p> <p><a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.</p> </div> </div>			
<div> <div>Element of</div> <div> <a href="#">Application.xmlPreferences</a>  <a href="#">Document.xmlPreferences</a> </div> </div>			
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<b>Class</b>
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# XMLViewPreference

XML view preferences

**QuickLinks** [getElements](#), [toSource](#), [toSpecified](#)

**Hierarchy**

[Apply](#)

XML

**Properties**

Property	Type
parent	<a href="#">Application</a>
properties	Object
showAttributes	bool
showStructure	bool
showTagMarkers	bool
showTagOptions	bool

		showTaggedFrames    bool
		showTextSnippets    bool
<div> <div>Methods</div> <div>Instances</div> <div> Array of <a href="#">Object</a> <b>getElements ()</b>  Resolves the object specifier, crea  <a href="#">string</a> <b>toSource ()</b>  Generates a string which, if execu  <a href="#">string</a> <b>toSpecifier ()</b>  Retrieves the object specifier. </div> </div>		
	<b>Element of</b>	<a href="#">Application.xmlViewPreferences</a> <a href="#">Document.xmlViewPreferences</a>
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# Adobe InDesign CS2 (4.0) Object Model

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<b>Class</b>
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# DashedStrokeStyle

A dashed stroke style. Base Class: [StrokeStyle](#)

**QuickLinks** [duplicate](#), [getElements](#), [remove](#), [toSource](#)

## Hierarchy

### Properties

Property	Type
dashArray	Array of M
endCap	<a href="#">EndCap</a> : EndCap.BU EndCap.RC EndCap.PR
id	number
index	number
name	string

	parent	<a href="#">Application Document</a>
	properties	Object
	strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment</a> <a href="#">StrokeCornerAdjustment</a> <a href="#">StrokeCornerAdjustment</a> <a href="#">StrokeCornerAdjustment</a> <a href="#">StrokeCornerAdjustment</a>
	strokeStyleType	string

Methods

Instances

[DashedStrokeStyle](#)
**duplicate ()**  
 Duplicates the DashedStrokeStyle.

Array of [Object](#)
**getElements ()**  
 Resolves the object specifier, creating

[void](#)
**remove ([replacingWith: [StrokeStyle](#)])**  
 Deletes the stroke style.

Parameter	Type	Initial Value
replacingWith	<a href="#">StrokeStyle</a>	undefined

[string](#)
**toSource ()**  
 Generates a string which, if executed,

[string](#)
**toSpecifier ()**  
 Retrieves the object specifier.

Used in:

array of [DashedStrokeStyle](#)
[DashedStrokeStyle](#)
[DashedStrokeStyle](#)
[DashedStrokeStyle](#)

**Return** **DashedStrokeStyle** **DashedStrokeSty**  
**DashedStrokeStyle** [DashedStrokeSty](#)  
**DashedStrokeStyle** [DashedStrokeSty](#)  
Array of **DashedStrokeStyle** [DashedS](#)  
**DashedStrokeStyle** [DashedStrokeSty](#)  
**DashedStrokeStyle** [DashedStrokeSty](#)  
**DashedStrokeStyle** [DashedStrokeSty](#)  
**DashedStrokeStyle** [DashedStrokeSty](#)  
Array of **DashedStrokeStyle** [DashedS](#)  
**DashedStrokeStyle** [DashedStrokeSty](#)  
**DashedStrokeStyle** [DashedStrokeSty](#)  
**DashedStrokeStyle** [DashedStrokeSty](#)  
**DashedStrokeStyle** [DashedStrokeSty](#)

<b>Class</b>
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# DashedStrokeStyles

A collection of dashed stroke styles.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [firstItemByID](#), [firstItemByName](#), [firstItemByRadius](#), [middleItem](#), [nextItem](#), [previousItem](#),

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

Methods

Instances

[DashedStrokeStyle](#) **add** ([[withProperties](#)])  
Creates a new DashedStrokeStyle.

Parameter	Type	Description
withProperties	Object	Initial values for the new DashedStrokeStyle (Optional)

[DashedStrokeStyle](#) **anyItem** ()  
Returns any DashedStrokeStyle in the collection.

[DashedStrokeStyle](#) **count** ()  
Displays the number of elements in the collection.  
[DashedStrokeStyle](#)

Array of [DashedStrokeStyle](#) **everyItem** ()  
Returns every DashedStrokeStyle in the collection.

[DashedStrokeStyle](#) **firstItem** ()  
Returns the first DashedStrokeStyle in the collection.

[DashedStrokeStyle](#) **item** ([index](#): any)  
Returns the DashedStrokeStyle with the specified index or name.

Parameter	Type	Description

index	Long	The index or n
	String	Long or String

**DashedStrokeStyle itemByID** (**id**: n  
Returns the DashedStrokeStyle with

Parameter	Type	D
id	number	Th

**DashedStrokeStyle itemByName** (**n**  
Returns the DashedStrokeStyle with  
name.

Parameter	Type	De
name	string	The

Array of **DashedStrokeStyle itemBy**  
**to**: any)  
Returns the DashedStrokeStyles with  
range.

Parameter	Type	D
from	<b>DashedStrokeStyle</b> Long String	Th D in th th ac D L
to	<b>DashedStrokeStyle</b> Long String	Th D in th ra D L

**DashedStrokeStyle lastItem** ()  
Returns the last DashedStrokeStyle i

**DashedStrokeStyle middleItem ()**  
Returns the middle DashedStrokeStyle collection.

**DashedStrokeStyle nextItem (obj: DashedStrokeStyle)**  
Returns the DashedStrokeStyle who is the next of the specified DashedStrokeStyle in the collection.

Parameter	Type	Description
obj	DashedStrokeStyle	The DashedStrokeStyle object to be searched for the next DashedStrokeStyle.

**DashedStrokeStyle previousItem (obj: DashedStrokeStyle)**  
Returns the DashedStrokeStyle with the previous index to the specified index.

Parameter	Type	Description
obj	DashedStrokeStyle	The DashedStrokeStyle object to be searched for the previous DashedStrokeStyle.

**string toSource ()**  
Generates a string which, if executed, will create the DashedStrokeStyle.

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

<b>Class</b>
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# DottedStrokeStyle

A dotted stroke style. Base Class: [StrokeStyle](#)

**QuickLinks** [duplicate](#), [getElements](#), [remove](#), [toSource](#)

## Hierarchy

### Properties

Property	Type
dotArray	Array of Me
id	number
index	number
name	string
parent	<a href="#">ApplicationI</a>
properties	Object

	strokeCornerAdjustment	<a href="#">StrokeCorne</a> <a href="#">StrokeCorne</a> <a href="#">StrokeCorne</a> <a href="#">StrokeCorne</a> <a href="#">StrokeCorne</a>
	strokeStyleType	string

**Methods** **Instances**

[DottedStrokeStyle](#) **duplicate ()**  
Duplicates the DottedStrokeStyle.

Array of [Object](#) **getElements ()**  
Resolves the object specifier, creating a

**void remove ([replacingWith: [StrokeSty](#)**  
Deletes the stroke style.

Parameter	Type	D
replacingWith	<a href="#">StrokeStyle</a>	Th

**string toSource ()**  
Generates a string which, if executed, w

**string toSpecifier ()**  
Retrieves the object specifier.

**Used in:** array of **DottedStrokeStyle** [DottedStro](#)  
**DottedStrokeStyle** [DottedStrokeStyle](#)  
**DottedStrokeStyle** [DottedStrokeStyle](#)

**Return** **DottedStrokeStyle** **DottedStrokeStyle**  
**DottedStrokeStyle** [DottedStrokeStyle](#)  
**DottedStrokeStyle** [DottedStrokeStyle](#)  
Array of **DottedStrokeStyle** [DottedStro](#)  
**DottedStrokeStyle** [DottedStrokeStyle](#)  
**DottedStrokeStyle** [DottedStrokeStyle](#)  
**DottedStrokeStyle** [DottedStrokeStyle](#)  
**DottedStrokeStyle** [DottedStrokeStyle](#)  
Array of **DottedStrokeStyle** [DottedStro](#)

**DottedStrokeStyle** [DottedStrokeStyles](#)  
**DottedStrokeStyle** [DottedStrokeStyles](#)  
**DottedStrokeStyle** [DottedStrokeStyles](#)  
**DottedStrokeStyle** [DottedStrokeStyles](#)

<b>Class</b>
--------------

# DottedStrokeStyles

A collection of dotted stroke styles.

## QuickLinks

[add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toArray](#)

## Properties

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

## Methods

## Instances

[DottedStrokeStyle](#) **add** ([[withProperties](#)])  
Creates a new DottedStrokeStyle.

Parameter	Type	Description
withProperties	Object	Initial values of the new DottedStrokeStyle (Optional)

[DottedStrokeStyle](#) **anyItem** ()  
Returns any DottedStrokeStyle in the collection.

[DottedStrokeStyle](#) **count** ()  
Displays the number of elements in the collection.

Array of [DottedStrokeStyle](#) **everyItem** ()  
Returns every DottedStrokeStyle in the collection.

[DottedStrokeStyle](#) **firstItem** ()  
Returns the first DottedStrokeStyle in the collection.

[DottedStrokeStyle](#) **item** ([index](#): any)  
Returns the DottedStrokeStyle with the specified index or name.

--	--	--

Parameter	Type	Description
index	Long String	The index or name accept: Long or

**DottedStrokeStyle itemByID** (*id: number*)  
Returns the DottedStrokeStyle with the

Parameter	Type	Description
id	number	The

**DottedStrokeStyle itemByName** (*name: String*)  
Returns the DottedStrokeStyle with the

Parameter	Type	Description
name	string	The name

**DottedStrokeStyle itemByRange** (*from: DottedStrokeStyle, to: DottedStrokeStyle*)  
Returns the DottedStrokeStyles within the

Parameter	Type	Description
from	<b>DottedStrokeStyle</b> Long String	The Dot inde the l the l acce Dot Lon
to	<b>DottedStrokeStyle</b> Long String	The Dot inde the c rang Dot Lon

**DottedStrokeStyle lastItem ()**  
Returns the last DottedStrokeStyle in

**DottedStrokeStyle middleItem ()**  
Returns the middle DottedStrokeStyle collection.

**DottedStrokeStyle nextItem (obj: DottedStrokeStyle)**  
Returns the DottedStrokeStyle whose the specified DottedStrokeStyle in the

Parameter	Type	Des
obj	DottedStrokeStyle	The Dot whc cor desi Dot

**DottedStrokeStyle previousItem (obj DottedStrokeStyle)**  
Returns the DottedStrokeStyle with th previous to the specified index.

Parameter	Type	Des
obj	DottedStrokeStyle	The Dot that desi Dot

**string toSource ()**  
Generates a string which, if executed, DottedStrokeStyle.

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

<b>Class</b>
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# StripedStrokeStyle

A striped stroke style. Base Class: [StrokeStyle](#)

**QuickLinks** [duplicate](#), [getElements](#), [remove](#), [toSource](#)

## Hierarchy

[Application | J](#)

[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

**StripeStrokeStyle duplicate ()**  
Duplicates the StripeStrokeStyle.

Array of **Object getElements ()**  
Resolves the object specifier, creating

**void remove ([replacingWith: StripeS**  
Deletes the stroke style.

Parameter	Type	Descrip
replacingWith	StripeStyle	The stro one (Opt

**string toSource ()**  
Generates a string which, if executed,

**string toSpecifier ()**  
Retrieves the object specifier.

**Used in:** array of **StripeStrokeStyle** **StripeSt**  
*any, to: any)*  
**StripeStrokeStyle** **StripeStrokeStyl**  
**StripeStrokeStyle)**

**StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle)**

**Return** **StripedStrokeStyle** **StripedStrokeStyle**  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
Array of **StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
Array of **StripedStrokeStyle** [StripedStrokeStyle](#)  
*any*, *to: any*)  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle)**  
**StripedStrokeStyle** [StripedStrokeStyle](#)  
**StripedStrokeStyle)**

<b>Class</b>
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## StripedStrokeStyles

A collection of striped stroke styles.

<b>QuickLinks</b>	<a href="#">add</a> , <a href="#">anyItem</a> , <a href="#">count</a> , <a href="#">everyItem</a> , <a href="#">firstItem</a> , <a href="#">firstItemByID</a> , <a href="#">firstItemByName</a> , <a href="#">firstItemByRange</a> , <a href="#">getItem</a> , <a href="#">getItemByID</a> , <a href="#">getItemByName</a> , <a href="#">getItemByRange</a> , <a href="#">hasItem</a> , <a href="#">hasItemByID</a> , <a href="#">hasItemByName</a> , <a href="#">hasItemByRange</a> , <a href="#">indexOfItem</a> , <a href="#">indexOfItemByID</a> , <a href="#">indexOfItemByName</a> , <a href="#">indexOfItemByRange</a> , <a href="#">insertItem</a> , <a href="#">insertItemByID</a> , <a href="#">insertItemByName</a> , <a href="#">insertItemByRange</a> , <a href="#">isEmpty</a> , <a href="#">isItemByID</a> , <a href="#">isItemByName</a> , <a href="#">isItemByRange</a> , <a href="#">lastItem</a> , <a href="#">lastItemByID</a> , <a href="#">lastItemByName</a> , <a href="#">lastItemByRange</a> , <a href="#">middleItem</a> , <a href="#">nextItem</a> , <a href="#">previousItem</a> , <a href="#">removeItem</a> , <a href="#">removeItemByID</a> , <a href="#">removeItemByName</a> , <a href="#">removeItemByRange</a> , <a href="#">replaceItem</a> , <a href="#">replaceItemByID</a> , <a href="#">replaceItemByName</a> , <a href="#">replaceItemByRange</a> , <a href="#">size</a> , <a href="#">sizeByID</a> , <a href="#">sizeByName</a> , <a href="#">sizeByRange</a> , <a href="#">toArray</a> , <a href="#">toArrayByID</a> , <a href="#">toArrayByName</a> , <a href="#">toArrayByRange</a> , <a href="#">updateItem</a> , <a href="#">updateItemByID</a> , <a href="#">updateItemByName</a> , <a href="#">updateItemByRange</a>
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## Properties

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

Methods	Instances
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**StripedStrokeStyle** **add** ([withProperties])  
Creates a new StripedStrokeStyle.

Parameter	Type	Description
withProperties	Object	Initial values of the new StripedStroke (Optional)

## StripedStrokeStyle anyItem ()

Returns any `StripedStrokeStyle` in the

number count ()

Displays the number of elements in the `StrokeStyle` object.

Array of **StripedStrokeStyle** **everyIt**

Returns every `StripedStrokeStyle` in

## StripedStrokeStyle firstItem ()

Returns the first `StripedStrokeStyle`

StripedStrokeStyle **item** (**index**: *any*)

Returns the StripedStrokeStyle with index or name.

--	--	--

Parameter	Type	Description
index	Long String	The index or name Long or String

**StripedStrokeStyle itemByID** (*id: number*)  
Returns the StripedStrokeStyle with the given id.

Parameter	Type	Description
id	number	The id of the StripedStrokeStyle.

**StripedStrokeStyle itemByName** (*name: String*)  
Returns the StripedStrokeStyle with the given name.

Parameter	Type	Description
name	string	The name of the StripedStrokeStyle.

**Array of StripedStrokeStyle itemByRange** (*from: Long, to: any*)  
Returns the StripedStrokeStyles with the given range.

Parameter	Type	Description
from	Long String StripedStrokeStyle	The from index of the range. If a StripedStrokeStyle is given, the range is from the start of the StripedStrokeStyle to the end of the StripedStrokeStyle.
to	Long String StripedStrokeStyle	The to index of the range. If a StripedStrokeStyle is given, the range is from the start of the StripedStrokeStyle to the end of the StripedStrokeStyle.

[StripedStrokeStyle](#) **lastItem** ()

Returns the last StripedStrokeStyle in the collection.

[StripedStrokeStyle](#) **middleItem** ()

Returns the middle StripedStrokeStyle in the collection.

[StripedStrokeStyle](#) **nextItem** ([obj: StripedStrokeStyle](#))

Returns the StripedStrokeStyle whose index is the specified StripedStrokeStyle in the collection.

Parameter	Type	Description
obj	<a href="#">StripedStrokeStyle</a>	The index of the StripedStrokeStyle in the collection.

[StripedStrokeStyle](#) **previousItem** ([obj: StripedStrokeStyle](#))

Returns the StripedStrokeStyle with index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">StripedStrokeStyle</a>	The index of the StripedStrokeStyle in the collection.

[string](#) **toSource** ()

Generates a string which, if executed, will create the StripedStrokeStyle.

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

<b>Class</b>
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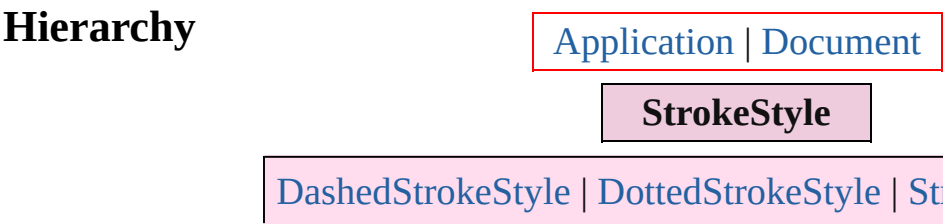


# StrokeStyle

A stroke style.

Superclass of [DashedStrokeStyle](#), [DottedStrokeStyle](#), [StripedStrokeStyle](#)

**QuickLinks** [duplicate](#), [getElements](#), [remove](#), [toSource](#), [toSpecifier](#)



Properties	Property	Type	Access	Description
	id	number	readonly	The ID of the stroke style.
	index	number	readonly	The index of the stroke style in the stroke style collection.
	name	string	r/w	The name of the stroke style.
	parent	<a href="#">ApplicationDocument</a>	readonly	The parent of the stroke style (a <a href="#">Document</a> object).
	properties	Object	r/w	A collection of properties for the stroke style.

			se se pl th ti
strokeStyleType	string	readonly	T st

**Methods** **Instances**

[StrokeStyle](#) **duplicate** ()  
Duplicates the StrokeStyle.

Array of [Object](#) **getElements** ()  
Resolves the object specifier, creating an array of object references.

**void remove** ([[replacingWith](#): [StrokeStyle](#)])  
Deletes the stroke style.

Parameter	Type	Description
replacingWith	<a href="#">StrokeStyle</a>	The stroke style to apply this one (Optional)

**string toSource** ()  
Generates a string which, if executed, will return the S

**string toSpecifier** ()  
Retrieves the object specifier.

- Element of**
- [Button](#).strokeType
  - [Cell](#).bottomEdgeStrokeType
  - [Cell](#).diagonalLineStrokeType
  - [Cell](#).innerColumnStrokeType
  - [Cell](#).innerRowStrokeType
  - [Cell](#).leftEdgeStrokeType
  - [Cell](#).rightEdgeStrokeType
  - [Cell](#).topEdgeStrokeType
  - [CellStyle](#).bottomEdgeStrokeType
  - [CellStyle](#).diagonalLineStrokeType

CellStyle.leftEdgeStrokeType  
CellStyle.rightEdgeStrokeType  
CellStyle.topEdgeStrokeType  
ChangePreference.strikeThroughType  
ChangePreference.underlineType  
Character.ruleAboveType  
Character.ruleBelowType  
Character.strikeThroughType  
Character.underlineType  
CharacterStyle.strikeThroughType  
CharacterStyle.underlineType  
Column.bottomEdgeStrokeType  
Column.diagonalLineStrokeType  
Column.innerColumnStrokeType  
Column.innerRowStrokeType  
Column.leftEdgeStrokeType  
Column.rightEdgeStrokeType  
Column.topEdgeStrokeType  
FindPreference.strikeThroughType  
FindPreference.underlineType  
FootnoteOption.continuingRuleType  
FootnoteOption.ruleType  
FormField.strokeType  
GraphicLine.strokeType  
Group.strokeType  
InsertionPoint.ruleAboveType  
InsertionPoint.ruleBelowType  
InsertionPoint.strikeThroughType  
InsertionPoint.underlineType  
Line.ruleAboveType  
Line.ruleBelowType  
Line.strikeThroughType  
Line.underlineType  
ObjectStyle.strokeType  
Oval.strokeType  
PageItem.strokeType  
Paragraph.ruleAboveType  
Paragraph.ruleBelowType  
Paragraph.strikeThroughType

Paragraph.underlineType  
ParagraphStyle.ruleAboveType  
ParagraphStyle.ruleBelowType  
ParagraphStyle.strikeThroughType  
ParagraphStyle.underlineType  
Polygon.strokeType  
Rectangle.strokeType  
Row.bottomEdgeStrokeType  
Row.diagonalLineStrokeType  
Row.innerColumnStrokeType  
Row.innerRowStrokeType  
Row.leftEdgeStrokeType  
Row.rightEdgeStrokeType  
Row.topEdgeStrokeType  
Story.ruleAboveType  
Story.ruleBelowType  
Story.strikeThroughType  
Story.underlineType  
Table.bottomBorderStrokeType  
Table.endColumnLineStyle  
Table.endRowStrokeType  
Table.leftBorderStrokeType  
Table.rightBorderStrokeType  
Table.startColumnStrokeType  
Table.startRowStrokeType  
Table.topBorderStrokeType  
TableStyle.bottomBorderStrokeType  
TableStyle.endColumnLineStyle  
TableStyle.endRowStrokeType  
TableStyle.leftBorderStrokeType  
TableStyle.rightBorderStrokeType  
TableStyle.startColumnStrokeType  
TableStyle.startRowStrokeType  
TableStyle.topBorderStrokeType  
Text.ruleAboveType  
Text.ruleBelowType  
Text.strikeThroughType  
Text.underlineType  
TextColumn.ruleAboveType

[TextColumn.ruleBelowType](#)  
[TextColumn.strikeThroughType](#)  
[TextColumn.underlineType](#)  
[TextDefault.ruleAboveType](#)  
[TextDefault.ruleBelowType](#)  
[TextDefault.strikeThroughType](#)  
[TextDefault.underlineType](#)  
[TextFrame.strokeType](#)  
[TextStyleRange.ruleAboveType](#)  
[TextStyleRange.ruleBelowType](#)  
[TextStyleRange.strikeThroughType](#)  
[TextStyleRange.underlineType](#)  
[Word.ruleAboveType](#)  
[Word.ruleBelowType](#)  
[Word.strikeThroughType](#)  
[Word.underlineType](#)

**Used in:** void [DashedStrokeStyle.remove](#) ([[replacingWith](#): [StrokeStyle](#)])  
void [DottedStrokeStyle.remove](#) ([[replacingWith](#): [StrokeStyle](#)])  
void [StripedStrokeStyle.remove](#) ([[replacingWith](#): [StrokeStyle](#)])  
void [StrokeStyle.remove](#) ([[replacingWith](#): [StrokeStyle](#)])  
array of [StrokeStyle](#) [StrokeStyles.itemByRange](#) ([from](#): [any](#))  
[StrokeStyle](#) [StrokeStyles.nextItem](#) ([obj](#): [StrokeStyle](#))  
[StrokeStyle](#) [StrokeStyles.previousItem](#) ([obj](#): [StrokeStyle](#))

**Return** [StrokeStyle](#) [StrokeStyle.duplicate](#) ()  
[StrokeStyle](#) [StrokeStyles.anyItem](#) ()  
Array of [StrokeStyle](#) [StrokeStyles.everyItem](#) ()  
[StrokeStyle](#) [StrokeStyles.firstItem](#) ()  
[StrokeStyle](#) [StrokeStyles.item](#) ([index](#): [any](#))  
[StrokeStyle](#) [StrokeStyles.itemByID](#) ([id](#): [number](#))  
[StrokeStyle](#) [StrokeStyles.itemByName](#) ([name](#): [string](#))  
Array of [StrokeStyle](#) [StrokeStyles.itemByRange](#) ([from](#): [any](#))  
[StrokeStyle](#) [StrokeStyles.lastItem](#) ()  
[StrokeStyle](#) [StrokeStyles.middleItem](#) ()  
[StrokeStyle](#) [StrokeStyles.nextItem](#) ([obj](#): [StrokeStyle](#))  
[StrokeStyle](#) [StrokeStyles.previousItem](#) ([obj](#): [StrokeStyle](#))



<b>Class</b>
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# StrokeStyles

A collection of stroke styles.

## QuickLinks

[anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods

### Instances

[StrokeStyle](#) **anyItem** ()

Returns any StrokeStyle in the collection.

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

Displays the number of elements in the StrokeStyle.

Array of [StrokeStyle](#) **everyItem** ()

Returns every StrokeStyle in the collection.

[StrokeStyle](#) **firstItem** ()

Returns the first StrokeStyle in the collection.

[StrokeStyle](#) **item** ([index](#): any)

Returns the StrokeStyle with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[StrokeStyle](#) **itemByID** ([id](#): number)

Returns the StrokeStyle with the specified ID.

Parameter	Type	Description
id	number	The ID.



**StrokeStyle itemByName** (*name: string*)

Returns the StrokeStyle with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **StrokeStyle itemByRange** (*from: any, to: any*)

Returns the StrokeStyles within the specified range.

Parameter	Type	Description
from	Long String <b>StrokeStyle</b>	The StrokeStyle, index, or name at the beginning of the range. Can accept: StrokeStyle, Long or String.
to	Long String <b>StrokeStyle</b>	The StrokeStyle, index, or name at the end of the range. Can accept: StrokeStyle, Long or String.

**StrokeStyle lastItem** ()

Returns the last StrokeStyle in the collection.

**StrokeStyle middleItem** ()

Returns the middle StrokeStyle in the collection.

**StrokeStyle nextItem** (*obj: StrokeStyle*)

Returns the StrokeStyle whose index follows the specified StrokeStyle in the collection.

Parameter	Type	Description
obj	<b>StrokeStyle</b>	The StrokeStyle whose index comes before the desired StrokeStyle.

**StrokeStyle previousItem** (*obj: StrokeStyle*)

Returns the StrokeStyle with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">StrokeStyle</a>	The index of the StrokeStyle that follows the desired StrokeStyle.

[string](#) **toSource ()**

Generates a string which, if executed, will return the StrokeStyle.

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

# Adobe InDesign CS2 (4.0) Object Model

Contents	Table Of Contents Suite	
<p>You like this table of contents? Why not put one in your book? Scripted, of course.</p>	<p> <a href="#">Assignment Suite</a>  <a href="#">Basics Suite</a>  <a href="#">Book Suite</a>  <a href="#">Color Suite</a>  <a href="#">Datamerge 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="#">Object Styles Suite</a>  <a href="#">Preferences Suite</a>  <a href="#">Stroke Styles Suite</a>  <b>Table Of Contents Suite</b>  <a href="#">Table Style Suite</a>  <a href="#">Tables Suite</a>  <a href="#">Text Suite</a>  <a href="#">UI Suite</a>  <a href="#">XML Suite</a> </p>	<p> <a href="#">TOCStyle</a>  <a href="#">TOCStyleEntries</a>  <a href="#">TOCStyleEntry</a>  <a href="#">TOCStyles</a> </p>
<p>Jongware, 27-Jun-2010 v3.0.3d</p>	<p>Contents :: <a href="#">Index</a></p>	



<b>Class</b>
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# TOCStyle

A TOC style definition.

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

## Hierarchy

[Document](#)

**TOCStyle**

[TOCStyleEntry](#)

## Properties

Property	Type
createBookmarks	bool
id	number
includeBookDocuments	bool

includeHidden	bool
index	number
label	string
name	string
parent	Document
properties	Object
runIn	bool



setStoryDirection	<a href="#">HorizontalOrVertical</a> : HorizontalOrVertical.HORIZO HorizontalOrVertical.VERTIC.
title	string
titleStyle	<a href="#">ParagraphStyle</a>
tocStyleEntries	<a href="#">TOCStyleEntries</a>

**Methods** **Instances**

[TOCStyle](#) **duplicate** ()  
 Duplicates the TOCStyle.

[string](#) **extractLabel** ([key](#): *string*)  
 Gets the label value associated with the specified key.

Parameter	Type	Des
key	string	The

Array of [Object](#) **getElements** ()  
 Resolves the object specifier, creating an array of object r

[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.

**string toSource ()**

Generates a string which, if executed, will return the TOCStyle

**string toSpecifier ()**

Retrieves the object specifier.

## Element of `TOCStyleEntry.parent`

**Used in:** array of `Story Document.createTOC (using: TOCStyle[, 1  
fromBook: Book][, placePoint: Array of Measurement  
includeOverset: bool=false][, destinationLayer: Layer  
array of TOCStyle TOCStyles.itemByRange (from: any,  
TOCStyle TOCStyles.nextItem (obj: TOCStyle)  
TOCStyle TOCStyles.previousItem (obj: TOCStyle)`

**Return** `TOCStyle TOCStyle.duplicate ()`  
`TOCStyle TOCStyles.add ([withProperties: Object])`  
`TOCStyle TOCStyles.anyItem ()`  
`Array of TOCStyle TOCStyles.everyItem ()`  
`TOCStyle TOCStyles.firstItem ()`  
`TOCStyle TOCStyles.item (index: any)`  
`TOCStyle TOCStyles.itemByID (id: number)`  
`TOCStyle TOCStyles.itemByName (name: string)`  
`Array of TOCStyle TOCStyles.itemByRange (from: any,  
TOCStyle TOCStyles.lastItem ()`  
`TOCStyle TOCStyles.middleItem ()`  
`TOCStyle TOCStyles.nextItem (obj: TOCStyle)`  
`TOCStyle TOCStyles.previousItem (obj: TOCStyle)`

<b>Class</b>
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# TOCStyleEntries

A collection TOC style entries.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSo](#)

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 as TOC entries in the TOC (Optional)
withProperties	Object	Initial values for properties of the TOCStyleEntry (Optional)

[TOCStyleEntry](#) **anyItem** ()  
Returns any TOCStyleEntry in the collection.

[number](#) **count** ()  
Displays the number of elements in the TOCStyleEntry.

Array of [TOCStyleEntry](#) **everyItem** ()  
Returns every TOCStyleEntry in the collection.

### TOCStyleEntry firstItem ()

Returns the first TOCStyleEntry in the collection.

### TOCStyleEntry item (index: any)

Returns the TOCStyleEntry with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. (accept: Long or String)

### TOCStyleEntry itemByName (name: string)

Returns the TOCStyleEntry with the specified name.

Parameter	Type	Description
name	string	The name.

### Array of TOCStyleEntry itemByRange (from: any, to: any)

Returns the TOCStyleEntries within the specified range.

Parameter	Type	Description
from	Long String TOCStyleEntry	The TOCStyleEntry index, or name at the beginning of the range. Can accept TOCStyleEntry Long or String
to	Long String TOCStyleEntry	The TOCStyleEntry index, or name at the end of the range. Can accept: TOCStyleEntry

**TOCStyleEntry lastItem ()**

Returns the last TOCStyleEntry in the collection.

**TOCStyleEntry middleItem ()**

Returns the middle TOCStyleEntry in the collection.

**TOCStyleEntry nextItem (obj: TOCStyleEntry)**

Returns the TOCStyleEntry whose index follows the specified TOCStyleEntry in the collection.

Parameter	Type	Description
obj	TOCStyleEntry	The TOCStyleEntry whose index comes before the desired TOCStyleEntry

**TOCStyleEntry previousItem (obj: TOCStyleEntry)**

Returns the TOCStyleEntry with the index previous to the specified index.

Parameter	Type	Description
obj	TOCStyleEntry	The index of the TOCStyleEntry that follows the desired TOCStyleEntry

**string toSource ()**

Generates a string which, if executed, will return the TOCStyleEntry.

## Element of [TOCStyle.tocStyleEntries](#)

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Jun-2010 v3.0.3d

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<b>Class</b>
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# TOCStyleEntry

A TOC entry definition.

**QuickLinks** [getElements](#), [remove](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

TO

TOCS

**Properties**

Property	Type
formatStyle	<a href="#">ParagraphStyle</a>
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	Object
separator	string
separatorStyle	<a href="#">CharacterStyle</a>
sortAlphabet	bool

**Methods** **Instances**

Array of [Object](#) **getElements ()**  
Resolves the object specifier, creating an array of [Object](#) entries.

**void remove ()**  
Deletes the TOCStyleEntry.

**string toSource ()**

	Generates a string which, if executed, will re <a href="#">string toSpecifier ()</a> Retrieves the object specifier.
<b>Used in:</b>	array of <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.it</a> <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.nextItem</a> ( <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.previousI</a>
<b>Return</b>	<a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.add</a> ([styl <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.anyItem</a> ( Array of <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.c</a> <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.firstItem</a> ( <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.item</a> (inde <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.itemByNa</a> Array of <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.i</a> <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.lastItem</a> ( <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.middleIte</a> <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.nextItem</a> ( <a href="#">TOCStyleEntry</a> <a href="#">TOCStyleEntries.previousI</a>
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<b>Class</b>
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# TOCStyles

A collection of TOC styles.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**TOCStyle** [anyItem](#) ()  
Returns any TOCStyle in the collection.

**number** [count](#) ()  
Displays the number of elements in the TOCStyle.

Array of **TOCStyle** [everyItem](#) ()  
Returns every TOCStyle in the collection.

**TOCStyle** [firstItem](#) ()  
Returns the first TOCStyle in the collection.

**TOCStyle** [item](#) ([index](#): *any*)  
Returns the TOCStyle with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can accept:

String Long or String.

### **TOCStyle** **itemByID** (**id**: *number*)

Returns the TOCStyle with the specified ID.

Parameter	Type	Description
id	number	The ID.

### **TOCStyle** **itemByName** (**name**: *string*)

Returns the TOCStyle with the specified name.

Parameter	Type	Description
name	string	The name.

### Array of **TOCStyle** **itemByRange** (**from**: *any*, **to**: *any*)

Returns the TOCStyles within the specified range.

Parameter	Type	Description
from	Long String <b>TOCStyle</b>	The TOCStyle, index, or name at the beginning of the range. Can accept: TOCStyle, Long or String.
to	Long String <b>TOCStyle</b>	The TOCStyle, index, or name at the end of the range. Can accept: TOCStyle, Long or String.

### **TOCStyle** **lastItem** ()

Returns the last TOCStyle in the collection.

### **TOCStyle** **middleItem** ()

Returns the middle TOCStyle in the collection.

### **TOCStyle** **nextItem** (**obj**: **TOCStyle**)

Returns the TOCStyle whose index follows the specified TOCStyle in the collection.

Parameter	Type	Description
obj	<b>TOCStyle</b>	The TOCStyle whose index comes before the desired TOCStyle.

### **TOCStyle** **previousItem** (**obj**: TOCStyle)

Returns the TOCStyle with the index previous to the specified index.

Parameter	Type	Description
obj	TOCStyle	The index of the TOCStyle that follows the desired TOCStyle.

### **string toSource** ()

Generates a string which, if executed, will return the TOCStyle.

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

# Adobe InDesign CS2 (4.0) Object Model



Contents	Table Style Suite
	Assignment Suite
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<b>Class</b>
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# TableStyle

A table style

**QuickLinks** [applytablestyle](#), [applytablestyletotables](#), [duplicate](#), [extracttablestyle](#), [toSpecifier](#)

**Hierarchy** [Applicator](#)

Table

Properties	Property	Type
	bottomBorderStrokeColor	<a href="#">Swatch</a>
	bottomBorderStrokeGapColor	<a href="#">Swatch</a>

bottomBorderStrokeGapOverprint	bool
bottomBorderStrokeGapTint	number
bottomBorderStrokeOverprint	bool

	bottomBorderStrokeTint	number
	bottomBorderStrokeType	<a href="#">StrokeStyle</a>
	bottomBorderStrokeWeight	Measurement Unit
	breakFooters	<a href="#">HeaderFooterBrea</a> HeaderFooterBrea HeaderFooterBrea HeaderFooterBrea
	breakHeaders	<a href="#">HeaderFooterBrea</a> HeaderFooterBrea HeaderFooterBrea HeaderFooterBrea
	columnFillsPriority	bool
	endColumnFillColor	<a href="#">Swatch</a>

endColumnFillCount	number
endColumnFillOverprint	bool

endColumnFillTint

number

endColumnLineStyle

StrokeStyle

endColumnStrokeColor

Swatch

endColumnStrokeCount	number
endColumnStrokeGapColor	Swatch



endColumnStrokeGapOverprint	bool
-----------------------------	------

endColumnStrokeGapTint	number
------------------------	--------

	endColumnStrokeOverprint	bool
	endColumnStrokeTint	number
	endColumnStrokeWeight	Measurement Unit

endRowFillColor

Swatch

endRowFillColor

number

endRowFillOverprint

bool

endRowFillTint

number

endRowStrokeColor

Swatch

endRowStrokeCount	number
endRowStrokeGapColor	Swatch

	endRowStrokeGapOverprint	bool
	endRowStrokeGapTint	number
	endRowStrokeOverprint	bool

endRowStrokeTint	number
endRowStrokeType	StrokeStyle
endRowStrokeWeight	Measurement Unit

footerRows	number
headerRows	number
id	number
index	number
label	string
leftBorderStrokeColor	Swatch



leftBorderStrokeGapColor	Swatch
leftBorderStrokeGapOverprint	bool
leftBorderStrokeGapTint	number

leftBorderStrokeOverprint	bool
leftBorderStrokeTint	number
leftBorderStrokeType	<a href="#">StrokeStyle</a>
leftBorderStrokeWeight	Measurement Unit
name	string
parent	<a href="#">Application Document</a>

	properties	Object
	rightBorderStrokeColor	Swatch
	rightBorderStrokeGapColor	Swatch

	rightBorderStrokeGapOverprint	bool
	rightBorderStrokeGapTint	number
	rightBorderStrokeOverprint	bool
	rightBorderStrokeTint	number

	rightBorderStrokeType	StrokeStyle
	rightBorderStrokeWeight	Measurement Unit
	skipFirstAlternatingFillColumns	number
	skipFirstAlternatingFillRows	number

	skipFirstAlternatingStrokeColumns    number
	skipFirstAlternatingStrokeRows    number

	skipFirstHeader	bool
	skipLastAlternatingFillColumns	number
	skipLastAlternatingFillRows	number

skipLastAlternatingStrokeColumns    number

skipLastAlternatingStrokeRows        number



	skipLastFooter	bool
	spaceAfter	Measurement Unit
	spaceBefore	Measurement Unit
	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
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
	strokeOrder	<a href="#">StrokeOrderTypes</a> StrokeOrderTypes StrokeOrderTypes StrokeOrderTypes StrokeOrderTypes
	topBorderStrokeColor	<a href="#">Swatch</a>
	topBorderStrokeGapColor	<a href="#">Swatch</a>

topBorderStrokeGapOverprint	bool
topBorderStrokeGapTint	number
topBorderStrokeOverprint	bool

topBorderStrokeTint	number
topBorderStrokeType	StrokeStyle
topBorderStrokeWeight	Measurement Unit

Methods

Instances

`void applytablestyle ([removeOverrides: bool=false])`  
Used to apply a table style to the selected table

Parameter	Type	Description
removeOverrides	bool	True to remove overrides

`void applytablestyletotables (to: any[, removeOverride: bool=false])`  
Used to apply a table style to the selected table

Parameter	Type	Description
to	Array of Tables Table	The tables to apply the style to
removeOverrides	bool	True to remove overrides

### TableStyle duplicate ()

Used to copy a table style

### string extractLabel (key: string)

Gets the label value associated with the specified key.

Parameter	Type
key	string

### Array of Object getElements ()

Resolves the object specifier, creating an array of object

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

Sets the label to the value associated with the specified k

Parameter	Type
key	string
value	string

### void remove ([replacingWith: string=[No table style]])

Used to delete a table style

Parameter	Type	Description
replacingWith	string	The table style to replace the

### string toSource ()

Generates a string which, if executed, will return the Tab

### string toSpecifier ()

Retrieves the object specifier.

**Element of** Table.appliedTableStyle

**Used in:** array of TableStyle TableStyles.itemByRange (from: an  
TableStyle TableStyles.nextItem (obj: TableStyle)  
TableStyle TableStyles.previousItem (obj: TableStyle)

**Return** TableStyle TableStyle.duplicate ()  
TableStyle TableStyles.add (name: string[, basedOn: str  
number=0])  
TableStyle TableStyles.anyItem ()

Array of **TableStyle** [TableStyles.everyItem](#) ()  
**TableStyle** [TableStyles.firstItem](#) ()  
**TableStyle** [TableStyles.item](#) (*index: any*)  
**TableStyle** [TableStyles.itemByID](#) (*id: number*)  
**TableStyle** [TableStyles.itemByName](#) (*name: string*)  
Array of **TableStyle** [TableStyles.itemByRange](#) (*from: ar*)  
**TableStyle** [TableStyles.lastItem](#) ()  
**TableStyle** [TableStyles.middleItem](#) ()  
**TableStyle** [TableStyles.nextItem](#) (*obj: TableStyle*)  
**TableStyle** [TableStyles.previousItem](#) (*obj: TableStyle*)

<b>Class</b>
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# TableStyles

All table styles

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[TableStyle](#) **add** ([name](#): *string*[, [basedOn](#): *string*=**[No table style]**][, [headerRows](#): *number*=**0**][, [footerRows](#): *number*=**0**])

Used to add a new table style

Parameter	Type	Description
name	string	The table style name
basedOn	string	The table style to copy from (Optional) (default: <b>[No table style]</b> )
headerRows	number	The number of header rows for the style (Optional) (default: <b>0</b> )
footerRows	number	The number of footer rows for the style (Optional) (default: <b>0</b> )

[TableStyle](#) **anyItem** ()

Returns any TableStyle in the collection.

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

Displays the number of elements in the TableStyle.

Array of [TableStyle](#) **everyItem** ()  
Returns every TableStyle in the collection.

[TableStyle](#) **firstItem** ()  
Returns the first TableStyle in the collection.

[TableStyle](#) **item** (*index: any*)  
Returns the TableStyle with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[TableStyle](#) **itemByID** (*id: number*)  
Returns the TableStyle with the specified ID.

Parameter	Type	Description
id	number	The ID.

[TableStyle](#) **itemByName** (*name: string*)  
Returns the TableStyle with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [TableStyle](#) **itemByRange** (*from: any, to: any*)  
Returns the TableStyles within the specified range.

Parameter	Type	Description
from	Long String <a href="#">TableStyle</a>	The TableStyle, index, or name at the beginning of the range. Can accept: TableStyle, Long or String.
to	Long String <a href="#">TableStyle</a>	The TableStyle, index, or name at the end of the range. Can accept: TableStyle, Long or String.

### **TableStyle** **lastItem** ()

Returns the last TableStyle in the collection.

### **TableStyle** **middleItem** ()

Returns the middle TableStyle in the collection.

### **TableStyle** **nextItem** (**obj**: TableStyle)

Returns the TableStyle whose index follows the specified TableStyle in the collection.

Parameter	Type	Description
obj	TableStyle	The TableStyle whose index comes before the desired TableStyle.

### **TableStyle** **previousItem** (**obj**: TableStyle)

Returns the TableStyle with the index previous to the specified index.

Parameter	Type	Description
obj	TableStyle	The index of the TableStyle that follows the desired TableStyle.

### **string** **toSource** ()

Generates a string which, if executed, will return the TableStyle.

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

# Adobe InDesign CS2 (4.0) Object Model

Contents	Tables Suite
Next stop, chairs and sofas. These are for tables only.	<a href="#">Assignment Suite</a> <a href="#">Basics Suite</a> <a href="#">Book Suite</a> <a href="#">Color Suite</a> <a href="#">Datamerge 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="#">Object Styles Suite</a> <a href="#">Preferences Suite</a> <a href="#">Stroke Styles Suite</a> <a href="#">Table Of Contents Suite</a> <a href="#">Table Style Suite</a> <b>Tables Suite</b> <a href="#">Text Suite</a> <a href="#">UI Suite</a> <a href="#">XML Suite</a>

<b>Class</b>
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# Cell

A table cell.

**QuickLinks** [convertBulletsAndNumberingToText](#), [createOutlines](#), [extractLa](#)  
[recompose](#), [remove](#), [search](#), [select](#), [split](#), [toSource](#), [toSpecifier](#), [u](#)

## Hierarchy

[Cell](#) | [Column](#) | [Row](#) | [Table](#) | [XM](#)

Cell

[Button](#) | **Cell** | [Character](#) | [Column](#) | [FormField](#) | [GraphicLin](#)  
[PageItem](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [Row](#) | [Tabl](#)  
[TextStyleRange](#) | [Wor](#)

## Properties

Property	Type
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
appliedCellStyle	<a href="#">CellStyleString</a>
associatedXMLElement	<a href="#">XMLItem</a>
autoGrow	bool

bottomEdgeStrokeColor	Swatch
bottomEdgeStrokeGapColor	Swatch
bottomEdgeStrokeGapOverprint	bool
bottomEdgeStrokeGapTint	number



bottomEdgeStrokeOverprint	bool
bottomEdgeStrokeTint	number
bottomEdgeStrokeType	<a href="#">StrokeStyle</a>
bottomEdgeStrokeWeight	Measurement Unit (Number)
bottomInset	Measurement Unit (Number)
buttons	<a href="#">Buttons</a>
cells	<a href="#">Cells</a>
characters	<a href="#">Characters</a>
clipContentToCell	bool

	columnSpan	number
	columns	Columns
	contents	Array of Strings Array of Strings NothingEnum NothingEnum SpecialCharacters SpecialCharacters SpecialCharacters String

diagonalLineInFront	bool
diagonalLineStrokeColor	<a href="#">Swatch</a>
diagonalLineStrokeGapColor	<a href="#">Swatch</a>
diagonalLineStrokeGapOverprint	bool
diagonalLineStrokeGapTint	number

diagonalLineStrokeOverprint	bool
diagonalLineStrokeTint	number
diagonalLineStrokeType	<a href="#">StrokeStyle</a>
diagonalLineStrokeWeight	Measurement Unit (Number)
fillColor	String <a href="#">Swatch</a>
fillTint	number
firstBaselineOffset	<a href="#">FirstBaseline:</a> FirstBaseline.ASCENT_OF FirstBaseline.CAP_HEIGHT FirstBaseline.LEADING_OFFSET FirstBaseline.EMBOX_HEIGHT FirstBaseline.X_HEIGHT FirstBaseline.FIXED_HEIGHT
formFields	<a href="#">FormFields</a>

	gradientFillAngle	number
	gradientFillLength	number
	gradientFillStart	Array of Measurement Unit String)
	graphicLines	GraphicLines
	groups	Groups
	height	Measurement Unit (Number
	id	number
	index	number

innerColumnStrokeColor	Swatch
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innerColumnStrokeGapColor	Swatch
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innerColumnStrokeGapOverprint	bool
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innerColumnStrokeGapTint	number
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innerColumnStrokeOverprint	bool
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innerColumnStrokeTint	number
innerColumnStrokeType	StrokeStyle
innerColumnStrokeWeight	Measurement Unit (Number)
innerRowStrokeColor	Swatch
innerRowStrokeGapColor	Swatch
innerRowStrokeGapOverprint	bool

innerRowStrokeGapTint	number
innerRowStrokeOverprint	bool
innerRowStrokeTint	number
innerRowStrokeType	<a href="#">StrokeStyle</a>
innerRowStrokeWeight	Measurement Unit (Number)
insertionPoints	<a href="#">InsertionPoints</a>
keepWithNextRow	bool
label	string



leftEdgeStrokeColor	Swatch
leftEdgeStrokeGapColor	Swatch
leftEdgeStrokeGapOverprint	bool
leftEdgeStrokeGapTint	number
leftEdgeStrokeOverprint	bool

leftEdgeStrokeTint	number
leftEdgeStrokeType	<a href="#">StrokeStyle</a>
leftEdgeStrokeWeight	Measurement Unit (Number)
leftInset	Measurement Unit (Number)
lines	<a href="#">Lines</a>
maximumHeight	Measurement Unit (Number)
minimumFirstBaselineOffset	Measurement Unit (Number) (range: 0 - 8640)

minimumHeight	Measurement Unit (Number)
name	string
ovals	Ovals
overflows	bool
overprintFill	bool
pageItems	PageItems
paragraphSpacingLimit	Measurement Unit (Number)

paragraphs	Paragraphs
parent	<b>Cell</b> Column Row Table XMLElement
parentColumn	Column
parentRow	Row
polygons	Polygons
properties	Object
rectangles	Rectangles
rightEdgeStrokeColor	Swatch
rightEdgeStrokeGapColor	Swatch

rightEdgeStrokeGapOverprint	bool
rightEdgeStrokeGapTint	number
rightEdgeStrokeOverprint	bool
rightEdgeStrokeTint	number
rightEdgeStrokeType	<a href="#">StrokeStyle</a>

rightEdgeStrokeWeight	Measurement Unit (Number)
rightInset	Measurement Unit (Number)
rotationAngle	number
rowSpan	number
rowType	<a href="#">RowTypes:</a> RowTypes.BODY_ROW RowTypes.HEADER_ROW RowTypes.FOOTER_ROW RowTypes.MIXED_STATE
rows	<a href="#">Rows</a>
startRow	<a href="#">StartParagraph:</a> StartParagraph.ANYWHERE StartParagraph.NEXT_COL StartParagraph.NEXT_FRA StartParagraph.NEXT_PAG StartParagraph.NEXT_ODI StartParagraph.NEXT_EVE
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>
topEdgeStrokeColor	<a href="#">Swatch</a>
topEdgeStrokeGapColor	<a href="#">Swatch</a>
topEdgeStrokeGapOverprint	bool
topEdgeStrokeGapTint	number

topEdgeStrokeOverprint	bool
topEdgeStrokeTint	number
topEdgeStrokeType	<a href="#">StrokeStyle</a>
topEdgeStrokeWeight	Measurement Unit (Number)
topInset	Measurement Unit (Number)
topLeftDiagonalLine	bool
topRightDiagonalLine	bool
verticalJustification	<a href="#">VerticalJustification</a> : VerticalJustification.TOP_ALIGN VerticalJustification.CENTRAL VerticalJustification.BOTTOM



	VerticalJustification.JUSTIFIED
width	Measurement Unit (Number)
words	Words

## Methods **Instances**

**void convertBulletsAndNumberingToText ()**

Convert bullets and numbering to text.

Array of [PageItem](#) **createOutlines** ([**deleteOriginal**: *bool=true*])  
 Converts text to outlines. Each line of text becomes a polygon of a letter that has no internal spaces or detached parts, the polygon of the letter determine whether a font allows the creation of outlines, see all

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, on top of the text. (Optional) (default: <b>tr</b>

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

Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object referen

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

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

Parameter	Type
key	string
value	string

**Cell merge** ([with: any])

Merges the cells.

Parameter	Type	Description
with	Cell Column Row	The cell(s) to merge with. Can accept:

**void recompose** ()

Recomposes the text in the Cell.

**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
for	string	What to look for (Optional)
wholeWord	bool	If true, then disregard text embeddings
caseSensitive	bool	If true, then search only for text with exact case
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.ADD\_TO])

Selects the object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The selection options to use. The default is SelectionOptions.ADD_TO. Select

**void split** (using: HorizontalOrVertical)

Splits the cell along the specified axis.

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Parameter	Type	De
using	HorizontalOrVertical: HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL	Th

**string toSource ()**

Generates a string which, if executed, will return the Cell.

**string toSpecifier ()**

Retrieves the object specifier.

Array of **Cell unmerge ()**

Unmerges all merged cells in the Cell.

**Element of** **Table.parent**

**Used in:** **Cell** **Cell.merge** ([with: any])

array of **Cell** **Cells.itemByRange** (from: any, to: any)

**Cell** **Cells.nextItem** (obj: Cell)

**Cell** **Cells.previousItem** (obj: Cell)

Text **Character.move** (to: LocationOptions[, reference: any])

**Cell** **Column.merge** ([with: any])

void **Column.redistribute** (using: HorizontalOrVertical[, thru: any])

any **Columns.add** ([at: LocationOptions=**LocationOptions.UNKN**  
**withProperties: Object**])

Text **InsertionPoint.move** (to: LocationOptions[, reference: any])

Text **Line.move** (to: LocationOptions[, reference: any])

Text **Paragraph.move** (to: LocationOptions[, reference: any])

**Cell** **Row.merge** ([with: any])

void **Row.redistribute** (using: HorizontalOrVertical[, thru: any])

any **Rows.add** ([at: LocationOptions=**LocationOptions.UNKN**  
**Object**])

Text **Story.move** (to: LocationOptions[, reference: any])

**Table** **Tables.add** ([to: LocationOptions=**LocationOptions.UNKN**  
**withProperties: Object**])

Text **Text.move** (to: LocationOptions[, reference: any])

Text **TextColumn.move** (to: LocationOptions[, reference: any])

Text **TextStyleRange.move** (to: LocationOptions[, reference: any])

Text **Word.move** (to: LocationOptions[, reference: any])

[XMLElement](#) [XMLElements.add](#) ([markupTag](#): *any*[, [xmlConter](#)

**Return** [Cell](#) [Cell.merge](#) ([[with](#): *any*])  
Array of [Cell](#) [Cell.unmerge](#) ()  
[Cell](#) [Cells.anyItem](#) ()  
Array of [Cell](#) [Cells.everyItem](#) ()  
[Cell](#) [Cells.firstItem](#) ()  
[Cell](#) [Cells.item](#) ([index](#): *any*)  
[Cell](#) [Cells.itemByID](#) ([id](#): *number*)  
[Cell](#) [Cells.itemByName](#) ([name](#): *string*)  
Array of [Cell](#) [Cells.itemByRange](#) ([from](#): *any*, [to](#): *any*)  
[Cell](#) [Cells.lastItem](#) ()  
[Cell](#) [Cells.middleItem](#) ()  
[Cell](#) [Cells.nextItem](#) ([obj](#): [Cell](#))  
[Cell](#) [Cells.previousItem](#) ([obj](#): [Cell](#))  
[Cell](#) [Column.merge](#) ([[with](#): *any*])  
Array of [Cell](#) [Column.unmerge](#) ()  
[Cell](#) [Row.merge](#) ([[with](#): *any*])  
Array of [Cell](#) [Row.unmerge](#) ()  
Array of [Cell](#) [Table.unmerge](#) ()

<b>Class</b>
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# CellStyle

A cell style

**QuickLinks** [applycellstyle](#), [applycellstyletocells](#), [duplicate](#), [extractLabel](#), [remove](#), [toSource](#), [toSpecifier](#)

## Hierarchy

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

**CellStyle**

## Properties

Property	Type	
bottomEdgeStrokeColor	<a href="#">NothingEnumSwatch</a>	1
bottomEdgeStrokeGapColor	<a href="#">NothingEnumSwatch</a>	1
bottomEdgeStrokeGapOverprint	<a href="#">BooleanNothingEnum</a>	1

	bottomEdgeStrokeGapTint	<a href="#">NothingEnum</a> Real	1
	bottomEdgeStrokeOverprint	Boolean <a href="#">NothingEnum</a>	1
	bottomEdgeStrokePriority	Long <a href="#">NothingEnum</a>	1

	bottomEdgeStrokeTint	<a href="#">NothingEnum</a> Real	1
	bottomEdgeStrokeType	<a href="#">NothingEnum</a> <a href="#">StrokeStyle</a>	1
	bottomEdgeStrokeWeight	<a href="#">NothingEnum</a> Unit	1
	bottomInset	<a href="#">NothingEnum</a> Unit	1
	clipContentToCell	Boolean <a href="#">NothingEnum</a>	1
	diagonalLineInFront	Boolean	1



	NothingEnum		
diagonalLineStrokeColor	NothingEnum Swatch	1	
diagonalLineStrokeGapColor	NothingEnum Swatch	1	
diagonalLineStrokeGapOverprint	Boolean NothingEnum	1	
diagonalLineStrokeGapTint	NothingEnum Real	1	

	diagonalLineStrokeOverprint	Boolean <a href="#">NothingEnum</a>	1
	diagonalLineStrokeTint	<a href="#">NothingEnum</a> Real	1
	diagonalLineStrokeType	<a href="#">NothingEnum</a> <a href="#">StrokeStyle</a>	1
	diagonalLineStrokeWeight	<a href="#">NothingEnum</a> Unit	1
	fillColor	<a href="#">NothingEnum</a> String <a href="#">Swatch</a>	1

	fillTint	NothingEnum Real	1
	firstBaselineOffset	FirstBaseline NothingEnum	1
	gradientFillAngle	NothingEnum Real	1
	gradientFillLength	NothingEnum Real	1

gradientFillStart	2 Units NothingEnum	1
id	Long NothingEnum	1
index	Long NothingEnum	1
label	NothingEnum String	1
leftEdgeStrokeColor	NothingEnum Swatch	1
leftEdgeStrokeGapColor	NothingEnum	1

	Swatch	
leftEdgeStrokeGapOverprint	Boolean NothingEnum	1
leftEdgeStrokeGapTint	NothingEnum Real	1
leftEdgeStrokeOverprint	Boolean NothingEnum	1

	leftEdgeStrokePriority	Long NothingEnum	1
	leftEdgeStrokeTint	NothingEnum Real	1
	leftEdgeStrokeType	NothingEnum StrokeStyle	1
	leftEdgeStrokeWeight	NothingEnum Unit	1

	leftInset	<a href="#">NothingEnum</a> Unit	1
	minimumFirstBaselineOffset	<a href="#">NothingEnum</a> Unit (0 - 8640 points)	1
	name	<a href="#">NothingEnum</a> String	1
	overprintFill	Boolean <a href="#">NothingEnum</a>	1
	paraStyle	<a href="#">NothingEnum</a> <a href="#">ParagraphStyle</a> String	1

paragraphSpacingLimit	<a href="#">NothingEnum</a> Unit	1
parent	<a href="#">Application</a> <a href="#">Document</a>	1
properties	<a href="#">Object</a>	1
rightEdgeStrokeColor	<a href="#">NothingEnum</a> <a href="#">Swatch</a>	1
rightEdgeStrokeGapColor	<a href="#">NothingEnum</a> <a href="#">Swatch</a>	1



	rightEdgeStrokeGapOverprint	Boolean NothingEnum	1
	rightEdgeStrokeGapTint	NothingEnum Real	1
	rightEdgeStrokeOverprint	Boolean NothingEnum	1
	rightEdgeStrokePriority	Long NothingEnum	1

	rightEdgeStrokeTint	<a href="#">NothingEnum</a> Real	1
	rightEdgeStrokeType	<a href="#">NothingEnum</a> StrokeStyle	1
	rightEdgeStrokeWeight	<a href="#">NothingEnum</a> Unit	1
	rightInset	<a href="#">NothingEnum</a> Unit	1
	rotationAngle	<a href="#">NothingEnum</a>	1

		Real	
	topEdgeStrokeColor	<a href="#">NothingEnum</a> <a href="#">Swatch</a>	1
	topEdgeStrokeGapColor	<a href="#">NothingEnum</a> <a href="#">Swatch</a>	1
	topEdgeStrokeGapOverprint	Boolean <a href="#">NothingEnum</a>	1

	topEdgeStrokeGapTint	<a href="#">NothingEnum</a> Real	1
	topEdgeStrokeOverprint	Boolean <a href="#">NothingEnum</a>	1
	topEdgeStrokePriority	Long <a href="#">NothingEnum</a>	1
	topEdgeStrokeTint	<a href="#">NothingEnum</a> Real	1

topEdgeStrokeType	<a href="#">NothingEnum</a> <a href="#">StrokeStyle</a>	1
topEdgeStrokeWeight	<a href="#">NothingEnum</a> Unit	1
topInset	<a href="#">NothingEnum</a> Unit	1
topLeftDiagonalLine	Boolean <a href="#">NothingEnum</a>	1
topRightDiagonalLine	Boolean <a href="#">NothingEnum</a>	1
verticalJustification	<a href="#">NothingEnum</a>	1

**Methods** **Instances****void applycellstyle** ([removeOverrides: *bool*=false])

Used to apply a cell style to the selected cells

Parameter	Type	Description
removeOverrides	bool	True to remove overrides, false to keep (default: <b>false</b> )

**void applycellstyleto cells** (to: Array of *any*[], removeOverrides: *bool*=false)

Used to apply a cell style to the specified cells

Parameter	Type	Description
to	Array of : Array of <a href="#">Cells</a> <a href="#">Columns</a> <a href="#">Rows</a> <a href="#">Tables</a>	The cells to apply the style to Columns, Rows or Tables.
removeOverrides	bool	True to remove overrides, false to keep (default: <b>false</b> )

**CellStyle duplicate** ()

Used to copy a cell style

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

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object ref

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

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

Parameter	Type	Descr
key	string	The k
value	string	The v

**void remove** ([*replacingWith: string*=[None]])

Delete the cell style object

Parameter	Type	Description
replacingWith	string	The cell style to replace the style wi [None]

**string toSource** ()

Generates a string which, if executed, will return the CellSt

**string toSpecifier** ()

Retrieves the object specifier.

**Element of** `Cell.appliedCellStyle`

**Used in:** array of **CellStyle** `CellStyles.itemByRange` (*from: any*, *to: c*  
**CellStyle** `CellStyles.nextItem` (*obj: CellStyle*)  
**CellStyle** `CellStyles.previousItem` (*obj: CellStyle*)

**Return** **CellStyle** `CellStyle.duplicate` ()  
**CellStyle** `CellStyles.add` (*name: string*[, *basedOn: string*=[*1*  
**CellStyle** `CellStyles.anyItem` ()  
Array of **CellStyle** `CellStyles.everyItem` ()  
**CellStyle** `CellStyles.firstItem` ()  
**CellStyle** `CellStyles.item` (*index: any*)  
**CellStyle** `CellStyles.itemByID` (*id: number*)  
**CellStyle** `CellStyles.itemByName` (*name: string*)  
Array of **CellStyle** `CellStyles.itemByRange` (*from: any*, *to:*  
**CellStyle** `CellStyles.lastItem` ()  
**CellStyle** `CellStyles.middleItem` ()  
**CellStyle** `CellStyles.nextItem` (*obj: CellStyle*)

**CellStyle** [CellStyles.previousItem](#) (**obj**: **CellStyle**)

Jongware, 27-  
Jun-2010 v3.0.3d

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# CellStyles

All cell styles

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

Property	Type	Access	Description
length	Long <a href="#">NothingEnum</a>	readonly	The number of objects in the collection. Can return: Long or NothingEnum enumerator.

## Methods **Instances**

[CellStyle](#) **add** ([name](#): *string*[, [basedOn](#): *string*=**[None]**])  
Create and return a new cell style

Parameter	Type	Description
name	string	The cell style name
basedOn	string	The cell style to copy from (Optional) (default: <b>[None]</b> )

[CellStyle](#) **anyItem** ()  
Returns any CellStyle in the collection.

[number](#) **count** ()  
Displays the number of elements in the CellStyle.

Array of [CellStyle](#) **everyItem** ()  
Returns every CellStyle in the collection.

[CellStyle](#) **firstItem** ()  
Returns the first CellStyle in the collection.

[CellStyle](#) **item** ([index](#): *any*)  
Returns the CellStyle with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**CellStyle** **itemByID** (*id*: *number*)

Returns the CellStyle with the specified ID.

Parameter	Type	Description
id	number	The ID.

**CellStyle** **itemByName** (*name*: *string*)

Returns the CellStyle with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **CellStyle** **itemByRange** (*from*: *any*, *to*: *any*)

Returns the CellStyles within the specified range.

Parameter	Type	Description
from	<b>CellStyle</b> Long String	The CellStyle, index, or name at the beginning of the range. Can accept: CellStyle, Long or String.
to	<b>CellStyle</b> Long String	The CellStyle, index, or name at the end of the range. Can accept: CellStyle, Long or String.

**CellStyle** **lastItem** ()

Returns the last CellStyle in the collection.

**CellStyle** **middleItem** ()

Returns the middle CellStyle in the collection.

**CellStyle** **nextItem** (*obj*: **CellStyle**)

Returns the CellStyle whose index follows the specified CellStyle in the collection.

Parameter	Type	Description

obj	<a href="#">CellStyle</a>	The CellStyle whose index comes before the desired CellStyle.
-----	---------------------------	---

[CellStyle](#) **previousItem** ([obj](#): [CellStyle](#))

Returns the CellStyle with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">CellStyle</a>	The index of the CellStyle that follows the desired CellStyle.

[string](#) **toSource** ()

Generates a string which, if executed, will return the CellStyle.

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

<b>Class</b>
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# Cells

A collection of table cells.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

**Cell** [anyItem](#) ()

Returns any Cell in the collection.

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

Displays the number of elements in the Cell.

Array of **Cell** [everyItem](#) ()

Returns every Cell in the collection.

**Cell** [firstItem](#) ()

Returns the first Cell in the collection.

**Cell** [item](#) ([index](#): any)

Returns the Cell with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Cell** [itemByID](#) ([id](#): number)

Returns the Cell with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Cell** [itemByName](#) ([name](#): string)

Returns the Cell with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Cell** **itemByRange** (*from: any, to: any*)

Returns the Cells within the specified range.

Parameter	Type	Description
from	<b>Cell</b> Long String	The Cell, index, or name at the beginning of the range. Can accept: Cell, Long or String.
to	<b>Cell</b> Long String	The Cell, index, or name at the end of the range. Can accept: Cell, Long or String.

**Cell** **lastItem** ()

Returns the last Cell in the collection.

**Cell** **middleItem** ()

Returns the middle Cell in the collection.

**Cell** **nextItem** (*obj: Cell*)

Returns the Cell whose index follows the specified Cell in the collection.

Parameter	Type	Description
obj	<b>Cell</b>	The Cell whose index comes before the desired Cell.

**Cell** **previousItem** (*obj: Cell*)

Returns the Cell with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Cell</b>	The index of the Cell that follows the desired Cell.

**string** **toSource** ()

Generates a string which, if executed, will return the Cell.

**Element of** **Cell**.cells

[Column.cells](#)  
[Row.cells](#)  
[Table.cells](#)  
[XMLElement.cells](#)

**Used in:** void [CellStyle.applycellstyletocells](#) ([to](#): Array of *any*[],  
[removeOverrides](#): *bool=false*)



<b>Class</b>
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# Column

A table column.

**QuickLinks** [createOutlines](#), [getElements](#), [merge](#), [recompose](#), [redistribute](#), [toSpecifier](#), [unmerge](#)

## Hierarchy

[Cell](#) | **Column** | [Row](#) |

**Column**

[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 <a href="#">StrokeStyle</a>

bottomEdgeStrokeWeight	Measurement Unit (Numl
bottomInset	Measurement Unit (Numl
cells	<a href="#">Cells</a>
clipContentToCell	bool
columnSpan	number
columns	<a href="#">Columns</a>
contents	Array of Strings Array of Strings <a href="#">NothingEnum</a> <a href="#">NothingEnum</a> <a href="#">SpecialCharacters</a> <a href="#">SpecialCharacters</a> <a href="#">SpecialCharacters</a> String

diagonalLineInFront	bool
diagonalLineStrokeColor	<a href="#">Swatch</a>
diagonalLineStrokeGapColor	<a href="#">Swatch</a>

diagonalLineStrokeGapOverprint	bool
diagonalLineStrokeGapTint	number
diagonalLineStrokeOverprint	bool
diagonalLineStrokeTint	number
diagonalLineStrokeType	<a href="#">StrokeStyle</a>
diagonalLineStrokeWeight	Measurement Unit (Numl
fillColor	String <a href="#">Swatch</a>

fillTint	number
firstBaselineOffset	<a href="#">FirstBaseline:</a> FirstBaseline.ASCENT_C FirstBaseline.CAP_HEIG FirstBaseline.LEADING_ FirstBaseline.EMBOX_H FirstBaseline.X_HEIGHT FirstBaseline.FIXED_HE
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measurement Unit String)
height	Measurement Unit (Numl

index	number
innerColumnStrokeColor	Swatch
innerColumnStrokeGapColor	Swatch
innerColumnStrokeGapOverprint	bool
innerColumnStrokeGapTint	number



innerColumnStrokeOverprint	bool
innerColumnStrokeTint	number
innerColumnStrokeType	<a href="#">StrokeStyle</a>
innerColumnStrokeWeight	Measurement Unit (Numl
innerRowStrokeColor	<a href="#">Swatch</a>
innerRowStrokeGapColor	<a href="#">Swatch</a>

innerRowStrokeGapOverprint	bool
innerRowStrokeGapTint	number
innerRowStrokeOverprint	bool
innerRowStrokeTint	number
innerRowStrokeType	StrokeStyle
innerRowStrokeWeight	Measurement Unit (Numl
keepWithNextRow	bool

	leftEdgeStrokeColor	Swatch
	leftEdgeStrokeGapColor	Swatch
	leftEdgeStrokeGapOverprint	bool
	leftEdgeStrokeGapTint	number
	leftEdgeStrokeOverprint	bool

leftEdgeStrokeTint	number
leftEdgeStrokeType	<a href="#">StrokeStyle</a>
leftEdgeStrokeWeight	Measurement Unit (Numl
leftInset	Measurement Unit (Numl
maximumHeight	Measurement Unit (Numl
minimumFirstBaselineOffset	Measurement Unit (Numl (range: 0 - 8640)

	minimumHeight	Measurement Unit (Numl
	name	string
	overflows	bool
	overprintFill	bool
	paragraphSpacingLimit	Measurement Unit (Numl
	parent	Cell Column Row Table
	parentColumn	Column

parentRow	<a href="#">Row</a>
properties	Object
rightEdgeStrokeColor	<a href="#">Swatch</a>
rightEdgeStrokeGapColor	<a href="#">Swatch</a>
rightEdgeStrokeGapOverprint	bool
rightEdgeStrokeGapTint	number

rightEdgeStrokeOverprint	bool
rightEdgeStrokeTint	number
rightEdgeStrokeType	<a href="#">StrokeStyle</a>
rightEdgeStrokeWeight	Measurement Unit (Numl
rightInset	Measurement Unit (Numl
rotationAngle	number
rowSpan	number
rowType	<a href="#">RowTypes:</a> RowTypes.BODY_ROW RowTypes.HEADER_RC

	RowTypes.FOOTER_ROW RowTypes.MIXED_STAT
rows	Rows
startRow	StartParagraph: StartParagraph.ANYWHI StartParagraph.NEXT_CO StartParagraph.NEXT_FF StartParagraph.NEXT_PA StartParagraph.NEXT_OI StartParagraph.NEXT_EV
topEdgeStrokeColor	Swatch
topEdgeStrokeGapColor	Swatch
topEdgeStrokeGapOverprint	bool



	topEdgeStrokeGapTint	number
	topEdgeStrokeOverprint	bool
	topEdgeStrokeTint	number
	topEdgeStrokeType	<a href="#">StrokeStyle</a>
	topEdgeStrokeWeight	Measurement Unit (Numl
	topInset	Measurement Unit (Numl
	topLeftDiagonalLine	bool
	topRightDiagonalLine	bool

verticalJustification	<b>VerticalJustification:</b> VerticalJustification.TOP_ VerticalJustification.CEN VerticalJustification.BOT VerticalJustification.JUST
width	Measurement Unit (Numl

## Methods Instances

Array of **PageItem** **createOutlines** ([**deleteOriginal**: *bool=true*])  
Converts text to outlines. Each line of text becomes a polygon. If a letter has no internal spaces or detached parts, the polygon will be a single letter. To determine whether a font allows the creation of outlines, see [Font.outline](#).

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, the outlines are created on top of the text. (Optional) (default: false)

Array of **Object** **getElements** ()  
Resolves the object specifier, creating an array of object references.

**Cell merge** ([**with**: *any*])  
Merges the cells.

Parameter	Type	Description
with	Cell Column Row	The cell(s) to merge with. Can accept a range of cells.

**void recompose** ()  
Recomposes the text in the Column.

**void redistribute** (**using**: **HorizontalOrVertical**[, **thru**: *any*])  
Redistributes the specified range of Columns so that the Column heights or widths are equal to the maximum or minimum height or width specified for some of the Columns in the range.

being exactly even.

Parameter	Type	Description
using	<a href="#">HorizontalOrVertical</a> : <a href="#">HorizontalOrVertical.HORIZONTAL</a> <a href="#">HorizontalOrVertical.VERTICAL</a>	The direction
thru	<a href="#">Cell</a> <a href="#">Column</a> <a href="#">Row</a>	The last Column Row

**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 enclosed in words
caseSensitive	bool	If true, then search only for text that matches the 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](#)])

Selects the object.

Parameter	Type	Description
existingSelection	<a href="#">SelectionOptions</a> : <a href="#">SelectionOptions.ADD_TO</a> <a href="#">SelectionOptions.REMOVE_FROM</a> <a href="#">SelectionOptions.REPLACE_WITH</a>	The previous selection <b>Select</b>

**void split** ([using](#): [HorizontalOrVertical](#))

Splits the cell along the specified axis.

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	Parameter	Type	
	using	HorizontalOrVertical: HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL	7
	<p><b>string toSource ()</b> Generates a string which, if executed, will return the Column.</p> <p><b>string toSpecifier ()</b> Retrieves the object specifier.</p> <p>Array of <b>Cell unmerge ()</b> Unmerges all merged cells in the Column.</p>		
<b>Element of</b>	<b>Cell.parent</b> <b>Cell.parentColumn</b> <b>Column.parent</b> <b>Column.parentColumn</b> <b>Row.parent</b> <b>Row.parentColumn</b>		
<b>Used in:</b>	<b>Cell</b> <b>Cell.merge</b> ([with: any]) <b>Text Character.move</b> (to: LocationOptions[, reference: any]) <b>Cell Column.merge</b> ([with: any]) <b>void Column.redistribute</b> (using: HorizontalOrVertical[, thru: any Columns.add ([at: LocationOptions=LocationOptions.UNK withProperties: Object]) array of <b>Column Columns.itemByRange</b> (from: any, to: any) <b>Column Columns.nextItem</b> (obj: Column) <b>Column Columns.previousItem</b> (obj: Column) <b>Text InsertionPoint.move</b> (to: LocationOptions[, reference: any]) <b>Text Line.move</b> (to: LocationOptions[, reference: any]) <b>Text Paragraph.move</b> (to: LocationOptions[, reference: any]) <b>Cell Row.merge</b> ([with: any]) <b>void Row.redistribute</b> (using: HorizontalOrVertical[, thru: any any Rows.add ([at: LocationOptions=LocationOptions.UNK Object]) <b>Text Story.move</b> (to: LocationOptions[, reference: any]) <b>Text Text.move</b> (to: LocationOptions[, reference: any]) <b>Text TextColumn.move</b> (to: LocationOptions[, reference: any])		

Text TextStyleRange.move (to: LocationOptions[, reference: any])  
Text Word.move (to: LocationOptions[, reference: any])

**Return** Column Columns.anyItem ()  
Array of Column Columns.everyItem ()  
Column Columns.firstItem ()  
Column Columns.item (index: any)  
Column Columns.itemByName (name: string)  
Array of Column Columns.itemByRange (from: any, to: any)  
Column Columns.lastItem ()  
Column Columns.middleItem ()  
Column Columns.nextItem (obj: Column)  
Column Columns.previousItem (obj: Column)

<b>Class</b>
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# Columns

A collection of table columns.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of object

## Methods Instances

**any add** ([[at](#): [LocationOptions](#)=[LocationOptions.UNKNOWN](#)]  
[withProperties](#): *Object*])  
Creates a new Column.

Parameter	Type	Description
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>	The C to the the ta <b>Loca</b>
reference	<a href="#">Cell</a> <a href="#">Column</a> <a href="#">Row</a> <a href="#">Table</a>	The r refere the ta the at after. Cell c
withProperties	<i>Object</i>	Initial the ne

**Column anyItem** ()  
Returns any Column in the collection.

**number count** ()  
Displays the number of elements in the Column.

Array of **Column** **everyItem** ()

Returns every Column in the collection.

**Column** **firstItem** ()

Returns the first Column in the collection.

**Column** **item** (**index**: *any*)

Returns the Column with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: I

**Column** **itemByName** (**name**: *string*)

Returns the Column with the specified name.

Parameter	Type	Descri
name	string	The na

Array of **Column** **itemByRange** (**from**: *any*, **to**: *any*)

Returns the Columns within the specified range.

Parameter	Type	Description
from	<b>Column</b> Long String	The Column, index, or name at the b accept: Column, Long or String.
to	<b>Column</b> Long String	The Column, index, or name at the e accept: Column, Long or String.

**Column** **lastItem** ()

Returns the last Column in the collection.

**Column** **middleItem** ()

Returns the middle Column in the collection.

**Column** **nextItem** (**obj**: **Column**)

Returns the Column whose index follows the specified Colu

Parameter	Type	Description
obj	<b>Column</b>	The Column whose index comes be



[Column](#) **previousItem** ([obj](#): [Column](#))

Returns the Column with the index previous to the specified

Parameter	Type	Description
obj	<a href="#">Column</a>	The index of the Column that follo

[string](#) **toSource** ()

Generates a string which, if executed, will return the Column

**Element of** [Cell](#).columns  
[Column](#).columns  
[Row](#).columns  
[Table](#).columns

**Used in:** void [CellStyle.applycellstyleto](#)cells ([to](#): Array of *any*[], [remc](#)

<b>Class</b>
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# Row

A table row.

**QuickLinks** [createOutlines](#), [getElements](#), [merge](#), [recompose](#), [redistribute](#), [renumber](#), [reset](#), [toSpecifier](#), [unmerge](#)

## Hierarchy

Cell | Column | **Row** | Table

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 <a href="#">StrokeStyle</a>

bottomEdgeStrokeWeight	Measurement Unit (Number)
bottomInset	Measurement Unit (Number)
cells	<a href="#">Cells</a>
clipContentToCell	bool
columnSpan	number
columns	<a href="#">Columns</a>
contents	Array of Strings Array of Strings <a href="#">NothingEnum</a> <a href="#">NothingEnum</a> <a href="#">SpecialCharacters</a> <a href="#">SpecialCharacters</a> <a href="#">SpecialCharacters</a> String

diagonalLineInFront	bool
diagonalLineStrokeColor	Swatch
diagonalLineStrokeGapColor	Swatch

diagonalLineStrokeGapOverprint	bool
diagonalLineStrokeGapTint	number
diagonalLineStrokeOverprint	bool
diagonalLineStrokeTint	number
diagonalLineStrokeType	<a href="#">StrokeStyle</a>
diagonalLineStrokeWeight	Measurement Unit (Number)
fillColor	<a href="#">String</a> <a href="#">Swatch</a>

fillTint	number
firstBaselineOffset	<a href="#">FirstBaseline:</a> FirstBaseline.ASCENT_OF FirstBaseline.CAP_HEIGHT FirstBaseline.LEADING_OFFSET FirstBaseline.EMBOX_HEIGHT FirstBaseline.X_HEIGHT FirstBaseline.FIXED_HEIGHT
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measurement Unit String)
height	Measurement Unit (Number



index	number
innerColumnStrokeColor	Swatch
innerColumnStrokeGapColor	Swatch
innerColumnStrokeGapOverprint	bool
innerColumnStrokeGapTint	number

innerColumnStrokeOverprint	bool
innerColumnStrokeTint	number
innerColumnStrokeType	StrokeStyle
innerColumnStrokeWeight	Measurement Unit (Number)
innerRowStrokeColor	Swatch
innerRowStrokeGapColor	Swatch

	innerRowStrokeGapOverprint	bool
	innerRowStrokeGapTint	number
	innerRowStrokeOverprint	bool
	innerRowStrokeTint	number
	innerRowStrokeType	<a href="#">StrokeStyle</a>
	innerRowStrokeWeight	Measurement Unit (Number)
	keepWithNextRow	bool

	leftEdgeStrokeColor	Swatch
	leftEdgeStrokeGapColor	Swatch
	leftEdgeStrokeGapOverprint	bool
	leftEdgeStrokeGapTint	number
	leftEdgeStrokeOverprint	bool

leftEdgeStrokeTint	number
leftEdgeStrokeType	<a href="#">StrokeStyle</a>
leftEdgeStrokeWeight	Measurement Unit (Number)
leftInset	Measurement Unit (Number)
maximumHeight	Measurement Unit (Number)
minimumFirstBaselineOffset	Measurement Unit (Number) (range: 0 - 8640)
minimumHeight	Measurement Unit (Number)

name	string
overflows	bool
overprintFill	bool
paragraphSpacingLimit	Measurement Unit (Number)
parent	Cell Column <b>Row</b> Table
parentColumn	Column
parentRow	<b>Row</b>

properties	Object
rightEdgeStrokeColor	Swatch
rightEdgeStrokeGapColor	Swatch
rightEdgeStrokeGapOverprint	bool
rightEdgeStrokeGapTint	number

rightEdgeStrokeOverprint	bool
rightEdgeStrokeTint	number
rightEdgeStrokeType	StrokeStyle
rightEdgeStrokeWeight	Measurement Unit (Number
rightInset	Measurement Unit (Number
rotationAngle	number
rowSpan	number
rowType	RowTypes: RowTypes.BODY_ROW RowTypes.HEADER_ROW RowTypes.FOOTER_ROW RowTypes.MIXED_STATE
rows	Rows



startRow	<a href="#">StartParagraph:</a> StartParagraph.ANYWHERE StartParagraph.NEXT_COI StartParagraph.NEXT_FRA StartParagraph.NEXT_PAG StartParagraph.NEXT_ODI StartParagraph.NEXT_EVE
topEdgeStrokeColor	<a href="#">Swatch</a>
topEdgeStrokeGapColor	<a href="#">Swatch</a>
topEdgeStrokeGapOverprint	bool
topEdgeStrokeGapTint	number

topEdgeStrokeOverprint	bool
topEdgeStrokeTint	number
topEdgeStrokeType	<a href="#">StrokeStyle</a>
topEdgeStrokeWeight	Measurement Unit (Number)
topInset	Measurement Unit (Number)
topLeftDiagonalLine	bool
topRightDiagonalLine	bool
verticalJustification	<a href="#">VerticalJustification</a> : VerticalJustification.TOP_ALIGN VerticalJustification.CENTRAL VerticalJustification.BOTTOM

	VerticalJustification.JUSTIFY
width	Measurement Unit (Number)

**Methods** **Instances**

Array of [PageItem](#) **createOutlines** ([[deleteOriginal](#): *bool=true*])  
Converts text to outlines. Each line of text becomes a polygon of a letter that has no internal spaces or detached parts, the polygon of a letter determine whether a font allows the creation of outlines, see also [Font](#)

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, the original text is on top of the text. (Optional) (default: <b>true</b> )

Array of [Object](#) **getElements** ()  
Resolves the object specifier, creating an array of object references

[Cell](#) **merge** ([[with](#): *any*])  
Merges the cells.

Parameter	Type	Description
with	<a href="#">Cell</a> <a href="#">Column</a> <a href="#">Row</a>	The cell(s) to merge with. Can accept: <a href="#">Cell</a> , <a href="#">Column</a> , <a href="#">Row</a>

**void recompose** ()  
Recomposes the text in the Row.

**void redistribute** ([using](#): [HorizontalOrVertical](#) [, [thru](#): *any*])  
Redistributes the specified range of Rows so that the Rows have minimum height or width specified for some of the cells in the range. If even.

Parameter	Type	Description
using	<a href="#">HorizontalOrVertical</a> : <a href="#">HorizontalOrVertical.HORIZONTAL</a>	The direction of redistribution

	HorizontalOrVertical.VERTICAL	
thru	Cell Column Row	The last Row or Column. (Optional)

**void remove ()**

Deletes the Row.

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 text embedded in words
caseSensitive	bool	If true, then search only for text that matches the case
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**])  
Selects the object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The selection options to use. The default is SelectionOptions.REPLACE_WITH.

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

Splits the cell along the specified axis.

Parameter	Type	Description
using	HorizontalOrVertical: HorizontalOrVertical.HORIZONTAL HorizontalOrVertical.VERTICAL	The axis to split along.

	<p><b>string toSource ()</b> Generates a string which, if executed, will return the Row.</p> <p><b>string toSpecifier ()</b> Retrieves the object specifier.</p> <p>Array of <b>Cell unmerge ()</b> Unmerges all merged cells in the Row.</p>
<b>Element of</b>	<p><b>Cell.parent</b> <b>Cell.parentRow</b> <b>Column.parent</b> <b>Column.parentRow</b> <b>Row.parent</b> <b>Row.parentRow</b></p>
<b>Used in:</b>	<p><b>Cell</b> <b>Cell.merge</b> ([<b>with</b>: any])  <b>Text</b> <b>Character.move</b> (<b>to</b>: LocationOptions[, <b>reference</b>: any])  <b>Cell</b> <b>Column.merge</b> ([<b>with</b>: any])  <b>void</b> <b>Column.redistribute</b> (<b>using</b>: HorizontalOrVertical[, <b>thru</b>: any])  <b>any</b> <b>Columns.add</b> ([<b>at</b>: LocationOptions=<b>LocationOptions.UNKN</b>  <b>withProperties</b>: Object])  <b>Text</b> <b>InsertionPoint.move</b> (<b>to</b>: LocationOptions[, <b>reference</b>: any])  <b>Text</b> <b>Line.move</b> (<b>to</b>: LocationOptions[, <b>reference</b>: any])  <b>Text</b> <b>Paragraph.move</b> (<b>to</b>: LocationOptions[, <b>reference</b>: any])  <b>Cell</b> <b>Row.merge</b> ([<b>with</b>: any])  <b>void</b> <b>Row.redistribute</b> (<b>using</b>: HorizontalOrVertical[, <b>thru</b>: any])  <b>any</b> <b>Rows.add</b> ([<b>at</b>: LocationOptions=<b>LocationOptions.UNKN</b>  Object])  array of <b>Row</b> <b>Rows.itemByRange</b> (<b>from</b>: any, <b>to</b>: any)  <b>Row</b> <b>Rows.nextItem</b> (<b>obj</b>: <b>Row</b>)  <b>Row</b> <b>Rows.previousItem</b> (<b>obj</b>: <b>Row</b>)  <b>Text</b> <b>Story.move</b> (<b>to</b>: LocationOptions[, <b>reference</b>: any])  <b>Text</b> <b>Text.move</b> (<b>to</b>: LocationOptions[, <b>reference</b>: any])  <b>Text</b> <b>TextColumn.move</b> (<b>to</b>: LocationOptions[, <b>reference</b>: any])  <b>Text</b> <b>TextStyleRange.move</b> (<b>to</b>: LocationOptions[, <b>reference</b>: any])  <b>Text</b> <b>Word.move</b> (<b>to</b>: LocationOptions[, <b>reference</b>: any])</p>
<b>Return</b>	<p><b>Row</b> <b>Rows.anyItem</b> ()  Array of <b>Row</b> <b>Rows.everyItem</b> ()  <b>Row</b> <b>Rows.firstItem</b> ()</p>

**Row** [Rows.item](#) (*index*: *any*)  
**Row** [Rows.itemByName](#) (*name*: *string*)  
Array of **Row** [Rows.itemByRange](#) (*from*: *any*, *to*: *any*)  
**Row** [Rows.lastItem](#) ()  
**Row** [Rows.middleItem](#) ()  
**Row** [Rows.nextItem](#) (*obj*: **Row**)  
**Row** [Rows.previousItem](#) (*obj*: **Row**)

<b>Class</b>
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# Rows

A collection of table rows.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [it](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

Property	Type	Access	Description
length	number	readonly	The number of objects in

## Methods Instances

**any add** ([**at**: [LocationOptions](#)=[LocationOptions.UNKNOWN](#)  
**withProperties**: *Object*])  
Creates a new Row.

Parameter	Type	Descripti
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>	The Row' the referen the table. <b>Location</b>
reference	<a href="#">Cell</a> <a href="#">Column</a> <a href="#">Row</a> <a href="#">Table</a>	The referen reference the table. the at valu after. Can Cell or Ta
withProperties	<i>Object</i>	Initial val the new R

**Row anyItem** ()  
Returns any Row in the collection.

**number count** ()  
Displays the number of elements in the Row.



Array of **Row everyItem ()**

Returns every Row in the collection.

**Row firstItem ()**

Returns the first Row in the collection.

**Row item (index: any)**

Returns the Row with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long

**Row itemByName (name: string)**

Returns the Row with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Row itemByRange (from: any, to: any)**

Returns the Rows within the specified range.

Parameter	Type	Description
from	Long <b>Row</b> String	The Row, index, or name at the beginning accept: Row, Long or String.
to	Long <b>Row</b> String	The Row, index, or name at the end of the Row, Long or String.

**Row lastItem ()**

Returns the last Row in the collection.

**Row middleItem ()**

Returns the middle Row in the collection.

**Row nextItem (obj: Row)**

Returns the Row whose index follows the specified Row in the collection.

Parameter	Type	Description
obj	<b>Row</b>	The Row whose index comes before the

[Row](#) **previousItem** ([obj](#): [Row](#))

Returns the Row with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Row</a>	The index of the Row that follows the c

[string](#) **toSource** ()

Generates a string which, if executed, will return the Row.

**Element of** [Cell](#).rows  
[Column](#).rows  
[Row](#).rows  
[Table](#).rows

**Used in:** void [CellStyle.applycellstyleto](#)cells ([to](#): Array of *any*[], [removeC](#)

<b>Class</b>
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<b>Table</b>		
A table.		
<b>QuickLinks</b>	<a href="#">convertBulletsAndNumberingToText</a> , <a href="#">convertToText</a> , <a href="#">createOut</a> , <a href="#">remove</a> , <a href="#">search</a> , <a href="#">select</a> , <a href="#">toSource</a> , <a href="#">toSpecifier</a> , <a href="#">unmerge</a>	
<b>Hierarchy</b>	<div> <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="#">XMLEl</a> </div> <div> <a href="#">Table</a> </div> <div> <a href="#">Button</a>   <a href="#">Cell</a>   <a href="#">Column</a>   <a href="#">FormField</a>   <a href="#">GraphicLine</a>   <a href="#">Group</a>           </div>	
<b>Properties</b>	<b>Property</b>	<b>Type</b>
	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>
	appliedTableStyle	<a href="#">TableStyle</a>
	associatedXMLElement	<a href="#">XMLItem</a>
	bodyRowCount	number (range: 1 - 10000)
	bottomBorderStrokeColor	<a href="#">Swatch</a>

bottomBorderStrokeGapColor	Swatch
bottomBorderStrokeGapOverprint	bool
bottomBorderStrokeGapTint	number
bottomBorderStrokeOverprint	bool

bottomBorderStrokeTint	number
bottomBorderStrokeType	<a href="#">StrokeStyle</a>
bottomBorderStrokeWeight	Measurement Unit (Num)
breakFooters	<a href="#">HeaderFooterBreakTypes</a> HeaderFooterBreakTypes HeaderFooterBreakTypes HeaderFooterBreakTypes
breakHeaders	<a href="#">HeaderFooterBreakTypes</a> HeaderFooterBreakTypes HeaderFooterBreakTypes HeaderFooterBreakTypes
buttons	<a href="#">Buttons</a>
cells	<a href="#">Cells</a>
columnCount	number (range: 1 - 200)
columnFillsPriority	bool
columns	<a href="#">Columns</a>

contents

Array of  
SpecialCharacters  
Strings

endColumnFillColor

Swatch

endColumnFillCount	number
--------------------	--------

endColumnFillOverprint	bool
------------------------	------

endColumnFillTint	number
-------------------	--------



endColumnLineStyle	StrokeStyle
endColumnStrokeColor	Swatch
endColumnStrokeCount	number
endColumnStrokeGapColor	Swatch

endColumnStrokeGapOverprint	bool
endColumnStrokeGapTint	number
endColumnStrokeOverprint	bool

endColumnStrokeTint	number
endColumnStrokeWeight	Measurement Unit (Numt
endRowFillColor	Swatch

endRowFillColor	number
-----------------	--------

endRowFillOverprint	bool
---------------------	------

endRowFillTint	number
----------------	--------

endRowStrokeColor	Swatch
-------------------	--------

endRowStrokeCount	number
-------------------	--------

endRowStrokeGapColor	Swatch
----------------------	--------

endRowStrokeGapOverprint	bool
--------------------------	------

endRowStrokeGapTint	number
---------------------	--------

endRowStrokeOverprint	bool
-----------------------	------

endRowStrokeTint	number
------------------	--------

endRowStrokeType	StrokeStyle
------------------	-------------

endRowStrokeWeight	Measurement Unit (Numt
footerRowCount	number (range: 0 - 25)
formFields	<a href="#">FormFields</a>
graphicLines	<a href="#">GraphicLines</a>
groups	<a href="#">Groups</a>
headerRowCount	number (range: 0 - 25)
height	Measurement Unit (Numt
id	number
index	number
label	string

leftBorderStrokeColor	Swatch
leftBorderStrokeGapColor	Swatch
leftBorderStrokeGapOverprint	bool
leftBorderStrokeGapTint	number
leftBorderStrokeOverprint	bool



leftBorderStrokeTint	number
leftBorderStrokeType	StrokeStyle
leftBorderStrokeWeight	Measurement Unit (Numt
ovals	Ovals
pageItems	PageItems
parent	Cell Character InsertionPoint Line Paragraph Story Text TextColumn TextFrame TextStyleRange Word XMLElement
polygons	Polygons

	properties	Object
	rectangles	Rectangles
	rightBorderStrokeColor	Swatch
	rightBorderStrokeGapColor	Swatch
	rightBorderStrokeGapOverprint	bool
	rightBorderStrokeGapTint	number

rightBorderStrokeOverprint	bool
rightBorderStrokeTint	number
rightBorderStrokeType	StrokeStyle
rightBorderStrokeWeight	Measurement Unit (Numt
rows	Rows
skipFirstAlternatingFillColumns	number
skipFirstAlternatingFillRows	number

skipFirstAlternatingStrokeColumns	number
skipFirstAlternatingStrokeRows	number
skipFirstHeader	bool

skipLastAlternatingFillColumns	number
<hr/>	
skipLastAlternatingFillRows	number
<hr/>	
skipLastAlternatingStrokeColumns	number
<hr/>	
skipLastAlternatingStrokeRows	number

skipLastFooter	bool
spaceAfter	Measurement Unit (Numt
spaceBefore	Measurement Unit (Numt
startColumnFillColor	<a href="#">Swatch</a>
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 (Numt
startRowFillColor	Swatch

startRowFillColor	number
startRowFillOverprint	bool
startRowFillTint	number

startRowStrokeColor	Swatch
startRowStrokeCount	number
startRowStrokeGapColor	Swatch
startRowStrokeGapOverprint	bool

	startRowStrokeGapTint                      number
	startRowStrokeOverprint                      bool
	startRowStrokeTint                      number
	startRowStrokeType <a href="#">StrokeStyle</a>

startRowStrokeWeight	Measurement Unit (Number)
storyOffset	number
strokeOrder	<a href="#">StrokeOrderTypes:</a> StrokeOrderTypes.ROW_ StrokeOrderTypes.COLU StrokeOrderTypes.BEST_ StrokeOrderTypes.INDES
tableDirection	<a href="#">TableDirectionOptions:</a> TableDirectionOptions.LI TableDirectionOptions.RI
textFrames	<a href="#">TextFrames</a>
topBorderStrokeColor	<a href="#">Swatch</a>

topBorderStrokeGapColor	Swatch
topBorderStrokeGapOverprint	bool
topBorderStrokeGapTint	number
topBorderStrokeOverprint	bool
topBorderStrokeTint	number

topBorderStrokeType	StrokeStyle
topBorderStrokeWeight	Measurement Unit (Num)
width	Measurement Unit (Num)

## Methods Instances

**void convertBulletsAndNumberingToText ()**  
Convert bullets and numbering to text.

**Text convertToText** ([columnSeparator: string][, rowSeparator:  
Converts the table to text.

Parameter	Type	Description
columnSeparator	string	The character to insert between the elements defined as any single character, such as a space or tab. Use the actual character rather than double or single quotes or a backslash. For paragraphs, use ^p. (Optional)
rowSeparator	string	The character to use to separate each row. Use any single character, such as a letter, space, or tab. Use the actual character rather than double or single quotes or a backslash with an escape character. For paragraphs, use ^p. (Optional)

Array of **PageItem createOutlines** ([deleteOriginal: bool=true])  
Converts text to outlines. Each line of text becomes a polygon. If there are no internal spaces or detached parts, the polygon contains only a single path.

creation of outlines, see [allow outlines](#).

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, (Optional) (default: <b>true</b> )

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

Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object referen

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

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

Parameter	Type
key	string
value	string

**void recompose** ()

Recomposes the text in the Table.

**void remove** ()

Deletes the Table.

Array of [Text](#) **search** ([*for: string*][, *wholeWord: bool*][, *caseSen*  
*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 en
caseSensitive	bool	If true, then search only for t
replacingWith	string	What to replace the found te
withFindAttributes	Object	A record of find preference s



withChangeAttributes    Object    A record of change preferences

**void select** ([existingSelection: SelectionOptions=SelectionOptions.ADD\_TO)  
Selects the object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The selection options for the object. <b>Select</b>

**string toSource** ()  
Generates a string which, if executed, will return the Table.

**string toSpecifier** ()  
Retrieves the object specifier.

Array of **Cell unmerge** ()  
Unmerges all merged cells in the Table.

**Used in:** Text Character.move (to: LocationOptions[, reference: any])  
any Columns.add ([at: LocationOptions=LocationOptions.UNKNOWN, reference: any])  
Text InsertionPoint.move (to: LocationOptions[, reference: any])  
Text Line.move (to: LocationOptions[, reference: any])  
Text Paragraph.move (to: LocationOptions[, reference: any])  
any Rows.add ([at: LocationOptions=LocationOptions.UNKNOWN, reference: any])  
Text Story.move (to: LocationOptions[, reference: any])  
void TableStyle.applytablestyletotables (to: any[, removeOverridden: boolean])  
**Table** Tables.add ([to: LocationOptions=LocationOptions.UNKNOWN, reference: any])  
array of **Table** Tables.itemByRange (from: any, to: any)  
**Table** Tables.nextItem (obj: Table)  
**Table** Tables.previousItem (obj: Table)  
Text Text.move (to: LocationOptions[, reference: any])  
Text TextColumn.move (to: LocationOptions[, reference: any])  
Text TextStyleRange.move (to: LocationOptions[, reference: any])  
Text Word.move (to: LocationOptions[, reference: any])  
XMLElement XMLElements.add (markupTag: any[, xmlContent: any])

**Return** **Table** Character.convertToTable ([columnSeparator: string][, rowSeparator: string])  
**Table** InsertionPoint.convertToTable ([columnSeparator: string][, rowSeparator: string])  
**Table** Line.convertToTable ([columnSeparator: string][, rowSeparator: string])

**Table** Paragraph.convertToTable ([columnSeparator: string][, rowSeparator: string])  
**Table** Tables.add ([to: LocationOptions=LocationOptions.UNI...])  
**Table** Tables.anyItem ()  
Array of **Table** Tables.everyItem ()  
**Table** Tables.firstItem ()  
**Table** Tables.item (index: any)  
**Table** Tables.itemByID (id: number)  
**Table** Tables.itemByName (name: string)  
Array of **Table** Tables.itemByRange (from: any, to: any)  
**Table** Tables.lastItem ()  
**Table** Tables.middleItem ()  
**Table** Tables.nextItem (obj: Table)  
**Table** Tables.previousItem (obj: Table)  
**Table** Text.convertToTable ([columnSeparator: string][, rowSeparator: string])  
**Table** TextColumn.convertToTable ([columnSeparator: string][, rowSeparator: string])  
**Table** TextStyleRange.convertToTable ([columnSeparator: string][, rowSeparator: string])  
**Table** Word.convertToTable ([columnSeparator: string][, rowSeparator: string])

<b>Class</b>
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# Tables

A collection of tables.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [total](#)

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

Methods

Instances

**Table** [add](#) ([[to](#): [LocationOptions](#)=[LocationOptions.UNKNOWN](#)  
[withProperties](#): *Object*])  
Creates a new table.

Parameter	Type	Description
to	<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>	The locati relative to or within (Optional <b>Location</b>
reference	<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="#">Table</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextStyleRange</a> <a href="#">Word</a> <a href="#">XMLElement</a>	The refer Required specifies l accept: Ta TextFram Word, Lin TextColu Story, Cel (Optional
withProperties	Object	Initial val

**Table anyItem ()**

Returns any Table in the collection.

**number count ()**

Displays the number of elements in the Table.

**Array of Table everyItem ()**

Returns every Table in the collection.

**Table firstItem ()**

Returns the first Table in the collection.

**Table item (index: any)**

Returns the Table with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long

**Table itemByID (id: number)**

Returns the Table with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Table itemByName (name: string)**

Returns the Table with the specified name.

Parameter	Type	Description
name	string	The name.

**Array of Table itemByRange (from: any, to: any)**

Returns the Tables within the specified range.

Parameter	Type	Description
from	Long String Table	The Table, index, or name at the beginning accept: Table, Long or String.
to	Long String	The Table, index, or name at the end of the Table, Long or String.

## Table

### Table **lastItem** ()

Returns the last Table in the collection.

### Table **middleItem** ()

Returns the middle Table in the collection.

### Table **nextItem** (obj: Table)

Returns the Table whose index follows the specified Table in the collection.

Parameter	Type	Description
obj	Table	The Table whose index comes before the specified index.

### Table **previousItem** (obj: Table)

Returns the Table with the index previous to the specified index in the collection.

Parameter	Type	Description
obj	Table	The index of the Table that follows the specified index.

### string **toSource** ()

Generates a string which, if executed, will return 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](#)  
[XMLElement.tables](#)

**Used in:** void [CellStyle.applycellstyletocells](#) (to: Array of any[, [removeCells](#)])  
void [TableStyle.applytablestyletotables](#) (to: any[, [removeOverridden](#)])

# Adobe InDesign CS2 (4.0) Object Model

Contents	Text Suite	
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<b>Class</b>
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# AutoCorrectTable

An auto-correct word pair table.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

[Application](#)

**AutoCorrectTable**

**Properties**

Property	Type
autoCorrectWordPairList	Array of Arrays of 2 Strings
id	number
index	number
name	string
parent	<a href="#">Application</a>
properties	Object



<b>Class</b>
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# AutoCorrectTables

A collection of auto-correct tables.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [middleItem](#), [nextItem](#), [previousItem](#), [totalItems](#)

Property	Type	Access	Description
length	number	readonly	The number of objects collected.

**Methods** **Instances**

[AutoCorrectTable](#) **anyItem** ()  
Returns any AutoCorrectTable in the collection.

[AutoCorrectTable](#) **count** ()  
Displays the number of elements in the AutoCorrectTable.

[AutoCorrectTable](#) **everyItem** ()  
Returns every AutoCorrectTable in the collection.

[AutoCorrectTable](#) **firstItem** ()  
Returns the first AutoCorrectTable in the collection.

[AutoCorrectTable](#) **item** ([index](#): any)  
Returns the AutoCorrectTable with the index or name.

Parameter	Type	Description
index	Long or String	The index or name. String accept: Long or Short.

[AutoCorrectTable](#) **itemByID** ([id](#): number)  
Returns the AutoCorrectTable with the id.

Parameter	Type	Description
id	number	The id of the AutoCorrectTable.

**AutoCorrectTable itemByName** (**name**: string)  
Returns the AutoCorrectTable with the name.

Parameter	Type	Description
name	string	The name of the AutoCorrectTable.

**AutoCorrectTable itemByRange** (**from**: Long, **to**: Long)  
Returns the AutoCorrectTables within the range.

Parameter	Type	Description
from	AutoCorrectTable Long String	The start of the range. The range is inclusive of the start and exclusive of the end. The range is defined by the start and end of the range. The range is defined by the start and end of the range. The range is defined by the start and end of the range.
to	AutoCorrectTable Long String	The end of the range. The range is inclusive of the start and exclusive of the end. The range is defined by the start and end of the range. The range is defined by the start and end of the range. The range is defined by the start and end of the range.

**AutoCorrectTable lastItem** ()  
Returns the last AutoCorrectTable in the collection.

**AutoCorrectTable middleItem** ()  
Returns the middle AutoCorrectTable in the collection.

**AutoCorrectTable nextItem** (**obj**: AutoCorrectTable)  
Returns the AutoCorrectTable whose index is the specified AutoCorrectTable in the collection.

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Parameter	Type	Description
obj	<a href="#">AutoCorrectTable</a>	The AutoCorrectTable who's com desired Auto

[AutoCorrectTable](#) **previousItem** ([obj: AutoCorrectTable](#))

Returns the AutoCorrectTable with the previous to the specified index.

Parameter	Type	Description
obj	<a href="#">AutoCorrectTable</a>	The Auto that desired Auto

**string toSource** ()  
Generates a string which, if executed, AutoCorrectTable.

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



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# Bullet

Bullet character.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [ChangePreference](#) | [Character](#) | [FindPreference](#) | [Inserti](#)  
[ParagraphStyle](#) | [Story](#) | [Text](#) | [TextColumn](#) | [TextDefau](#)

Bullet

Properties	Property	Type
	bulletsFont	<a href="#">AutoEnumFont</a> String
	bulletsFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String
	characterType	<a href="#">BulletCharacterType</a> : BulletCharacterType.UNICODE_ONLY BulletCharacterType.UNICODE_WITH_FO BulletCharacterType.GLYPH_WITH_FONT
	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
<b>Methods</b> <b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating an array of object referen <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, will return the Bullet. <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.	
<b>Element of</b>	<a href="#">ChangePreference</a> .bulletChar <a href="#">Character</a> .bulletChar <a href="#">FindPreference</a> .bulletChar <a href="#">InsertionPoint</a> .bulletChar <a href="#">Line</a> .bulletChar <a href="#">Paragraph</a> .bulletChar <a href="#">ParagraphStyle</a> .bulletChar <a href="#">Story</a> .bulletChar <a href="#">Text</a> .bulletChar <a href="#">TextColumn</a> .bulletChar <a href="#">TextDefault</a> .bulletChar <a href="#">TextStyleRange</a> .bulletChar <a href="#">Word</a> .bulletChar



<b>Class</b>
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# Character

A text character. Base Class: [Text](#)

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changepcase](#), [clear](#), [convertToTable](#), [createOutlines](#), [exportFile](#), [getElements](#), [search](#), [select](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [Cell](#) | **Character** | [Footnote](#) | [InsertionPoint](#) | [Line](#) | [Text](#) | [TextStyleFormat](#)

[Bullet](#) | [Button](#) | **Character** | [Footnote](#) | [FormField](#) | [Image](#) | [PageItem](#) | [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> String

appliedLanguage	<a href="#">Language</a> <a href="#">LanguageWithVendors</a> String
appliedParagraphStyle	<a href="#">ParagraphStyle</a> String
ascent	Measurement Unit (Nu
associatedXMLElements	Array of <a href="#">XMLItem</a>
autoLeading	number
balanceRaggedLines	<a href="#">BalanceLinesStyle</a> Boolean
baseline	Measurement Unit (Nu
baselineShift	Measurement Unit (Nu

bulletChar	Bullet
bulletsAndNumberingColor	AutoEnum String Swatch
bulletsAndNumberingListType	ListType: ListType.NO_LIST ListType.BULLET_LIST ListType.NUMBERED
bulletsAndNumberingSize	AutoEnum Real
buttons	Buttons
capitalization	Capitalization: Capitalization.NORMAL Capitalization.SMALL Capitalization.ALL_CAPS Capitalization.CAP_TITLES
characterDirection	CharacterDirectionOptions CharacterDirectionOptions CharacterDirectionOptions CharacterDirectionOptions
characters	Characters
composer	string
contents	SpecialCharacters String



descent	Measurement Unit (Nu
desiredGlyphScaling	number
desiredLetterSpacing	number
desiredWordSpacing	number
diacriticPosition	<a href="#">DiacriticPositionOption</a> DiacriticPositionOption DiacriticPositionOption DiacriticPositionOption DiacriticPositionOption DiacriticPositionOption
digitsType	<a href="#">DigitsTypeOptions:</a> DigitsTypeOptions.DEI DigitsTypeOptions.AR DigitsTypeOptions.HIN DigitsTypeOptions.FAI DigitsTypeOptions.NA DigitsTypeOptions.FUI DigitsTypeOptions.THL DigitsTypeOptions.LA DigitsTypeOptions.DE'

	<div>DigitsTypeOptions.BEI DigitsTypeOptions.GU DigitsTypeOptions.GU DigitsTypeOptions.OR DigitsTypeOptions.TAI DigitsTypeOptions.TEI DigitsTypeOptions.KA DigitsTypeOptions.MA DigitsTypeOptions.TIB DigitsTypeOptions.KH DigitsTypeOptions.BU</div>
dropCapCharacters	number
dropCapLines	number
dropCapStyle	<div>CharacterStyle String</div>
fillColor	<div>String Swatch</div>
fillTint	number
firstLineIndent	Measurement Unit (Nu

fontStyle	string
footnotes	<a href="#">Footnotes</a>
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>
gridAlignFirstLineOnly	bool
groups	<a href="#">Groups</a>
horizontalOffset	Measurement Unit (Nu
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool

hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit (Nu
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<a href="#">Justification:</a> Justification.LEFT_AL Justification.CENTER_ Justification.RIGHT_A Justification.LEFT_JU Justification.RIGHT_J Justification.CENTER_ Justification.FULLY_J Justification.TO_BIND Justification.AWAY_FI
kashidas	<a href="#">KashidasOptions:</a> KashidasOptions.DEFA KashidasOptions.KASI
keepAllLinesTogether	bool

keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterDirectionOpti</a> CharacterDirectionOpti CharacterDirectionOpti CharacterDirectionOpti
lastLineIndent	Measurement Unit (Nu
leading	<a href="#">Leading</a> Unit

leftIndent	Measurement Unit (Nu
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
numberingFont	<a href="#">AutoEnum</a> <a href="#">Font</a> String
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String



numberingStyle	<a href="#">NumberingStyle</a> String
opentypeFeatures	Array of Array of 2 Strings Longs
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> : OTFFigureStyle.TABU OTFFigureStyle.PROP OTFFigureStyle.PROP OTFFigureStyle.TABU OTFFigureStyle.DEFA
otfFraction	bool
otfHistorical	bool
otfJustificationAlternate	bool
otfOrdinal	bool

otfOverlapSwash	bool
otfSlashedZero	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfStylisticSets	number
otfSwash	bool
otfTitling	bool
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintStroke	bool
pageItems	<a href="#">PageItems</a>

paragraphDirection	ParagraphDirectionOpt ParagraphDirectionOpt ParagraphDirectionOpt
paragraphJustification	ParagraphJustificationC ParagraphJustificationC ParagraphJustificationC ParagraphJustificationC
paragraphs	Paragraphs
parent	Cell <b>Character</b> Footnote InsertionPoint Line Note Paragraph Story Text TextColumn TextFrame TextPath TextStyleRange Word XMLElement
parentStory	Story
parentTextFrames	Array of TextFrames TextPaths

pointSize	Measurement Unit (Nu
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> Position.NORMAL Position.SUPERSCRIP Position.SUBSCRIPT Position.OT_SUPERSC Position.OT_SUBSCR Position.OT_NUMER/ Position.OT_DENOMI
properties	Object
rectangles	<a href="#">Rectangles</a>
rightIndent	Measurement Unit (Nu
ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>

ruleAboveGapOverprint	bool
ruleAboveGapTint	number
ruleAboveLeftIndent	Measurement Unit (Nu
ruleAboveLineWeight	number
ruleAboveOffset	Measurement Unit (Nu

ruleAboveOverprint	bool
ruleAboveRightIndent	Measurement Unit (Nu
ruleAboveTint	number
ruleAboveType	String StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.TEXT_WII RuleWidth.COLUMN_
ruleBelow	bool
ruleBelowColor	String Swatch
ruleBelowGapColor	String Swatch

ruleBelowGapOverPrint	bool
ruleBelowGapTint	number
ruleBelowLeftIndent	Measurement Unit (Nu
ruleBelowLineWeight	number
ruleBelowOffset	Measurement Unit (Nu

	ruleBelowOverPrint	bool
	ruleBelowRightIndent	Measurement Unit (Nu
	ruleBelowTint	number
	ruleBelowType	String StrokeStyle
	ruleBelowWidth	RuleWidth: RuleWidth.TEXT_WII RuleWidth.COLUMN_
	singleWordJustification	SingleWordJustification SingleWordJustification SingleWordJustification SingleWordJustification SingleWordJustification
	skew	number
	spaceAfter	Measurement Unit (Nu



spaceBefore	Measurement Unit (Nu
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 (Nu
	strikeThroughOverprint	bool
	strikeThroughTint	number
	strikeThroughType	String StrokeStyle
	strikeThroughWeight	Measurement Unit (Nu
	strikeThru	bool
	strokeColor	String Swatch
	strokeTint	number

strokeWeight	Measurement Unit (Nu
tabList	Array of Arrays of Property Nan
tabStops	TabStops
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 (Nu
	underlineOverprint	bool
	underlineTint	number
	underlineType	String StrokeStyle
	underlineWeight	Measurement Unit (Nu
	verticalScale	number

words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

Methods

Instances

`void applyBullets` ([bulletChar: *number*][, bulletType: *BulletCharacterType*][, bulletSize: *number*][, bulletColor: *Swatch*][, bulletAlignment: *ListAlignment*][, listFirstLineIndent: *number*][, listFirstTabPosition: *number*])  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	BulletCharacterType: BulletCharacterType.UNICODE_C BulletCharacterType.UNICODE_V BulletCharacterType.GLYPH_WITH_DIACRITIC
bulletFont	Font String
bulletFontStyle	string
bulletSize	number
bulletColor	Swatch
bulletAlignment	ListAlignment: ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST

	ListAlignment.CUSTOM_ALIGN
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers** ([**numberingStyle**: **NumberingStyle** any][, **numberFontStyle**: *string*][, **numberSize**: *number*][, **ListAlignment**=**ListAlignment.HANGING\_LIST**][, **list** *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	<b>Font</b> String
numberFontStyle	string
numberSize	number
numberColor	<b>Swatch</b>
numberAlignment	<b>ListAlignment</b> : ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGN
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle** (using: any[, clearingOverrides: bool=tr  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	CharacterStyle ParagraphStyle	The style to apply. (
clearingOverrides	bool	If true, clears existin only when the using

**void changecase** (using: ChangecaseMode)  
Sets the case of the text.

Parameter	Type
using	ChangecaseMode: ChangecaseMode.UPPERCASE ChangecaseMode.LOWERCASE ChangecaseMode.TITLECASE ChangecaseMode.SENTENCEC.

**void clearOverrides** ([overridesToClear: OverrideType=  
Clears the specified types of override.

Parameter	Type
overridesToClear	OverrideType: OverrideType.ALL OverrideType.CHARACTER_ONLY OverrideType.PARAGRAPH_ONLY

**void convertBulletsAndNumberingToText** ()  
Convert bullets and numbering to text.

**Note convertToNote** ()  
Converts the text to a note.

**Table convertToTable** ([columnSeparator: string][, rowS  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts a

rowSeparator	string	The character starts a new
numberOfColumns	number	The number of columns in characters are the same. (C

Array of [PageItem](#) **createOutlines** ([[deleteOriginal](#): bool  
Converts text to outlines. Each line of text becomes a polygon. If the text contains spaces or detached parts, the polygon contains only a single line. If the text contains outlines, see allow outlines.

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original text. If false, the original text is kept. (Optional) (default: <b>true</b> )

**void exportFile** ([format](#): any, [to](#): File[, [showingOptions](#):  
Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export format
to	File	The path of the file
showingOptions	bool	If true, prompts the user for options
using	<a href="#">PDFExportPreset</a>	The export preset

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object identifiers.

**void markup** ([using](#): [XMLElement](#))

Associates the page item with the specified XML element.

Parameter	Type
using	<a href="#">XMLElement</a>

**Text move** ([to](#): [LocationOptions](#)[, [reference](#): any])

Moves the text to the specified location.

Parameter	Type	Description
to	<a href="#">LocationOptions</a> : LocationOptions.BEFORE LocationOptions.AFTER	The location to move the text to



	LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	
reference	Cell Column PageItem Row Story Table Text	The re after. (Optic

**any place** (**fileName**: *File*[], **showingOptions**: *bool=false*)  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display th
withProperties	Object	Initial values for prop

**void recompose ()**  
Recomposes the text in the Character.

**void remove ()**  
Deletes the Character.

**void removeBulletsAndNumbers ()**  
Remove bullets and numbers

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

Parameter	Type	Description
for	string	What to look for (O)
wholeWord	bool	If true, then disregar
caseSensitive	bool	If true, then search c
replacingWith	string	What to replace the

withFindAttributes	Object	A record of find pre
withChangeAttributes	Object	A record of change p

**void select** ([existingSelection: SelectionOptions=Selecti  
Selects the object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH

**string toSource** ()

Generates a string which, if executed, will return the Cha

**string toSpecifier** ()

Retrieves the object specifier.

**Element of** Footnote.parent  
GraphicLine.parent  
Group.parent  
Oval.parent  
Polygon.parent  
Rectangle.parent  
TextFrame.parent

**Used in:** array of **Character** Characters.itemByRange (from: any,  
**Character** Characters.nextItem (obj: **Character**)  
**Character** Characters.previousItem (obj: **Character**)  
Table Tables.add ([to: LocationOptions=LocationOption

**Return** **Character** Characters.anyItem ()  
Array of **Character** Characters.everyItem ()  
**Character** Characters.firstItem ()  
**Character** Characters.item (index: any)  
**Character** Characters.itemByName (name: string)  
Array of **Character** Characters.itemByRange (from: any  
**Character** Characters.lastItem ()  
**Character** Characters.middleItem ()  
**Character** Characters.nextItem (obj: **Character**)

**Character** [Characters.previousItem](#) (**obj**: **Character**)

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<b>Class</b>
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# CharacterStyle

A character style.

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

## Hierarchy

[Application](#)

[CharacterStyle](#)

## Properties

Property	Type
appliedFont	<a href="#">FontNothingEnum</a> String
appliedLanguage	<a href="#">Language</a> <a href="#">LanguageWithVariant</a> <a href="#">NothingEnum</a> String
basedOn	<b>CharacterStyle</b> <a href="#">NothingEnum</a> String
baselineShift	<a href="#">NothingEnum</a> Unit
capitalization	<a href="#">Capitalization</a> <a href="#">NothingEnum</a>

characterDirection	<a href="#">CharacterDirection</a> <a href="#">NothingEnum</a>
diacriticPosition	<a href="#">DiacriticPosition</a> <a href="#">NothingEnum</a>
digitsType	<a href="#">DigitsTypeOptional</a> <a href="#">NothingEnum</a>
fillColor	<a href="#">NothingEnum</a> <a href="#">String</a> <a href="#">Swatch</a>
fillTint	<a href="#">NothingEnum</a> <a href="#">Real</a>
fontStyle	<a href="#">NothingEnum</a> <a href="#">String</a>
gradientFillAngle	<a href="#">NothingEnum</a> <a href="#">Real</a>

gradientFillLength	<a href="#">NothingEnum</a> Real
gradientFillStart	2 Units <a href="#">NothingEnum</a>
gradientStrokeAngle	<a href="#">NothingEnum</a> Real
gradientStrokeLength	<a href="#">NothingEnum</a> Real
gradientStrokeStart	2 Units <a href="#">NothingEnum</a>

	horizontalScale	NothingEnum Real
	id	Long NothingEnum
	imported	Boolean NothingEnum
	index	Long NothingEnum
	kashidas	KashidasOption NothingEnum
	kerningMethod	NothingEnum String
	keyboardDirection	CharacterDirect NothingEnum
	label	NothingEnum String



leading	Leading NothingEnum Unit
ligatures	Boolean NothingEnum
name	NothingEnum String
noBreak	Boolean NothingEnum
otfContextualAlternate	Boolean NothingEnum
otfDiscretionaryLigature	Boolean NothingEnum
otfFigureStyle	NothingEnum OTFFigureStyle

	otfFraction	Boolean <a href="#">NothingEnum</a>
	otfHistorical	Boolean <a href="#">NothingEnum</a>
	otfJustificationAlternate	Boolean <a href="#">NothingEnum</a>
	otfOrdinal	Boolean <a href="#">NothingEnum</a>
	otfOverlapSwash	Boolean <a href="#">NothingEnum</a>
	otfSlashedZero	Boolean <a href="#">NothingEnum</a>
	otfStretchedAlternate	Boolean <a href="#">NothingEnum</a>
	otfStylisticAlternate	Boolean <a href="#">NothingEnum</a>

otfStylisticSets	Long NothingEnum
otfSwash	Boolean NothingEnum
otfTitling	Boolean NothingEnum
overprintFill	Boolean NothingEnum
overprintStroke	Boolean NothingEnum
parent	Application Document
pointSize	NothingEnum Unit
position	NothingEnum Position
properties	Object

skew	<a href="#">NothingEnum</a> Real
strikeThroughColor	<a href="#">NothingEnum</a> String <a href="#">Swatch</a>
strikeThroughGapColor	<a href="#">NothingEnum</a> String <a href="#">Swatch</a>
strikeThroughGapOverprint	Boolean <a href="#">NothingEnum</a>
strikeThroughGapTint	<a href="#">NothingEnum</a> Real
strikeThroughOffset	<a href="#">NothingEnum</a> Unit

strikeThroughOverprint	Boolean NothingEnum
strikeThroughTint	NothingEnum Real
strikeThroughType	NothingEnum String StrokeStyle
strikeThroughWeight	NothingEnum Unit
strikeThru	Boolean NothingEnum
strokeColor	NothingEnum String Swatch
strokeTint	NothingEnum

		Real
strokeWeight		<a href="#">NothingEnum</a> Unit
tracking		<a href="#">NothingEnum</a> Real
underline		Boolean <a href="#">NothingEnum</a>
underlineColor		<a href="#">NothingEnum</a> String Swatch
underlineGapColor		<a href="#">NothingEnum</a> String Swatch

	underlineGapOverprint	Boolean NothingEnum
	underlineGapTint	NothingEnum Real
	underlineOffset	NothingEnum Unit
	underlineOverprint	Boolean NothingEnum
	underlineTint	NothingEnum Real
	underlineType	NothingEnum String StrokeStyle
	underlineWeight	NothingEnum Unit

verticalScale	NothingEnum Real
xOffsetDiacritic	NothingEnum Real
yOffsetDiacritic	NothingEnum Real

## Methods Instances

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

Gets the label value associated with the specified key.

Parameter	Type
key	string

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of objects.

**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** ([*replacingWith: CharacterStyle*])

Deletes the style.

Parameter	Type	Description
replacingWith	<a href="#">CharacterStyle</a>	The style to replace the deleted style with.



string **toSource** ()

Generates a string which, if executed, will return

string **toSpecifier** ()

Retrieves the object specifier.

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<b>Element of</b>	<a href="#">ChangePreference.appliedCharacterStyle</a> <a href="#">Character.appliedCharacterStyle</a> <a href="#">Character.dropCapStyle</a> <a href="#">CharacterStyle.basedOn</a> <a href="#">FindPreference.appliedCharacterStyle</a> <a href="#">FootnoteOption.footnoteMarkerStyle</a> <a href="#">IndexOptions.crossReferenceStyle</a> <a href="#">IndexOptions.crossReferenceTopicStyle</a> <a href="#">IndexOptions.pageNumberStyle</a> <a href="#">InsertionPoint.appliedCharacterStyle</a> <a href="#">InsertionPoint.dropCapStyle</a> <a href="#">Line.appliedCharacterStyle</a> <a href="#">Line.dropCapStyle</a> <a href="#">NestedStyle.appliedCharacterStyle</a> <a href="#">PageReference.pageNumberStyleOverride</a> <a href="#">Paragraph.appliedCharacterStyle</a> <a href="#">Paragraph.dropCapStyle</a> <a href="#">ParagraphStyle.dropCapStyle</a> <a href="#">Story.appliedCharacterStyle</a> <a href="#">Story.dropCapStyle</a> <a href="#">TOCStyleEntry.pageNumberStyle</a> <a href="#">TOCStyleEntry.separatorStyle</a> <a href="#">Text.appliedCharacterStyle</a> <a href="#">Text.dropCapStyle</a> <a href="#">TextColumn.appliedCharacterStyle</a> <a href="#">TextColumn.dropCapStyle</a> <a href="#">TextDefault.appliedCharacterStyle</a> <a href="#">TextDefault.dropCapStyle</a> <a href="#">TextStyleRange.appliedCharacterStyle</a> <a href="#">TextStyleRange.dropCapStyle</a> <a href="#">Word.appliedCharacterStyle</a> <a href="#">Word.dropCapStyle</a> <a href="#">XMLExportMap.mappedStyle</a>
-------------------	---

## XMLImportMap.mappedStyle

**Used in:** void [Character.applyStyle](#) ([using](#): *any*[], [clearingOver](#): *any*[])  
void [CharacterStyle.remove](#) ([[replacingWith](#): *CharacterStyle*]  
array of **CharacterStyle** [CharacterStyles.item](#) (*index*: *int*)  
**CharacterStyle** [CharacterStyles.nextItem](#) (*obj*: *CharacterStyle*)  
**CharacterStyle** [CharacterStyles.previousItem](#) (*obj*: *CharacterStyle*)  
void [InsertionPoint.applyStyle](#) ([using](#): *any*[], [clearingOver](#): *any*[])  
void [Line.applyStyle](#) ([using](#): *any*[], [clearingOver](#): *any*[])  
[PageReference](#) [PageReferences.add](#) ([source](#): *Text*, [target](#): *Text*,  
[PageReferenceType](#)=**PageReferenceType**, [clearingOver](#): *any*[], [pageNumberStyleOverride](#): *CharacterStyle*)  
void [Paragraph.applyStyle](#) ([using](#): *any*[], [clearingOver](#): *any*[])  
void [Text.applyStyle](#) ([using](#): *any*[], [clearingOver](#): *any*[])  
void [TextColumn.applyStyle](#) ([using](#): *any*[], [clearingOver](#): *any*[])  
void [TextStyleRange.applyStyle](#) ([using](#): *any*[], [clearingOver](#): *any*[])  
void [Word.applyStyle](#) ([using](#): *any*[], [clearingOver](#): *any*[])  
[XMLExportMap](#) [XMLExportMaps.add](#) ([mapping](#): *Object*)  
[XMLImportMap](#) [XMLImportMaps.add](#) ([mapping](#): *Object*)

**Return** **CharacterStyle** [CharacterStyles.add](#) ([[withPrevious](#): *CharacterStyle*]  
**CharacterStyle** [CharacterStyles.anyItem](#) ()  
Array of **CharacterStyle** [CharacterStyles.everyItem](#) ()  
**CharacterStyle** [CharacterStyles.firstItem](#) ()  
**CharacterStyle** [CharacterStyles.item](#) ([index](#): *int*)  
**CharacterStyle** [CharacterStyles.itemByID](#) ([id](#): *int*)  
**CharacterStyle** [CharacterStyles.itemByName](#) ([name](#): *String*)  
Array of **CharacterStyle** [CharacterStyles.items](#) ()  
**CharacterStyle** [CharacterStyles.lastItem](#) ()  
**CharacterStyle** [CharacterStyles.middleItem](#) (*int*)  
**CharacterStyle** [CharacterStyles.nextItem](#) (*obj*: *CharacterStyle*)  
**CharacterStyle** [CharacterStyles.previousItem](#) (*obj*: *CharacterStyle*)

<b>Class</b>
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# CharacterStyles

A collection of character styles.

## QuickLinks

[add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

Property	Type	Access	Description
length	Long <a href="#">NothingEnum</a>	readonly	The number of objects in the collection. Can read only. Long collection. 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)

[CharacterStyle](#) **anyItem** ()

Returns any CharacterStyle in the collection.

[CharacterStyle](#) **count** ()

Displays the number of elements in the CharacterStyle.

Array of [CharacterStyle](#) **everyItem** ()

Returns every CharacterStyle in the collection.

[CharacterStyle](#) **firstItem** ()

Returns the first CharacterStyle in the collection.

[CharacterStyle](#) **item** ([index](#): *any*)

Returns the `CharacterStyle` with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

`CharacterStyle` **itemByID** (*id: number*)

Returns the `CharacterStyle` with the specified ID.

Parameter	Type	Description
id	number	The ID.

`CharacterStyle` **itemByName** (*name: string*)

Returns the `CharacterStyle` with the specified name.

Parameter	Type	Description
name	string	The name.

Array of `CharacterStyle` **itemByRange** (*from: any* to: *any*)

Returns the `CharacterStyles` within the specified range.

Parameter	Type	Description
from	<code>CharacterStyle</code> Long String	The <code>CharacterStyle</code> index, or name beginning of the range. Can accept: <code>CharacterStyle</code> or String.
to	<code>CharacterStyle</code> Long String	The <code>CharacterStyle</code> index, or name end of the range accept: <code>CharacterStyle</code> or String.

`CharacterStyle` **lastItem** ()

Returns the last `CharacterStyle` in the collection.

### [CharacterStyle](#) **middleItem** ()

Returns the middle CharacterStyle in the collection.

### [CharacterStyle](#) **nextItem** ([obj](#): [CharacterStyle](#))

Returns the CharacterStyle whose index follows the specified CharacterStyle in the collection.

Parameter	Type	Description
<a href="#">obj</a>	<a href="#">CharacterStyle</a>	The CharacterStyle whose index comes before the designated CharacterStyle.

### [CharacterStyle](#) **previousItem** ([obj](#): [CharacterStyle](#))

Returns the CharacterStyle with the index prior to the specified index.

Parameter	Type	Description
<a href="#">obj</a>	<a href="#">CharacterStyle</a>	The index of the CharacterStyle that follows the designated CharacterStyle.

### [string](#) **toSource** ()

Generates a string which, if executed, will re-create the CharacterStyle.

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

<b>Class</b>
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# Characters

A collection of characters.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[Character](#) **anyItem** ()

Returns any Character in the collection.

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

Displays the number of elements in the Character.

Array of [Character](#) **everyItem** ()

Returns every Character in the collection.

[Character](#) **firstItem** ()

Returns the first Character in the collection.

[Character](#) **item** ([index](#): *any*)

Returns the Character with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Character](#) **itemByName** ([name](#): *string*)

Returns the Character with the specified name.

Parameter	Type	Description
name	string	The name.



Array of **Character** **itemByRange** (**from**: any, **to**: any)

Returns the Characters within the specified range.

Parameter	Type	Description
from	<b>Character</b> Long String	The Character, index, or name at the beginning of the range. Can accept: Character, Long or String.
to	<b>Character</b> Long String	The Character, index, or name at the end of the range. Can accept: Character, Long or String.

**Character** **lastItem** ()

Returns the last Character in the collection.

**Character** **middleItem** ()

Returns the middle Character in the collection.

**Character** **nextItem** (**obj**: **Character**)

Returns the Character whose index follows the specified Character in the collection.

Parameter	Type	Description
obj	<b>Character</b>	The Character whose index comes before the desired Character.

**Character** **previousItem** (**obj**: **Character**)

Returns the Character with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Character</b>	The index of the Character that follows the desired Character.

**string** **toSource** ()

Generates a string which, if executed, will return the

Character.

<b>Element of</b>	<a href="#">Cell</a> .characters <a href="#">Character</a> .characters <a href="#">Footnote</a> .characters <a href="#">InsertionPoint</a> .characters <a href="#">Line</a> .characters <a href="#">Note</a> .characters <a href="#">Paragraph</a> .characters <a href="#">Story</a> .characters <a href="#">Text</a> .characters <a href="#">TextColumn</a> .characters <a href="#">TextFrame</a> .characters <a href="#">TextPath</a> .characters <a href="#">TextStyleRange</a> .characters <a href="#">Word</a> .characters <a href="#">XMLElement</a> .characters
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<b>Class</b>
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# Font

A font.

**QuickLinks** [checkOpenTypeFeature](#), [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

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

Font

## Properties

Property	Type	Access
allowEditableEmbedding	bool	read
allowOutlines	bool	read
allowPDFEmbedding	bool	read
allowPrinting	bool	read
fontFamily	string	read
fontStyleName	string	read
fontType	<a href="#">FontTypes</a> : FontTypes.TYPE_1	read

	FontTypes.TRUETYPE FontTypes.CID FontTypes.ATC FontTypes.BITMAP FontTypes.OCF FontTypes.OPENTYPE_CFF FontTypes.OPENTYPE_CID FontTypes.OPENTYPE_TT	
index	number	rea
location	string	rea
name	string	rea
parent	<a href="#">Application Document</a>	rea
postscriptName	string	rea
properties	Object	r/w
restrictedPrinting	bool	rea

status	<b>FontStatus:</b> FontStatus.INSTALLED FontStatus.NOT_AVAILABLE FontStatus.FAUXED FontStatus.SUBSTITUTED FontStatus.UNKNOWN	rea
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## Methods Instances

**bool checkOpenTypeFeature** (using: any)

Checks whether the font supports the specified OpenType feature

Parameter	Type	Description
using	OpenTypeFeature String	The OpenType feature to check either as an OpenType feature accept: OpenTypeFeature enum

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object references

**string toSource** ()

Generates a string which, if executed, will return the Font.

**string toSpecifier** ()

Retrieves the object specifier.

**Element of** **Bullet**.bulletsFont  
**ChangePreference**.appliedFont  
**ChangePreference**.numberingFont  
**Character**.appliedFont  
**Character**.numberingFont  
**CharacterStyle**.appliedFont  
**FindPreference**.appliedFont  
**FindPreference**.numberingFont  
**InsertionPoint**.appliedFont  
**InsertionPoint**.numberingFont  
**Line**.appliedFont

Line.numberingFont  
Paragraph.appliedFont  
Paragraph.numberingFont  
ParagraphStyle.appliedFont  
ParagraphStyle.numberingFont  
Story.appliedFont  
Story.numberingFont  
Text.appliedFont  
Text.numberingFont  
TextColumn.appliedFont  
TextColumn.numberingFont  
TextDefault.appliedFont  
TextDefault.numberingFont  
TextStyleRange.appliedFont  
TextStyleRange.numberingFont  
Word.appliedFont  
Word.numberingFont

---

**Used in:** void [Character.applyBullets](#) ([[bulletChar](#): *number*][, [bulletType](#): [BulletCharacterType](#)][, [bulletFont](#): *any*][, [bulletFontStyle](#): *number*][, [bulletColor](#): [Swatch](#)][, [bulletAlignment](#): [ListAlignment](#)=[ListAlignment.HANGING\\_LIST](#)][, [listLeftIndent](#): *number*][, [listFirstTabPosition](#): *number*])  
void [Character.applyNumbers](#) ([[numberingStyle](#): [NumberingStyle](#)][, [numberingSeparator](#): *number*][, [startingValue](#): *number*][, [numberFontStyle](#): *string*][, [numberSize](#): *number*][, [numberAlignment](#): [ListAlignment](#)=[ListAlignment.HANGING\\_LIST](#)][, [listLeftIndent](#): *number*][, [listFirstLineIndent](#): *number*][, [listFirstTabPosition](#): *number*])  
array of **Font** [Fonts.itemByRange](#) ([from](#): *any*, [to](#): *any*)  
**Font** [Fonts.nextItem](#) ([obj](#): **Font**)  
**Font** [Fonts.previousItem](#) ([obj](#): **Font**)  
void [InsertionPoint.applyBullets](#) ([[bulletChar](#): *number*][, [bulletType](#): [BulletCharacterType](#)][, [bulletFont](#): *any*][, [bulletFontStyle](#): *number*][, [bulletColor](#): [Swatch](#)][, [bulletAlignment](#): [ListAlignment](#)=[ListAlignment.HANGING\\_LIST](#)][, [listLeftIndent](#): *number*][, [listFirstTabPosition](#): *number*])  
void [InsertionPoint.applyNumbers](#) ([[numberingStyle](#): [NumberingStyle](#)][, [numberingSeparator](#): *number*][, [startingValue](#): *number*][, [numberFontStyle](#): *string*][, [numberSize](#): *number*][, [numberAlignment](#): [ListAlignment](#)=[ListAlignment.HANGING\\_LIST](#)][, [listLeftIndent](#): *number*][, [listFirstLineIndent](#): *number*][, [listFirstTabPosition](#): *number*])

```

        numberFontStyle: string][, numberSize: number][, number
        numberAlignment: ListAlignment=ListAlignment.HANG
        listLeftIndent: number][, listFirstLineIndent: number][, list
        number])
void Line.applyBullets ([bulletChar: number][, bulletType: Bull
        bulletFont: any][, bulletFontStyle: string][, bulletSize: num
        Swatch][, bulletAlignment: ListAlignment=ListAlignment
        [, listLeftIndent: number][, listFirstLineIndent: number][, l
        number])
void Line.applyNumbers ([numberingStyle: NumberingStyle][,
        number][, startingValue: number][, numberFont: any][, num
        string][, numberSize: number][, numberColor: Swatch][, n
        ListAlignment=ListAlignment.HANGING_LIST][, listL
        listFirstLineIndent: number][, listFirstTabPosition: number
void Paragraph.applyBullets ([bulletChar: number][, bulletType
        BulletCharacterType][, bulletFont: any][, bulletFontStyle: s
        number][, bulletColor: Swatch][, bulletAlignment:
        ListAlignment=ListAlignment.HANGING_LIST][, listL
        listFirstLineIndent: number][, listFirstTabPosition: number
void Paragraph.applyNumbers ([numberingStyle: NumberingSt
        numberingSeparator: number][, startingValue: number][, n
        numberFontStyle: string][, numberSize: number][, number
        numberAlignment: ListAlignment=ListAlignment.HANG
        listLeftIndent: number][, listFirstLineIndent: number][, list
        number])
void Story.applyBullets ([bulletChar: number][, bulletType: Bul
        bulletFont: any][, bulletFontStyle: string][, bulletSize: num
        Swatch][, bulletAlignment: ListAlignment=ListAlignment
        [, listLeftIndent: number][, listFirstLineIndent: number][, l
        number])
void Story.applyNumbers ([numberingStyle: NumberingStyle][,
        numberingSeparator: number][, startingValue: number][, n
        numberFontStyle: string][, numberSize: number][, number
        numberAlignment: ListAlignment=ListAlignment.HANG
        listLeftIndent: number][, listFirstLineIndent: number][, list
        number])
void Text.applyBullets ([bulletChar: number][, bulletType: Bull
        bulletFont: any][, bulletFontStyle: string][, bulletSize: num
        Swatch][, bulletAlignment: ListAlignment=ListAlignment

```



```

        [, listLeftIndent: number][, listFirstLineIndent: number][, listFirstLineIndent: number])
void Text.applyNumbers ([numberingStyle: NumberingStyle][, 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][, numberFontStyle: string][, numberSize: number][, numberColor: Swatch][, numberAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstLineIndent: 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][, numberFontStyle: string][, numberSize: number][, numberColor: Swatch][, numberAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstLineIndent: number])
void Word.applyBullets ([bulletChar: number][, bulletType: BulletCharacterType][, bulletFont: any][, bulletFontStyle: string][, bulletSize: number][, bulletColor: Swatch][, bulletAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstLineIndent: number])
void Word.applyNumbers ([numberingStyle: NumberingStyle][, numberingSeparator: number][, startingValue: number][, numberFontStyle: string][, numberSize: number][, numberColor: Swatch][, numberAlignment: ListAlignment=ListAlignment.HANGING_LIST][, listLeftIndent: number][, listFirstLineIndent: number][, listFirstLineIndent: number])

```

*number]*)

**Return** **Font** [Fonts.anyItem \(\)](#)  
Array of **Font** [Fonts.everyItem \(\)](#)  
**Font** [Fonts.firstItem \(\)](#)  
**Font** [Fonts.item](#) (*index*: *any*)  
**Font** [Fonts.itemByName](#) (*name*: *string*)  
Array of **Font** [Fonts.itemByRange](#) (*from*: *any*, *to*: *any*)  
**Font** [Fonts.lastItem \(\)](#)  
**Font** [Fonts.middleItem \(\)](#)  
**Font** [Fonts.nextItem](#) (*obj*: **Font**)  
**Font** [Fonts.previousItem](#) (*obj*: **Font**)

<b>Class</b>
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# Fonts

A collection of fonts.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

**Font** [anyItem](#) ()

Returns any Font in the collection.

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

Displays the number of elements in the Font.

Array of **Font** [everyItem](#) ()

Returns every Font in the collection.

**Font** [firstItem](#) ()

Returns the first Font in the collection.

**Font** [item](#) ([index](#): any)

Returns the Font with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**Font** [itemByName](#) ([name](#): string)

Returns the Font with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Font** [itemByRange](#) ([from](#): any, [to](#): any)

Returns the Fonts within the specified range.

Parameter	Type	Description
from	Font Long String	The Font, index, or name at the beginning of the range. Can accept: Font, Long or String.
to	Font Long String	The Font, index, or name at the end of the range. Can accept: Font, Long or String.

#### Font **lastItem** ()

Returns the last Font in the collection.

#### Font **middleItem** ()

Returns the middle Font in the collection.

#### Font **nextItem** (obj: Font)

Returns the Font whose index follows the specified Font in the collection.

Parameter	Type	Description
obj	Font	The Font whose index comes before the desired Font.

#### Font **previousItem** (obj: Font)

Returns the Font with the index previous to the specified index.

Parameter	Type	Description
obj	Font	The index of the Font that follows the desired Font.

#### string **toSource** ()

Generates a string which, if executed, will return the Font.

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

<b>Class</b>
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# Footnote

A footnote.

**QuickLinks** [convertToText](#), [extractLabel](#), [getElements](#), [insertLabel](#), [removeLabel](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [Character](#) | [InsertionPoint](#) | [Line](#) | [Paragraph](#) | [Story](#) | [TextColumn](#) | [TextFrame](#) | [TextStyleRange](#) | [Word](#)

**Footnote**

[Character](#) | [GraphicLine](#) | [Group](#) | [InsertionPoint](#) | [Line](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [Text](#) | [TextFrame](#) | [TextStyleRange](#) | [Word](#)

Properties	Property	Type	Access	Description
	allGraphics	Array of <a href="#">Graphic</a>	readonly	Lists all graphics contained in the footnote.
	allPageItems	Array of <a href="#">PageItem</a>	readonly	Lists all page items contained by the footnote.
	characters	<a href="#">Characters</a>	readonly	A collection of characters in the footnote.
	contents	Array of Strings Array of Strings <a href="#">NothingEnum</a> <a href="#">NothingEnum</a> <a href="#">SpecialCharacters</a> <a href="#">SpecialCharacters</a> <a href="#">SpecialCharacters</a> String	r/w	The text contents of the footnote. Can return a String, a <a href="#">SpecialCharacters</a> enumeration, an array of <a href="#">SpecialCharacters</a> , or a <a href="#">SpecialCharacters</a> enumeration also accessible via <a href="#">getCharacters</a> .

			Nothing  enumera Array of SpecialC enumera Nothing  enumera
footnoteTextFrame	<a href="#">TextFrame</a>	readonly	The text this foot appears i
graphicLines	<a href="#">GraphicLines</a>	readonly	A collect graphic l
groups	<a href="#">Groups</a>	readonly	A collect groups.
id	number	readonly	The unic the Foot
index	number	readonly	The inde Footnote its conta object.
insertionPoints	<a href="#">InsertionPoints</a>	readonly	A collect insertion
label	string	r/w	A proper can be se string.
lines	<a href="#">Lines</a>	readonly	A collect lines.
ovals	<a href="#">Ovals</a>	readonly	A collect ellipses.
pageItems	<a href="#">PageItems</a>	readonly	The page collectio can be u process :



			items in containe a docum page, or regardles type.
paragraphs	Paragraphs	readonly	A collecti paragrap
parent	Character InsertionPoint Line Paragraph Story Text TextColumn TextFrame TextStyleRange Word	readonly	The pare Footnote TextFram Insertion TextCol TextStyl Text, Pa Line, W Characte
polygons	Polygons	readonly	A collecti polygons
properties	Object	r/w	A proper allows se several p at the sa
rectangles	Rectangles	readonly	A collecti rectangle
storyOffset	number	readonly	The loca this foot the begin the story
textColumns	TextColumns	readonly	A collecti text colu
textFrames	TextFrames	readonly	A collecti text fram

textStyleRanges	<a href="#">TextStyleRanges</a>	readonly	A collection of text styles.
texts	<a href="#">Texts</a>	readonly	A collection of text objects.
words	<a href="#">Words</a>	readonly	A collection of words.

## Methods [Instances](#)

### [Text](#) **convertToText ()**

Converts the footnote to part of the story text and places the text at the former location of the footnote marker in the text.

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

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

### Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of object references.

### [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 Footnote.

### [string](#) **toSource ()**

Generates a string which, if executed, will return the Footnote.

### [string](#) **toSpecifier ()**

Retrieves the object specifier.

**Element of** [Character](#).parent  
[GraphicLine](#).parent

[Group.parent](#)  
[InsertionPoint.parent](#)  
[Line.parent](#)  
[Oval.parent](#)  
[PageItem.parent](#)  
[Paragraph.parent](#)  
[Polygon.parent](#)  
[Rectangle.parent](#)  
[Text.parent](#)  
[TextColumn.parent](#)  
[TextFrame.parent](#)  
[TextStyleRange.parent](#)  
[Word.parent](#)

**Used in:** array of **Footnote** [Footnotes.itemByRange](#) (*from: any, to: a*  
**Footnote** [Footnotes.nextItem](#) (*obj: Footnote*)  
**Footnote** [Footnotes.previousItem](#) (*obj: Footnote*)

**Return** **Footnote** [Footnotes.add](#) ([*at:*  
     [LocationOptions](#)=[LocationOptions.UNKNOWN](#)][, *re*  
     *any*][, *withProperties: Object*])  
**Footnote** [Footnotes.anyItem](#) ()  
 Array of **Footnote** [Footnotes.everyItem](#) ()  
**Footnote** [Footnotes.firstItem](#) ()  
**Footnote** [Footnotes.item](#) (*index: any*)  
**Footnote** [Footnotes.itemByID](#) (*id: number*)  
**Footnote** [Footnotes.itemByName](#) (*name: string*)  
 Array of **Footnote** [Footnotes.itemByRange](#) (*from: any, to: c*  
**Footnote** [Footnotes.lastItem](#) ()  
**Footnote** [Footnotes.middleItem](#) ()  
**Footnote** [Footnotes.nextItem](#) (*obj: Footnote*)  
**Footnote** [Footnotes.previousItem](#) (*obj: Footnote*)

<b>Class</b>
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# Footnotes

A collection of footnotes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#)

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

Methods

Instances

**Footnote add** ([[at](#): [LocationOptions](#)=[LocationOptions.UNKNOWN](#)], [[withProperties](#): *Object*])  
Creates a new footnote.

Parameter	Type	Description
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>	The location of the footnote relative to the text object. (Optional) <b>LocationOptions.UNKNOWN</b> is the default.
reference	<a href="#">InsertionPoint</a> <a href="#">Note</a>	The musical note parameter after which the footnote is inserted.
withProperties	<i>Object</i>	Initial properties of the footnote.

**Footnote anyItem** ()  
Returns any Footnote in the collection.

**number count** ()  
Displays the number of elements in the Footnote.

Array of **Footnote** **everyItem** ()

Returns every Footnote in the collection.

**Footnote** **firstItem** ()

Returns the first Footnote in the collection.

**Footnote** **item** (**index**: *any*)

Returns the Footnote with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept:

**Footnote** **itemByID** (**id**: *number*)

Returns the Footnote with the specified ID.

Parameter	Type	De
id	number	The

**Footnote** **itemName** (**name**: *string*)

Returns the Footnote with the specified name.

Parameter	Type	Desc
name	string	The r

Array of **Footnote** **itemByRange** (**from**: *any*, **to**: *any*)

Returns the Footnotes within the specified range.

Parameter	Type	Description
from	<b>Footnote</b> Long String	The Footnote, index, or name at t Can accept: Footnote, Long or St
to	<b>Footnote</b> Long String	The Footnote, index, or name at t accept: Footnote, Long or String.

**Footnote** **lastItem** ()

Returns the last Footnote in the collection.

**Footnote** **middleItem** ()

Returns the middle Footnote in the collection.

**Footnote** **nextItem** (**obj**: Footnote)

Returns the Footnote whose index follows the specified Footnote

Parameter	Type	Description
obj	Footnote	The Footnote whose index comes next

**Footnote** **previousItem** (**obj**: Footnote)

Returns the Footnote with the index previous to the specified Footnote

Parameter	Type	Description
obj	Footnote	The index of the Footnote that follows

**string** **toSource** ()

Generates a string which, if executed, will return the Footnote's source

**Element of** [Character](#).footnotes  
[InsertionPoint](#).footnotes  
[Line](#).footnotes  
[Paragraph](#).footnotes  
[Story](#).footnotes  
[Text](#).footnotes  
[TextColumn](#).footnotes  
[TextFrame](#).footnotes  
[TextStyleRange](#).footnotes  
[Word](#).footnotes

<b>Class</b>
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# HyphenationException

A hyphenation exceptions list

**QuickLinks** [addException](#), [getElements](#), [removeException](#)

## 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** (**addedEx**  
**removedList: bool=false**)]

Adds the specified words to the

Parameter	Type	De
addedExceptions	Array of string	Th
removedList	bool	If t ex ad list

Array of **Object getElement**

Resolves the object specifier,

**void removeException** (**rem**  
**removedList: bool=false**)]

Removes the specified words

Parameter	Type
removedExceptions	Array of string
removedList	bool

**string toSource** ()

Generates a string which, if e:  
HyphenationException.

**string toSpecifier** ()

Retrieves the object specifier.

**Used in:** array of **HyphenationExcept**  
**HyphenationExceptions.**

	HyphenationException <a href="#">Hyp</a> HyphenationException HyphenationException <a href="#">Hyp</a> HyphenationException
Return	HyphenationException <a href="#">Hyp</a> Array of HyphenationExcep () HyphenationException <a href="#">Hyp</a> HyphenationException <a href="#">Hyp</a> HyphenationException <a href="#">Hyp</a> ( <a href="#">name</a> : <i>string</i> ) Array of HyphenationExcep <a href="#">HyphenationExceptions.</a> HyphenationException <a href="#">Hyp</a> HyphenationException <a href="#">Hyp</a> HyphenationException <a href="#">Hyp</a> HyphenationException HyphenationException <a href="#">Hyp</a> HyphenationException
Jongware, 27- Jun-2010 v3.0.3d	
<a href="#">Contents</a> :: <a href="#">Index</a>	

<b>Class</b>
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# HyphenationExceptions

A collection of hyphenation

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [itemByRange](#), [lastItem](#), [mic](#)  
[toSource](#)

Property	Type	Access
length	number	readon

**Methods** **Instances**

[HyphenationException](#) **any**  
Returns any HyphenationEx

[number](#) **count** ()  
Displays the number of eler  
HyphenationException.

Array of [HyphenationExcep](#)  
Returns every Hyphenationi

[HyphenationException](#) **first**  
Returns the first Hyphenatic

[HyphenationException](#) **item**  
Returns the HyphenationEx  
name.

Parameter	Type	Descr
index	Long String	The in String

[HyphenationException](#) **item**  
Returns the HyphenationEx

Parameter	Ty
name	stri

Array of [HyphenationException](#) any)

Returns the [HyphenationException](#) range.

Parameter	Type
from	<a href="#">HyphenationException</a> Long String
to	<a href="#">HyphenationException</a> Long String

[HyphenationException](#) last  
Returns the last [HyphenationException](#)

[HyphenationException](#) mid  
Returns the middle [HyphenationException](#)

[HyphenationException](#) next  
Returns the [HyphenationException](#) specified [HyphenationException](#)

Parameter	Type
obj	<a href="#">HyphenationException</a>

[HyphenationException](#) previous  
([HyphenationException](#))

Returns the HyphenationEx  
the specified index.

Parameter	Type
obj	<a href="#">HyphenationE</a>

**string toSource ()**  
Generates a string which, if  
HyphenationException.

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

<b>Class</b>
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# InsertionPoint

An insertion point between two characters. Base

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [change](#), [convertToTable](#), [createOutlines](#), [exportFile](#), [getF](#), [search](#), [select](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [Cell](#) | [Character](#) | [Footnote](#) | **InsertionPoint** | [Text](#)

[Bullet](#) | [Button](#) | [Character](#) | [Footnote](#) | [Form](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | [Rectang](#)

Properties	Property	Type
	alignToBaseline	bool
	allGraphics	Array of <a href="#">Graph</a>
	allPageItems	Array of <a href="#">PageI</a>
	appliedCharacterStyle	<a href="#">CharacterStyle</a>
	appliedFont	<a href="#">Font</a> String

appliedLanguage	<a href="#">Language</a> <a href="#">LanguageWith</a> String
appliedParagraphStyle	<a href="#">ParagraphStyle</a> String
ascent	Measurement
associatedXMLElements	Array of <a href="#">XML</a>
autoLeading	number
balanceRaggedLines	<a href="#">BalanceLines</a> Boolean
baseline	Measurement
baselineShift	Measurement

bulletChar	Bullet
bulletsAndNumberingColor	AutoEnum String Swatch
bulletsAndNumberingListType	ListType: ListType.NO_ ListType.BUL ListType.NUM
bulletsAndNumberingSize	AutoEnum Real
buttons	Buttons
capitalization	Capitalization: Capitalization. Capitalization. Capitalization. Capitalization.
characterDirection	CharacterDire CharacterDire CharacterDire CharacterDire
characters	Characters
composer	string
contents	SpecialCharac String



	<div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div> <div>DigitsTypeOpt</div>
dropCapCharacters	number
dropCapLines	number
dropCapStyle	<div>CharacterStyle</div> <div>String</div>
fillColor	<div>String</div> <div>Swatch</div>
fillTint	number
firstLineIndent	Measurement

fontStyle	string
footnotes	<a href="#">Footnotes</a>
formFields	<a href="#">FormFields</a>
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Meas
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Meas

graphicLines	<a href="#">GraphicLines</a>
gridAlignFirstLineOnly	bool
groups	<a href="#">Groups</a>
horizontalOffset	Measurement
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool

hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<a href="#">Justification:</a> Justification.L Justification.C Justification.R Justification.L Justification.R Justification.C Justification.F Justification.T Justification.A
kashidas	<a href="#">KashidasOptic</a> KashidasOptic KashidasOptic
keepAllLinesTogether	bool



keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterDirection</a> CharacterDirection CharacterDirection CharacterDirection
lastLineIndent	Measurement
leading	<a href="#">Leading</a> Unit

leftIndent	Measurement
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
numberingFont	<a href="#">AutoEnum</a> <a href="#">Font</a> <a href="#">String</a>
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> <a href="#">String</a>

numberingStyle	<a href="#">NumberingStyle</a> String
opentypeFeatures	Array of Array of 2 Stri Longs
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> OTFFigureStyle OTFFigureStyle OTFFigureStyle OTFFigureStyle OTFFigureStyle
otfFraction	bool
otfHistorical	bool
otfJustificationAlternate	bool
otfOrdinal	bool

	otfOverlapSwash	bool
	otfSlashedZero	bool
	otfStretchedAlternate	bool
	otfStylisticAlternate	bool
	otfStylisticSets	number
	otfSwash	bool
	otfTitling	bool
	ovals	<a href="#">Ovals</a>
	overprintFill	bool
	overprintStroke	bool
	pageItems	<a href="#">PageItems</a>

paragraphDirection	<a href="#">ParagraphDire</a> <a href="#">ParagraphDire</a> <a href="#">ParagraphDire</a>
paragraphJustification	<a href="#">ParagraphJusti</a> <a href="#">ParagraphJusti</a> <a href="#">ParagraphJusti</a> <a href="#">ParagraphJusti</a>
paragraphs	<a href="#">Paragraphs</a>
parent	<a href="#">Cell</a> <a href="#">Character</a> <a href="#">Footnote</a> <b>InsertionPoin</b> <a href="#">Line</a> <a href="#">Note</a> <a href="#">Paragraph</a> <a href="#">Story</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextPath</a> <a href="#">TextStyleRang</a> <a href="#">Word</a> <a href="#">XMLElement</a>
parentStory	<a href="#">Story</a>
parentTextFrames	<a href="#">Array of</a> <a href="#">TextFrames</a> <a href="#">TextPaths</a>

pointSize	Measurement
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> Position.NORMAL Position.SUPER Position.SUBS Position.OT_S Position.OT_S Position.OT_M Position.OT_I
properties	Object
rectangles	<a href="#">Rectangles</a>
rightIndent	Measurement
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	String StrokeStyle
	ruleAboveWidth	RuleWidth: RuleWidth.TE RuleWidth.CC
	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	String StrokeStyle
	ruleBelowWidth	RuleWidth: RuleWidth.TE RuleWidth.CC
	singleWordJustification	SingleWordJust: SingleWordJust: SingleWordJust: SingleWordJust: SingleWordJust:
	skew	number
	spaceAfter	Measurement

spaceBefore	Measurement
startParagraph	<a href="#">StartParagraph</a> StartParagraph StartParagraph StartParagraph StartParagraph StartParagraph StartParagraph
strikeThroughColor	String <a href="#">Swatch</a>
strikeThroughGapColor	String <a href="#">Swatch</a>
strikeThroughGapOverprint	bool
strikeThroughGapTint	number

	strikeThroughOffset	Measurement
	strikeThroughOverprint	bool
	strikeThroughTint	number
	strikeThroughType	String StrokeStyle
	strikeThroughWeight	Measurement
	strikeThru	bool
	strokeColor	String Swatch
	strokeTint	number

strokeWeight	Measurement
tabList	Array of Arrays of Prop
tabStops	TabStops
tables	Tables
textColumns	TextColumns
textFrames	TextFrames
textStyleRanges	TextStyleRang
texts	Texts
tracking	number
underline	bool
underlineColor	String Swatch

	underlineGapColor	String Swatch
	underlineGapOverprint	bool
	underlineGapTint	number
	underlineOffset	Measurement
	underlineOverprint	bool
	underlineTint	number
	underlineType	String StrokeStyle
	underlineWeight	Measurement
	verticalScale	number

words	<a href="#">Words</a>
xOffsetDiacritic	number
yOffsetDiacritic	number

**Methods** **Instances**

**void applyBullets** ([[bulletChar](#): *number*][, [bulletSize](#): *number*][, [bulletColor](#): [Swatch](#)][, [bulletType](#): *BulletCharacterType*][, [bulletFont](#): *Font*][, [bulletFontSize](#): *number*][, [bulletFontStyle](#): *string*][, [bulletAlignment](#): *ListAlignment*][, [listFirstLineIndent](#): *number*][, [listFirstLineFlushLeft](#): *boolean*])  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	<a href="#">BulletCharacterType</a> : BulletCharacterType.UNI BulletCharacterType.UNI BulletCharacterType.GLY
bulletFont	<a href="#">Font</a> String
bulletFontSize	number
bulletFontStyle	string
bulletSize	number
bulletColor	<a href="#">Swatch</a>
bulletAlignment	<a href="#">ListAlignment</a> : ListAlignment.HANGING ListAlignment.FLUSH_LEFT



	ListAlignment.CUSTOM_
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers** ([**numberingStyle**: [NumberingStyle](#)], [**numberFontStyle**: *string*], [**numberSize**: *number*], [**numberColor**: *Swatch*], [**numberAlignment**: [ListAlignment](#)], [**listLeftIndent**: *number*], [**listFirstLineIndent**: *number*], [**listFirstTabPosition**: *number*])

Apply numbers

Parameter	Type
numberingStyle	<a href="#">NumberingStyle</a> : NumberingStyle.UPPER_ROMAN NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER_ALPHA NumberingStyle.LOWER_ALPHA 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_INDENT ListAlignment.FLUSH_LEFT ListAlignment.CUSTOM
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle** (using: any[, clearingOverrides  
Applies the specified character style or paragraph

Parameter	Type	Description
using	CharacterStyle ParagraphStyle	The style to
clearingOverrides	bool	If true, clear only when

**void changecase** (using: ChangelogMode)  
Sets the case of the text.

Parameter	Type
using	ChangelogMode: ChangelogMode.UPPER ChangelogMode.LOWER ChangelogMode.TITLE ChangelogMode.SENTENCE

**void clearOverrides** ([overridesToClear: OverrideType)  
Clears the specified types of override.

Parameter	Type
overridesToClear	OverrideType: OverrideType.ALL OverrideType.CHARACTER OverrideType.PARAGRAPH

**void convertBulletsAndNumberingToText** ()  
Convert bullets and numbering to text.

**Note convertToNote** ()  
Converts the text to a note.

**Table convertToTable** ([columnSeparator: string)  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that

rowSeparator	string	The character sta
numberOfColumns	number	The number of co characters are the

Array of [PageItem](#) **createOutlines** ([[deleteOriginal](#)])  
Converts text to outlines. Each line of text becomes a polygon. If the text contains spaces or detached parts, the polygon contains multiple 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	<a href="#">ExportFormat</a>	The format to use. (Optional)
to	File	The file to export to. (Optional)
showingOptions	bool	If true, shows the export options dialog. (Optional)
using	<a href="#">PDFExportPreset</a>	The preset to use. (Optional)

Array of [Object](#) **getElement** ([id](#): string)  
Resolves the object specifier, creating an array of objects.

**void markup** ([using](#): [XMLElement](#))  
Associates the page item with the specified XML element.

Parameter	Type
using	<a href="#">XMLElement</a>

**Text move** ([to](#): [LocationOptions](#)[, [reference](#): any])  
Moves the text to the specified location.

Parameter	Type
to	<a href="#">LocationOptions</a> : <a href="#">LocationOptions.BEFORE</a> <a href="#">LocationOptions.AFTER</a>

	LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN
reference	Cell Column PageItem Row Story Table Text

**any place** (*fileName: File*, *showingOptions: bool*)  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to show options
withProperties	Object	Initial values for properties

**void recompose ()**  
Recomposes the text in the InsertionPoint.

**void remove ()**  
Deletes the InsertionPoint.

**void removeBulletsAndNumbers ()**  
Remove bullets and numbers

Array of **Text search** (*[for: string]*, *wholeWord: bool*, *withChangeAttributes: Object*)  
Look for occurrences of text that matches specified 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
	withChangeAttributes	Object	A record of

void select ([existingSelection: SelectionOptions  
Selects the object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE SelectionOptions.REPLACE

string toSource ()  
Generates a string which, if executed, will return

string toSpecifier ()  
Retrieves the object specifier.

Element of

Button.parent  
FormField.parent  
HyperlinkTextDestination.destinationText  
NestedStyle.parent  
TabStop.parent

Used in:

DataMergeTextPlaceholder DataMergeTextPlaceholder  
withProperties: Object])  
Footnote Footnotes.add ([at: LocationOptions=LocationOptions  
array of InsertionPoint InsertionPoints.itemByIndex  
InsertionPoint InsertionPoints.nextItem (obj: InsertionPoint  
InsertionPoint InsertionPoints.previousItem (obj: InsertionPoint  
Note Notes.add ([at: LocationOptions=LocationOptions  
Table Tables.add ([to: LocationOptions=LocationOptions  
XMLComment XMLComments.add ([value: string  
XMLInstruction XMLInstructions.add (target: string

Return

InsertionPoint InsertionPoints.anyItem ()  
Array of InsertionPoint InsertionPoints.everyItem  
InsertionPoint InsertionPoints.firstItem ()  
InsertionPoint InsertionPoints.item (index: any  
InsertionPoint InsertionPoints.itemByName (name: any

Array of **InsertionPoint** [InsertionPoints.itemBy](#)  
**InsertionPoint** [InsertionPoints.lastItem](#) ()  
**InsertionPoint** [InsertionPoints.middleItem](#) ()  
**InsertionPoint** [InsertionPoints.nextItem](#) ([obj: I](#)  
**InsertionPoint** [InsertionPoints.previousItem](#) ([ol](#)

<b>Class</b>
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# InsertionPoints

A collection of insertion points.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[InsertionPoint](#) **anyItem** ()

Returns any InsertionPoint in the collection.

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

Displays the number of elements in the InsertionPoint.

Array of [InsertionPoint](#) **everyItem** ()

Returns every InsertionPoint in the collection.

[InsertionPoint](#) **firstItem** ()

Returns the first InsertionPoint in the collection.

[InsertionPoint](#) **item** ([index](#): *any*)

Returns the InsertionPoint with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.



**InsertionPoint itemByName** (*name: string*)  
Returns the InsertionPoint with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **InsertionPoint itemByRange**  
(*from: any, to: any*)  
Returns the InsertionPoints within the specified range.

Parameter	Type	Description
from	<b>InsertionPoint</b> Long String	The InsertionPoint, index, or name at the beginning of the range. Can accept: InsertionPoint, Long or String.
to	<b>InsertionPoint</b> Long String	The InsertionPoint, index, or name at the end of the range. Can accept: InsertionPoint, Long or String.

**InsertionPoint lastItem** ()  
Returns the last InsertionPoint in the collection.

**InsertionPoint middleItem** ()

Returns the middle InsertionPoint in the collection.

[InsertionPoint](#) **nextItem** ([obj](#): [InsertionPoint](#))

Returns the InsertionPoint whose index follows the specified InsertionPoint in the collection.

Parameter	Type	Description
obj	<a href="#">InsertionPoint</a>	The InsertionPoint whose index comes before the desired InsertionPoint.

[InsertionPoint](#) **previousItem** ([obj](#): [InsertionPoint](#))

Returns the InsertionPoint with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">InsertionPoint</a>	The index of the InsertionPoint that follows the desired InsertionPoint.

[string](#) **toSource** ()

Generates a string which, if executed, will return the InsertionPoint.

---

**Element of** [Cell.insertionPoints](#)  
[Character.insertionPoints](#)  
[Footnote.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](#)

<b>Class</b>
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# Language

The language on which to base hyphenation rules and spell checking.

**QuickLinks** [extractLabel](#), [getElements](#), [insertLabel](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Document](#)

**Language**

## 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.

Methods

Instances

string extractLabel (key: string)

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

Array of Object getElements ()

Resolves the object specifier, creating an array of object references.

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.

string toSource ()

Generates a string which, if executed, will return the Language.

string toSpecifier ()

Retrieves the object specifier.

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](#)

**Used in:** array of **Language** [Languages.itemByRange](#) ([from](#): *any*,  
[to](#): *any*)  
**Language** [Languages.nextItem](#) ([obj](#): **Language**)  
**Language** [Languages.previousItem](#) ([obj](#): **Language**)

**Return** **Language** [Languages.anyItem](#) ()  
Array of **Language** [Languages.everyItem](#) ()  
**Language** [Languages.firstItem](#) ()  
**Language** [Languages.item](#) ([index](#): *any*)  
**Language** [Languages.itemByID](#) ([id](#): *number*)  
**Language** [Languages.itemByName](#) ([name](#): *string*)  
Array of **Language** [Languages.itemByRange](#) ([from](#):  
*any*, [to](#): *any*)  
**Language** [Languages.lastItem](#) ()  
**Language** [Languages.middleItem](#) ()  
**Language** [Languages.nextItem](#) ([obj](#): **Language**)  
**Language** [Languages.previousItem](#) ([obj](#): **Language**)

<b>Class</b>
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# LanguageWithVendors

A language that allows the sp  
source, a spell-checking sour

**QuickLinks** [addDictionaryPath](#), [extractLa](#)  
[removeDictionaryPath](#), [toSou](#)

## Hierarchy

Language

## Properties

Property	Type
dictionaryPaths	Array of string
doubleQuotes	string
hyphenationVendor	string
id	number
index	number
label	string
name	string
parent	<a href="#">Applica</a>
properties	Object

singleQuotes	string
spellingVendor	string
thesaurusVendor	string

Methods

Instances

**string addDictionaryPath** (*p*  
Adds the specified dictionary

Parameter	Type	Descrip
path	string	The dict extensio

**string extractLabel** (*key: stri*  
Gets the label value associate

Parameter	Type
key	sti

Array of **Object** **getElements**  
Resolves the object specifier,

**void insertLabel** (*key: string*  
Sets the label to the value ass

Parameter	Type
key	sti
value	sti

**string removeDictionaryPat**  
Removes the specified user d

Parameter	Type	Descrip
-----------	------	---------

	<div><div>pathstringThe dict extensio</div><div><div>string toSource ()</div><div>Generates a string which, if e LanguageWithVendors.</div><div>string toSpecifier ()</div><div>Retrieves the object specifier.</div></div></div>
Element of	<div><div>ChangePreference.appliedLan</div><div>Character.appliedLanguage</div><div>CharacterStyle.appliedLangu</div><div>FindPreference.appliedLangu</div><div>InsertionPoint.appliedLangua</div><div>Line.appliedLanguage</div><div>Paragraph.appliedLanguage</div><div>ParagraphStyle.appliedLangu</div><div>Story.appliedLanguage</div><div>Text.appliedLanguage</div><div>TextColumn.appliedLanguag</div><div>TextDefault.appliedLanguage</div><div>TextStyleRange.appliedLangi</div><div>Word.appliedLanguage</div></div>
Used in:	<div><div>array of LanguageWithVend</div><div>LanguagesWithVendors.</div><div>LanguageWithVendors Lan</div><div>LanguageWithVendors</div><div>LanguageWithVendors Lan</div><div>LanguageWithVendors</div></div>
Return	<div><div>LanguageWithVendors Lan</div><div>Array of LanguageWithVen</div><div>()</div><div>LanguageWithVendors Lan</div><div>LanguageWithVendors Lan</div><div>LanguageWithVendors Lan</div><div>number)</div><div>LanguageWithVendors Lan</div></div>

(**name**: *string*)

Array of **LanguageWithVendors**

[LanguagesWithVendors](#).

**LanguageWithVendors** [LanguageWithVendors](#)

**LanguageWithVendors** [LanguageWithVendors](#)

**LanguageWithVendors** [LanguageWithVendors](#)

**LanguageWithVendors**

**LanguageWithVendors** [LanguageWithVendors](#)

**LanguageWithVendors**

<b>Class</b>
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# Languages

A collection of languages.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Language](#) **anyItem** ()

Returns any Language in the collection.

[Language](#) **count** ()

Displays the number of elements in the Language.

Array of [Language](#) **everyItem** ()

Returns every Language in the collection.

[Language](#) **firstItem** ()

Returns the first Language in the collection.

[Language](#) **item** ([index](#): any)

Returns the Language with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Language](#) **itemByID** ([id](#): number)

Returns the Language with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Language itemByName** (*name: string*)

Returns the Language with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Language itemByRange** (*from: any, to: any*)

Returns the Languages within the specified range.

Parameter	Type	Description
from	<b>Language</b> Long String	The Language, index, or name at the beginning of the range. Can accept: Language, Long or String.
to	<b>Language</b> Long String	The Language, index, or name at the end of the range. Can accept: Language, Long or String.

**Language lastItem** ()

Returns the last Language in the collection.

**Language middleItem** ()

Returns the middle Language in the collection.

**Language nextItem** (*obj: Language*)

Returns the Language whose index follows the specified Language in the collection.

Parameter	Type	Description
obj	<b>Language</b>	The Language whose index comes before the desired Language.

**Language previousItem** (*obj: Language*)

Returns the Language with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Language</b>	The index of the Language that follows the desired

Language.
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<b>string toSource ()</b>
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Generates a string which, if executed, will return the Language.
--

<b>Element of</b> <a href="#">Document.languages</a>
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<b>Class</b>
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# LanguagesWithVendors

A collection of languages with vendors

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [itemByName](#), [itemByRange](#), [previousItem](#), [toSource](#)

Property	Type	Access
length	number	readonly

**Methods** **Instances**

[LanguageWithVendors](#) **any**  
Returns any LanguageWithVendors.

[LanguageWithVendors](#) **count** ()  
Displays the number of elements in the LanguageWithVendors.

[LanguageWithVendors](#) **every** (callback)  
Array of [LanguageWithVendors](#). Returns every LanguageWithVendors that passes the callback.

[LanguageWithVendors](#) **first** ()  
Returns the first LanguageWithVendors in the array.

[LanguageWithVendors](#) **itemName** (name)  
Returns the LanguageWithVendors with the given name.

Parameter	Type	Description
index	Long	The index of the element to return.
name	String	The name of the element to return.

[LanguageWithVendors](#) **itemName** (name)  
Returns the LanguageWithVendors with the given name.

Parameter	Type
id	number

**LanguageWithVendors item**  
Returns the LanguageWithV

Parameter	Type
name	string

Array of **LanguageWithVendors**  
(any)  
Returns the LanguagesWithVendors  
range.

Parameter	Type
from	<b>LanguageWithVendors</b> Long String
to	<b>LanguageWithVendors</b> Long String

**LanguageWithVendors last**  
Returns the last LanguageWithVendors

**LanguageWithVendors mid**  
Returns the middle LanguageWithVendors

**LanguageWithVendors next**  
(**LanguageWithVendors**)  
Returns the LanguageWithVendors  
specified LanguageWithVendors

Parameter	Type
obj	<b>LanguageWithVendors</b>

[LanguageWithVendors](#) **pre**  
[LanguageWithVendors](#))

Returns the [LanguageWith](#) the specified index.

Parameter	Type
obj	<a href="#">LanguageWit</a>

[string](#) **toSource** ()

Generates a string which, if [LanguageWithVendors](#).

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

<b>Class</b>
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Line

A line of text. Base Class: [Text](#)

QuickLinks

[applyBullets](#), [applyNumbers](#), [applyStyle](#), [changeCase](#), [clearOver](#), [convertToTable](#), [createOutlines](#), [exportFile](#), [getElements](#), [marku](#), [search](#), [select](#), [toSource](#), [toSpecifier](#)

Hierarchy

Cell | [Character](#) | [Footnote](#) | [InsertionPoint](#) | **Line** | [Note](#) | [PageItem](#) | [Text](#) | [TextRange](#) | [TextStyleRange](#) | [TextUnit](#)

[Bullet](#) | [Button](#) | [Character](#) | [Footnote](#) | [FormField](#) | [Graphic](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [TabStop](#) | [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="#">FontString</a>

appliedLanguage	<a href="#">Language</a> <a href="#">LanguageWithVendors</a> String
appliedParagraphStyle	<a href="#">ParagraphStyle</a> String
ascent	Measurement Unit (Number o
associatedXMLElements	Array of <a href="#">XMLItem</a>
autoLeading	number
balanceRaggedLines	<a href="#">BalanceLinesStyle</a> Boolean
baseline	Measurement Unit (Number o
baselineShift	Measurement Unit (Number o
bulletChar	<a href="#">Bullet</a>

bulletsAndNumberingColor	<a href="#">AutoEnum</a> String <a href="#">Swatch</a>
bulletsAndNumberingListType	<a href="#">ListType:</a> ListType.NO_LIST ListType.BULLET_LIST ListType.NUMBERED_LIST
bulletsAndNumberingSize	<a href="#">AutoEnum</a> Real
buttons	<a href="#">Buttons</a>
capitalization	<a href="#">Capitalization:</a> Capitalization.NORMAL Capitalization.SMALL_CAPS Capitalization.ALL_CAPS Capitalization.CAP_TO_SMA
characterDirection	<a href="#">CharacterDirectionOptions:</a> CharacterDirectionOptions.DI CharacterDirectionOptions.LE CharacterDirectionOptions.RI
characters	<a href="#">Characters</a>
composer	string
contents	<a href="#">SpecialCharacters</a> String



descent	Measurement Unit (Number o
desiredGlyphScaling	number
desiredLetterSpacing	number
desiredWordSpacing	number
diacriticPosition	<a href="#">DiacriticPositionOptions:</a> DiacriticPositionOptions.DEF DiacriticPositionOptions.LOO DiacriticPositionOptions.MEI DiacriticPositionOptions.TIGI DiacriticPositionOptions.OPE
digitsType	<a href="#">DigitsTypeOptions:</a> DigitsTypeOptions.DEFAULT DigitsTypeOptions.ARABIC_ DigitsTypeOptions.HINDI_DI DigitsTypeOptions.FARSI_DI DigitsTypeOptions.NATIVE_ DigitsTypeOptions.FULL_FA DigitsTypeOptions.THAI_DIC DigitsTypeOptions.LAO_DIG DigitsTypeOptions.DEVANAG DigitsTypeOptions.BENGALI DigitsTypeOptions.GURMUK

	DigitsTypeOptions.GUJARATI DigitsTypeOptions.ORIYA_D DigitsTypeOptions.TAMIL_D DigitsTypeOptions.TELUGU_ DigitsTypeOptions.KANNAD DigitsTypeOptions.MALAYA DigitsTypeOptions.TIBETAN DigitsTypeOptions.KHMER_ DigitsTypeOptions.BURMESI
dropCapCharacters	number
dropCapLines	number
dropCapStyle	CharacterStyle String
fillColor	String Swatch
fillTint	number
firstLineIndent	Measurement Unit (Number o
fontStyle	string

footnotes	<a href="#">Footnotes</a>
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	Groups
horizontalOffset	Measurement Unit (Number o
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool
hyphenateWordsLongerThan	number

hyphenation	bool
hyphenationZone	Measurement Unit (Number o
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<a href="#">Justification:</a> Justification.LEFT_ALIGN Justification.CENTER_ALIGN Justification.RIGHT_ALIGN Justification.LEFT_JUSTIFIED Justification.RIGHT_JUSTIFIED Justification.CENTER_JUSTIFIED Justification.FULLY_JUSTIFIED Justification.TO_BINDING_SIDE Justification.AWAY_FROM_BINDING_SIDE
kashidas	<a href="#">KashidasOptions:</a> KashidasOptions.DEFAULT_JUSTIFICATION KashidasOptions.KASHIDAS
keepAllLinesTogether	bool

keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterDirectionOptions</a> : CharacterDirectionOptions.DI CharacterDirectionOptions.LE CharacterDirectionOptions.RI
lastLineIndent	Measurement Unit (Number o
leading	<a href="#">Leading</a> Unit

leftIndent	Measurement Unit (Number o
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
numberingFont	<a href="#">AutoEnum</a> <a href="#">Font</a> String
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String



numberingStyle	<a href="#">NumberingStyle</a> String
opentypeFeatures	Array of Array of 2 Strings Longs
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> : OTFFigureStyle.TABULAR_ OTFFigureStyle.PROPORTIC OTFFigureStyle.PROPORTIC OTFFigureStyle.TABULAR_ OTFFigureStyle.DEFAULT_
otfFraction	bool
otfHistorical	bool
otfJustificationAlternate	bool
otfOrdinal	bool
otfOverlapSwash	bool

otfSlashedZero	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfStylisticSets	number
otfSwash	bool
otfTitling	bool
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintStroke	bool
pageItems	<a href="#">PageItems</a>

paragraphDirection	<a href="#">ParagraphDirectionOptions:</a> <a href="#">ParagraphDirectionOptions.LI</a> <a href="#">ParagraphDirectionOptions.RI</a>
paragraphJustification	<a href="#">ParagraphJustificationOptions</a> <a href="#">ParagraphJustificationOptions</a> <a href="#">ParagraphJustificationOptions</a> <a href="#">ParagraphJustificationOptions</a>
paragraphs	<a href="#">Paragraphs</a>
parent	<a href="#">Cell</a> <a href="#">Character</a> <a href="#">Footnote</a> <a href="#">InsertionPoint</a> <b>Line</b> <a href="#">Note</a> <a href="#">Paragraph</a> <a href="#">Story</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextPath</a> <a href="#">TextStyleRange</a> <a href="#">Word</a> <a href="#">XMLElement</a>
parentStory	<a href="#">Story</a>
parentTextFrames	Array of <a href="#">TextFrames</a> <a href="#">TextPaths</a>

pointSize	Measurement Unit (Number o
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> Position.NORMAL Position.SUPERSCRIP Position.SUBSCRIPT Position.OT_SUPERSCRIPT Position.OT_SUBSCRIPT Position.OT_NUMERATOR Position.OT_DENOMINATO
properties	Object
rectangles	<a href="#">Rectangles</a>
rightIndent	Measurement Unit (Number o
ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>

ruleAboveGapOverprint	bool
ruleAboveGapTint	number
ruleAboveLeftIndent	Measurement Unit (Number o
ruleAboveLineWeight	number
ruleAboveOffset	Measurement Unit (Number o
ruleAboveOverprint	bool

ruleAboveRightIndent	Measurement Unit (Number o
ruleAboveTint	number
ruleAboveType	String StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDT
ruleBelow	bool
ruleBelowColor	String Swatch
ruleBelowGapColor	String Swatch

ruleBelowGapOverPrint	bool
ruleBelowGapTint	number
ruleBelowLeftIndent	Measurement Unit (Number o
ruleBelowLineWeight	number
ruleBelowOffset	Measurement Unit (Number o
ruleBelowOverPrint	bool

ruleBelowRightIndent	Measurement Unit (Number o
ruleBelowTint	number
ruleBelowType	String <a href="#">StrokeStyle</a>
ruleBelowWidth	<a href="#">RuleWidth:</a> RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDT
singleWordJustification	<a href="#">SingleWordJustification:</a> SingleWordJustification.LEFT SingleWordJustification.CEN SingleWordJustification.RIGH SingleWordJustification.FULI
skew	number
spaceAfter	Measurement Unit (Number o
spaceBefore	Measurement Unit (Number o



startParagraph	<a href="#">StartParagraph:</a> StartParagraph.ANYWHERE StartParagraph.NEXT_COLU StartParagraph.NEXT_FRAM 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 o

strikeThroughOverprint	bool
strikeThroughTint	number
strikeThroughType	String StrokeStyle
strikeThroughWeight	Measurement Unit (Number o
strikeThru	bool
strokeColor	String Swatch
strokeTint	number
strokeWeight	Measurement Unit (Number o

tabList	Array of Arrays of Property Name/Value
tabStops	TabStops
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 o
underlineOverprint	bool
underlineTint	number
underlineType	String StrokeStyle
underlineWeight	Measurement Unit (Number o
verticalScale	number

words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

**Methods** **Instances**

`void applyBullets ([bulletChar: number][, bulletType: BulletCharacterType][, bulletSize: number][, bulletColor: Swatch][, bulletAlignment: ListAlignment][, listFirstLineIndent: number][, listFirstTabPosition: number])`  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	BulletCharacterType: BulletCharacterType.UNICODE_ONLY BulletCharacterType.UNICODE_WITH_FONT BulletCharacterType.GLYPH_WITH_FONT
bulletFont	Font String
bulletFontStyle	string
bulletSize	number
bulletColor	Swatch
bulletAlignment	ListAlignment: ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_LIST

listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers** ([**numberingStyle**: **NumberingStyle**][, **numberingSeparator**: **number**][, **startingValue**: **number**][, **numberFont**: **Font**][, **numberFontStyle**: **string**][, **numberSize**: **number**][, **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	<b>Swatch</b>
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	<a href="#">CharacterStyle</a> <a href="#">ParagraphStyle</a>	The style to apply. Can acc
clearingOverrides	bool	If true, clears existing text only when the using param

**void changecase** ([using](#): [ChangecaseMode](#))

Sets the case of the text.

Parameter	Type
using	<a href="#">ChangecaseMode</a> : <a href="#">ChangecaseMode.UPPERCASE</a> <a href="#">ChangecaseMode.LOWERCASE</a> <a href="#">ChangecaseMode.TITLECASE</a> <a href="#">ChangecaseMode.SENTENCECASE</a>

**void clearOverrides** ([[overridesToClear](#): [OverrideType](#)=[Overr](#)]

Clears the specified types of override.

Parameter	Type	Desc
overridesToClear	<a href="#">OverrideType</a> : <a href="#">OverrideType.ALL</a> <a href="#">OverrideType.CHARACTER_ONLY</a> <a href="#">OverrideType.PARAGRAPH_ONLY</a>	The t <b>Over</b>

**void convertBulletsAndNumberingToText** ()

Convert bullets and numbering to text.

[Note](#) **convertToNote** ()

Converts the text to a note.

[Table](#) **convertToTable** ([[columnSeparator](#): *string*][, [rowSeparat](#)]

Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts a new cc
rowSeparator	string	The character starts a new row in

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 of spaces or detached parts, the polygon contains only a single path 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. C
to	File	The path of the expo
showingOptions	bool	If true, prompts the u
using	<a href="#">PDFExportPreset</a>	The export style to u

Array of [Object](#) **getElements** ()  
Resolves the object specifier, creating an array of object referen

**void markup** ([using](#): [XMLElement](#))  
Associates the page item with the specified XML element while

Parameter	Type
using	<a href="#">XMLElement</a>

**Text move** ([to](#): [LocationOptions](#)[], [reference](#): *any*)  
Moves the text to the specified location.

Parameter	Type	Description
to	<a href="#">LocationOptions</a> : LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END	The location



	LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	
reference	Cell Column PageItem Row Story Table Text	The reference after. Can acc (Optional)

**any place** (**fileName**: *File*[, **showingOptions**: *bool*=**false**][, **with**  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the impo
withProperties	Object	Initial values for properties c

**void recompose ()**

Recomposes the text in the Line.

**void remove ()**

Deletes the Line.

**void removeBulletsAndNumbers ()**

Remove bullets and numbers

Array of **Text search** ([**for**: *string*][, **wholeWord**: *bool*][, **caseSen**  
[, **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 c
caseSensitive	bool	If true, then search only for
replacingWith	string	What to replace the found t
withFindAttributes	Object	A record of find preference

withChangeAttributes      Object      A record of change preferences

**void select** ([existingSelection: SelectionOptions=SelectionOptions.ADD\_TO)  
Selects the object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The selection options for the object

**string toSource** ()  
Generates a string which, if executed, will return the Line.

**string toSpecifier** ()  
Retrieves the object specifier.

**Used in:** array of **Line** **Lines.itemByRange** (from: any, to: any)  
**Line** **Lines.nextItem** (obj: Line)  
**Line** **Lines.previousItem** (obj: Line)  
**Table** **Tables.add** ([to: LocationOptions=LocationOptions.UNKNOWN])

**Return** **Line** **Lines.anyItem** ()  
Array of **Line** **Lines.everyItem** ()  
**Line** **Lines.firstItem** ()  
**Line** **Lines.item** (index: any)  
**Line** **Lines.itemByName** (name: string)  
Array of **Line** **Lines.itemByRange** (from: any, to: any)  
**Line** **Lines.lastItem** ()  
**Line** **Lines.middleItem** ()  
**Line** **Lines.nextItem** (obj: Line)  
**Line** **Lines.previousItem** (obj: Line)

<b>Class</b>
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# Lines

A collection of lines.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Line](#) **anyItem** ()

Returns any Line in the collection.

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

Displays the number of elements in the Line.

Array of [Line](#) **everyItem** ()

Returns every Line in the collection.

[Line](#) **firstItem** ()

Returns the first Line in the collection.

[Line](#) **item** ([index](#): any)

Returns the Line with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Line](#) **itemByName** ([name](#): string)

Returns the Line with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [Line](#) **itemByRange** ([from](#): any, [to](#): any)

Returns the Lines within the specified range.

Parameter	Type	Description
from	<a href="#">Line</a> Long String	The Line, index, or name at the beginning of the range. Can accept: Line, Long or String.
to	<a href="#">Line</a> Long String	The Line, index, or name at the end of the range. Can accept: Line, Long or String.

### [Line](#) **lastItem** ()

Returns the last Line in the collection.

### [Line](#) **middleItem** ()

Returns the middle Line in the collection.

### [Line](#) **nextItem** ([obj](#): [Line](#))

Returns the Line whose index follows the specified Line in the collection.

Parameter	Type	Description
obj	<a href="#">Line</a>	The Line whose index comes before the desired Line.

### [Line](#) **previousItem** ([obj](#): [Line](#))

Returns the Line with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Line</a>	The index of the Line that follows the desired Line.

### [string](#) **toSource** ()

Generates a string which, if executed, will return the Line.

**Element of** [Cell](#).lines  
[Character](#).lines  
[Footnote](#).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](#)

<b>Class</b>
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# NestedStyle

A nested style.

**QuickLinks** [getElements](#), [remove](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [Character](#) | [InsertionPoint](#) | [Line](#) | [Paragraph](#) | [ParagraphText](#) | [TextColumn](#) | [TextDefault](#) | [TextStyleFrame](#)

**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	readonly
	parent	<a href="#">Character</a>	readonly



	InsertionPoint Line Paragraph ParagraphStyle Story Text TextColumn TextDefault TextStyleRange Word	
properties	Object	r/w
repetition	number	r/w

## Methods Instances

## Array of **Object** `getElements()`

Resolves the object specifier, creating an array of objects

```
void remove ()
```

Deletes the NestedStyle.

## string toSource ()

Generates a string which, if executed, will return the  $\Gamma$

## string toSpecifier ()

Retrieves the object specifier.

**Used in:** array of **NestedStyle** [NestedStyles.itemByRange](#) (**from** **NestedStyle** [NestedStyles.nextItem](#) (**obj**: **NestedStyle** **NestedStyle** [NestedStyles.previousItem](#) (**obj**: **NestedS**

**Return** `NestedStyle` `NestedStyles.add` ([`withProperties`: *Object*]  
`NestedStyle` `NestedStyles.anyItem` ()

Array of **NestedStyle** [NestedStyles.everyItem \(\)](#)  
**NestedStyle** [NestedStyles.firstItem \(\)](#)  
**NestedStyle** [NestedStyles.item \(index: any\)](#)  
**NestedStyle** [NestedStyles.itemByName \(name: string\)](#)  
Array of **NestedStyle** [NestedStyles.itemByRange \(from: any, to: any\)](#)  
**NestedStyle** [NestedStyles.lastItem \(\)](#)  
**NestedStyle** [NestedStyles.middleItem \(\)](#)  
**NestedStyle** [NestedStyles.nextItem \(obj: NestedStyle\)](#)  
**NestedStyle** [NestedStyles.previousItem \(obj: NestedStyle\)](#)

<b>Class</b>
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# NestedStyles

A collection of nested styles.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[NestedStyle](#) **anyItem** ()  
Returns any NestedStyle in the collection.

[number](#) **count** ()  
Displays the number of elements in the NestedStyle.

Array of [NestedStyle](#) **everyItem** ()  
Returns every NestedStyle in the collection.

[NestedStyle](#) **firstItem** ()  
Returns the first NestedStyle in the collection.

[NestedStyle](#) **item** ([index](#): *any*)  
Returns the NestedStyle with the specified index or name.

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

index	Long String	The index or name. Can accept: Long or String.
-------	----------------	---

**NestedStyle itemByName** (*name: string*)

Returns the NestedStyle with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **NestedStyle itemByRange** (*from: any, to: any*)

Returns the NestedStyles within the specified range.

Parameter	Type	Description
from	Long NestedStyle String	The NestedStyle, index, or name at the beginning of the range. Can accept: NestedStyle, Long or String.
to	Long NestedStyle String	The NestedStyle, index, or name at the end of the range. Can accept: NestedStyle, Long or String.

**NestedStyle lastItem** ()

Returns the last NestedStyle in the collection.

**NestedStyle middleItem** ()

Returns the middle NestedStyle in the collection.

**NestedStyle nextItem** (*obj: NestedStyle*)

Returns the NestedStyle whose index follows the specified NestedStyle in the collection.

Parameter	Type	Description
obj	NestedStyle	The NestedStyle whose index comes

before the desired  
NestedStyle.

**NestedStyle previousItem** (**obj**: NestedStyle)

Returns the NestedStyle with the index previous to the specified index.

Parameter	Type	Description
obj	NestedStyle	The index of the NestedStyle that follows the desired NestedStyle.

**string toSource ()**

Generates a string which, if executed, will return 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](#)

<b>Class</b>
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Note

A note in a story.

QuickLinks

convertToText, extractLabel, getElements, insertLabel, move, reinsert, toSource, toSpecifier

Hierarchy

Character | InsertionPoint | Line | Paragraph | Story | Text | TextColumn | TextFrame | TextStyleRange | Word

Note

Character | InsertionPoint | Line | Paragraph | Text | TextColumn | TextStyleRange | Word

Properties

Property	Type	Access	Description
characters	Characters	readonly	A collection of character objects.
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 object.
index	number	readonly	The index of the Note within the container object.
insertionPoints	InsertionPoints	readonly	A collection of insertion point objects.
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 and time the object 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 object of this object. Note that a Story can contain TextFrames, InsertionPoints, Text, CharacterInsertionPoints, Words, Lines, TextColumns, TextFrames, TextStyleRanges, Paragraphs, and TextStyles.
parentTextFrame	<a href="#">TextFrame</a>	readonly	The text frame this note is in.
properties	Object	r/w	A properties object that allows setting several properties 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 styles.

texts	Texts	readonly	A collec text obje
userName	string	readonly	The user made the
words	Words	readonly	A collec 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.

Array of **Object getElements ()**

Resolves the object specifier, creating an array of object referen

**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.

**Note move (to: LocationOptions[, reference: any])**

Moves the note to the specified location.

Parameter	Type	Description
to	LocationOptions: LocationOptions.BEFORE LocationOptions.AFTER LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	The new loca relative to the reference obj within the co object.
reference	Story	The referenc

	<p><b>Text</b></p> <p>Note: Requires the to parameter specifies before. Can accept Text or Story (Optional)</p>
	<p><b>void remove ()</b> Deletes the Note.</p> <p><b>string toSource ()</b> Generates a string which, if executed, will return the Note.</p> <p><b>string toSpecifier ()</b> Retrieves the object specifier.</p>
<b>Element of</b>	<p><b>Character.parent</b> <b>InsertionPoint.parent</b> <b>Line.parent</b> <b>Paragraph.parent</b> <b>Text.parent</b> <b>TextColumn.parent</b> <b>TextStyleRange.parent</b> <b>Word.parent</b></p>
<b>Used in:</b>	<p><b>Footnote</b> <b>Footnotes.add</b> ([<b>at</b>: <b>LocationOptions=LocationOptions.UNKNOWN</b>][, <b>reference</b>: <b>any</b>][, <b>withProperties</b>: <b>Object</b>])</p> <p><b>Note</b> <b>Notes.add</b> ([<b>at</b>: <b>LocationOptions=LocationOptions.UNKNOWN</b>][, <b>reference</b>: <b>any</b>][, <b>withProperties</b>: <b>Object</b>])</p> <p>array of <b>Note</b> <b>Notes.itemByRange</b> (<b>from</b>: <b>any</b>, <b>to</b>: <b>any</b>)</p> <p><b>Note</b> <b>Notes.nextItem</b> (<b>obj</b>: <b>Note</b>)</p> <p><b>Note</b> <b>Notes.previousItem</b> (<b>obj</b>: <b>Note</b>)</p>
<b>Return</b>	<p><b>Note</b> <b>Character.convertToNote</b> ()</p> <p><b>Note</b> <b>InsertionPoint.convertToNote</b> ()</p> <p><b>Note</b> <b>Line.convertToNote</b> ()</p> <p><b>Note</b> <b>Note.move</b> (<b>to</b>: <b>LocationOptions</b>[, <b>reference</b>: <b>any</b>])</p> <p><b>Note</b> <b>Notes.add</b> ([<b>at</b>: <b>LocationOptions=LocationOptions.UNKNOWN</b>][, <b>reference</b>: <b>any</b>][, <b>withProperties</b>: <b>Object</b>])</p> <p><b>Note</b> <b>Notes.anyItem</b> ()</p>

Array of **Note** [Notes.everyItem \(\)](#)  
**Note** [Notes.firstItem \(\)](#)  
**Note** [Notes.item \(index: any\)](#)  
**Note** [Notes.itemByID \(id: number\)](#)  
**Note** [Notes.itemByName \(name: string\)](#)  
Array of **Note** [Notes.itemByRange \(from: any, to: any\)](#)  
**Note** [Notes.lastItem \(\)](#)  
**Note** [Notes.middleItem \(\)](#)  
**Note** [Notes.nextItem \(obj: Note\)](#)  
**Note** [Notes.previousItem \(obj: Note\)](#)  
**Note** [Paragraph.convertToNote \(\)](#)  
**Note** [Text.convertToNote \(\)](#)  
**Note** [TextColumn.convertToNote \(\)](#)  
**Note** [TextStyleRange.convertToNote \(\)](#)  
**Note** [Word.convertToNote \(\)](#)

<b>Class</b>
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# Notes

A collection of notes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [total](#)

## Properties

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

## Methods **Instances**

**Note** [add](#) ([[at](#): [LocationOptions](#)=[LocationOptions.UNKNOWN](#)], [[withProperties](#): *Object*])

Creates a new note.

Parameter	Type	Description
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>	The location reference containing the new Note (default: <a href="#">LocationOptions.AT_BEGINNING</a> )
reference	<a href="#">InsertionPoint</a> <a href="#">Note</a>	The reference to the Note to insert the new Note into. Required. Specifies the location to insert the new Note. (Optional)
withProperties	<i>Object</i>	Initial values for the new Note's properties.

**Note** [anyItem](#) ()

Returns any Note in the collection.

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

Displays the number of elements in the Note.

Array of **Note** [everyItem](#) ()

Returns every Note in the collection.

**Note firstItem ()**

Returns the first Note in the collection.

**Note item (index: any)**

Returns the Note with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long

**Note itemByID (id: number)**

Returns the Note with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Note itemByName (name: string)**

Returns the Note with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Note itemByRange (from: any, to: any)**

Returns the Notes within the specified range.

Parameter	Type	Description
from	Long <b>Note</b> String	The Note, index, or name at the beginning accept: Note, Long or String.
to	Long <b>Note</b> String	The Note, index, or name at the end of the Note, Long or String.

**Note lastItem ()**

Returns the last Note in the collection.

**Note middleItem ()**

Returns the middle Note in the collection.

**Note nextItem (obj: Note)**

Returns the Note whose index follows the specified Note in the

Parameter	Type	Description
obj	<a href="#">Note</a>	The Note whose index comes before the

[Note](#) **previousItem** ([obj](#): [Note](#))

Returns the Note with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Note</a>	The index of the Note that follows the c

[string](#) **toSource** ()

Generates a string which, if executed, will return the Note.

**Element of** [Character](#).notes  
[InsertionPoint](#).notes  
[Line](#).notes  
[Paragraph](#).notes  
[Story](#).notes  
[Text](#).notes  
[TextColumn](#).notes  
[TextFrame](#).notes  
[TextStyleRange](#).notes  
[Word](#).notes



<b>Class</b>
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# Paragraph

A paragraph. Base Class: [Text](#)

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changeCase](#), [convertToTable](#), [createOutlines](#), [exportFile](#), [getElement](#), [search](#), [select](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [Cell](#) | [Character](#) | [Footnote](#) | [InsertionPoint](#) | [Line](#) | [TextStyle](#)

[Bullet](#) | [Button](#) | [Character](#) | [Footnote](#) | [FormField](#) | [PageItem](#) | **Paragraph** | [Polygon](#) | [Rectangle](#) | [Table](#)

## 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> String

appliedLanguage	<a href="#">Language</a> <a href="#">LanguageWithVendor</a> String
appliedParagraphStyle	<a href="#">ParagraphStyle</a> String
ascent	Measurement Unit (N
associatedXMLElements	Array of <a href="#">XMLItem</a>
autoLeading	number
balanceRaggedLines	<a href="#">BalanceLinesStyle</a> Boolean
baseline	Measurement Unit (N
baselineShift	Measurement Unit (N

bulletChar	Bullet
bulletsAndNumberingColor	AutoEnum String Swatch
bulletsAndNumberingListType	ListType: ListType.NO_LIST ListType.BULLET_L ListType.NUMBERE
bulletsAndNumberingSize	AutoEnum Real
buttons	Buttons
capitalization	Capitalization: Capitalization.NORM Capitalization.SMALL Capitalization.ALL_C Capitalization.CAP_T
characterDirection	CharacterDirectionOp CharacterDirectionOp CharacterDirectionOp CharacterDirectionOp
characters	Characters
composer	string
contents	SpecialCharacters String

descent	Measurement Unit (N
desiredGlyphScaling	number
desiredLetterSpacing	number
desiredWordSpacing	number
diacriticPosition	<a href="#">DiacriticPositionOptic</a> DiacriticPositionOptic DiacriticPositionOptic DiacriticPositionOptic DiacriticPositionOptic DiacriticPositionOptic
digitsType	<a href="#">DigitsTypeOptions:</a> DigitsTypeOptions.DE DigitsTypeOptions.AE DigitsTypeOptions.HI DigitsTypeOptions.FA DigitsTypeOptions.N/ DigitsTypeOptions.FU DigitsTypeOptions.TE DigitsTypeOptions.LA DigitsTypeOptions.DE

	<div>DigitsTypeOptions.BF</div> <div>DigitsTypeOptions.GU</div> <div>DigitsTypeOptions.GU</div> <div>DigitsTypeOptions.OF</div> <div>DigitsTypeOptions.TA</div> <div>DigitsTypeOptions.TE</div> <div>DigitsTypeOptions.K/</div> <div>DigitsTypeOptions.M.</div> <div>DigitsTypeOptions.TI</div> <div>DigitsTypeOptions.KI</div> <div>DigitsTypeOptions.BU</div>
dropCapCharacters	number
dropCapLines	number
dropCapStyle	<div>CharacterStyle</div> <div>String</div>
fillColor	<div>String</div> <div>Swatch</div>
fillTint	number
firstLineIndent	Measurement Unit (N

fontStyle	string
footnotes	<a href="#">Footnotes</a>
formFields	<a href="#">FormFields</a>
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measuremen
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Measuremen

graphicLines	<a href="#">GraphicLines</a>
gridAlignFirstLineOnly	bool
groups	<a href="#">Groups</a>
horizontalOffset	Measurement Unit (N
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool



hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit (N
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<a href="#">Justification:</a> Justification.LEFT_ALIGN Justification.CENTER_ALIGN Justification.RIGHT_ALIGN Justification.LEFT_JUSTIFY Justification.RIGHT_JUSTIFY Justification.CENTER_JUSTIFY Justification.FULLY_ALIGN Justification.TO_BINARY Justification.AWAY_FROM_BINARY
kashidas	<a href="#">KashidasOptions:</a> KashidasOptions.DEFAULT KashidasOptions.KASHIDA
keepAllLinesTogether	bool

keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterDirectionOp</a> CharacterDirectionOp CharacterDirectionOp CharacterDirectionOp
lastLineIndent	Measurement Unit (N
leading	<a href="#">Leading</a> Unit

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	<a href="#">NestedStyles</a>
	noBreak	bool
	notes	<a href="#">Notes</a>
	numberSeparator	number
	numberStartAt	number
	numberingFont	<a href="#">AutoEnum</a> <a href="#">Font</a> String
	numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String

numberingStyle	<a href="#">NumberingStyle</a> String
opentypeFeatures	Array of Array of 2 Strings Longs
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> : OTFFigureStyle.TAB OTFFigureStyle.PRO OTFFigureStyle.PRO OTFFigureStyle.TAB OTFFigureStyle.DEF
otfFraction	bool
otfHistorical	bool
otfJustificationAlternate	bool
otfOrdinal	bool

	otfOverlapSwash	bool
	otfSlashedZero	bool
	otfStretchedAlternate	bool
	otfStylisticAlternate	bool
	otfStylisticSets	number
	otfSwash	bool
	otfTitling	bool
	ovals	<a href="#">Ovals</a>
	overprintFill	bool
	overprintStroke	bool
	pageItems	<a href="#">PageItems</a>

paragraphDirection	<a href="#">ParagraphDirectionOfText</a> <a href="#">ParagraphDirectionOfText</a> <a href="#">ParagraphDirectionOfText</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> <a href="#">Character</a> <a href="#">Footnote</a> <a href="#">InsertionPoint</a> <a href="#">Line</a> <a href="#">Note</a> <b>Paragraph</b> <a href="#">Story</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextPath</a> <a href="#">TextStyleRange</a> <a href="#">Word</a> <a href="#">XMLElement</a>
parentStory	<a href="#">Story</a>
parentTextFrames	Array of <a href="#">TextFrames</a> <a href="#">TextPaths</a>

pointSize	Measurement Unit (N
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> Position.NORMAL Position.SUPERSCRI Position.SUBSCRIPT Position.OT_SUPERS Position.OT_SUBSCHI Position.OT_NUMER Position.OT_DENOM
properties	Object
rectangles	<a href="#">Rectangles</a>
rightIndent	Measurement Unit (N
ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>





	ruleAboveOverprint	bool
	ruleAboveRightIndent	Measurement Unit (N
	ruleAboveTint	number
	ruleAboveType	String StrokeStyle
	ruleAboveWidth	RuleWidth: RuleWidth.TEXT_WI 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	String StrokeStyle
	ruleBelowWidth	RuleWidth: RuleWidth.TEXT_WI RuleWidth.COLUMN
	singleWordJustification	SingleWordJustificatio SingleWordJustificatio SingleWordJustificatio SingleWordJustificatio SingleWordJustificatio
	skew	number
	spaceAfter	Measurement Unit (N

spaceBefore	Measurement Unit (N
startParagraph	<a href="#">StartParagraph:</a> StartParagraph.ANYV 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	String StrokeStyle
	strikeThroughWeight	Measurement Unit (N
	strikeThru	bool
	strokeColor	String Swatch
	strokeTint	number

strokeWeight	Measurement Unit (N
tabList	Array of Arrays of Property Na
tabStops	TabStops
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 (N
	underlineOverprint	bool
	underlineTint	number
	underlineType	String StrokeStyle
	underlineWeight	Measurement Unit (N
	verticalScale	number



words	<a href="#">Words</a>
xOffsetDiacritic	number
yOffsetDiacritic	number

**Methods** **Instances**

`void applyBullets ([bulletChar: number][, bulletType: BulletCharacterType][, bulletSize: number][, bulletColor: Swatch][, bulletAlign: ListAlignment][, listFirstLineIndent: number][, listFirstTabPos: number])`  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	<a href="#">BulletCharacterType</a> : <a href="#">BulletCharacterType.UNICODE_CIRCLE</a> <a href="#">BulletCharacterType.UNICODE_SQUARE</a> <a href="#">BulletCharacterType.GLYPH_WI</a>
bulletFont	<a href="#">Font</a> String
bulletFontStyle	string
bulletSize	number
bulletColor	<a href="#">Swatch</a>
bulletAlignment	<a href="#">ListAlignment</a> : <a href="#">ListAlignment.HANGING_LIST</a> <a href="#">ListAlignment.FLUSH_LEFT_LIST</a>

	ListAlignment.CUSTOM_ALIGN
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

```
void applyNumbers ([numberingStyle: NumberingStyle
any][, numberFontStyle: string][, numberSize: number]
ListAlignment=ListAlignment.HANGING_LIST)[, listLeftIndent:
number])
```

Apply numbers

Parameter	Type
numberingStyle	NumberingStyle: NumberingStyle.UPPER_ROMAN NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER_LETTERS NumberingStyle.LOWER_LETTERS NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	Font String
numberFontStyle	string
numberSize	number
numberColor	Swatch
numberAlignment	ListAlignment: ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGN
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyStyle** (using: any[, clearingOverrides: bool=1)  
Applies the specified character style or paragraph style.

Parameter	Type	Description
using	CharacterStyle ParagraphStyle	The style to apply.
clearingOverrides	bool	If true, clears exist only when the usir

**void changecase** (using: ChangecaseMode)  
Sets the case of the text.

Parameter	Type
using	ChangecaseMode: ChangecaseMode.UPPERCASE ChangecaseMode.LOWERCAS ChangecaseMode.TITLECASE ChangecaseMode.SENTENCEC

**void clearOverrides** ([overridesToClear: OverrideType)  
Clears the specified types of override.

Parameter	Type
overridesToClear	OverrideType: OverrideType.ALL OverrideType.CHARACTER_ONL OverrideType.PARAGRAPH_ONL

**void convertBulletsAndNumberingToText** ()  
Convert bullets and numbering to text.

**Note convertToNote** ()  
Converts the text to a note.

**Table convertToTable** ([columnSeparator: string][, row  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts .

rowSeparator	string	The character starts a new row.
numberOfColumns	number	The number of columns in the table. If the number of characters are the same. (Optional) (default: 1)

Array of [PageItem](#) **createOutlines** ([[deleteOriginal](#): boolean])  
 Converts text to outlines. Each line of text becomes a page item. If the text contains spaces or detached parts, the polygon contains only a single point. For more information on 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](#): boolean])  
 Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export format.
to	File	The path of the file.
showingOptions	bool	If true, prompts the user for a file name.
using	<a href="#">PDFExportPreset</a>	The export settings.

Array of [Object](#) **getElements** ()  
 Resolves the object specifier, creating an array of object specifiers.

**void markup** ([using](#): [XMLElement](#))  
 Associates the page item with the specified XML element.

Parameter	Type
using	<a href="#">XMLElement</a>

**Text move** ([to](#): [LocationOptions](#)[, [reference](#): any])  
 Moves the text to the specified location.

Parameter	Type	Description
to	<a href="#">LocationOptions</a> : <a href="#">LocationOptions.BEFORE</a> <a href="#">LocationOptions.AFTER</a>	The location to move the text to.

	LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	
reference	Cell Column PageItem Row Story Table Text	The after. (Opt

**any place** (**fileName**: *File*[], **showingOptions**: *bool=false*)  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display t
withProperties	Object	Initial values for pro

**void recompose ()**

Recomposes the text in the Paragraph.

**void remove ()**

Deletes the Paragraph.

**void removeBulletsAndNumbers ()**

Remove bullets and numbers

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

Look for occurrences of text that matches specific criteria

Parameter	Type	Description
for	string	What to look for (C
wholeWord	bool	If true, then disrega
caseSensitive	bool	If true, then search
replacingWith	string	What to replace the

withFindAttributes	Object	A record of find pr
withChangeAttributes	Object	A record of change

**void select** ([existingSelection: SelectionOptions=Select  
Selects the object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH

**string toSource** ()  
Generates a string which, if executed, will return the Pa

**string toSpecifier** ()  
Retrieves the object specifier.

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

**Used in:** array of **Paragraph** [Paragraphs.itemByRange](#) ([from](#): *ar*  
**Paragraph** [Paragraphs.nextItem](#) ([obj](#): **Paragraph**)  
**Paragraph** [Paragraphs.previousItem](#) ([obj](#): **Paragraph**)  
**Table** [Tables.add](#) ([[to](#): [LocationOptions=LocationOptio](#)

**Return** **Paragraph** [Paragraphs.anyItem](#) ()  
Array of **Paragraph** [Paragraphs.everyItem](#) ()  
**Paragraph** [Paragraphs.firstItem](#) ()  
**Paragraph** [Paragraphs.item](#) ([index](#): *any*)  
**Paragraph** [Paragraphs.itemByName](#) ([name](#): *string*)  
Array of **Paragraph** [Paragraphs.itemByRange](#) ([from](#): *a*  
**Paragraph** [Paragraphs.lastItem](#) ()  
**Paragraph** [Paragraphs.middleItem](#) ()  
**Paragraph** [Paragraphs.nextItem](#) ([obj](#): **Paragraph**)  
**Paragraph** [Paragraphs.previousItem](#) ([obj](#): **Paragraph**)

<b>Class</b>
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# ParagraphStyle

A paragraph style.

**QuickLinks** [convertBulletsAndNumberingToText](#), [extract](#)

## Hierarchy

### Properties

Property	Type
alignToBaseline	bool
appliedFont	<a href="#">FontString</a>
appliedLanguage	<a href="#">Language</a> <a href="#">LanguageW</a> String
autoLeading	number
balanceRaggedLines	<a href="#">BalanceLin</a> Boolean



basedOn	<b>Paragraph</b> String
baselineShift	Measureme
bulletChar	<a href="#">Bullet</a>
bulletsAndNumberingColor	<a href="#">AutoEnum</a> String <a href="#">Swatch</a>
bulletsAndNumberingListType	<a href="#">ListType:</a> ListType.No ListType.Bl ListType.No
bulletsAndNumberingSize	<a href="#">AutoEnum</a> Real
capitalization	<a href="#">Capitalizati</a> Capitalizati Capitalizati Capitalizati Capitalizati
characterDirection	<a href="#">CharacterD</a> CharacterD CharacterD CharacterD





gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of M
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of M
gridAlignFirstLineOnly	bool

	horizontalScale	number
	hyphenWeight	number
	hyphenateAfterFirst	number
	hyphenateBeforeLast	number
	hyphenateCapitalizedWords	bool
	hyphenateLadderLimit	number
	hyphenateLastWord	bool
	hyphenateWordsLongerThan	number
	hyphenation	bool
	hyphenationZone	Measureme

id	number
imported	bool
index	number
justification	<a href="#">Justification</a> Justification Justification Justification Justification Justification Justification Justification Justification Justification
kashidas	<a href="#">KashidasOf</a> KashidasOf KashidasOf
keepAllLinesTogether	bool
keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool

keepWithNext	number
kerningMethod	string
keyboardDirection	<a href="#">CharacterD</a> CharacterD CharacterD CharacterD
label	string
lastLineIndent	Measureme
leading	<a href="#">Leading</a> Unit
leftIndent	Measureme
ligatures	bool
maximumGlyphScaling	number

maximumLetterSpacing	number
maximumWordSpacing	number
minimumGlyphScaling	number
minimumLetterSpacing	number
minimumWordSpacing	number



name	string
nestedStyles	<a href="#">NestedStyle</a>
nextStyle	<b>Paragraph</b>
noBreak	bool
numberSeparator	number
numberStartAt	number
numberingFont	<a href="#">AutoEnum</a> Font String
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEn</a> String
numberingStyle	<a href="#">Numbering</a> String
otfContextualAlternate	bool

	otfDiscretionaryLigature	bool
	otfFigureStyle	OTFFigureStyle OTFFigureStyle OTFFigureStyle OTFFigureStyle OTFFigureStyle OTFFigureStyle
	otfFraction	bool
	otfHistorical	bool
	otfJustificationAlternate	bool
	otfOrdinal	bool
	otfOverlapSwash	bool
	otfSlashedZero	bool
	otfStretchedAlternate	bool
	otfStylisticAlternate	bool

	otfStylisticSets	number
	otfSwash	bool
	otfTitling	bool
	overprintFill	bool
	overprintStroke	bool
	paragraphDirection	<a href="#">ParagraphD</a> ParagraphD ParagraphD
	paragraphJustification	<a href="#">ParagraphJu</a> ParagraphJu ParagraphJu ParagraphJu
	parent	<a href="#">Application Document</a>
	pointSize	Measureme
	position	<a href="#">Position:</a> Position.NC Position.SU Position.SU Position.OT Position.OT Position.OT

	Position.OT
properties	Object
rightIndent	Measureme
ruleAbove	bool
ruleAboveColor	String Swatch
ruleAboveGapColor	String Swatch
ruleAboveGapOverprint	bool
ruleAboveGapTint	number

ruleAboveLeftIndent	Measureme
ruleAboveLineWeight	number
ruleAboveOffset	Measureme
ruleAboveOverprint	bool
ruleAboveRightIndent	Measureme
ruleAboveTint	number

ruleAboveType	String StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.' RuleWidth.
ruleBelow	bool
ruleBelowColor	String Swatch
ruleBelowGapColor	String Swatch
ruleBelowGapOverPrint	bool
ruleBelowGapTint	number

ruleBelowLeftIndent	Measureme
ruleBelowLineWeight	number
ruleBelowOffset	Measureme
ruleBelowOverPrint	bool
ruleBelowRightIndent	Measureme
ruleBelowTint	number
ruleBelowType	String

	<a href="#">StrokeStyle</a>
ruleBelowWidth	<a href="#">RuleWidth:</a> RuleWidth. RuleWidth.
singleWordJustification	<a href="#">SingleWord</a> SingleWord SingleWord SingleWord SingleWord
skew	number
spaceAfter	Measureme
spaceBefore	Measureme
startParagraph	<a href="#">StartParagra</a> StartParagra StartParagra StartParagra StartParagra StartParagra StartParagra
strikeThroughColor	String <a href="#">Swatch</a>



	strikeThroughGapColor	String Swatch
	strikeThroughGapOverprint	bool
	strikeThroughGapTint	number
	strikeThroughOffset	Measureme
	strikeThroughOverprint	bool
	strikeThroughTint	number
	strikeThroughType	String StrokeStyle

	strikeThroughWeight	Measureme
	strikeThru	bool
	strokeColor	String <a href="#">Swatch</a>
	strokeTint	number
	strokeWeight	Measureme
	tabList	Array of Arrays of P
	tabStops	<a href="#">TabStops</a>
	tracking	number

	underline	bool
	underlineColor	String Swatch
	underlineGapColor	String Swatch
	underlineGapOverprint	bool
	underlineGapTint	number
	underlineOffset	Measureme
	underlineOverprint	bool
	underlineTint	number

underlineType	String StrokeStyle
underlineWeight	Measureme
verticalScale	number
xOffsetDiacritic	number
yOffsetDiacritic	number

## Methods Instances

**void convertBulletsAndNumberingToText**  
Convert bullets and numbering to text.

**string extractLabel** (*key: string*)  
Gets the label value associated with the speci

### Parameter

key

Array of **Object** **getElements** ()  
Resolves the object specifier, creating an arra

**void insertLabel** (*key: string, value: string*)  
Sets the label to the value associated with the

### Parameter

key

value
-------

**void remove** ([**replacingWith**: ParagraphStyle)  
Deletes the style.

Parameter	Type
replacingWith	ParagraphStyle

**string toSource** ()  
Generates a string which, if executed, will ret

**string toSpecifier** ()  
Retrieves the object specifier.

**Element of** [AnchoredObjectDefault](#).anchoredParagraphStyle  
[CellStyle](#).paraStyle  
[ChangePreference](#).appliedParagraphStyle  
[Character](#).appliedParagraphStyle  
[FindPreference](#).appliedParagraphStyle  
[FootnoteOption](#).footnoteTextStyle  
[IndexOptions](#).level1Style  
[IndexOptions](#).level2Style  
[IndexOptions](#).level3Style  
[IndexOptions](#).level4Style  
[IndexOptions](#).sectionHeadingStyle  
[IndexOptions](#).titleStyle  
[InsertionPoint](#).appliedParagraphStyle  
[Line](#).appliedParagraphStyle  
[ObjectStyle](#).appliedParagraphStyle  
[PageReference](#).pageReferenceLimit  
[Paragraph](#).appliedParagraphStyle  
[ParagraphStyle](#).basedOn  
[ParagraphStyle](#).nextStyle  
[Story](#).appliedParagraphStyle  
[TOCStyle](#).titleStyle  
[TOCStyleEntry](#).formatStyle  
[Text](#).appliedParagraphStyle  
[TextColumn](#).appliedParagraphStyle  
[TextDefault](#).appliedParagraphStyle

	<a href="#">TextStyleRange.appliedParagraphStyle</a> <a href="#">Word.appliedParagraphStyle</a> <a href="#">XMLExportMap.mappedStyle</a> <a href="#">XMLImportMap.mappedStyle</a>
<b>Used in:</b>	void <a href="#">Character.applyStyle</a> ( <a href="#">using</a> : any[, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) void <a href="#">InsertionPoint.applyStyle</a> ( <a href="#">using</a> : any[, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) void <a href="#">Line.applyStyle</a> ( <a href="#">using</a> : any[, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) <a href="#">PageReference</a> <a href="#">PageReferences.add</a> ( <a href="#">source</a> : 'PageReferenceType= <b>PageReferenceType</b> '[, <a href="#">withProperties</a> : <a href="#">Object</a> ]) void <a href="#">Paragraph.applyStyle</a> ( <a href="#">using</a> : any[, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) void <a href="#">ParagraphStyle.remove</a> ([ <a href="#">replacingWith</a> : <a href="#">ParagraphStyle</a> ] [, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) array of <b>ParagraphStyle</b> <a href="#">ParagraphStyles.items</a> ( <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ) <b>ParagraphStyle</b> <a href="#">ParagraphStyles.nextItem</a> ( <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ) <b>ParagraphStyle</b> <a href="#">ParagraphStyles.previousItem</a> ( <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ) void <a href="#">Text.applyStyle</a> ( <a href="#">using</a> : any[, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) void <a href="#">TextColumn.applyStyle</a> ( <a href="#">using</a> : any[, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) void <a href="#">TextStyleRange.applyStyle</a> ( <a href="#">using</a> : any[, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) void <a href="#">Word.applyStyle</a> ( <a href="#">using</a> : any[, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.add</a> ( <a href="#">map</a> : <a href="#">XMLExportMap</a> ) <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.add</a> ( <a href="#">map</a> : <a href="#">XMLImportMap</a> )
<b>Return</b>	<b>ParagraphStyle</b> <a href="#">ParagraphStyles.add</a> ([ <a href="#">withProperties</a> : <a href="#">Object</a> ] [, <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ]) <b>ParagraphStyle</b> <a href="#">ParagraphStyles.anyItem</a> () array of <b>ParagraphStyle</b> <a href="#">ParagraphStyles.everyItem</a> () <b>ParagraphStyle</b> <a href="#">ParagraphStyles.firstItem</a> () <b>ParagraphStyle</b> <a href="#">ParagraphStyles.item</a> ( <a href="#">index</a> : integer) <b>ParagraphStyle</b> <a href="#">ParagraphStyles.itemByID</a> ( <a href="#">id</a> : string) <b>ParagraphStyle</b> <a href="#">ParagraphStyles.itemByNumber</a> ( <a href="#">number</a> : integer) array of <b>ParagraphStyle</b> <a href="#">ParagraphStyles.items</a> ( <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ) <b>ParagraphStyle</b> <a href="#">ParagraphStyles.lastItem</a> () <b>ParagraphStyle</b> <a href="#">ParagraphStyles.middleItem</a> ( <a href="#">index</a> : integer) <b>ParagraphStyle</b> <a href="#">ParagraphStyles.nextItem</a> ( <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> ) <b>ParagraphStyle</b> <a href="#">ParagraphStyles.previousItem</a> ( <a href="#">clearingOverridingStyle</a> : <a href="#">ParagraphStyle</a> )
<div> <div>Jongware, 27-Jun-2010 v3.0.3d</div> <div>Contents :: Index</div> </div>	

<b>Class</b>
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# ParagraphStyles

A collection of paragraph styles.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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)

[ParagraphStyle](#) **anyItem** ()  
Returns any ParagraphStyle in the collection.

[ParagraphStyle](#) **count** ()  
Displays the number of elements in the ParagraphStyle.

[ParagraphStyle](#) **everyItem** ()  
Returns every ParagraphStyle in the collection.

[ParagraphStyle](#) **firstItem** ()  
Returns the first ParagraphStyle in the collection.

[ParagraphStyle](#) **item** ([index](#): any)  
Returns the ParagraphStyle with the specified index.



index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String

**ParagraphStyle itemByID** (*id: number*)  
Returns the ParagraphStyle with the specified ID.

Parameter	Type	Description
id	number	The ID.

**ParagraphStyle itemByName** (*name: string*)  
Returns the ParagraphStyle with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **ParagraphStyle itemByRange** (*from: any, to: any*)  
Returns the ParagraphStyles within the specified range.

Parameter	Type	Description
from	Long <b>ParagraphStyle</b> String	The ParagraphStyle index, or name at the beginning of the range. Can accept: ParagraphStyle, Long or String
to	Long <b>ParagraphStyle</b> String	The ParagraphStyle index, or name at the end of the range.

the range. Can  
accept:  
ParagraphStyle  
Long or Short

**ParagraphStyle lastItem ()**

Returns the last ParagraphStyle in the collection.

**ParagraphStyle middleItem ()**

Returns the middle ParagraphStyle in the collection.

**ParagraphStyle nextItem (obj: ParagraphStyle)**

Returns the ParagraphStyle whose index follows the specified ParagraphStyle in the collection.

Parameter	Type	Description
obj	ParagraphStyle	The ParagraphStyle whose index comes before the desired ParagraphStyle

**ParagraphStyle previousItem (obj: ParagraphStyle)**

Returns the ParagraphStyle with the index previous to the specified index.

Parameter	Type	Description
obj	ParagraphStyle	The index of the ParagraphStyle that follows desired ParagraphStyle

**string toSource ()**

Generates a string which, if executed, will

return the ParagraphStyle.

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

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[Contents](#) :: [Index](#)

<b>Class</b>
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# Paragraphs

A collection of paragraphs.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Paragraph](#) **anyItem** ()

Returns any Paragraph in the collection.

[Paragraph](#) **count** ()

Displays the number of elements in the Paragraph.

Array of [Paragraph](#) **everyItem** ()

Returns every Paragraph in the collection.

[Paragraph](#) **firstItem** ()

Returns the first Paragraph in the collection.

[Paragraph](#) **item** ([index](#): *any*)

Returns the Paragraph with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Paragraph](#) **itemByName** ([name](#): *string*)

Returns the Paragraph with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Paragraph** **itemByRange** (**from**: any, **to**: any)

Returns the Paragraphs within the specified range.

Parameter	Type	Description
from	Long <b>Paragraph</b> String	The Paragraph, index, or name at the beginning of the range. Can accept: Paragraph, Long or String.
to	Long <b>Paragraph</b> String	The Paragraph, index, or name at the end of the range. Can accept: Paragraph, Long or String.

**Paragraph** **lastItem** ()

Returns the last Paragraph in the collection.

**Paragraph** **middleItem** ()

Returns the middle Paragraph in the collection.

**Paragraph** **nextItem** (**obj**: **Paragraph**)

Returns the Paragraph whose index follows the specified Paragraph in the collection.

Parameter	Type	Description
obj	<b>Paragraph</b>	The Paragraph whose index comes before the desired Paragraph.

**Paragraph** **previousItem** (**obj**: **Paragraph**)

Returns the Paragraph with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Paragraph</b>	The index of the Paragraph that follows the desired Paragraph.

**string toSource ()**

Generates a string which, if executed, will return the Paragraph.

**Element of** [Cell](#).paragraphs  
[Character](#).paragraphs  
[Footnote](#).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

<b>Class</b>
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# Stories

A collection of stories.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Story](#) **anyItem** ()

Returns any Story in the collection.

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

Displays the number of elements in the Story.

Array of [Story](#) **everyItem** ()

Returns every Story in the collection.

[Story](#) **firstItem** ()

Returns the first Story in the collection.

[Story](#) **item** ([index](#): *any*)

Returns the Story with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Story](#) **itemByID** ([id](#): *number*)

Returns the Story with the specified ID.

Parameter	Type	Description
id	number	The ID.

[Story](#) **itemByName** ([name](#): *string*)

Returns the Story with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [Story](#) **itemByRange** (*from: any, to: any*)

Returns the Stories within the specified range.

Parameter	Type	Description
from	Long <a href="#">Story</a> String	The Story, index, or name at the beginning of the range. Can accept: Story, Long or String.
to	Long <a href="#">Story</a> String	The Story, index, or name at the end of the range. Can accept: Story, Long or String.

[Story](#) **lastItem** ()

Returns the last Story in the collection.

[Story](#) **middleItem** ()

Returns the middle Story in the collection.

[Story](#) **nextItem** (*obj: Story*)

Returns the Story whose index follows the specified Story in the collection.

Parameter	Type	Description
obj	<a href="#">Story</a>	The Story whose index comes before the desired Story.

[Story](#) **previousItem** (*obj: Story*)

Returns the Story with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Story</a>	The index of the Story that follows the desired Story.

[string](#) **toSource** ()

Generates a string which, if executed, will return the Story.

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



<b>Class</b>
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# Story

A story.

**QuickLinks** [applyBullets](#), [applyNumbers](#), [changepcase](#), [checkIn](#), [checkOut](#), [cl](#), [createOutlines](#), [exportFile](#), [extractLabel](#), [getElements](#), [insertLab](#), [removeBulletsAndNumbers](#), [revert](#), [search](#), [storyEdit](#), [toSource](#),

**Hierarchy**

Document

S

Bullet | Button | Character | Footnote | FormField | GraphicLin  
PageItem | Paragraph | Polygon | Rectangle | StoryPref  
TextStyle

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> String

appliedLanguage	Language LanguageWithVendors String
appliedParagraphStyle	ParagraphStyle String
associatedXMLElements	Array of XMLItem
autoLeading	number
balanceRaggedLines	BalanceLinesStyle Boolean
baselineShift	Measurement Unit (Number o
bulletChar	Bullet
bulletsAndNumberingColor	AutoEnum String Swatch
bulletsAndNumberingListType	ListType:

	ListType.NO_LIST ListType.BULLET_LIST ListType.NUMBERED_LIST
bulletsAndNumberingSize	AutoEnum Real
buttons	Buttons
capitalization	Capitalization: Capitalization.NORMAL Capitalization.SMALL_CAPS Capitalization.ALL_CAPS Capitalization.CAP_TO_SMA
characterDirection	CharacterDirectionOptions: CharacterDirectionOptions.DE CharacterDirectionOptions.LE CharacterDirectionOptions.RI
characters	Characters
composer	string
contents	SpecialCharacters String
desiredGlyphScaling	number
desiredLetterSpacing	number

desiredWordSpacing	number
diacriticPosition	<a href="#">DiacriticPositionOptions:</a> DiacriticPositionOptions.DEFAULT DiacriticPositionOptions.LEFT DiacriticPositionOptions.MIDDLE DiacriticPositionOptions.RIGHT DiacriticPositionOptions.OTHER
digitsType	<a href="#">DigitsTypeOptions:</a> DigitsTypeOptions.DEFAULT DigitsTypeOptions.ARABIC_0_9 DigitsTypeOptions.HINDI_DIGIT DigitsTypeOptions.FARSI_DIGIT DigitsTypeOptions.NATIVE_INDIA DigitsTypeOptions.FULL_INDIA DigitsTypeOptions.THAI_DIGIT DigitsTypeOptions.LAO_DIGIT DigitsTypeOptions.DEVANAGARI DigitsTypeOptions.BENGALI DigitsTypeOptions.GURMUKHI DigitsTypeOptions.GUJARATI DigitsTypeOptions.ORIYA_DIGIT DigitsTypeOptions.TAMIL_DIGIT DigitsTypeOptions.TELUGU_DIGIT DigitsTypeOptions.KANNADA DigitsTypeOptions.MALAYALAM DigitsTypeOptions.TIBETAN_DIGIT DigitsTypeOptions.KHMER_DIGIT DigitsTypeOptions.BURMESE



dropCapCharacters	number
dropCapLines	number
dropCapStyle	<a href="#">CharacterStyle</a> String
fillColor	String <a href="#">Swatch</a>
fillTint	number
firstLineIndent	Measurement Unit (Number o
fontStyle	string
footnotes	<a href="#">Footnotes</a>
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>
horizontalScale	number

hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool
hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit (Number o

id	number
index	number
insertionPoints	<a href="#">InsertionPoints</a>
itemLink	<a href="#">Link</a>
justification	<a href="#">Justification:</a> Justification.LEFT_ALIGN Justification.CENTER_ALIGN Justification.RIGHT_ALIGN Justification.LEFT_JUSTIFIED Justification.RIGHT_JUSTIFIED Justification.CENTER_JUSTIFIED Justification.FULLY_JUSTIFIED Justification.TO_BINDING_SIDE Justification.AWAY_FROM_BINDING_SIDE
kashidas	<a href="#">KashidasOptions:</a> KashidasOptions.DEFAULT_KASHIDAS KashidasOptions.KASHIDAS
keepAllLinesTogether	bool
keepFirstLines	number
keepLastLines	number

	keepLinesTogether	bool
	keepWithNext	number
	kerningMethod	string
	keyboardDirection	<a href="#">CharacterDirectionOptions</a> : CharacterDirectionOptions.DF CharacterDirectionOptions.LE CharacterDirectionOptions.RI
	label	string
	lastLineIndent	Measurement Unit (Number o
	leading	<a href="#">Leading</a> Unit
	leftIndent	Measurement Unit (Number o
	length	number
	ligatures	bool

lines	Lines
lockState	<a href="#">LockStateValues:</a> LockStateValues.NONE LockStateValues.UNMANAG LockStateValues.CHECKED_ LockStateValues.CHECKED_ LockStateValues.LOCKED_S LockStateValues.EMBEDDEI LockStateValues.MISSING_L LockStateValues.MIXED_LO
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
numberingFont	<a href="#">AutoEnum</a> <a href="#">Font</a> String
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String

numberingStyle	<a href="#">NumberingStyle</a> String
opentypeFeatures	Array of Array of 2 Strings Longs
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> : OTFFigureStyle.TABULAR_ OTFFigureStyle.PROPORTIC OTFFigureStyle.PROPORTIC OTFFigureStyle.TABULAR_ OTFFigureStyle.DEFAULT_V
otfFraction	bool
otfHistorical	bool
otfJustificationAlternate	bool
otfOrdinal	bool
otfOverlapSwash	bool



otfSlashedZero	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfStylisticSets	number
otfSwash	bool
otfTitling	bool
ovals	<a href="#">Ovals</a>
overflows	bool
overprintFill	bool
overprintStroke	bool
pageItems	<a href="#">PageItems</a>

paragraphDirection	<a href="#">ParagraphDirectionOptions:</a> ParagraphDirectionOptions.LI ParagraphDirectionOptions.RI
paragraphJustification	<a href="#">ParagraphJustificationOptions</a> ParagraphJustificationOptions ParagraphJustificationOptions ParagraphJustificationOptions
paragraphs	<a href="#">Paragraphs</a>
parent	<a href="#">Document</a> <a href="#">XMLElement</a>
pointSize	Measurement Unit (Number o
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> Position.NORMAL Position.SUPERSCRIP Position.SUBSCRIPT Position.OT_SUPERSCRIPT Position.OT_SUBSCRIPT Position.OT_NUMERATOR Position.OT_DENOMINATO
properties	Object
rectangles	<a href="#">Rectangles</a>

rightIndent	Measurement Unit (Number o
ruleAbove	bool
ruleAboveColor	String Swatch
ruleAboveGapColor	String Swatch
ruleAboveGapOverprint	bool
ruleAboveGapTint	number

ruleAboveLeftIndent	Measurement Unit (Number o
ruleAboveLineWeight	number
ruleAboveOffset	Measurement Unit (Number o
ruleAboveOverprint	bool
ruleAboveRightIndent	Measurement Unit (Number o
ruleAboveTint	number
ruleAboveType	String StrokeStyle

ruleAboveWidth	<a href="#">RuleWidth:</a> RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDT
ruleBelow	bool
ruleBelowColor	String <a href="#">Swatch</a>
ruleBelowGapColor	String <a href="#">Swatch</a>
ruleBelowGapOverPrint	bool
ruleBelowGapTint	number

ruleBelowLeftIndent	Measurement Unit (Number o
ruleBelowLineWeight	number
ruleBelowOffset	Measurement Unit (Number o
ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit (Number o
ruleBelowTint	number
ruleBelowType	String StrokeStyle
ruleBelowWidth	RuleWidth:

	RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDT
singleWordJustification	<a href="#">SingleWordJustification:</a> SingleWordJustification.LEFT SingleWordJustification.CEN SingleWordJustification.RIGH SingleWordJustification.FULI
skew	number
spaceAfter	Measurement Unit (Number o
spaceBefore	Measurement Unit (Number o
startParagraph	<a href="#">StartParagraph:</a> StartParagraph.ANYWHERE StartParagraph.NEXT_COLU StartParagraph.NEXT_FRAM StartParagraph.NEXT_PAGE StartParagraph.NEXT_ODD_ StartParagraph.NEXT_EVEN
storyLabel	string
storyPreferences	<a href="#">StoryPreference</a>
strikeThroughColor	String <a href="#">Swatch</a>

strikeThroughGapColor	String Swatch
strikeThroughGapOverprint	bool
strikeThroughGapTint	number
strikeThroughOffset	Measurement Unit (Number o
strikeThroughOverprint	bool
strikeThroughTint	number
strikeThroughType	String StrokeStyle
strikeThroughWeight	Measurement Unit (Number o



strikeThru	bool
strokeColor	String <a href="#">Swatch</a>
strokeTint	number
strokeWeight	Measurement Unit (Number o
tabList	Array of Arrays of Property Name/Valu
tabStops	<a href="#">TabStops</a>
tables	<a href="#">Tables</a>
textColumns	<a href="#">TextColumns</a>
textFrames	<a href="#">TextFrames</a>

textStyleRanges	TextStyleRanges
texts	Texts
tracking	number
underline	bool
underlineColor	String Swatch
underlineGapColor	String Swatch
underlineGapOverprint	bool
underlineGapTint	number

underlineOffset	Measurement Unit (Number o
underlineOverprint	bool
underlineTint	number
underlineType	String StrokeStyle
underlineWeight	Measurement Unit (Number o
verticalScale	number
words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number
<b>Methods</b> <b>Instances</b>	
void applyBullets ([bulletChar: number][, bulletType: BulletCh bulletSize: number][, bulletColor: Swatch][, bulletAlignment: L number][, listFirstLineIndent: number][, listFirstTabPosition: nu	

## Apply bullets

Parameter	Type
bulletChar	number
bulletType	<a href="#">BulletCharacterType</a> : BulletCharacterType.UNICODE_ONLY BulletCharacterType.UNICODE_WITH_ BulletCharacterType.GLYPH_WITH_FO
bulletFont	<a href="#">Font</a> String
bulletFontStyle	string
bulletSize	number
bulletColor	<a href="#">Swatch</a>
bulletAlignment	<a href="#">ListAlignment</a> : ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_LI
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers** ([[numberingStyle](#): [NumberingStyle](#)][, [num](#)  
[any](#)][, [numberFontStyle](#): *string*][, [numberSize](#): *number*][, [numb](#)  
[ListAlignment](#)=[ListAlignment.HANGING\\_LIST](#)][, [listLeftInc](#)  
*number*])

## Apply numbers

Parameter	Type
numberingStyle	<a href="#">NumberingStyle</a> : NumberingStyle.UPPER_ROMAN NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER_LETTERS NumberingStyle.LOWER_LETTERS

	NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	Font String
numberFontStyle	string
numberSize	number
numberColor	Swatch
numberAlignment	ListAlignment: ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST ListAlignment.CUSTOM_ALIGNED_L
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void changecase** (using: [ChangecaseMode](#))

Sets the case of the text.

Parameter	Type
using	<a href="#">ChangecaseMode</a> : ChangecaseMode.UPPERCASE ChangecaseMode.LOWERCASE ChangecaseMode.TITLECASE ChangecaseMode.SENTENCECASE

**bool checkIn** ()

Checks in the story.

**bool checkOut** ()

Checks out the story.

**void clearOverrides** ([overridesToClear: [OverrideType](#)=[OverrideType](#)])

Clears the specified types of override.

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Parameter	Type	Description
overridesToClear	OverrideType: OverrideType.ALL OverrideType.CHARACTER_ONLY OverrideType.PARAGRAPH_ONLY	The t <b>Over</b>

### **void convertBulletsAndNumberingToText ()**

Convert bullets and numbering to text.

Array of [PageItem](#) **createOutlines** ([[deleteOriginal](#): *bool=true*])  
Converts text to outlines. Each line of text becomes a polygon o  
spaces or detached parts, the polygon contains only a single pat  
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=f*)  
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 u
using	<a href="#">PDFExportPreset</a>	The export style to u

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

Gets the label value associated with the specified key.

Parameter	Type
key	string

### Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object referen

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

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

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Parameter	Type
key	string
value	string

**void markup** (using: [XMLElement](#))

Associates the page item with the specified XML element while

Parameter	Type
using	<a href="#">XMLElement</a>

**Text move** (to: [LocationOptions](#)[], reference: *any*)

Moves the text to the specified location.

Parameter	Type	Description
to	<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>	The location
reference	<a href="#">Cell</a> <a href="#">Column</a> <a href="#">PageItem</a> <a href="#">Row</a> <a href="#">Story</a> <a href="#">Table</a> <a href="#">Text</a>	The reference after. Can acc (Optional)

**void placeXML** (using: [XMLElement](#))

Places XML content into the specified object. Note: Replaces ar

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML elemen

**void recompose** ()

Recomposes the text in the Story.

**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 c
caseSensitive	bool	If true, then search only for
replacingWith	string	What to replace the found t
withFindAttributes	Object	A record of find preference
withChangeAttributes	Object	A record of change preferen

**StoryWindow storyEdit ()**

Opens the story in a story editor window.

**string toSource ()**

Generates a string which, if executed, will return the Story.

**string toSpecifier ()**

Retrieves the object specifier.

**Element of** [AssignedStory](#).storyReference  
[Character](#).parentStory  
[DataMergeTextPlaceholder](#).parentStory  
[InsertionPoint](#).parentStory  
[Line](#).parentStory  
[Link](#).parent  
[NestedStyle](#).parent  
[Paragraph](#).parentStory  
[StoryPreference](#).parent  
[TabStop](#).parent  
[Text](#).parentStory



TextColumn.parentStory  
TextFrame.parentStory  
TextPath.parentStory  
TextStyleRange.parentStory  
Word.parentStory  
XMLElement.parentStory

**Used in:** Text Character.move (to: LocationOptions[, reference: any])  
DataMergeTextPlaceholder DataMergeTextPlaceholders.add (parentStory: Story, withProperties: Object])  
Text InsertionPoint.move (to: LocationOptions[, reference: any])  
Text Line.move (to: LocationOptions[, reference: any])  
Note Note.move (to: LocationOptions[, reference: any])  
Text Paragraph.move (to: LocationOptions[, reference: any])  
array of **Story** Stories.itemByRange (from: any, to: any)  
**Story** Stories.nextItem (obj: **Story**)  
**Story** Stories.previousItem (obj: **Story**)  
Text Story.move (to: LocationOptions[, reference: any])  
Table Tables.add ([to: LocationOptions=LocationOptions.UNKNOWN, reference: any])  
Text Text.move (to: LocationOptions[, reference: any])  
Text TextColumn.move (to: LocationOptions[, reference: any])  
Text TextStyleRange.move (to: LocationOptions[, reference: any])  
Text Word.move (to: LocationOptions[, reference: any])  
void XMLElement.markup (using: any)  
void XMLElement.placeXML (using: any)  
XMLElement XMLElements.add (markupTag: any[, xmlContent: any])

**Return** Array of **Story** Document.createTOC (using: TOCStyle[, replacement: Measurement Unit (Number or String)][, includeOverset: bool])  
Array of **Story** Index.generate ([on: any][, placePoint: Array of LocationOptions][, autoflowing: bool=false][, includeOverset: bool=false])  
**Story** Stories.anyItem ()  
Array of **Story** Stories.everyItem ()  
**Story** Stories.firstItem ()  
**Story** Stories.item (index: any)  
**Story** Stories.itemByID (id: number)  
**Story** Stories.itemByName (name: string)  
Array of **Story** Stories.itemByRange (from: any, to: any)  
**Story** Stories.lastItem ()  
**Story** Stories.middleItem ()

**Story** [Stories.nextItem](#) ([obj](#): **Story**)  
**Story** [Stories.previousItem](#) ([obj](#): **Story**)

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<b>Class</b>
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# TabStop

A tab stop.

**QuickLinks** [getElements](#), [remove](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [Character](#) | [InsertionPoint](#) | [Line](#) | [Paragraph](#) | [ParagraphStyle](#) | [TextDefault](#) | [TextStyleRange](#) | [TextTabStop](#)

**TabStop**

Properties	Property	Type
	alignment	<a href="#">TabStopAlignment</a> : <a href="#">TabStopAlignment.LEFT_ALIGN</a> <a href="#">TabStopAlignment.CENTER_ALIGN</a> <a href="#">TabStopAlignment.RIGHT_ALIGN</a> <a href="#">TabStopAlignment.CHARACTER_ALIGN</a>
	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>

	Text TextColumn TextDefault TextStyleRange Word
position	Measurement Unit (Number or String)
properties	Object

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<b>Methods</b>	<b>Instances</b> Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, creating an array of object refer <b>void remove ()</b> Deletes the TabStop. <b>string toSource ()</b> Generates a string which, if executed, will return the TabStop <b>string toSpecifier ()</b> Retrieves the object specifier.
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<b>Used in:</b>	array of <b>TabStop</b> <b>TabStops.itemByRange</b> ( <b>from:</b> <i>any</i> , <b>to:</b> <i>any</i> ) <b>TabStop</b> <b>TabStops.nextItem</b> ( <b>obj:</b> <b>TabStop</b> ) <b>TabStop</b> <b>TabStops.previousItem</b> ( <b>obj:</b> <b>TabStop</b> )
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<b>Return</b>	<b>TabStop</b> <b>TabStops.add</b> ([ <b>withProperties:</b> <i>Object</i> ]) <b>TabStop</b> <b>TabStops.anyItem</b> () Array of <b>TabStop</b> <b>TabStops.everyItem</b> () <b>TabStop</b> <b>TabStops.firstItem</b> () <b>TabStop</b> <b>TabStops.item</b> ( <b>index:</b> <i>any</i> ) <b>TabStop</b> <b>TabStops.itemByName</b> ( <b>name:</b> <i>string</i> ) Array of <b>TabStop</b> <b>TabStops.itemByRange</b> ( <b>from:</b> <i>any</i> , <b>to:</b> <i>any</i> ) <b>TabStop</b> <b>TabStops.lastItem</b> () <b>TabStop</b> <b>TabStops.middleItem</b> ()
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**TabStop** [TabStops.nextItem \(obj: TabStop\)](#)  
**TabStop** [TabStops.previousItem \(obj: TabStop\)](#)

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<b>Class</b>
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# TabStops

A collection of tab stops.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[TabStop](#) **anyItem** ()  
Returns any TabStop in the collection.

[number](#) **count** ()  
Displays the number of elements in the TabStop.

Array of [TabStop](#) **everyItem** ()  
Returns every TabStop in the collection.

[TabStop](#) **firstItem** ()  
Returns the first TabStop in the collection.

[TabStop](#) **item** ([index](#): *any*)  
Returns the TabStop with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[TabStop](#) **itemByName** ([name](#): *string*)



Returns the TabStop with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [TabStop](#) **itemByRange** (**from**: any, **to**: any)

Returns the TabStops within the specified range.

Parameter	Type	Description
from	Long String <a href="#">TabStop</a>	The TabStop, index, or name at the beginning of the range. Can accept: TabStop, Long or String.
to	Long String <a href="#">TabStop</a>	The TabStop, index, or name at the end of the range. Can accept: TabStop, Long or String.

[TabStop](#) **lastItem** ()

Returns the last TabStop in the collection.

[TabStop](#) **middleItem** ()

Returns the middle TabStop in the collection.

[TabStop](#) **nextItem** (**obj**: [TabStop](#))

Returns the TabStop whose index follows the specified TabStop in the collection.

Parameter	Type	Description
obj	<a href="#">TabStop</a>	The TabStop whose index comes before the desired TabStop.

[TabStop](#) **previousItem** (**obj**: [TabStop](#))

Returns the TabStop with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">TabStop</a>	The index of the TabStop that follows the desired TabStop.

[string](#) **toSource** ()

Generates a string which, if executed, will return the TabStop.

<b>Element of</b>	<a href="#">Character.tabStops</a> <a href="#">InsertionPoint.tabStops</a> <a href="#">Line.tabStops</a> <a href="#">Paragraph.tabStops</a> <a href="#">ParagraphStyle.tabStops</a> <a href="#">Story.tabStops</a> <a href="#">Text.tabStops</a> <a href="#">TextColumn.tabStops</a> <a href="#">TextDefault.tabStops</a> <a href="#">TextStyleRange.tabStops</a> <a href="#">Word.tabStops</a>
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<b>Class</b>
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**Text**

A text object.  
Superclass of [Character](#), [InsertionPoint](#), [Line](#), [Paragraph](#), [TextComponent](#)

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**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changepcase](#), [clearOver](#), [convertToTable](#), [createOutlines](#), [exportFile](#), [getElements](#), [marku](#), [search](#), [select](#), [toSource](#), [toSpecifier](#)

[illegible]

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> String

alignToBaseline	bool
allGraphics	Array of <a href="#">Graphic</a>
allPageItems	Array of <a href="#">PageItem</a>
appliedCharacterStyle	<a href="#">CharacterStyle</a> String
appliedFont	<a href="#">Font</a> String

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="#">FontString</a>

appliedLanguage	<a href="#">Language</a> <a href="#">LanguageWithVendors</a> String
appliedParagraphStyle	<a href="#">ParagraphStyle</a> String
ascent	Measurement Unit (Number o
associatedXMLElements	Array of <a href="#">XMLItem</a>
autoLeading	number
balanceRaggedLines	<a href="#">BalanceLinesStyle</a> Boolean
baseline	Measurement Unit (Number o
baselineShift	Measurement Unit (Number o

bulletChar	Bullet
bulletsAndNumberingColor	AutoEnum String Swatch
bulletsAndNumberingListType	ListType: ListType.NO_LIST ListType.BULLET_LIST ListType.NUMBERED_LIST
bulletsAndNumberingSize	AutoEnum Real
buttons	Buttons
capitalization	Capitalization: Capitalization.NORMAL Capitalization.SMALL_CAPS Capitalization.ALL_CAPS Capitalization.CAP_TO_SMA
characterDirection	CharacterDirectionOptions: CharacterDirectionOptions.DF CharacterDirectionOptions.LE CharacterDirectionOptions.RI
characters	Characters
composer	string
contents	SpecialCharacters String

descent	Measurement Unit (Number o
desiredGlyphScaling	number
desiredLetterSpacing	number
desiredWordSpacing	number
diacriticPosition	<b>DiacriticPositionOptions:</b> DiacriticPositionOptions.DEF DiacriticPositionOptions.LOO DiacriticPositionOptions.MEI DiacriticPositionOptions.TIGH DiacriticPositionOptions.OPE
digitsType	<b>DigitsTypeOptions:</b> DigitsTypeOptions.DEFAULT DigitsTypeOptions.ARABIC_ DigitsTypeOptions.HINDI_DI DigitsTypeOptions.FARSI_DI DigitsTypeOptions.NATIVE_ DigitsTypeOptions.FULL_FA DigitsTypeOptions.THAI_DIC DigitsTypeOptions.LAO_DIG DigitsTypeOptions.DEVANA

		DigitsTypeOptions.BENGALI DigitsTypeOptions.GURMUK DigitsTypeOptions.GUJARAT DigitsTypeOptions.ORIYA_D DigitsTypeOptions.TAMIL_D DigitsTypeOptions.TELUGU_ DigitsTypeOptions.KANNAD DigitsTypeOptions.MALAYA DigitsTypeOptions.TIBETAN DigitsTypeOptions.KHMER_ DigitsTypeOptions.BURMESI
	dropCapCharacters	number
	dropCapLines	number
	dropCapStyle	CharacterStyle String
	fillColor	String Swatch
	fillTint	number
	firstLineIndent	Measurement Unit (Number o



fontStyle	string
footnotes	<a href="#">Footnotes</a>
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 o
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool

hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit (Number o
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<a href="#">Justification:</a> Justification.LEFT_ALIGN Justification.CENTER_ALIGN Justification.RIGHT_ALIGN Justification.LEFT_JUSTIFIE Justification.RIGHT_JUSTIFI Justification.CENTER_JUSTI Justification.FULLY_JUSTIFI Justification.TO_BINDING_S Justification.AWAY_FROM_I
kashidas	<a href="#">KashidasOptions:</a> KashidasOptions.DEFAULT_ KashidasOptions.KASHIDAS
keepAllLinesTogether	bool

keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterDirectionOptions:</a> CharacterDirectionOptions.DI CharacterDirectionOptions.LE CharacterDirectionOptions.RI
lastLineIndent	Measurement Unit (Number o
leading	<a href="#">Leading</a> Unit

leftIndent	Measurement Unit (Number o
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
numberingFont	<a href="#">AutoEnum</a> <a href="#">Font</a> String
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String

numberingStyle	<a href="#">NumberingStyle</a> String
opentypeFeatures	Array of Array of 2 Strings Longs
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> : OTFFigureStyle.TABULAR_ OTFFigureStyle.PROPORTIC OTFFigureStyle.PROPORTIC OTFFigureStyle.TABULAR_ OTFFigureStyle.DEFAULT_
otfFraction	bool
otfHistorical	bool
otfJustificationAlternate	bool
otfOrdinal	bool

otfOverlapSwash	bool
otfSlashedZero	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfStylisticSets	number
otfSwash	bool
otfTitling	bool
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintStroke	bool
pageItems	<a href="#">PageItems</a>



paragraphDirection	<a href="#">ParagraphDirectionOptions:</a> <a href="#">ParagraphDirectionOptions.LI</a> <a href="#">ParagraphDirectionOptions.RI</a>
paragraphJustification	<a href="#">ParagraphJustificationOptions</a> <a href="#">ParagraphJustificationOptions</a> <a href="#">ParagraphJustificationOptions</a> <a href="#">ParagraphJustificationOptions</a>
paragraphs	<a href="#">Paragraphs</a>
parent	<a href="#">Cell</a> <a href="#">Character</a> <a href="#">Footnote</a> <a href="#">InsertionPoint</a> <a href="#">Line</a> <a href="#">Note</a> <a href="#">Paragraph</a> <a href="#">Story</a> <b>Text</b> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextPath</a> <a href="#">TextStyleRange</a> <a href="#">Word</a> <a href="#">XMLElement</a>
parentStory	<a href="#">Story</a>
parentTextFrames	Array of <a href="#">TextFrames</a> <a href="#">TextPaths</a>

pointSize	Measurement Unit (Number o
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> Position.NORMAL Position.SUPERSCRIP Position.SUBSCRIPT Position.OT_SUPERSCRIPT Position.OT_SUBSCRIPT Position.OT_NUMERATOR Position.OT_DENOMINATO
properties	Object
rectangles	<a href="#">Rectangles</a>
rightIndent	Measurement Unit (Number o
ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>

ruleAboveGapOverprint	bool
ruleAboveGapTint	number
ruleAboveLeftIndent	Measurement Unit (Number o
ruleAboveLineWeight	number
ruleAboveOffset	Measurement Unit (Number o

ruleAboveOverprint	bool
ruleAboveRightIndent	Measurement Unit (Number o
ruleAboveTint	number
ruleAboveType	String StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDT
ruleBelow	bool
ruleBelowColor	String Swatch
ruleBelowGapColor	String Swatch

ruleBelowGapOverPrint	bool
ruleBelowGapTint	number
ruleBelowLeftIndent	Measurement Unit (Number o
ruleBelowLineWeight	number
ruleBelowOffset	Measurement Unit (Number o

ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit (Number o
ruleBelowTint	number
ruleBelowType	String <a href="#">StrokeStyle</a>
ruleBelowWidth	<a href="#">RuleWidth:</a> RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDT
singleWordJustification	<a href="#">SingleWordJustification:</a> SingleWordJustification.LEFT SingleWordJustification.CEN SingleWordJustification.RIGH SingleWordJustification.FULI
skew	number
spaceAfter	Measurement Unit (Number o

spaceBefore	Measurement Unit (Number o
startParagraph	<a href="#">StartParagraph:</a> StartParagraph.ANYWHERE StartParagraph.NEXT_COLU StartParagraph.NEXT_FRAM 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

strokeThroughOffset	Measurement Unit (Number o
strokeThroughOverprint	bool
strokeThroughTint	number
strokeThroughType	String StrokeStyle
strokeThroughWeight	Measurement Unit (Number o
strokeThru	bool
strokeColor	String Swatch
strokeTint	number



strokeWeight	Measurement Unit (Number o
tabList	Array of Arrays of Property Name/Valu
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 o
underlineOverprint	bool
underlineTint	number
underlineType	String <a href="#">StrokeStyle</a>
underlineWeight	Measurement Unit (Number o
verticalScale	number

words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

**Methods** **Instances**

**void applyBullets** ([bulletChar: number][, bulletType: BulletCharacterType][, bulletSize: number][, bulletColor: Swatch][, bulletAlignment: ListAlignment][, listFirstLineIndent: number][, listFirstTabPosition: number])  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	BulletCharacterType: BulletCharacterType.UNICODE_ONLY BulletCharacterType.UNICODE_WITH_FONTS BulletCharacterType.GLYPH_WITH_FONTS
bulletFont	Font String
bulletFontStyle	string
bulletSize	number
bulletColor	Swatch
bulletAlignment	ListAlignment: ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST

	ListAlignment.CUSTOM_ALIGNED_LIST
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

```
void applyNumbers ([numberingStyle: NumberingStyle][, number any][, numberFontStyle: string][, numberSize: number][, numberColor: Swatch][, ListAlignment=ListAlignment.HANGING_LIST][, listLeftIndent: number])
```

Apply numbers

Parameter	Type
numberingStyle	NumberingStyle: NumberingStyle.UPPER_ROMAN NumberingStyle.LOWER_ROMAN NumberingStyle.UPPER_LETTERS NumberingStyle.LOWER_LETTERS NumberingStyle.ARABIC
numberingSeparator	number
startingValue	number
numberFont	Font String
numberFontStyle	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 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 only when the using param

**void changecase** (using: ChangecaseMode)

Sets the case of the text.

Parameter	Type
using	ChangecaseMode: ChangecaseMode.UPPERCASE ChangecaseMode.LOWERCASE ChangecaseMode.TITLECASE ChangecaseMode.SENTENCECASE

**void clearOverrides** ([overridesToClear: OverrideType=Overr

Clears the specified types of override.

Parameter	Type	Desc
overridesToClear	OverrideType: OverrideType.ALL OverrideType.CHARACTER_ONLY OverrideType.PARAGRAPH_ONLY	The t <b>Over</b>

**void convertBulletsAndNumberingToText** ()

Convert bullets and numbering to text.

**Note convertToNote** ()

Converts the text to a note.

**Table convertToTable** ([columnSeparator: string][, rowSeparate

Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts a new cc

rowSeparator	string	The character starts a new row in
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 of spaces or detached parts, the polygon contains only a single path 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. C
to	File	The path of the expo
showingOptions	bool	If true, prompts the u
using	<a href="#">PDFExportPreset</a>	The export style to u

Array of [Object](#) **getElements** ()  
 Resolves the object specifier, creating an array of object referen

**void markup** ([using](#): [XMLElement](#))  
 Associates the page item with the specified XML element while

Parameter	Type
using	<a href="#">XMLElement</a>

**Text move** ([to](#): [LocationOptions](#)[, [reference](#): any])  
 Moves the text to the specified location.

Parameter	Type	Description
to	<a href="#">LocationOptions</a> : LocationOptions.BEFORE LocationOptions.AFTER	The location

	LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	
reference	Cell Column PageItem Row Story Table Text	The reference after. Can access (Optional)

**any place** (*fileName: File*[, *showingOptions: bool=false*][, *withProperties: Object*])  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the imported file
withProperties	Object	Initial values for properties of the file

**void recompose ()**  
Recomposes the text in the Text.

**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 enclosed in words
caseSensitive	bool	If true, then search only for exact matches
replacingWith	string	What to replace the found text with

withFindAttributes	Object	A record of find preference
withChangeAttributes	Object	A record of change preference

**void select** ([existingSelection: SelectionOptions=SelectionOptions.ADD\_TO)  
 Selects the object.

Parameter	Type	Description
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The selection options (Optional)

**string toSource** ()  
 Generates a string which, if executed, will return the Text.

**string toSpecifier** ()  
 Retrieves the object specifier.

**Element of** [HyperlinkTextDestination.destinationText](#)  
[HyperlinkTextSource.sourceText](#)  
[PageReference.sourceText](#)

**Used in:** array of any [Asset.placeAsset](#) (on: any)  
**Text** [Character.move](#) (to: LocationOptions[, reference: any])  
[HyperlinkTextDestination](#) [HyperlinkTextDestinations.add](#) (destination: [HyperlinkTextDestination](#), source: [HyperlinkTextSource](#))  
[HyperlinkTextSource](#) [HyperlinkTextSources.add](#) (source: **Text**[, reference: any])  
**Text** [InsertionPoint.move](#) (to: LocationOptions[, reference: any])  
**Text** [Line.move](#) (to: LocationOptions[, reference: any])  
[Note](#) [Note.move](#) (to: LocationOptions[, reference: any])  
[PageReference](#) [PageReferences.add](#) (source: **Text**[, pageReferenceType: [PageReferenceType](#)])  
[PageReferenceType](#) [PageReferenceType.CURRENT\\_PAGE](#)  
[CharacterStyle](#) [CharacterStyle.add](#) (characterStyle: **Text**[, withProperties: Object])  
**Text** [Paragraph.move](#) (to: LocationOptions[, reference: any])  
**Text** [Story.move](#) (to: LocationOptions[, reference: any])  
[Table](#) [Tables.add](#) ([to: LocationOptions=LocationOptions.UNKNOWN])  
**Text** [Text.move](#) (to: LocationOptions[, reference: any])  
**Text** [TextColumn.move](#) (to: LocationOptions[, reference: any])  
**Text** [TextStyleRange.move](#) (to: LocationOptions[, reference: any])  
array of **Text** [Texts.itemByRange](#) (from: any, to: any)  
**Text** [Texts.nextItem](#) (obj: **Text**)



**Text** Texts.previousItem (obj: Text)  
**Text** Word.move (to: LocationOptions[, reference: any])  
XMLComment XMLComment.move (to: LocationOptions[, reference: any])  
void XMLElement.markup (using: any)  
XMLElement XMLElement.move (to: LocationOptions[, reference: any])  
XMLElement XMLElements.add (markupTag: any[, xmlContent: any])  
XMLInstruction XMLInstruction.move (to: LocationOptions[, reference: any])

**Return** Array of **Text** Application.search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])  
Array of **Text** Cell.search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])  
**Text** Character.move (to: LocationOptions[, reference: any])  
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])  
**Text** Footnote.convertToText ()  
**Text** InsertionPoint.move (to: LocationOptions[, reference: any])  
Array of **Text** InsertionPoint.search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])  
**Text** Line.move (to: LocationOptions[, reference: any])  
Array of **Text** Line.search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])  
**Text** Paragraph.move (to: LocationOptions[, reference: any])  
Array of **Text** Paragraph.search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])  
Array of **Text** Row.search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])  
**Text** Story.move (to: LocationOptions[, reference: any])  
Array of **Text** Story.search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])  
**Text** Table.convertToText ([columnSeparator: string][, rowSeparator: string])  
Array of **Text** Table.search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])  
**Text** Text.move (to: LocationOptions[, reference: any])  
Array of **Text** Text.search ([for: string][, wholeWord: bool][, withFindAttributes: Object][, withChangeAttributes: Object])

Object][, withChangeAttributes: Object])  
**Text** TextColumn.move (to: LocationOptions[, reference: any])  
 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])  
**Text** TextStyleRange.move (to: LocationOptions[, reference: any])  
 Array of **Text** TextStyleRange.search ([for: string][, wholeWord: bool],  
 withFindAttributes: Object][, withChangeAttributes: Object])  
**Text** Texts.anyItem ()  
 Array of **Text** Texts.everyItem ()  
**Text** Texts.firstItem ()  
**Text** Texts.item (index: any)  
**Text** Texts.itemByName (name: string)  
 Array of **Text** Texts.itemByRange (from: any, to: any)  
**Text** Texts.lastItem ()  
**Text** Texts.middleItem ()  
**Text** Texts.nextItem (obj: Text)  
**Text** Texts.previousItem (obj: Text)  
**Text** Word.move (to: LocationOptions[, reference: any])  
 Array of **Text** Word.search ([for: string][, wholeWord: bool][, c  
 Object][, withChangeAttributes: Object])

<b>Class</b>
--------------

# TextColumn

A text column. Base Class: [Text](#)

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changeCase](#), [convertToTable](#), [createOutlines](#), [exportFile](#), [getElement](#), [search](#), [select](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [Cell](#) | [Character](#) | [Footnote](#) | [InsertionPoint](#) | [List](#) | [Text](#) | [TextSpan](#)

[Bullet](#) | [Button](#) | [Character](#) | [Footnote](#) | [FormField](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [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> String

appliedLanguage	<a href="#">Language</a> <a href="#">LanguageWithVen</a> String
appliedParagraphStyle	<a href="#">ParagraphStyle</a> String
ascent	Measurement Unit
associatedXMLElements	Array of <a href="#">XMLItem</a>
autoLeading	number
balanceRaggedLines	<a href="#">BalanceLinesStyle</a> Boolean
baseline	Measurement Unit
baselineShift	Measurement Unit

bulletChar	Bullet
bulletsAndNumberingColor	AutoEnum String Swatch
bulletsAndNumberingListType	ListType: ListType.NO_LIST ListType.BULLET ListType.NUMBERED
bulletsAndNumberingSize	AutoEnum Real
buttons	Buttons
capitalization	Capitalization: Capitalization.NO_CAPITALIZATION Capitalization.SMALLCAPS Capitalization.ALLCAPS Capitalization.CAPITALIZEFIRSTLETTER
characterDirection	CharacterDirection: CharacterDirection.LEFT_TO_RIGHT CharacterDirection.RIGHT_TO_LEFT CharacterDirection.BIDI_OVERRIDE
characters	Characters
composer	string
contents	SpecialCharacters String

[illegible]

		DigitsTypeOptions DigitsTypeOptions DigitsTypeOptions DigitsTypeOptions DigitsTypeOptions DigitsTypeOptions DigitsTypeOptions DigitsTypeOptions DigitsTypeOptions DigitsTypeOptions DigitsTypeOptions
	dropCapCharacters	number
	dropCapLines	number
	dropCapStyle	CharacterStyle String
	fillColor	String Swatch
	fillTint	number
	firstLineIndent	Measurement Unit



fontStyle	string
footnotes	<a href="#">Footnotes</a>
formFields	<a href="#">FormFields</a>
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of Measuremen
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of Measuremen

graphicLines	<a href="#">GraphicLines</a>
gridAlignFirstLineOnly	bool
groups	<a href="#">Groups</a>
horizontalOffset	Measurement Unit
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool

hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<a href="#">Justification:</a> Justification.LEFT Justification.CENT Justification.RIGHT Justification.LEFT Justification.RIGHT Justification.CENT Justification.FULL Justification.TO_BOTTOM Justification.AWAY
kashidas	<a href="#">KashidasOptions:</a> KashidasOptions.LEFT KashidasOptions.RIGHT
keepAllLinesTogether	bool

keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterDirection</a> CharacterDirection CharacterDirection CharacterDirection
lastLineIndent	Measurement Unit
leading	<a href="#">Leading</a> Unit

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
numberingFont	<a href="#">AutoEnum</a> <a href="#">Font</a> String
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String

numberingStyle	<a href="#">NumberingStyle</a> String
opentypeFeatures	Array of Array of 2 Strings Longs
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle:</a> OTFFigureStyle.T OTFFigureStyle.Pl OTFFigureStyle.Pl OTFFigureStyle.T OTFFigureStyle.D
otfFraction	bool
otfHistorical	bool
otfJustificationAlternate	bool
otfOrdinal	bool

otfOverlapSwash	bool
otfSlashedZero	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfStylisticSets	number
otfSwash	bool
otfTitling	bool
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintStroke	bool
pageItems	<a href="#">PageItems</a>



paragraphDirection	<a href="#">ParagraphDirection</a> <a href="#">ParagraphDirection</a> <a href="#">ParagraphDirection</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> <a href="#">Character</a> <a href="#">Footnote</a> <a href="#">InsertionPoint</a> <a href="#">Line</a> <a href="#">Note</a> <a href="#">Paragraph</a> <a href="#">Story</a> <a href="#">Text</a> <b>TextColumn</b> <a href="#">TextFrame</a> <a href="#">TextPath</a> <a href="#">TextStyleRange</a> <a href="#">Word</a> <a href="#">XMLElement</a>
parentStory	<a href="#">Story</a>
parentTextFrames	<a href="#">Array of</a> <a href="#">TextFrames</a> <a href="#">TextPaths</a>

pointSize	Measurement Unit
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> Position.NORMAL Position.SUPERSCRIPT Position.SUBSCRIPT Position.OT_SUPERSCRIPT Position.OT_SUBSCRIPT Position.OT_NUMERATOR Position.OT_DENOMINATOR
properties	Object
rectangles	<a href="#">Rectangles</a>
rightIndent	Measurement Unit
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	String StrokeStyle
	ruleAboveWidth	RuleWidth: RuleWidth.TEXT_ RuleWidth.COLU
	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	String <a href="#">StrokeStyle</a>
	ruleBelowWidth	<a href="#">RuleWidth:</a> RuleWidth.TEXT_ RuleWidth.COLU
	singleWordJustification	<a href="#">SingleWordJustific</a> SingleWordJustific SingleWordJustific SingleWordJustific SingleWordJustific
	skew	number
	spaceAfter	Measurement Unit

spaceBefore	Measurement Unit
startParagraph	<a href="#">StartParagraph:</a> StartParagraph.AN StartParagraph.NE StartParagraph.NE StartParagraph.NE StartParagraph.NE StartParagraph.NE
strikeThroughColor	String <a href="#">Swatch</a>
strikeThroughGapColor	String <a href="#">Swatch</a>
strikeThroughGapOverprint	bool
strikeThroughGapTint	number

	strikeThroughOffset	Measurement Unit
	strikeThroughOverprint	bool
	strikeThroughTint	number
	strikeThroughType	String StrokeStyle
	strikeThroughWeight	Measurement Unit
	strikeThru	bool
	strokeColor	String Swatch
	strokeTint	number



strokeWeight	Measurement Unit
tabList	Array of Arrays of Property
tabStops	TabStops
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
	underlineOverprint	bool
	underlineTint	number
	underlineType	String StrokeStyle
	underlineWeight	Measurement Unit
	verticalScale	number

words	<a href="#">Words</a>
xOffsetDiacritic	number
yOffsetDiacritic	number

**Methods** **Instances**

**void applyBullets** ([[bulletChar](#): *number*][, [bulletType](#)  
[bulletSize](#): *number*][, [bulletColor](#): [Swatch](#)][, [bulletA](#)  
*number*][, [listFirstLineIndent](#): *number*][, [listFirstTab](#)  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	<a href="#">BulletCharacterType</a> : BulletCharacterType.UNICOI BulletCharacterType.UNICOI BulletCharacterType.GLYPH_
bulletFont	<a href="#">Font</a> String
bulletFontStyle	string
bulletSize	number
bulletColor	<a href="#">Swatch</a>
bulletAlignment	<a href="#">ListAlignment</a> : ListAlignment.HANGING_LI ListAlignment.FLUSH_LEFT

	ListAlignment.CUSTOM_AL
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers** ([[numberingStyle](#): [NumberingStyle](#)], [[numberFontStyle](#): *string*], [[numberSize](#): *number*], [[listAlignment](#)=[ListAlignment.HANGING\\_LIST](#)], [[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_LEFT 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	CharacterStyle ParagraphStyle	The style to apply.
clearingOverrides	bool	If true, clears existing styles only when the text is selected.

**void changecase** (using: ChangelogMode)  
Sets the case of the text.

Parameter	Type
using	ChangelogMode: ChangelogMode.UPPERCASE ChangelogMode.LOWERCASE ChangelogMode.TITLECASE ChangelogMode.SENTENCES

**void clearOverrides** ([overridesToClear: OverrideType])  
Clears the specified types of override.

Parameter	Type
overridesToClear	OverrideType: OverrideType.ALL OverrideType.CHARACTER_OVERRIDE OverrideType.PARAGRAPH_OVERRIDE

**void convertBulletsAndNumberingToText** ()  
Convert bullets and numbering to text.

**Note convertToNote** ()  
Converts the text to a note.

**Table convertToTable** ([columnSeparator: string], [columnCount: int])  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that separates columns.
columnCount	int	The number of columns to create. If not specified, the number of columns is determined by the number of columns in the first row of the table.

rowSeparator	string	The character starts a
numberOfColumns	number	The number of column characters are the same

Array of [PageItem](#) **createOutlines** ([[deleteOriginal](#):  
Converts text to outlines. Each line of text becomes a  
spaces or detached parts, the polygon contains only a  
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	<a href="#">ExportFormat</a> String	The export format
to	File	The path to the file
showingOptions	bool	If true, print the outlines
using	<a href="#">PDFExportPreset</a>	The export preset

Array of [Object](#) **getElements** ()  
Resolves the object specifier, creating an array of objects

**void markup** ([using](#): [XMLElement](#))  
Associates the page item with the specified XML element

Parameter	Type
using	<a href="#">XMLElement</a>

**Text move** ([to](#): [LocationOptions](#)[], [reference](#): any])  
Moves the text to the specified location.

Parameter	Type	Description
to	<a href="#">LocationOptions</a> : LocationOptions.BEFORE LocationOptions.AFTER	The location to move the text to

	LocationOptions.AT_END	
	LocationOptions.AT_BEGINNING	
	LocationOptions.UNKNOWN	
reference	Cell Column PageItem Row Story Table Text	T a (

**any place** (*fileName: File*[, *showingOptions: bool*=false])  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display
withProperties	Object	Initial values for

**void recompose ()**  
Recomposes the text in the TextColumn.

**void remove ()**  
Deletes the TextColumn.

**void removeBulletsAndNumbers ()**  
Remove bullets and numbers

Array of **Text search** ([*for: string*][, *wholeWord: bool*][, *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 display
caseSensitive	bool	If true, then search
replacingWith	string	What to replace

withFindAttributes	Object	A record of find
withChangeAttributes	Object	A record of cha

**void select** ([existingSelection: SelectionOptions=Se  
Selects the object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FR SelectionOptions.REPLACE_W

**string toSource** ()

Generates a string which, if executed, will return the

**string toSpecifier** ()

Retrieves the object specifier.

**Used in:** **Table** **Tables.add** ([to: LocationOptions=**LocationO**  
array of **TextColumn** **TextColumns.itemByRange** (f  
**TextColumn** **TextColumns.nextItem** (obj: **TextColu**  
**TextColumn** **TextColumns.previousItem** (obj: **TextC**

**Return** **TextColumn** **TextColumns.anyItem** ()  
Array of **TextColumn** **TextColumns.everyItem** ()  
**TextColumn** **TextColumns.firstItem** ()  
**TextColumn** **TextColumns.item** (index: any)  
**TextColumn** **TextColumns.itemByName** (name: stri  
Array of **TextColumn** **TextColumns.itemByRange** (  
**TextColumn** **TextColumns.lastItem** ()  
**TextColumn** **TextColumns.middleItem** ()  
**TextColumn** **TextColumns.nextItem** (obj: **TextColu**  
**TextColumn** **TextColumns.previousItem** (obj: **TextC**



<b>Class</b>
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# TextColumns

A collection of text columns.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[TextColumn](#) **anyItem** ()

Returns any TextColumn in the collection.

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

Displays the number of elements in the TextColumn.

Array of [TextColumn](#) **everyItem** ()

Returns every TextColumn in the collection.

[TextColumn](#) **firstItem** ()

Returns the first TextColumn in the collection.

[TextColumn](#) **item** ([index](#): *any*)

Returns the TextColumn with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[TextColumn](#) **itemByName** ([name](#): *string*)

Returns the TextColumn with the specified name.

Parameter	Type	Description

name	string	The name.
------	--------	-----------

Array of [TextColumn](#) **itemByRange** (**from**: any, **to**: any)

Returns the TextColumns within the specified range.

Parameter	Type	Description
from	Long String <a href="#">TextColumn</a>	The TextColumn, index, or name at the beginning of the range. Can accept: TextColumn, Long or String.
to	Long String <a href="#">TextColumn</a>	The TextColumn, index, or name at the end of the range. Can accept: TextColumn, Long or String.

[TextColumn](#) **lastItem** ()

Returns the last TextColumn in the collection.

[TextColumn](#) **middleItem** ()

Returns the middle TextColumn in the collection.

[TextColumn](#) **nextItem** (**obj**: [TextColumn](#))

Returns the TextColumn whose index follows the specified TextColumn in the collection.

Parameter	Type	Description
obj	<a href="#">TextColumn</a>	The TextColumn whose index comes before the desired TextColumn.

[TextColumn](#) **previousItem** (**obj**: [TextColumn](#))

Returns the TextColumn with the index previous to the specified index.

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Parameter	Type	Description
obj	<a href="#">TextColumn</a>	The index of the TextColumn that follows the desired TextColumn.

**string toSource ()**  
Generates a string which, if executed, will return the TextColumn.

**Element of** [Cell](#).textColumns  
[Character](#).textColumns  
[Footnote](#).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

Jongware, 27-Jun-2010 v3.0.3d

Contents :: [Index](#)

<b>Class</b>
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# TextFrame

A text frame. Base Class: [PageItem](#)

**QuickLinks** [addPath](#), [applyObjectStyle](#), [bringForward](#), [bringToFront](#), [excludeOverlapPath](#), [exportFile](#), [extractLabel](#), [fit](#), [flipIt](#), [makeCompoundPath](#), [markup](#), [minusBack](#), [move](#), [over](#), [releaseCompoundPath](#), [remove](#), [removeOverride](#), [reset](#), [select](#), [sendBackward](#), [sendToBack](#), [shear](#), [store](#), [subtra](#), [transformAgainIndividually](#), [transformSequenceAgain](#),

**Hierarchy**

Button | Cell | Character | Document | Footnote | MasterSpread | Oval | Page | PageItem | Paragraph | PageTextColumn | **TextFrame**

PageTextColumn

TextFrame

AnchoredObjectSetting | BaselineFrameGridOption | Group | InsertionPoint | Line | Note | Oval | PageItem | TextColumn | **TextFrame** | TextFramePreference | TextFrameTextColumn

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>
anchoredObjectSettings	<a href="#">AnchoredObjectSetting</a>
appliedObjectStyle	<a href="#">ObjectStyle</a>
associatedXMLElement	<a href="#">XMLItem</a>
baselineFrameGridOptions	<a href="#">BaselineFrameGridOption</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

	<div>BlendMode.LIGHTEN BlendMode.DIFFERENC BlendMode.EXCLUSION BlendMode.HUE BlendMode.SATURATIO BlendMode.COLOR BlendMode.LUMINOSIT</div>
buttons	<div>Buttons</div>
characters	<div>Characters</div>
contentType	<div>ContentType: ContentType.UNASSIGN ContentType.GRAPHIC_ ContentType.TEXT_TYP</div>
contents	<div>SpecialCharacters String TextFrameContents</div>
cornerEffect	<div>CornerEffects: CornerEffects.NONE CornerEffects.ROUNDEI CornerEffects.INVERSE_ CornerEffects.INSET_CC CornerEffects.BEVEL_C CornerEffects.FANCY_C</div>
cornerRadius	<div>number</div>



endCap	<a href="#">EndCap:</a> EndCap.BUTT_END_CA EndCap.ROUND_END_C EndCap.PROJECTING_E
endJoin	<a href="#">EndJoin:</a> EndJoin.MITER_END_JC EndJoin.ROUND_END_J EndJoin.BEVEL_END_J
endTextFrame	<b>TextFrame</b> <a href="#">TextPath</a>
featherCornerType	<a href="#">FeatherCornerType:</a> FeatherCornerType.SHAI FeatherCornerType.ROUI FeatherCornerType.DIFFI
featherMode	<a href="#">FeatherMode:</a> FeatherMode.NONE FeatherMode.STANDAR
featherNoise	number (range: 0 - 100)
featherWidth	Measurement Unit (Numbr 1000)
fillColor	String <a href="#">Swatch</a>
fillTint	number

footnotes	Footnotes
formFields	FormFields
gapColor	Swatch
gapTint	number
geometricBounds	Array of Measurement Un

gradientFillAngle	number
gradientFillLength	Measurement Unit (Numt
gradientFillStart	Array of Measurement Ur
gradientStrokeAngle	number
gradientStrokeLength	Measurement Unit (Numt

gradientStrokeStart	Array of Measurement Ur
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	<a href="#">ArrowHead:</a> ArrowHead.NONE ArrowHead.SIMPLE_ARROW ArrowHead.SIMPLE_WING ArrowHead.TRIANGLE_DOWN ArrowHead.TRIANGLE_UP ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW ArrowHead.CIRCLE_SOLID ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SOLID ArrowHead.BAR_ARROW
lines	<a href="#">Lines</a>
localDisplaySetting	<a href="#">DisplaySettingOptions:</a> DisplaySettingOptions.HIDDEN DisplaySettingOptions.VISIBLE DisplaySettingOptions.OVERLAP DisplaySettingOptions.DIM
lockState	<a href="#">LockStateValues:</a> LockStateValues.NONE LockStateValues.UNMATCHED LockStateValues.CHECKED LockStateValues.CHECKED_WRONG LockStateValues.LOCKED LockStateValues.EMBEDDED LockStateValues.MISSING LockStateValues.MIXED
locked	bool

miterLimit	number
nextTextFrame	<b>TextFrame</b> <a href="#">TextPath</a>
nonprinting	bool
notes	<a href="#">Notes</a>
opacity	number (range: 0 - 100)
ovals	<a href="#">Ovals</a>
overflows	bool
overprintFill	bool
overprintGap	bool



paragraphs	Paragraphs
parent	Button Cell Character Document Footnote 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	<a href="#">Paths</a>
	polygons	<a href="#">Polygons</a>
	previousTextFrame	<b>TextFrame</b> <a href="#">TextPath</a>
	properties	Object
	rectangles	<a href="#">Rectangles</a>
	rightLineEnd	<a href="#">ArrowHead:</a> ArrowHead.NONE ArrowHead.SIMPLE_ARROW ArrowHead.SIMPLE_WING ArrowHead.TRIANGLE_ARROW ArrowHead.TRIANGLE_WING ArrowHead.BARBED_ARROW ArrowHead.CURVED_ARROW ArrowHead.CIRCLE_ARROW ArrowHead.CIRCLE_SQUARE_ARROW ArrowHead.SQUARE_ARROW ArrowHead.SQUARE_SQUARE_ARROW ArrowHead.BAR_ARROW
	rotationAngle	number
	shadowBlendMode	<a href="#">BlendMode:</a> BlendMode.NORMAL

	<div>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</div>
shadowBlurRadius	Measurement Unit (Number 144)
shadowColor	<a href="#">Swatch</a>
shadowMode	<a href="#">ShadowMode:</a> ShadowMode.NONE ShadowMode.DROP
shadowNoise	number (range: 0 - 100)
shadowOpacity	number (range: 0 - 100)
shadowSpread	number (range: 0 - 100)

shadowXOffset	Measurement Unit (Number -1000 - 1000)
shadowYOffset	Measurement Unit (Number -1000 - 1000)
shearAngle	number
startTextFrame	<b>TextFrame</b> <a href="#">TextPath</a>
strokeAlignment	<a href="#">StrokeAlignment:</a> StrokeAlignment.CENTRE StrokeAlignment.INSIDE StrokeAlignment.OUTSIDE
strokeColor	String <a href="#">Swatch</a>
strokeCornerAdjustment	<a href="#">StrokeCornerAdjustment:</a> StrokeCornerAdjustment. StrokeCornerAdjustment. StrokeCornerAdjustment. StrokeCornerAdjustment.

	strokeDashAndGap	Array of Measurement Units
	strokeTint	number
	strokeType	<a href="#">StrokeStyle</a>
	strokeWeight	Measurement Unit (Number)
	tables	<a href="#">Tables</a>
	textColumns	<a href="#">TextColumns</a>
	textFrameIndex	number
	textFramePreferences	<a href="#">TextFramePreference</a>

	textFrames	<a href="#">TextFrames</a>
	textPaths	<a href="#">TextPaths</a>
	textStyleRanges	<a href="#">TextStyleRanges</a>
	textWrapPreferences	<a href="#">TextWrapPreference</a>
	texts	<a href="#">Texts</a>
	verticalScale	number
	visibleBounds	Array of Measurement Units
	words	<a href="#">Words</a>

Methods Instances

`PageItem` **addPath** (`with`: Array of `PageItem`)  
Creates a new page item by combining the `TextFrame` v  
intersect.

Parameter	Type
<code>with</code>	Array of <code>PageItem</code>

`void` **applyObjectStyle** (`using`: `ObjectStyle`[], `clearingO`  
`clearingOverridesThroughRootObjectStyle`: `bool`=`false`  
Applies the specified object style.

Parameter	Type
<code>using</code>	<code>ObjectSty</code>
<code>clearingOverrides</code>	<code>bool</code>
<code>clearingOverridesThroughRootObjectStyle</code>	<code>bool</code>

`void` **bringForward** ()  
Brings the `TextFrame` forward one level in its layer.

`void` **bringToFront** ()  
Brings the `TextFrame` to the front.

`bool` **checkIn** ()  
Checks in the story.

`bool` **checkOut** ()  
Checks out the story.

Array of `PageItem` **createOutlines** ([`deleteOriginal`: `bo`  
Converts text to outlines. Each line of text becomes a p  
that has no internal spaces or detached parts, the polygc  
whether a font allows the creation of outlines, see allow

Parameter	Type	Description
<code>deleteOriginal</code>	<code>bool</code>	If true, deletes the original text. of the text. (Optional) (default: 1

**void detach ()**

Detaches an overridden master page item from the master page.

**PageItem duplicate** ([**by**: Array of *Measurement Unit* (Number or String)])  
Duplicates the TextFrame.

Parameter	Type	Description
by	Array of Measurement Unit (Number or String)	The measurement unit used to format the text.

**PageItem excludeOverlapPath** (**with**: Array of **PageItem**)  
Creates a new page item by excluding the overlapping area of the specified page items.

Parameter	Type
with	Array of <b>PageItem</b>

**void exportFile** (**format**: any, **to**: File[, **showingOptions**: boolean])  
Exports the object(s) to a file.

Parameter	Type	Description
format	<b>ExportFormat</b> String	The export format.
to	File	The path of the export file.
showingOptions	bool	If true, prompts the user for options (default is <b>false</b> ).
using	<b>PDFExportPreset</b>	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	<b>FitOptions</b> : <b>FitOptions.CONTENT_TO_FRAME</b>

FitOptions.CENTER\_CONTENT  
FitOptions.PROPORTIONALLY  
FitOptions.FRAME\_TO\_CONTENT  
FitOptions.FILL\_PROPORTIONALLY

**void flipItem** (**given**: FlipItemOptions[, **around**: any][],  
Flip item about given axis

Parameter	Type
given	FlipItemOptions: FlipItemOptions.HORIZONTAL FlipItemOptions.VERTICAL FlipItemOptions.BOTH
around	AnchorPoint Array of 2 Units
transformingContent	bool

Array of **Object** **getElements** ()

Resolves the object specifier, creating an array of object

**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 <b>PageItem</b>	The

**PageItem makeCompoundPath** (**with**: Array of **PageItem**)

Creates a compound path by combining the path(s) of the

Parameter	Type	Description
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with                      Array of [PageItem](#)      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 over

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 'B

Parameter	Type	D
to	Array of 2 Units <a href="#">Layer</a> <a href="#">Page</a> <a href="#">Spread</a>	T U
by	Array of Measurement Unit (Number or String)	A p
transformingContent	bool	If (C

**any override** ([destinationPage](#): [Page](#))

Overrides a master page item and places the item on the

Parameter	Type	Description
destinationPage	<a href="#">Page</a>	The document page that

**any place** ([fileName](#): *File*[, [showingOptions](#): *bool*=**false**

Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the ir

withProperties      Object      Initial values for properties

**void placeXML** (using: [XMLElement](#))

Places XML content into the specified object. Note: Replaces

Parameter	Type	Description
using	<a href="#">XMLElement</a>	The XML element

**void recompose** ()

Recomposes the text in the TextFrame.

Array of [PageItem](#) **releaseCompoundPath** ()

Releases a compound path.

**void remove** ()

Deletes the TextFrame.

**void removeOverride** ()

Removes the override from a previously overridden master

**void resetScaling** ()

Resets the TextFrame's scaling to 100%. Note: This does not reset the current size of the TextFrame the basis for future scaling.

**void resize** ([[horizontalScale](#): *number*][, [verticalScale](#): *number*][, [around](#): *AnchorPoint*][, [transformingContent](#): *bool*=**false**][, [consideringCurrentScale](#): *bool*=**true**])

Resize the page item. You must specify either horizontal or vertical scale.

Parameter	Type	Description
horizontalScale	number	The percentage of the original size to scale the object horizontally.
verticalScale	number	The percentage of the original size to scale the object vertically.
around	<a href="#">AnchorPoint</a> Array of 2 Units	The point to scale the object around. (Optional) (default: <b>center</b> )
consideringCurrentScale	bool	If true then the current size of the TextFrame is the basis for future scaling. If false then the original size of the TextFrame is the basis for future scaling. (Optional) (default: <b>true</b> )
transformingContent	bool	If true then the content of the TextFrame is scaled. If false then the content is not scaled. (Optional) (default: <b>true</b> )

consideringParentsScale	bool	If true then the scale of the page item is scaled relative to the parent page item.
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### bool revert ()

Reverts the document to its state at the last save operation.

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	AnchorPoint Array of 2 Units	The point to rotate the page item around. (Optional)
consideringCurrentRotation	bool	If true then the current rotation of the page item is combined with the rotation specified by the around parameter. If false, the rotation of the page item is ignored. (Optional)
transformingContent	bool	If true then the content of the page item is transformed along with the page item. If false, the content of the page item is not transformed. (Optional)
consideringParentsRotation	bool	If true then the rotation of the page item is combined with the rotation of its parent page item. If false, the rotation of the parent page item is ignored. (Optional)

### void scaleTextAttributes ()

Scales attributes of the text in the text frame to reflect the scale of the text frame. Scales only when executed in the script after the text frame has been scaled.

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 text that is not a whole word. (Optional)
caseSensitive	bool	If true, then search only for text that matches the case of the for parameter. (Optional)

replacingWith	string	What to replace the for (Optional)
withFindAttributes	Object	A record of find prefer
withChangeAttributes	Object	A record of change pre

**void select** ([existingSelection: SelectionOptions=Select  
Selects the object.

Parameter	Type
existingSelection	SelectionOptions: SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH

**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][, shearAxisAngle  
transformingContent: bool=true][, consideringParentsS  
Shear the page item

Parameter	Type	Description
by	number	Angle by whi
around	AnchorPoint Array of 2 Units	The point to s AnchorPoint (
shearAxisAngle	number	The amount tl horizontal axi (default: 0)
consideringCurrentShear	bool	If true then th If false then tl (Optional) (de
transformingContent	bool	If true then bc (default: true

consideringParentsShear	bool	If true then the shear is applied. If false it is sheared by the current shear. (Optional) (default: false)
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### **Asset store** (using: [Library](#))

Store a page item in a library

Parameter	Type	Description
using	<a href="#">Library</a>	The library to store the page item in.

### **PageItem subtractPath** (with: Array of [PageItem](#))

Creates a new page item by subtracting the overlapping paths of the page item from the page item.

Parameter	Type
with	Array of <a href="#">PageItem</a>

### **string toSource** ()

Generates a string which, if executed, will return the TextFrame's source.

### **string toSpecifier** ()

Retrieves the object specifier.

### **Array of string transformAgain** ()

Transforms the TextFrame using the last transformation moving, rotating, shearing, scaling, and flipping.

### **Array of string transformAgainIndividually** ()

Transforms the TextFrame using the last transformation moving, rotating, shearing, scaling, and flipping.

### **Array of string transformSequenceAgain** ()

Transforms the TextFrame using the last sequence of transformations performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping.

### **Array of string transformSequenceAgainIndividually**

Transforms the TextFrame using the last sequence of transformations performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping.

[Note.parentTextFrame](#)  
[TextFrame.endTextFrame](#)  
[TextFrame.nextTextFrame](#)  
[TextFrame.previousTextFrame](#)  
[TextFrame.startTextFrame](#)  
[TextFramePreference.parent](#)  
[TextPath.endTextFrame](#)  
[TextPath.nextTextFrame](#)  
[TextPath.parent](#)  
[TextPath.previousTextFrame](#)  
[TextPath.startTextFrame](#)

**Used in:** [Table](#) [Tables.add](#) ([\[to: LocationOptions=LocationOptions\]](#)  
[Object](#))  
array of **TextFrame** [TextFrames.itemByRange](#) ([from: c](#)  
**TextFrame** [TextFrames.nextItem](#) ([obj: TextFrame](#))  
**TextFrame** [TextFrames.previousItem](#) ([obj: TextFrame](#)

**Return** **TextFrame** [TextFrames.add](#) ([\[layer: Layer\]](#), [at: LocationOptions](#)  
[any\]](#), [withProperties: Object](#))  
**TextFrame** [TextFrames.anyItem](#) ()  
Array of **TextFrame** [TextFrames.everyItem](#) ()  
**TextFrame** [TextFrames.firstItem](#) ()  
**TextFrame** [TextFrames.item](#) ([index: any](#))  
**TextFrame** [TextFrames.itemByID](#) ([id: number](#))  
**TextFrame** [TextFrames.itemByName](#) ([name: string](#))  
Array of **TextFrame** [TextFrames.itemByRange](#) ([from: c](#)  
**TextFrame** [TextFrames.lastItem](#) ()  
**TextFrame** [TextFrames.middleItem](#) ()  
**TextFrame** [TextFrames.nextItem](#) ([obj: TextFrame](#))  
**TextFrame** [TextFrames.previousItem](#) ([obj: TextFrame](#)

<b>Class</b>
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# TextFrames

A collection of text frames.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemE](#)  
[itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previo](#)

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	<a href="#">Layer</a>
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>
reference	<a href="#">Document</a> <a href="#">Layer</a> <a href="#">MasterSpread</a> <a href="#">Page</a> <a href="#">Spread</a>
withProperties	<a href="#">Object</a>

[TextFrame](#) **anyItem** ()  
Returns any TextFrame in the collection.



**number count ()**

Displays the number of elements in the TextFrame.

Array of **TextFrame everyItem ()**

Returns every TextFrame in the collection.

**TextFrame firstItem ()**

Returns the first TextFrame in the collection.

**TextFrame item (index: any)**

Returns the TextFrame with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept:

**TextFrame itemByID (id: number)**

Returns the TextFrame with the specified ID.

Parameter	Type
id	number

**TextFrame itemByName (name: string)**

Returns the TextFrame with the specified name.

Parameter	Type	Description
name	string	

Array of **TextFrame itemByRange (from: any, to: any)**

Returns the TextFrames within the specified range.

Parameter	Type	Description
from	Long String TextFrame	The TextFrame, index, or name range. Can accept: TextFrame
to	Long String TextFrame	The TextFrame, index, or name accept: TextFrame, Long or

**TextFrame lastItem ()**

Returns the last TextFrame in the collection.

**TextFrame middleItem ()**

Returns the middle TextFrame in the collection.

**TextFrame nextItem (obj: TextFrame)**

Returns the TextFrame whose index follows the speci

Parameter	Type	Description
obj	TextFrame	The TextFrame whose inde TextFrame.

**TextFrame previousItem (obj: TextFrame)**

Returns the TextFrame with the index previous to the

Parameter	Type	Description
obj	TextFrame	The index of the TextFrame TextFrame.

**string toSource ()**

Generates a string which, if executed, will return the 7

## Element of

Button.textFrames  
Cell.textFrames  
Character.parentTextFrames  
Character.textFrames  
Document.textFrames  
Footnote.textFrames  
GraphicLine.textFrames  
Group.textFrames  
InsertionPoint.parentTextFrames  
InsertionPoint.textFrames  
Layer.textFrames  
Line.parentTextFrames  
Line.textFrames  
MasterSpread.textFrames  
Oval.textFrames  
Page.textFrames  
PageItem.textFrames  
Paragraph.parentTextFrames  
Paragraph.textFrames  
Polygon.textFrames

[Rectangle.textFrames](#)  
[Spread.textFrames](#)  
[State.textFrames](#)  
[Story.textFrames](#)  
[Table.textFrames](#)  
[Text.parentTextFrames](#)  
[Text.textFrames](#)  
[TextColumn.parentTextFrames](#)  
[TextColumn.textFrames](#)  
[TextFrame.textFrames](#)  
[TextStyleRange.parentTextFrames](#)  
[TextStyleRange.textFrames](#)  
[Word.parentTextFrames](#)  
[Word.textFrames](#)

<b>Class</b>
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# TextPath

A text object that is on a path.

**QuickLinks** [extractLabel](#), [getElements](#), [insertLabel](#), [remove](#), [search](#), [toS](#)

**Hierarchy** [GraphicLine](#) | [Oval](#) | [PageIt](#)

[Character](#) | [InsertionPoint](#) | [Line](#) | [Parag](#)

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> <b>TextPath</b>

flipPathEffect	<a href="#">FlipValues:</a> FlipValues.NOT_FLIPPED FlipValues.FLIPPED FlipValues.UNDEFINED_FLIP_VAL
id	number
index	number
insertionPoints	<a href="#">InsertionPoints</a>
label	string
lines	<a href="#">Lines</a>
nextTextFrame	<a href="#">TextFrame</a> <b>TextPath</b>
overflows	bool
paragraphs	<a href="#">Paragraphs</a>
parent	<a href="#">GraphicLine</a> <a href="#">Oval</a> <a href="#">PageItem</a> <a href="#">Polygon</a> <a href="#">Rectangle</a> <a href="#">TextFrame</a>

parentStory	Story
pathAlignment	PathTypeAlignments: PathTypeAlignments.TOP_PATH_ALIGN PathTypeAlignments.BOTTOM_PATH_ALIGN PathTypeAlignments.CENTER_PATH_ALIGN
pathEffect	TextPathEffects: TextPathEffects.RAINBOW_PATH_EFFECT TextPathEffects.SKEW_PATH_EFFECT TextPathEffects.RIBBON_PATH_EFFECT TextPathEffects.STAIR_STEP_PATH_EFFECT TextPathEffects.GRAVITY_PATH_EFFECT
pathSpacing	number
previousTextFrame	TextFrame TextPath
properties	Object
startBracket	number
startTextFrame	TextFrame TextPath

textAlignment	<a href="#">TextTypeAlignments</a> : TextTypeAlignments.ASCENDER_T TextTypeAlignments.DESCENDER_ TextTypeAlignments.CENTER_TEX TextTypeAlignments.BASELINE_TE TextTypeAlignments.ABOVE_RIGH TextTypeAlignments.BELOW_LEFT TextTypeAlignments.ABOVE_RIGH 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

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of object ref

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

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

Parameter	Type
key	string



	value	string																					
	<b>void remove ()</b> Deletes the TextPath.  Array of <b>Text search</b> ([ <b>for</b> : <i>string</i> ][, <b>wholeWord</b> : <i>bool</i> ][, <b>caseSensitive</b> : <i>bool</i> ][, <b>replacingWith</b> : <i>Object</i> ][, <b>withFindAttributes</b> : <i>Object</i> ][, <b>withChangeAttributes</b> : <i>Object</i> ]) Look for occurrences of text that matches specific criteria																						
	<table><tr><th>Parameter</th><th>Type</th><th>Description</th></tr><tr><td>for</td><td>string</td><td>What to look for (Optional)</td></tr><tr><td>wholeWord</td><td>bool</td><td>If true, then disregard text that is not a whole word</td></tr><tr><td>caseSensitive</td><td>bool</td><td>If true, then search only for exact matches</td></tr><tr><td>replacingWith</td><td>string</td><td>What to replace the found text with</td></tr><tr><td>withFindAttributes</td><td>Object</td><td>A record of find preferences</td></tr><tr><td>withChangeAttributes</td><td>Object</td><td>A record of change preferences</td></tr></table>	Parameter	Type	Description	for	string	What to look for (Optional)	wholeWord	bool	If true, then disregard text that is not a whole word	caseSensitive	bool	If true, then search only for exact matches	replacingWith	string	What to replace the found text with	withFindAttributes	Object	A record of find preferences	withChangeAttributes	Object	A record of change preferences	
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caseSensitive	bool	If true, then search only for exact matches																					
replacingWith	string	What to replace the found text with																					
withFindAttributes	Object	A record of find preferences																					
withChangeAttributes	Object	A record of change preferences																					
	<b>string toSource ()</b> Generates a string which, if executed, will return the TextPath.  <b>string toSpecifier ()</b> Retrieves the object specifier.																						
<b>Element of</b>	<b>TextFrame</b> <b>endTextFrame</b> <b>TextFrame</b> <b>nextTextFrame</b> <b>TextFrame</b> <b>previousTextFrame</b> <b>TextFrame</b> <b>startTextFrame</b> <b>TextPath</b> <b>endTextFrame</b> <b>TextPath</b> <b>nextTextFrame</b> <b>TextPath</b> <b>previousTextFrame</b> <b>TextPath</b> <b>startTextFrame</b>																						
<b>Used in:</b>	array of <b>TextPath</b> <b>TextPaths.itemByRange</b> ( <b>from</b> : <i>any</i> , <b>to</b> : <i>any</i> ) <b>TextPath</b> <b>TextPaths.nextItem</b> ( <b>obj</b> : <b>TextPath</b> ) <b>TextPath</b> <b>TextPaths.previousItem</b> ( <b>obj</b> : <b>TextPath</b> )																						
<b>Return</b>	<b>TextPath</b> <b>TextPaths.add</b> ([ <b>withProperties</b> : <i>Object</i> ]) <b>TextPath</b> <b>TextPaths.anyItem</b> () Array of <b>TextPath</b> <b>TextPaths.everyItem</b> ()																						

**TextPath** [TextPaths.firstItem \(\)](#)  
**TextPath** [TextPaths.item \(index: any\)](#)  
**TextPath** [TextPaths.itemByID \(id: number\)](#)  
**TextPath** [TextPaths.itemByName \(name: string\)](#)  
Array of **TextPath** [TextPaths.itemByRange \(from: any, to: \)](#)  
**TextPath** [TextPaths.lastItem \(\)](#)  
**TextPath** [TextPaths.middleItem \(\)](#)  
**TextPath** [TextPaths.nextItem \(obj: TextPath\)](#)  
**TextPath** [TextPaths.previousItem \(obj: TextPath\)](#)

<b>Class</b>
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# TextPaths

A collection of text paths.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[TextPath](#) **anyItem** ()  
Returns any TextPath in the collection.

[TextPath](#) **count** ()  
Displays the number of elements in the TextPath.

[TextPath](#) **everyItem** ()  
Returns every TextPath in the collection.

[TextPath](#) **firstItem** ()  
Returns the first TextPath in the collection.

[TextPath](#) **item** ([index](#): *any*)  
Returns the TextPath with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[TextPath](#) **itemByID** ([id](#): *number*)

Returns the [TextPath](#) with the specified ID.

Parameter	Type	Description
id	number	The ID.

[TextPath](#) **itemByName** (*name*: string)

Returns the [TextPath](#) with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [TextPath](#) **itemByRange** (*from*: any, *to*: any)

Returns the [TextPaths](#) within the specified range.

Parameter	Type	Description
from	Long String <a href="#">TextPath</a>	The <a href="#">TextPath</a> , index, or name at the beginning of the range. Can accept: <a href="#">TextPath</a> , Long or String.
to	Long String <a href="#">TextPath</a>	The <a href="#">TextPath</a> , index, or name at the end of the range. Can accept: <a href="#">TextPath</a> , Long or String.

[TextPath](#) **lastItem** ()

Returns the last [TextPath](#) in the collection.

[TextPath](#) **middleItem** ()

Returns the middle [TextPath](#) in the collection.

[TextPath](#) **nextItem** (*obj*: [TextPath](#))

Returns the [TextPath](#) whose index follows the specified [TextPath](#) in the collection.

Parameter	Type	Description
obj	<a href="#">TextPath</a>	The <a href="#">TextPath</a> whose index comes before the desired <a href="#">TextPath</a> .

[TextPath](#) **previousItem** (*obj*: [TextPath](#))

Returns the [TextPath](#) with the index previous to the

specified index.

Parameter	Type	Description
obj	<a href="#">TextPath</a>	The index of the TextPath that follows the desired TextPath.

**string toSource ()**

Generates a string which, if executed, will return the TextPath.

**Element of** [Character](#).parentTextFrames  
[GraphicLine](#).textPaths  
[InsertionPoint](#).parentTextFrames  
[Line](#).parentTextFrames  
[Oval](#).textPaths  
[PageItem](#).textPaths  
[Paragraph](#).parentTextFrames  
[Polygon](#).textPaths  
[Rectangle](#).textPaths  
[Text](#).parentTextFrames  
[TextColumn](#).parentTextFrames  
[TextFrame](#).textPaths  
[TextStyleRange](#).parentTextFrames  
[Word](#).parentTextFrames

<b>Class</b>
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# TextStyleRange

A continuous range of identical text formatting

**QuickLinks**   applyBullets, applyNumbers, applyStyle, cha  
convertToTable, createOutlines, exportFile, g  
search, select, toSource, toSpecifier

**Hierarchy** Cell | Character | Footnote | InsertionPc

Bullet | Button | Character | Footnote | Fc  
PageItem | Paragraph | Polygon | Recta

Properties	Property	Type
	alignToBaseline	bool
	allGraphics	Array of Graphics
	allPageItems	Array of PageItem
	appliedCharacterStyle	CharacterStyle
	appliedFont	Font String



appliedLanguage	<a href="#">Language</a> <a href="#">LanguageW</a> String
appliedParagraphStyle	<a href="#">ParagraphS</a> String
ascent	Measureme
associatedXMLElements	Array of <a href="#">XM</a>
autoLeading	number
balanceRaggedLines	<a href="#">BalanceLin</a> Boolean
baseline	Measureme
baselineShift	Measureme

bulletChar	Bullet
bulletsAndNumberingColor	AutoEnum String Swatch
bulletsAndNumberingListType	ListType: ListType.NoListType ListType.BulletedListType ListType.NumberedListType
bulletsAndNumberingSize	AutoEnum Real
buttons	Buttons
capitalization	Capitalization: Capitalization.NoCapitalization Capitalization.AllCapitalization Capitalization.FirstLetterCapitalization Capitalization.None
characterDirection	CharacterDirection: CharacterDirection.NoCharacterDirection CharacterDirection.LeftToRightCharacterDirection CharacterDirection.RightToLeftCharacterDirection
characters	Characters
composer	string
contents	SpecialCharacter: String





fontStyle	string
footnotes	<a href="#">Footnotes</a>
formFields	<a href="#">FormFields</a>
gradientFillAngle	number
gradientFillLength	number
gradientFillStart	Array of M
gradientStrokeAngle	number
gradientStrokeLength	number
gradientStrokeStart	Array of M

graphicLines	<a href="#">GraphicLine</a>
gridAlignFirstLineOnly	bool
groups	<a href="#">Groups</a>
horizontalOffset	Measureme
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool

hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measureme
index	number
insertionPoints	<a href="#">InsertionPo</a>
justification	<a href="#">Justification</a> Justification Justification Justification Justification Justification Justification Justification Justification Justification
kashidas	<a href="#">KashidasOp</a> KashidasOp KashidasOp
keepAllLinesTogether	bool

keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterD:</a> <a href="#">CharacterD:</a> <a href="#">CharacterD:</a> <a href="#">CharacterD:</a>
lastLineIndent	Measureme
leading	<a href="#">Leading</a> Unit



leftIndent	Measureme
length	number
ligatures	bool
lines	<a href="#">Lines</a>
maximumGlyphScaling	number
maximumLetterSpacing	number
maximumWordSpacing	number
minimumGlyphScaling	number

minimumLetterSpacing	number
minimumWordSpacing	number
nestedStyles	<a href="#">NestedStyle</a>
noBreak	bool
notes	<a href="#">Notes</a>
numberSeparator	number
numberStartAt	number
numberingFont	<a href="#">AutoEnum</a> <a href="#">Font</a> String
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String

numberingStyle	<a href="#">NumberingStyle</a> String
opentypeFeatures	Array of Array of 2 5 Longs
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> OTFFigureStyle OTFFigureStyle OTFFigureStyle OTFFigureStyle OTFFigureStyle
otfFraction	bool
otfHistorical	bool
otfJustificationAlternate	bool
otfOrdinal	bool

otfOverlapSwash	bool
otfSlashedZero	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfStylisticSets	number
otfSwash	bool
otfTitling	bool
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintStroke	bool
pageItems	<a href="#">PageItems</a>

paragraphDirection	<a href="#">ParagraphD</a> <a href="#">ParagraphD</a> <a href="#">ParagraphD</a>
paragraphJustification	<a href="#">ParagraphJu</a> <a href="#">ParagraphJu</a> <a href="#">ParagraphJu</a> <a href="#">ParagraphJu</a>
paragraphs	<a href="#">Paragraphs</a>
parent	<a href="#">Cell</a> <a href="#">Character</a> <a href="#">Footnote</a> <a href="#">InsertionPoi</a> <a href="#">Line</a> <a href="#">Note</a> <a href="#">Paragraph</a> <a href="#">Story</a> <a href="#">Text</a> <a href="#">TextColumr</a> <a href="#">TextFrame</a> <a href="#">TextPath</a> <b>TextStyleR</b> <a href="#">Word</a> <a href="#">XMLEleme</a>
parentStory	<a href="#">Story</a>
parentTextFrames	<a href="#">Array of</a> <a href="#">TextFrames</a> <a href="#">TextPaths</a>

pointSize	Measureme
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> Position.NC Position.SU Position.SU Position.OT Position.OT Position.OT Position.OT
properties	Object
rectangles	<a href="#">Rectangles</a>
rightIndent	Measureme
ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>

ruleAboveGapOverprint	bool
ruleAboveGapTint	number
ruleAboveLeftIndent	Measureme
ruleAboveLineWeight	number
ruleAboveOffset	Measureme

	ruleAboveOverprint	bool
	ruleAboveRightIndent	Measureme
	ruleAboveTint	number
	ruleAboveType	String StrokeStyle
	ruleAboveWidth	RuleWidth: RuleWidth.' RuleWidth.'
	ruleBelow	bool
	ruleBelowColor	String Swatch
	ruleBelowGapColor	String Swatch



ruleBelowGapOverPrint	bool
ruleBelowGapTint	number
ruleBelowLeftIndent	Measureme
ruleBelowLineWeight	number
ruleBelowOffset	Measureme

	ruleBelowOverPrint	bool
	ruleBelowRightIndent	Measureme
	ruleBelowTint	number
	ruleBelowType	String StrokeStyle
	ruleBelowWidth	RuleWidth: RuleWidth.' RuleWidth.()
	singleWordJustification	SingleWord SingleWord SingleWord SingleWord SingleWord
	skew	number
	spaceAfter	Measureme

	spaceBefore	Measureme
	startParagraph	<a href="#">StartParagra</a> StartParagra StartParagra StartParagra StartParagra StartParagra StartParagra
	strikeThroughColor	String <a href="#">Swatch</a>
	strikeThroughGapColor	String <a href="#">Swatch</a>
	strikeThroughGapOverprint	bool
	strikeThroughGapTint	number

	strikeThroughOffset	Measureme
	strikeThroughOverprint	bool
	strikeThroughTint	number
	strikeThroughType	String <a href="#">StrokeStyle</a>
	strikeThroughWeight	Measureme
	strikeThru	bool
	strokeColor	String <a href="#">Swatch</a>
	strokeTint	number

strokeWeight	Measureme
tabList	Array of Arrays of P
tabStops	TabStops
tables	Tables
textColumns	TextColumn
textFrames	TextFrames
textStyleRanges	TextStyleRa
texts	Texts
tracking	number
underline	bool
underlineColor	String Swatch

	underlineGapColor	String Swatch
	underlineGapOverprint	bool
	underlineGapTint	number
	underlineOffset	Measureme
	underlineOverprint	bool
	underlineTint	number
	underlineType	String StrokeStyle
	underlineWeight	Measureme
	verticalScale	number

words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

**Methods** **Instances**

`void applyBullets ([bulletChar: number][, bulletSize: number][, bulletColor: Swatch][, listFirstLineIndent: number][, listFirstLineIndent: number])`  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	BulletCharacterType: BulletCharacterType.U BulletCharacterType.U BulletCharacterType.G
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: Num
any][, numberFontStyle: string][, numberSize
ListAlignment=ListAlignment.HANGING_
number])
```

Apply numbers

Parameter	Type
numberingStyle	NumberingStyle: NumberingStyle.UPPER NumberingStyle.LOWER NumberingStyle.UPPER NumberingStyle.LOWER NumberingStyle.ARA
numberingSeparator	number
startingValue	number
numberFont	Font String
numberFontStyle	string
numberSize	number
numberColor	Swatch
numberAlignment	ListAlignment: ListAlignment.HANG ListAlignment.FLUSH ListAlignment.CUSTO
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, clear all overrides only when applying the style.

**void changecase** (using: ChangelogMode)  
Sets the case of the text.

Parameter	Type
using	ChangelogMode: ChangelogMode.UPPER ChangelogMode.LOWER ChangelogMode.TITLE ChangelogMode.SENTENCE

**void clearOverrides** ([overridesToClear: OverrideType)  
Clears the specified types of override.

Parameter	Type
overridesToClear	OverrideType: OverrideType.ALL OverrideType.CHARACTER OverrideType.PARAGRAPH

**void convertBulletsAndNumberingToText** (text: string)  
Convert bullets and numbering to text.

**Note convertToNote** ()  
Converts the text to a note.

**Table convertToTable** ([columnSeparator: string)  
Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character used to separate columns.

rowSeparator	string	The character
numberOfColumns	number	The number of characters are

Array of [PageItem](#) **createOutlines** ([[deleteOriginal](#)])  
 Converts text to outlines. Each line of text becomes a space or detached parts, the polygon contains outlines, see allow outlines.

Parameter	Type	Description
deleteOriginal	bool	If true, deletes the original (Optional) (default: true)

**void exportFile** ([format](#): any, [to](#): File[, [showingOptions](#)])  
 Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	TI
to	File	TI
showingOptions	bool	If
using	<a href="#">PDFExportPreset</a>	TI

Array of [Object](#) **getElements** ()  
 Resolves the object specifier, creating an array of objects.

**void markup** ([using](#): [XMLElement](#))  
 Associates the page item with the specified XML element.

Parameter	Type
using	<a href="#">XMLElement</a>

**Text move** ([to](#): [LocationOptions](#)[, [reference](#): [Text](#)])  
 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	Cell Column PageItem Row Story Table Text

**any place** (*fileName: File*[, *showingOptions: ShowingOptions*]  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to show the file
withProperties	Object	Initial value for the file's properties

**void recompose ()**  
Recomposes the text in the TextStyleRange.

**void remove ()**  
Deletes the TextStyleRange.

**void removeBulletsAndNumbers ()**  
Remove bullets and numbers

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

Parameter	Type	Description
for	string	What to search for
wholeWord	bool	If true, the search must match the whole word
caseSensitive	bool	If true, the search is case sensitive
replacingWith	string	What to replace with

	<table><tr><td>withFindAttributes</td><td>Object</td><td>A record</td></tr><tr><td>withChangeAttributes</td><td>Object</td><td>A record</td></tr></table>	withFindAttributes	Object	A record	withChangeAttributes	Object	A record
withFindAttributes	Object	A record					
withChangeAttributes	Object	A record					
	<p><b>void select</b> ([existingSelection: SelectionOptions]</p> <p>Selects the object.</p> <table><tr><th>Parameter</th><th>Type</th></tr><tr><td>existingSelection</td><td>SelectionOptions: SelectionOptions.ADD_T SelectionOptions.REMOV SelectionOptions.REPLA</td></tr></table> <p><b>string toSource</b> ()</p> <p>Generates a string which, if executed, will ret</p> <p><b>string toSpecifier</b> ()</p> <p>Retrieves the object specifier.</p>	Parameter	Type	existingSelection	SelectionOptions: SelectionOptions.ADD_T SelectionOptions.REMOV SelectionOptions.REPLA		
Parameter	Type						
existingSelection	SelectionOptions: SelectionOptions.ADD_T SelectionOptions.REMOV SelectionOptions.REPLA						
<b>Element of</b>	<a href="#">Note.parent</a> <a href="#">Table.parent</a>						
<b>Used in:</b>	<a href="#">Table</a> <a href="#">Tables.add</a> ([to: LocationOptions=Loca array of <b>TextStyleRange</b> <a href="#">TextStyleRanges.item</a> ( <b>TextStyleRange</b> <a href="#">TextStyleRanges.nextItem</a> ( <b>TextStyleRange</b> <a href="#">TextStyleRanges.previousIt</a>						
<b>Return</b>	<b>TextStyleRange</b> <a href="#">TextStyleRanges.anyItem</a> () Array of <b>TextStyleRange</b> <a href="#">TextStyleRanges.e</a> <b>TextStyleRange</b> <a href="#">TextStyleRanges.firstItem</a> ( <b>TextStyleRange</b> <a href="#">TextStyleRanges.item</a> (index <b>TextStyleRange</b> <a href="#">TextStyleRanges.itemByNa</a> Array of <b>TextStyleRange</b> <a href="#">TextStyleRanges.it</a> <b>TextStyleRange</b> <a href="#">TextStyleRanges.lastItem</a> () <b>TextStyleRange</b> <a href="#">TextStyleRanges.middleItem</a> <b>TextStyleRange</b> <a href="#">TextStyleRanges.nextItem</a> ( <b>TextStyleRange</b> <a href="#">TextStyleRanges.previousIt</a>						

Jongware, 27-  
Jun-2010 v3.0.3d

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<b>Class</b>
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# TextStyleRanges

A collection of text style ranges.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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

**Methods** **Instances**

[TextStyleRange](#) **anyItem** ()  
Returns any TextStyleRange in the collection.

[number](#) **count** ()  
Displays the number of elements in the TextStyleRange.

Array of [TextStyleRange](#) **everyItem** ()  
Returns every TextStyleRange in the collection.

[TextStyleRange](#) **firstItem** ()  
Returns the first TextStyleRange in the collection.

[TextStyleRange](#) **item** ([index](#): any)  
Returns the TextStyleRange with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String

[TextStyleRange](#) **itemByName** ([name](#): string)  
Returns the TextStyleRange with the specified name.

--	--	--

Parameter	Type	Description
name	string	The name.

Array of [TextStyleRange](#) **itemByRange** (*from: any, to: any*)

Returns the TextStyleRanges within the specified range.

Parameter	Type	Description
from	Long String <a href="#">TextStyleRange</a>	The TextStyleRange index, or name at the beginning of the range. Can accept: TextStyleRange, Long or String
to	Long String <a href="#">TextStyleRange</a>	The TextStyleRange index, or name at the end of range. Can accept: TextStyleRange, Long or String

[TextStyleRange](#) **lastItem** ()  
Returns the last TextStyleRange in the collection.

[TextStyleRange](#) **middleItem** ()  
Returns the middle TextStyleRange in the collection.

[TextStyleRange](#) **nextItem** (*obj: TextStyleRange*)  
Returns the TextStyleRange whose index follows the specified TextStyleRange in the collection.

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

obj	<a href="#">TextStyleRange</a>	The TextStyleRa whose index comes befor the desired TextStyleRa
-----	--------------------------------	--

[TextStyleRange](#) **previousItem** ([obj](#):  
[TextStyleRange](#))

Returns the [TextStyleRange](#) with the index  
previous to the specified index.

Parameter	Type	Description
obj	<a href="#">TextStyleRange</a>	The index o TextStyleRa that follows desired TextStyleRa

[string](#) **toSource** ()

Generates a string which, if executed, will r  
the [TextStyleRange](#).

**Element of** [Cell](#).textStyleRanges  
[Character](#).textStyleRanges  
[Footnote](#).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





<b>Class</b>
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# Texts

A collection of text objects.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Text](#) **anyItem** ()

Returns any Text in the collection.

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

Displays the number of elements in the Text.

Array of [Text](#) **everyItem** ()

Returns every Text in the collection.

[Text](#) **firstItem** ()

Returns the first Text in the collection.

[Text](#) **item** ([index](#): *any*)

Returns the Text with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Text](#) **itemByName** ([name](#): *string*)

Returns the Text with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [Text](#) **itemByRange** ([from](#): *any*, [to](#): *any*)

Returns the Texts within the specified range.

Parameter	Type	Description
from	Long String Text	The Text, index, or name at the beginning of the range. Can accept: Text, Long or String.
to	Long String Text	The Text, index, or name at the end of the range. Can accept: Text, Long or String.

**Text lastItem ()**

Returns the last Text in the collection.

**Text middleItem ()**

Returns the middle Text in the collection.

**Text nextItem (obj: Text)**

Returns the Text whose index follows the specified Text in the collection.

Parameter	Type	Description
obj	Text	The Text whose index comes before the desired Text.

**Text previousItem (obj: Text)**

Returns the Text with the index previous to the specified index.

Parameter	Type	Description
obj	Text	The index of the Text that follows the desired Text.

**string toSource ()**

Generates a string which, if executed, will return the Text.

**Element of** [Cell](#).texts  
[Character](#).texts  
[Footnote](#).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

**Used in:** bool [Book.packageForGoLive](#) ([location](#): *File*[], [objects](#): Array of *any*)  
bool [Document.packageForGoLive](#) ([location](#): *File*[], [objects](#): Array of *any*)

<b>Class</b>
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# UserDictionaries

A collection of user dictionaries.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods Instances

[UserDictionary](#) **anyItem** ()

Returns any UserDictionary in the collection.

[UserDictionary](#) **count** ()

Displays the number of elements in the UserDictionary.

Array of [UserDictionary](#) **everyItem** ()

Returns every UserDictionary in the collection.

[UserDictionary](#) **firstItem** ()

Returns the first UserDictionary in the collection.

[UserDictionary](#) **item** (*index*: any)

Returns the UserDictionary with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String

[UserDictionary](#) **itemByName** (*name*: string)

Returns the UserDictionary with the specified name.

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Parameter	Type	Description
name	string	The name.

Array of [UserDictionary](#) **itemByRange** ([from](#) *any*, [to](#): *any*)

Returns the UserDictionaries within the specified range.

Parameter	Type	Description
from	Long String <a href="#">UserDictionary</a>	The UserDictionary index, or name at the beginning of the range. Can accept: UserDictionary Long or String
to	Long String <a href="#">UserDictionary</a>	The UserDictionary index, or name at the end of the range. Can accept: UserDictionary Long or String

[UserDictionary](#) **lastItem** ()

Returns the last UserDictionary in the collection.

[UserDictionary](#) **middleItem** ()

Returns the middle UserDictionary in the collection.

[UserDictionary](#) **nextItem** ([obj](#): [UserDictionary](#))

Returns the UserDictionary whose index follows the specified UserDictionary in the



collection.

Parameter	Type	Description
obj	UserDictionary	The UserDiction whose index comes before the desired UserDiction

**UserDictionary previousItem (obj: UserDictionary)**

Returns the UserDictionary with the index previous to the specified index.

Parameter	Type	Description
obj	UserDictionary	The index of the UserDiction that follows desired UserDiction

**string toSource ()**

Generates a string which, if executed, will return the UserDictionary.

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

<b>Class</b>
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# UserDictionary

A user dictionary.

**QuickLinks** [addWord](#), [getElements](#), [removeWord](#), [toSource](#)  
[toSpecifier](#)

**Hierarchy**

[Application](#)

**UserDictionary**

**Properties**

Property	Type	Access	Description
addedWords	Array of string	r/w	A list of added words in the user dictionary.
index	number	readonly	The index of the UserDictionary object within the container object.
name	string	readonly	The name of the UserDictionary object.
parent	<a href="#">Application</a>	readonly	The parent of the UserDictionary object (a Application object).
properties	Object	r/w	A property object allowing of setting of properties of the UserDictionary object.
removedWords	Array of string	r/w	A list of removed words in the user dictionary.

## 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, adds the words to the added words list. (Optional) (default: <b>false</b> )

Array of **Object** **getElement** ()

Resolves the object specifier, creating an array of references.

**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, removes the words from the added words list. (Optional) (default: <b>false</b> )

	<p><a href="#">string toSource ()</a> Generates a string which, if executed, will return a UserDictionary.</p> <p><a href="#">string toSpecifier ()</a> Retrieves the object specifier.</p>
<b>Used in:</b>	<p>array of <a href="#">UserDictionary</a> <a href="#">UserDictionaries.items</a> (<a href="#">from: any</a>, <a href="#">to: any</a>)</p> <p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.nextItem</a> (<a href="#">o</a> <a href="#">UserDictionary</a>)</p> <p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.previousItem</a> (<a href="#">o</a> <a href="#">UserDictionary</a>)</p>
<b>Return</b>	<p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.anyItem</a> ()</p> <p>Array of <a href="#">UserDictionary</a> <a href="#">UserDictionaries.everyItem</a> ()</p> <p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.firstItem</a> ()</p> <p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.item</a> (<a href="#">index</a>)</p> <p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.itemByNan</a> (<a href="#">string</a>)</p> <p>Array of <a href="#">UserDictionary</a> <a href="#">UserDictionaries.items</a> (<a href="#">from: any</a>, <a href="#">to: any</a>)</p> <p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.lastItem</a> ()</p> <p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.middleItem</a> ()</p> <p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.nextItem</a> (<a href="#">o</a> <a href="#">UserDictionary</a>)</p> <p><a href="#">UserDictionary</a> <a href="#">UserDictionaries.previousItem</a> (<a href="#">o</a> <a href="#">UserDictionary</a>)</p>
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<b>Class</b>
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# Word

A word. Base Class: [Text](#)

**QuickLinks** [applyBullets](#), [applyNumbers](#), [applyStyle](#), [changepcase](#), [clearOver](#), [convertToTable](#), [createOutlines](#), [exportFile](#), [getElements](#), [marku](#), [search](#), [select](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [Cell](#) | [Character](#) | [Footnote](#) | [InsertionPoint](#) | [Line](#) | [Note](#) | [TextStyleRange](#) |

[Bullet](#) | [Button](#) | [Character](#) | [Footnote](#) | [FormField](#) | [Graphic](#) | [PageItem](#) | [Paragraph](#) | [Polygon](#) | [Rectangle](#) | [TabStop](#) | [Ta](#)

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> String

appliedLanguage	<a href="#">Language</a> <a href="#">LanguageWithVendors</a> String
appliedParagraphStyle	<a href="#">ParagraphStyle</a> String
ascent	Measurement Unit (Number o
associatedXMLElements	Array of <a href="#">XMLItem</a>
autoLeading	number
balanceRaggedLines	<a href="#">BalanceLinesStyle</a> Boolean
baseline	Measurement Unit (Number o
baselineShift	Measurement Unit (Number o



bulletChar	Bullet
bulletsAndNumberingColor	AutoEnum String Swatch
bulletsAndNumberingListType	ListType: ListType.NO_LIST ListType.BULLET_LIST ListType.NUMBERED_LIST
bulletsAndNumberingSize	AutoEnum Real
buttons	Buttons
capitalization	Capitalization: Capitalization.NORMAL Capitalization.SMALL_CAPS Capitalization.ALL_CAPS Capitalization.CAP_TO_SMA
characterDirection	CharacterDirectionOptions: CharacterDirectionOptions.DF CharacterDirectionOptions.LE CharacterDirectionOptions.RI
characters	Characters
composer	string
contents	SpecialCharacters String

descent	Measurement Unit (Number o
desiredGlyphScaling	number
desiredLetterSpacing	number
desiredWordSpacing	number
diacriticPosition	<b>DiacriticPositionOptions:</b> DiacriticPositionOptions.DEF DiacriticPositionOptions.LOO DiacriticPositionOptions.MEI DiacriticPositionOptions.TIGH DiacriticPositionOptions.OPE
digitsType	<b>DigitsTypeOptions:</b> DigitsTypeOptions.DEFAULT DigitsTypeOptions.ARABIC_ DigitsTypeOptions.HINDI_DI DigitsTypeOptions.FARSI_DI DigitsTypeOptions.NATIVE_ DigitsTypeOptions.FULL_FA DigitsTypeOptions.THAI_DIC DigitsTypeOptions.LAO_DIG DigitsTypeOptions.DEVANA

	DigitsTypeOptions.BENGALI DigitsTypeOptions.GURMUK DigitsTypeOptions.GUJARAT DigitsTypeOptions.ORIYA_D DigitsTypeOptions.TAMIL_D DigitsTypeOptions.TELUGU_ DigitsTypeOptions.KANNAD DigitsTypeOptions.MALAYA DigitsTypeOptions.TIBETAN DigitsTypeOptions.KHMER_ DigitsTypeOptions.BURMESI
dropCapCharacters	number
dropCapLines	number
dropCapStyle	CharacterStyle String
fillColor	String Swatch
fillTint	number
firstLineIndent	Measurement Unit (Number o

fontStyle	string
footnotes	<a href="#">Footnotes</a>
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 o
horizontalScale	number
hyphenWeight	number
hyphenateAfterFirst	number
hyphenateBeforeLast	number
hyphenateCapitalizedWords	bool
hyphenateLadderLimit	number
hyphenateLastWord	bool

hyphenateWordsLongerThan	number
hyphenation	bool
hyphenationZone	Measurement Unit (Number o
index	number
insertionPoints	<a href="#">InsertionPoints</a>
justification	<a href="#">Justification:</a> Justification.LEFT_ALIGN Justification.CENTER_ALIGN Justification.RIGHT_ALIGN Justification.LEFT_JUSTIFIE Justification.RIGHT_JUSTIFI Justification.CENTER_JUSTI Justification.FULLY_JUSTIFI Justification.TO_BINDING_S Justification.AWAY_FROM_I
kashidas	<a href="#">KashidasOptions:</a> KashidasOptions.DEFAULT_ KashidasOptions.KASHIDAS
keepAllLinesTogether	bool

keepFirstLines	number
keepLastLines	number
keepLinesTogether	bool
keepWithNext	number
kerningMethod	string
kerningValue	number
keyboardDirection	<a href="#">CharacterDirectionOptions:</a> CharacterDirectionOptions.DI CharacterDirectionOptions.LE CharacterDirectionOptions.RI
lastLineIndent	Measurement Unit (Number o
leading	<a href="#">Leading</a> Unit

leftIndent	Measurement Unit (Number o
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
numberingFont	<a href="#">AutoEnum</a> <a href="#">Font</a> String
numberingFontStyle	<a href="#">AutoEnum</a> <a href="#">NothingEnum</a> String

numberingStyle	<a href="#">NumberingStyle</a> String
opentypeFeatures	Array of Array of 2 Strings Longs
otfContextualAlternate	bool
otfDiscretionaryLigature	bool
otfFigureStyle	<a href="#">OTFFigureStyle</a> : OTFFigureStyle.TABULAR_ OTFFigureStyle.PROPORTIC OTFFigureStyle.PROPORTIC OTFFigureStyle.TABULAR_ OTFFigureStyle.DEFAULT_
otfFraction	bool
otfHistorical	bool
otfJustificationAlternate	bool
otfOrdinal	bool

otfOverlapSwash	bool
otfSlashedZero	bool
otfStretchedAlternate	bool
otfStylisticAlternate	bool
otfStylisticSets	number
otfSwash	bool
otfTitling	bool
ovals	<a href="#">Ovals</a>
overprintFill	bool
overprintStroke	bool
pageItems	<a href="#">PageItems</a>

paragraphDirection	<a href="#">ParagraphDirectionOptions:</a> <a href="#">ParagraphDirectionOptions.LI</a> <a href="#">ParagraphDirectionOptions.RI</a>
paragraphJustification	<a href="#">ParagraphJustificationOptions</a> <a href="#">ParagraphJustificationOptions</a> <a href="#">ParagraphJustificationOptions</a> <a href="#">ParagraphJustificationOptions</a>
paragraphs	<a href="#">Paragraphs</a>
parent	<a href="#">Cell</a> <a href="#">Character</a> <a href="#">Footnote</a> <a href="#">InsertionPoint</a> <a href="#">Line</a> <a href="#">Note</a> <a href="#">Paragraph</a> <a href="#">Story</a> <a href="#">Text</a> <a href="#">TextColumn</a> <a href="#">TextFrame</a> <a href="#">TextPath</a> <a href="#">TextStyleRange</a> <b>Word</b> <a href="#">XMLElement</a>
parentStory	<a href="#">Story</a>
parentTextFrames	Array of <a href="#">TextFrames</a> <a href="#">TextPaths</a>

pointSize	Measurement Unit (Number o
polygons	<a href="#">Polygons</a>
position	<a href="#">Position:</a> Position.NORMAL Position.SUPERSCRIP Position.SUBSCRIPT Position.OT_SUPERSCRIPT Position.OT_SUBSCRIPT Position.OT_NUMERATOR Position.OT_DENOMINATO
properties	Object
rectangles	<a href="#">Rectangles</a>
rightIndent	Measurement Unit (Number o
ruleAbove	bool
ruleAboveColor	String <a href="#">Swatch</a>
ruleAboveGapColor	String <a href="#">Swatch</a>

ruleAboveGapOverprint	bool
ruleAboveGapTint	number
ruleAboveLeftIndent	Measurement Unit (Number o
ruleAboveLineWeight	number
ruleAboveOffset	Measurement Unit (Number o

ruleAboveOverprint	bool
ruleAboveRightIndent	Measurement Unit (Number o
ruleAboveTint	number
ruleAboveType	String StrokeStyle
ruleAboveWidth	RuleWidth: RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDT
ruleBelow	bool
ruleBelowColor	String Swatch
ruleBelowGapColor	String Swatch

ruleBelowGapOverPrint	bool
ruleBelowGapTint	number
ruleBelowLeftIndent	Measurement Unit (Number o
ruleBelowLineWeight	number
ruleBelowOffset	Measurement Unit (Number o



ruleBelowOverPrint	bool
ruleBelowRightIndent	Measurement Unit (Number o
ruleBelowTint	number
ruleBelowType	String <a href="#">StrokeStyle</a>
ruleBelowWidth	<a href="#">RuleWidth:</a> RuleWidth.TEXT_WIDTH RuleWidth.COLUMN_WIDT
singleWordJustification	<a href="#">SingleWordJustification:</a> SingleWordJustification.LEFT SingleWordJustification.CEN SingleWordJustification.RIGH SingleWordJustification.FULI
skew	number
spaceAfter	Measurement Unit (Number o

spaceBefore	Measurement Unit (Number o
startParagraph	<a href="#">StartParagraph:</a> StartParagraph.ANYWHERE StartParagraph.NEXT_COLU StartParagraph.NEXT_FRAM 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 o
	strikeThroughOverprint	bool
	strikeThroughTint	number
	strikeThroughType	String StrokeStyle
	strikeThroughWeight	Measurement Unit (Number o
	strikeThru	bool
	strokeColor	String Swatch
	strokeTint	number

strokeWeight	Measurement Unit (Number o
tabList	Array of Arrays of Property Name/Valu
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 Swatch
underlineGapOverprint	bool
underlineGapTint	number
underlineOffset	Measurement Unit (Number o
underlineOverprint	bool
underlineTint	number
underlineType	String StrokeStyle
underlineWeight	Measurement Unit (Number o
verticalScale	number

words	Words
xOffsetDiacritic	number
yOffsetDiacritic	number

**Methods** **Instances**

**void applyBullets** ([bulletChar: number][, bulletType: BulletCharacterType][, bulletSize: number][, bulletColor: Swatch][, bulletAlignment: ListAlignment][, listFirstLineIndent: number][, listFirstTabPosition: number])  
Apply bullets

Parameter	Type
bulletChar	number
bulletType	BulletCharacterType: BulletCharacterType.UNICODE_ONLY BulletCharacterType.UNICODE_WITH_FONTS BulletCharacterType.GLYPH_WITH_FONTS
bulletFont	Font String
bulletFontStyle	string
bulletSize	number
bulletColor	Swatch
bulletAlignment	ListAlignment: ListAlignment.HANGING_LIST ListAlignment.FLUSH_LEFT_LIST

	ListAlignment.CUSTOM_ALIGNED_LIST
listLeftIndent	number
listFirstLineIndent	number
listFirstTabPosition	number

**void applyNumbers** ([**numberingStyle**: **NumberingStyle**][, **numberingSeparator**: **number**][, **startingValue**: **number**][, **numberFont**: **string**][, **numberFontSize**: **number**][, **numberColor**: **Swatch**][, **numberAlignment**: **ListAlignment**][, **listLeftIndent**: **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
numberFontSize	string
numberSize	number
numberColor	<b>Swatch</b>
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 only when the using param

**void changecase** (using: ChangecaseMode)

Sets the case of the text.

Parameter	Type
using	ChangecaseMode: ChangecaseMode.UPPERCASE ChangecaseMode.LOWERCASE ChangecaseMode.TITLECASE ChangecaseMode.SENTENCECASE

**void clearOverrides** ([overridesToClear: OverrideType=Overr

Clears the specified types of override.

Parameter	Type	Desc
overridesToClear	OverrideType: OverrideType.ALL OverrideType.CHARACTER_ONLY OverrideType.PARAGRAPH_ONLY	The t <b>Over</b>

**void convertBulletsAndNumberingToText** ()

Convert bullets and numbering to text.

**Note convertToNote** ()

Converts the text to a note.

**Table convertToTable** ([columnSeparator: string][, rowSeparate

Converts the text to a table.

Parameter	Type	Description
columnSeparator	string	The character that starts a new cc



rowSeparator	string	The character starts a new row in
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 of spaces or detached parts, the polygon contains only a single path. For 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. C
to	File	The path of the expo
showingOptions	bool	If true, prompts the u
using	<a href="#">PDFExportPreset</a>	The export style to u

Array of [Object](#) **getElements** ()  
 Resolves the object specifier, creating an array of object referen

**void markup** ([using](#): [XMLElement](#))  
 Associates the page item with the specified XML element while

Parameter	Type
using	<a href="#">XMLElement</a>

**Text move** ([to](#): [LocationOptions](#)[, [reference](#): any])  
 Moves the text to the specified location.

Parameter	Type	Description
to	<a href="#">LocationOptions</a> : LocationOptions.BEFORE LocationOptions.AFTER	The location

	LocationOptions.AT_END LocationOptions.AT_BEGINNING LocationOptions.UNKNOWN	
reference	Cell Column PageItem Row Story Table Text	The reference after. Can access (Optional)

**any place** (*fileName: File*[, *showingOptions: bool=false*][, *withProperties: Object*])  
Place a file

Parameter	Type	Description
fileName	File	The file to place
showingOptions	bool	Whether to display the imported file
withProperties	Object	Initial values for properties of the file

**void recompose ()**

Recomposes the text in the Word.

**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 enclosed in words
caseSensitive	bool	If true, then search only for exact matches
replacingWith	string	What to replace the found text with

withFindAttributes	Object	A record of find preference
withChangeAttributes	Object	A record of change preference

**void select** ([**existingSelection**: **SelectionOptions**=**SelectionOptions**])  
Selects the object.

Parameter	Type	Description
existingSelection	<b>SelectionOptions</b> : <b>SelectionOptions</b> .ADD_TO <b>SelectionOptions</b> .REMOVE_FROM <b>SelectionOptions</b> .REPLACE_WITH	The selection options for the object

**string toSource** ()  
Generates a string which, if executed, will return the Word.

**string toSpecifier** ()  
Retrieves the object specifier.

**Element of** **Footnote.parent**

**Used in:** **Table** **Tables.add** ([**to**: **LocationOptions**=**LocationOptions**.UNKNOWN]  
array of **Word** **Words.itemByRange** (**from**: any, **to**: any)  
**Word** **Words.nextItem** (**obj**: **Word**)  
**Word** **Words.previousItem** (**obj**: **Word**)

**Return** **Word** **Words.anyItem** ()  
Array of **Word** **Words.everyItem** ()  
**Word** **Words.firstItem** ()  
**Word** **Words.item** (**index**: any)  
**Word** **Words.itemByName** (**name**: string)  
Array of **Word** **Words.itemByRange** (**from**: any, **to**: any)  
**Word** **Words.lastItem** ()  
**Word** **Words.middleItem** ()  
**Word** **Words.nextItem** (**obj**: **Word**)  
**Word** **Words.previousItem** (**obj**: **Word**)

<b>Class</b>
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# Words

A collection of words.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Word](#) **anyItem** ()

Returns any Word in the collection.

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

Displays the number of elements in the Word.

Array of [Word](#) **everyItem** ()

Returns every Word in the collection.

[Word](#) **firstItem** ()

Returns the first Word in the collection.

[Word](#) **item** ([index](#): *any*)

Returns the Word with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Word](#) **itemByName** ([name](#): *string*)

Returns the Word with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [Word](#) **itemByRange** ([from](#): *any*, [to](#): *any*)

Returns the Words within the specified range.

Parameter	Type	Description
from	Long String <a href="#">Word</a>	The Word, index, or name at the beginning of the range. Can accept: Word, Long or String.
to	Long String <a href="#">Word</a>	The Word, index, or name at the end of the range. Can accept: Word, Long or String.

### [Word](#) **lastItem** ()

Returns the last Word in the collection.

### [Word](#) **middleItem** ()

Returns the middle Word in the collection.

### [Word](#) **nextItem** ([obj](#): [Word](#))

Returns the Word whose index follows the specified Word in the collection.

Parameter	Type	Description
obj	<a href="#">Word</a>	The Word whose index comes before the desired Word.

### [Word](#) **previousItem** ([obj](#): [Word](#))

Returns the Word with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Word</a>	The index of the Word that follows the desired Word.

### [string](#) **toSource** ()

Generates a string which, if executed, will return the Word.

**Element of** [Cell](#).words  
[Character](#).words  
[Footnote](#).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 CS2 (4.0) Object Model



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Use these if the ScriptUI classes are too much ... "OK", "Cancel", and just a bit more.	Assignment Suite	AngleCombobox
	Basics Suite	AngleComboboxes
	Book Suite	AngleEditbox
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	Datamerge Suite	BorderPanel
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	Interactive Elements Suite	Dialog
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	Table Style Suite	EnablingGroup
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	Text Suite	IntegerCombobox
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[TextEditboxes](#)  
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<b>Class</b>
--------------

# AngleCombobox

A degree entry control featuring both a pop  
Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

BorderPanel | DialogColumn | Di

Widget

AngleComb

## Properties

Property	Type
editContents	string
editValue	number

id	number
index	number
largeNudge	number
maximumValue	number

	minWidth	number
	minimumValue	number
	parent	<a href="#">BorderPanelDialogColor</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>
	properties	Object
	smallNudge	number

	<div>stringList</div> <div>Array of string</div>

**Methods** **Instances**

Array of **Object** **getElements ()**  
Resolves the object specifier, creating an array of objects.  
**string toSource ()**  
Generates a string which, if executed, will return the source code of the object.  
**string toSpecifier ()**  
Retrieves the object specifier.

**Used in:** array of **AngleCombobox** [AngleComboboxes.any\(\)](#)  
**AngleCombobox** [AngleComboboxes.next\(\)](#)  
**AngleCombobox** [AngleComboboxes.previous\(\)](#)

**Return** **AngleCombobox** [AngleComboboxes.add\(\)](#)  
**AngleCombobox** [AngleComboboxes.any\(\)](#)  
Array of **AngleCombobox** [AngleComboboxes.all\(\)](#)  
**AngleCombobox** [AngleComboboxes.first\(\)](#)  
**AngleCombobox** [AngleComboboxes.item\(\)](#)  
**AngleCombobox** [AngleComboboxes.item\(\)](#)  
**AngleCombobox** [AngleComboboxes.item\(\)](#)  
Array of **AngleCombobox** [AngleComboboxes.items\(\)](#)  
**AngleCombobox** [AngleComboboxes.last\(\)](#)  
**AngleCombobox** [AngleComboboxes.middle\(\)](#)  
**AngleCombobox** [AngleComboboxes.next\(\)](#)  
**AngleCombobox** [AngleComboboxes.previous\(\)](#)





<b>Class</b>
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# AngleComboboxes

A collection of angle comboboxes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [middleItem](#), [nextItem](#), [previousItem](#), [tc](#)

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

**Methods** **Instances**  
[AngleCombobox](#) **add** ([[withProperties](#)])  
Creates a new AngleCombobox.

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

[AngleCombobox](#) **anyItem** ()  
Returns any AngleCombobox in the collection.

[AngleCombobox](#) **count** ()  
Displays the number of elements in the AngleCombobox.

Array of [AngleCombobox](#) **everyItem** ()  
Returns every AngleCombobox in the collection.

[AngleCombobox](#) **firstItem** ()  
Returns the first AngleCombobox in the collection.

[AngleCombobox](#) **item** ([index](#): any)  
Returns the AngleCombobox with the specified index or name.

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Parameter	Type	Description
index	Long String	The index or name accept: Long or S

[AngleCombobox](#) **itemByID** (*id: number*)  
Returns the AngleCombobox with the specified ID.

Parameter	Type	Description
id	number	The ID

[AngleCombobox](#) **itemByName** (*name: string*)  
Returns the AngleCombobox with the specified name.

Parameter	Type	Description
name	string	The name

Array of [AngleCombobox](#) **itemByRange** (*from: any, to: any*)  
Returns the AngleComboboxes within the specified range.

Parameter	Type	Description
from	<a href="#">AngleCombobox</a> Long String	The start of the range, the beginning index, the beginning of the range, accept: Long or S
to	<a href="#">AngleCombobox</a> Long String	The end of the range, the ending index, the end of the range, accept: Long or S

**AngleCombobox lastItem ()**

Returns the last AngleCombobox in the

**AngleCombobox middleItem ()**

Returns the middle AngleCombobox in collection.

**AngleCombobox nextItem (obj: AngleCombobox)**

Returns the AngleCombobox whose in the specified AngleCombobox in the c

Parameter	Type	Descr
obj	AngleCombobox	The Angle whose comes desired Angle

**AngleCombobox previousItem (obj: AngleCombobox)**

Returns the AngleCombobox with the previous to the specified index.

Parameter	Type	Descr
obj	AngleCombobox	The in Angle that fo desired Angle

**string toSource ()**

Generates a string which, if executed, v the AngleCombobox.

**Element of** [BorderPanel.angleComboboxes](#)  
[DialogColumn.angleComboboxes](#)  
[DialogRow.angleComboboxes](#)



<b>Class</b>
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# AngleEditbox

A degree entry field. Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogR](#)

[Widget](#)

**AngleEditbox**

## Properties

Property	Type	Access
editContents	string	r/v
editValue	number	r/v

	id	number	read
	index	number	read
	largeNudge	number	r/v
	maximumValue	number	r/v
	minWidth	number	r/v



	minimumValue	number r/v
	parent	<a href="#">BorderPanelDialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a> read
	properties	Object r/v
	smallNudge	number r/v

<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating an array of <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, will return <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.
<b>Used in:</b>	array of <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.itemByR</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.nextItem (obj: Ar</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.previousItem (obj</a>
<b>Return</b>	<a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.add ([withProper</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.anyItem ()</a> Array of <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.everyIte</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.firstItem ()</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.item (index: any)</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.itemByID (id: nu</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.itemByName (na</a> Array of <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.itemByF</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.lastItem ()</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.middleItem ()</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.nextItem (obj: Ar</a> <a href="#">AngleEditbox</a> <a href="#">AngleEditboxes.previousItem (obj</a>
<div> <div>Jongware, 27- Jun-2010 v3.0.3d</div> <div>Contents :: Index</div> </div>	

<b>Class</b>
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# AngleEditboxes

A collection of angle editboxes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

**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)

[AngleEditbox](#) **anyItem** ()  
Returns any AngleEditbox in the collection.

[number](#) **count** ()  
Displays the number of elements in the AngleEditbox.

Array of [AngleEditbox](#) **everyItem** ()  
Returns every AngleEditbox in the collection.

[AngleEditbox](#) **firstItem** ()  
Returns the first AngleEditbox in the

collection.

[AngleEditbox](#) **item** (*index: any*)

Returns the AngleEditbox with the specified index or name.

Parameter	Type	Description
index	Long	The index or name.
	String	Can accept: Long or String.

[AngleEditbox](#) **itemByID** (*id: number*)

Returns the AngleEditbox with the specified ID.

Parameter	Type	Description
id	number	The ID.

[AngleEditbox](#) **itemByName** (*name: string*)

Returns the AngleEditbox with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [AngleEditbox](#) **itemByRange** (*from: any, to: any*)

Returns the AngleEditboxes within the specified range.

Parameter	Type	Description
from	<a href="#">AngleEditbox</a> Long String	The AngleEditbox, index, or name at the beginning of the range. Can accept: AngleEditbox, Long or String.

to	<a href="#">AngleEditbox</a> Long String	The AngleEditbox, index, or name at the end of the range. Can accept: AngleEditbox, Long or String.
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### [AngleEditbox](#) **lastItem** ()

Returns the last AngleEditbox in the collection.

### [AngleEditbox](#) **middleItem** ()

Returns the middle AngleEditbox in the collection.

### [AngleEditbox](#) **nextItem** ([obj: AngleEditbox](#))

Returns the AngleEditbox whose index follows the specified AngleEditbox in the collection.

Parameter	Type	Description
obj	<a href="#">AngleEditbox</a>	The AngleEditbox whose index comes before the desired AngleEditbox.

### [AngleEditbox](#) **previousItem** ([obj: AngleEditbox](#))

Returns the AngleEditbox with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">AngleEditbox</a>	The index of the

AngleEditbox  
that follows  
the desired  
AngleEditbox.

**string toSource ()**

Generates a string which, if executed, will  
return the AngleEditbox.

**Element of** [BorderPanel.angleEditboxes](#)  
[DialogColumn.angleEditboxes](#)  
[DialogRow.angleEditboxes](#)  
[EnablingGroup.angleEditboxes](#)

<b>Class</b>
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# BorderPanel

A bordered panel on a dialog that can contain any type of widget.  
Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

**BorderPanel** | [DialogColumn](#) | [DialogPanel](#)

[Widget](#)

**BorderPanel**

[AngleCombobox](#) | [AngleEditbox](#) | **BorderPanel** | [DialogColumn](#) | [Dropdown](#) | [EnablingGroup](#) | [IntegerEditbox](#) | [MeasurementCombobox](#) | [MeasurementEditbox](#) | [PercentEditbox](#) | [RadiobuttonGroup](#) | [RealCombobox](#) | [TextEditbox](#) | [Widget](#)

## 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>
dropdowns	<a href="#">Dropdowns</a>

enablingGroups	<a href="#">EnablingGroups</a>
id	number
index	number
integerComboboxes	<a href="#">IntegerComboboxes</a>
integerEditboxes	<a href="#">IntegerEditboxes</a>
measurementComboboxes	<a href="#">MeasurementComboboxes</a>
measurementEditboxes	<a href="#">MeasurementEditboxes</a>
minWidth	number
parent	<b>BorderPanel</b> <a href="#">DialogControl</a>

	<a href="#">DialogRow</a> <a href="#">EnablingGroup</a>
percentComboboxes	<a href="#">PercentComboboxes</a>
percentEditboxes	<a href="#">PercentEditboxes</a>
properties	<a href="#">Object</a>
radiobuttonGroups	<a href="#">RadiobuttonGroups</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>Methods</b>	<b>Instances</b> Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, creating an array of ol <b>string toSource ()</b> Generates a string which, if executed, will return th <b>string toSpecifier ()</b> Retrieves the object specifier.
<b>Element of</b>	AngleCombobox.parent AngleEditbox.parent BorderPanel.parent CheckboxControl.parent DialogColumn.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
<b>Used in:</b>	array of <b>BorderPanel</b> <b>BorderPanels.itemByRange (</b> <b>BorderPanel</b> <b>BorderPanels.nextItem (obj: BorderI</b> <b>BorderPanel</b> <b>BorderPanels.previousItem (obj: Bor</b>
<b>Return</b>	<b>BorderPanel</b> <b>BorderPanels.add ([withProperties: O</b> <b>BorderPanel</b> <b>BorderPanels.anyItem ()</b> Array of <b>BorderPanel</b> <b>BorderPanels.everyItem ()</b> <b>BorderPanel</b> <b>BorderPanels.firstItem ()</b> <b>BorderPanel</b> <b>BorderPanels.item (index: any)</b>

**BorderPanel** [BorderPanels.itemByID](#) (**id**: *number*)  
**BorderPanel** [BorderPanels.itemByName](#) (**name**: *st*)  
Array of **BorderPanel** [BorderPanels.itemByRange](#)  
**BorderPanel** [BorderPanels.lastItem](#) ()  
**BorderPanel** [BorderPanels.middleItem](#) ()  
**BorderPanel** [BorderPanels.nextItem](#) (**obj**: **BorderI**)  
**BorderPanel** [BorderPanels.previousItem](#) (**obj**: **Bor**)

<b>Class</b>
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# BorderPanels

A collection of border panels.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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)

[BorderPanel](#) **anyItem** ()  
Returns any BorderPanel in the collection.

[number](#) **count** ()  
Displays the number of elements in the BorderPanel.

Array of [BorderPanel](#) **everyItem** ()  
Returns every BorderPanel in the collection.

[BorderPanel](#) **firstItem** ()  
Returns the first BorderPanel in the collection.

[BorderPanel](#) **item** ([index: any](#))  
Returns the BorderPanel with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**BorderPanel** **itemByID** (*id: number*)

Returns the BorderPanel with the specified ID.

Parameter	Type	Description
id	number	The ID.

**BorderPanel** **itemByName** (*name: string*)

Returns the BorderPanel with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **BorderPanel** **itemByRange** (*from: any, to: any*)

Returns the BorderPanels within the specified range.

Parameter	Type	Description
from	<b>BorderPanel</b> Long String	The BorderPanel, index, or name at the beginning of the range. Can accept: BorderPanel, Long or String.
to	<b>BorderPanel</b> Long String	The BorderPanel, index, or name at the end of the range. Can accept: BorderPanel, Long or String.

**BorderPanel** **lastItem** ()

Returns the last BorderPanel in the collection.



### [BorderPanel](#) **middleItem** ()

Returns the middle BorderPanel in the collection.

### [BorderPanel](#) **nextItem** ([obj](#): [BorderPanel](#))

Returns the BorderPanel whose index follows the specified BorderPanel in the collection.

Parameter	Type	Description
<a href="#">obj</a>	<a href="#">BorderPanel</a>	The BorderPanel whose index comes before the desired BorderPanel.

### [BorderPanel](#) **previousItem** ([obj](#): [BorderPanel](#))

Returns the BorderPanel with the index previous to the specified index.

Parameter	Type	Description
<a href="#">obj</a>	<a href="#">BorderPanel</a>	The index of the BorderPanel that follows the desired BorderPanel.

### [string](#) **toSource** ()

Generates a string which, if executed, will return the BorderPanel.

**Element of** [BorderPanel](#).borderPanels  
[DialogColumn](#).borderPanels  
[DialogRow](#).borderPanels  
[EnablingGroup](#).borderPanels

<b>Class</b>
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# CheckboxControl

A checkbox control. Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogRow](#)

[Widget](#)

**CheckboxControl**

## Properties

Property	Type
checkedState	bool
id	number
index	number
minWidth	number
parent	<a href="#">BorderPanel</a> <a href="#">DialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>

	<table><tr><td>properties</td><td>Object</td></tr><tr><td>staticLabel</td><td>string</td></tr></table>	properties	Object	staticLabel	string
properties	Object				
staticLabel	string				
<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating an <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, wi <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.				
<b>Used in:</b>	array of <a href="#">CheckboxControl</a> <a href="#">CheckboxCo</a> <a href="#">to: any)</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.ne</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.pr</a> <a href="#">CheckboxControl</a> )				
<b>Return</b>	<a href="#">CheckboxControl</a> <a href="#">CheckboxControls.ac</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.ar</a> Array of <a href="#">CheckboxControl</a> <a href="#">CheckboxCo</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.fi</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.ite</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.ite</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.ite</a> Array of <a href="#">CheckboxControl</a> <a href="#">CheckboxCo</a> <a href="#">to: any)</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.la</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.m</a> <a href="#">CheckboxControl</a> <a href="#">CheckboxControls.ne</a>				

**CheckboxControl** [CheckboxControls.pr](#)  
**CheckboxControl)**

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<b>Class</b>
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# CheckboxControls

A collection of checkbox controls.

## QuickLinks

[add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [middleItem](#), [nextItem](#), [previousItem](#), [tc](#)

## Properties

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

## Methods

## Instances

[CheckboxControl](#) **add** ([withProperties](#)...) Creates a new CheckboxControl.

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

[CheckboxControl](#) **anyItem** () Returns any CheckboxControl in the collection.

[CheckboxControl](#) **count** () Displays the number of elements in the collection.

Array of [CheckboxControl](#) **everyItem** () Returns every CheckboxControl in the collection.

[CheckboxControl](#) **firstItem** () Returns the first CheckboxControl in the collection.

[CheckboxControl](#) **item** ([index](#): any) Returns the CheckboxControl with the specified index or name.

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Parameter	Type	Description
index	Long String	The index or name accept: Long or S

**CheckboxControl itemByID** (*id: number*)  
Returns the CheckboxControl with the

Parameter	Type	Description
id	number	The ID

**CheckboxControl itemByName** (*name: string*)  
Returns the CheckboxControl with the name.

Parameter	Type	Description
name	string	The name

Array of **CheckboxControl itemByRange** (*from: any, to: any*)  
Returns the CheckboxControls within the range.

Parameter	Type	Description
from	<b>CheckboxControl</b> Long String	The Check index the be the ra accep Check Long
to	<b>CheckboxControl</b> Long String	The Check index the er range accep Check Long



**CheckboxControl lastItem ()**  
Returns the last CheckboxControl in the collection.

**CheckboxControl middleItem ()**  
Returns the middle CheckboxControl in the collection.

**CheckboxControl nextItem (obj: CheckboxControl)**  
Returns the CheckboxControl whose index is the specified index in the collection.

Parameter	Type	Description
obj	CheckboxControl	The index of the CheckboxControl whose index is the specified index in the collection.

**CheckboxControl previousItem (obj: CheckboxControl)**  
Returns the CheckboxControl with the index previous to the specified index.

Parameter	Type	Description
obj	CheckboxControl	The index of the CheckboxControl that is the specified index in the collection.

**string toSource ()**  
Generates a string which, if executed, will create the CheckboxControl.

**Element of** [BorderPanel.checkboxControls](#)  
[DialogColumn.checkboxControls](#)  
[DialogRow.checkboxControls](#)  
[EnablingGroup.checkboxControls](#)



<b>Class</b>
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# Dialog

A dialog.

**QuickLinks** [destroy](#), [extractLabel](#), [getElements](#), [insertLabel](#), [show](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Application](#)

**Dialog**

[DialogColumn](#)

## 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.

### **Array of Object getElements ()**

Resolves the object specifier, creating an array of object references.

### **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.

**string toSource ()**

Generates a string which, if executed, will return the Dialog.

**string toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **Dialog** [Dialogs.itemByRange](#) (*from: any, to: any*)  
**Dialog** [Dialogs.nextItem](#) (*obj: Dialog*)  
**Dialog** [Dialogs.previousItem](#) (*obj: Dialog*)

**Return** **Dialog** [Dialogs.add](#) ([*withProperties: Object*])  
**Dialog** [Dialogs.anyItem](#) ()  
Array of **Dialog** [Dialogs.everyItem](#) ()  
**Dialog** [Dialogs.firstItem](#) ()  
**Dialog** [Dialogs.item](#) (*index: any*)  
**Dialog** [Dialogs.itemByID](#) (*id: number*)  
**Dialog** [Dialogs.itemByName](#) (*name: string*)  
Array of **Dialog** [Dialogs.itemByRange](#) (*from: any, to: any*)  
**Dialog** [Dialogs.lastItem](#) ()  
**Dialog** [Dialogs.middleItem](#) ()  
**Dialog** [Dialogs.nextItem](#) (*obj: Dialog*)  
**Dialog** [Dialogs.previousItem](#) (*obj: Dialog*)

<b>Class</b>
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# DialogColumn

A borderless column for containing controls in a dialog

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[BorderPanel](#) | [Dialog](#) | [DialogRow](#)

**DialogColumn**

[AngleCombobox](#) | [AngleEditbox](#) | [BorderPanel](#)  
[Dropdown](#) | [EnablingGroup](#) | [IntegerCombobox](#)  
[MeasurementCombobox](#) | [MeasurementEditbox](#)  
[PercentEditbox](#) | [RadiobuttonGroup](#) | [RealCombobox](#)  
[TextEditbox](#) | [Widget](#)

## Properties

Property	Type
angleComboboxes	<a href="#">AngleComboboxes</a>
angleEditboxes	<a href="#">AngleEditboxes</a>
borderPanels	<a href="#">BorderPanels</a>
checkboxControls	<a href="#">CheckboxControls</a>
dialogRows	<a href="#">DialogRows</a>
dropdowns	<a href="#">Dropdowns</a>
enablingGroups	<a href="#">EnablingGroups</a>



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      RadiobuttonGroup
	realComboboxes      RealComboboxes
	realEditboxes      RealEditboxes
	staticTexts      StaticTexts
	textEditboxes      TextEditboxes
	widgets      Widgets
<div> <div>Methods</div> <div>Instances</div> <div>           Array of <a href="#">Object</a> <b>getElements ()</b>            Resolves the object specifier, creating an array of objects.  <a href="#">string</a> <b>toSource ()</b>            Generates a string which, if executed, will return the source code for the object.  <a href="#">string</a> <b>toSpecifier ()</b>            Retrieves the object specifier.         </div> </div>	
<div> <div>Element of</div> <div><a href="#">DialogRow</a>.parent</div> </div>	

	<p><b>Used in:</b> array of <b>DialogColumn</b> <a href="#">DialogColumns.itemBy</a>  <b>DialogColumn</b> <a href="#">DialogColumns.nextItem</a> (<b>obj</b>: <a href="#">DialogColumn</a>)  <b>DialogColumn</b> <a href="#">DialogColumns.previousItem</a> (<b>obj</b>: <a href="#">DialogColumn</a>)</p>
<b>Return</b>	<p><b>DialogColumn</b> <a href="#">DialogColumns.add</a> ([<b>withProp</b>: <b>DialogColumn</b>])  <b>DialogColumn</b> <a href="#">DialogColumns.anyItem</a> ()  Array of <b>DialogColumn</b> <a href="#">DialogColumns.everyItem</a> ()  <b>DialogColumn</b> <a href="#">DialogColumns.firstItem</a> ()  <b>DialogColumn</b> <a href="#">DialogColumns.item</a> (<b>index</b>: <a href="#">any</a>)  <b>DialogColumn</b> <a href="#">DialogColumns.itemByID</a> (<b>id</b>: <a href="#">any</a>)  <b>DialogColumn</b> <a href="#">DialogColumns.itemByName</a> (<b>name</b>: <a href="#">any</a>)  Array of <b>DialogColumn</b> <a href="#">DialogColumns.itemBy</a>  <b>DialogColumn</b> <a href="#">DialogColumns.lastItem</a> ()  <b>DialogColumn</b> <a href="#">DialogColumns.middleItem</a> ()  <b>DialogColumn</b> <a href="#">DialogColumns.nextItem</a> (<b>obj</b>: <a href="#">DialogColumn</a>)  <b>DialogColumn</b> <a href="#">DialogColumns.previousItem</a> (<b>obj</b>: <a href="#">DialogColumn</a>)</p>
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<b>Class</b>
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# DialogColumns

A collection of dialog columns.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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)

[DialogColumn](#) **anyItem** ()  
Returns any DialogColumn in the collection.

[number](#) **count** ()  
Displays the number of elements in the DialogColumn.

Array of [DialogColumn](#) **everyItem** ()  
Returns every DialogColumn in the collection.

[DialogColumn](#) **firstItem** ()  
Returns the first DialogColumn in the collection.

[DialogColumn](#) **item** ([index](#): *any*)

Returns the DialogColumn with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**DialogColumn itemByID** (*id: number*)

Returns the DialogColumn with the specified ID.

Parameter	Type	Description
id	number	The ID.

**DialogColumn itemByName** (*name: string*)

Returns the DialogColumn with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **DialogColumn itemByRange** (*from: any, to: any*)

Returns the DialogColumns within the specified range.

Parameter	Type	Description
from	<b>DialogColumn</b> Long String	The DialogColumn, index, or name at the beginning of the range. Can accept: DialogColumn, Long or String.
to	<b>DialogColumn</b> Long String	The DialogColumn, index, or name

at the end of the range. Can accept: DialogColumn, Long or String.

**DialogColumn lastItem ()**

Returns the last DialogColumn in the collection.

**DialogColumn middleItem ()**

Returns the middle DialogColumn in the collection.

**DialogColumn nextItem (obj: DialogColumn)**

Returns the DialogColumn whose index follows the specified DialogColumn in the collection.

Parameter	Type	Description
obj	DialogColumn	The DialogColumn whose index comes before the desired DialogColumn.

**DialogColumn previousItem (obj: DialogColumn)**

Returns the DialogColumn with the index previous to the specified index.

Parameter	Type	Description
obj	DialogColumn	The index of the DialogColumn that follows the desired DialogColumn.

[string toSource \(\)](#)

Generates a string which, if executed, will return the DialogColumn.

**Element of** [BorderPanel.dialogColumns](#)  
[Dialog.dialogColumns](#)  
[DialogRow.dialogColumns](#)  
[EnablingGroup.dialogColumns](#)



<b>Class</b>
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# DialogRow

A borderless row for containing controls in a dialog.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[DialogColumn](#)

**DialogRow**

[AngleCombobox](#) | [AngleEditbox](#) | [BorderPane](#) | [DialogColumn](#) | [Dropdown](#) | [EnablingGroup](#) | [Integer](#) | [MeasurementCombobox](#) | [MeasurementEditbox](#) | [PercentEditbox](#) | [RadiobuttonGroup](#) | [RealCombobox](#) | [TextEditbox](#) | [Widget](#)

## 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>
dropdowns	<a href="#">Dropdowns</a>
enablingGroups	<a href="#">EnablingGroups</a>

	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="#">DialogColumn</a>
	percentComboboxes	<a href="#">PercentComboboxes</a>
	percentEditboxes	<a href="#">PercentEditboxes</a>
	properties	Object

radiobuttonGroups	<a href="#">RadiobuttonGroups</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>

## Methods [Instances](#)

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of objec

[string](#) **toSource ()**

Generates a string which, if executed, will return the Di

[string](#) **toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **DialogRow** [DialogRows.itemByRange](#) ([from](#): **DialogRow** [DialogRows.nextItem](#) ([obj](#): **DialogRow**) **DialogRow** [DialogRows.previousItem](#) ([obj](#): **DialogRow**)

**Return** **DialogRow** [DialogRows.add](#) ([[withProperties](#): *Object*])  
**DialogRow** [DialogRows.anyItem](#) ()  
Array of **DialogRow** [DialogRows.everyItem](#) ()  
**DialogRow** [DialogRows.firstItem](#) ()

**DialogRow** [DialogRows.item](#) (*index: any*)  
**DialogRow** [DialogRows.itemByID](#) (*id: number*)  
**DialogRow** [DialogRows.itemByName](#) (*name: string*)  
Array of **DialogRow** [DialogRows.itemByRange](#) (*from:*  
**DialogRow** [DialogRows.lastItem](#) ()  
**DialogRow** [DialogRows.middleItem](#) ()  
**DialogRow** [DialogRows.nextItem](#) (*obj: DialogRow*)  
**DialogRow** [DialogRows.previousItem](#) (*obj: DialogRow*)

<b>Class</b>
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# DialogRows

A collection of dialog rows.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[DialogRow](#) **anyItem** ()  
Returns any DialogRow in the collection.

[number](#) **count** ()  
Displays the number of elements in the DialogRow.

Array of [DialogRow](#) **everyItem** ()  
Returns every DialogRow in the collection.

[DialogRow](#) **firstItem** ()  
Returns the first DialogRow in the collection.

[DialogRow](#) **item** ([index: any](#))  
Returns the DialogRow with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can

String accept: Long or String.

**DialogRow** **itemByID** (**id**: *number*)

Returns the DialogRow with the specified ID.

Parameter	Type	Description
id	number	The ID.

**DialogRow** **itemByName** (**name**: *string*)

Returns the DialogRow with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **DialogRow** **itemByRange** (**from**: *any*, **to**: *any*)

Returns the DialogRows within the specified range.

Parameter	Type	Description
from	<b>DialogRow</b> Long String	The DialogRow, index, or name at the beginning of the range. Can accept: DialogRow, Long or String.
to	<b>DialogRow</b> Long String	The DialogRow, index, or name at the end of the range. Can accept: DialogRow, Long or String.

**DialogRow** **lastItem** ()

Returns the last DialogRow in the collection.

**DialogRow** **middleItem** ()

Returns the middle DialogRow in the collection.

**DialogRow** **nextItem** (**obj**: **DialogRow**)

Returns the DialogRow whose index follows the specified DialogRow in the collection.

Parameter	Type	Description
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obj	<a href="#">DialogRow</a>	The DialogRow whose index comes before the desired DialogRow.
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[DialogRow](#) **previousItem** (obj: [DialogRow](#))  
Returns the DialogRow with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">DialogRow</a>	The index of the DialogRow that follows the desired DialogRow.

[string](#) **toSource** ()  
Generates a string which, if executed, will return the DialogRow.

**Element of** [DialogColumn.dialogRows](#)

<b>Class</b>
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# Dialogs

A collection of dialogs.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[Dialog](#) **anyItem** ()

Returns any Dialog in the collection.

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

Displays the number of elements in the Dialog.

Array of [Dialog](#) **everyItem** ()

Returns every Dialog in the collection.

[Dialog](#) **firstItem** ()

Returns the first Dialog in the collection.

[Dialog](#) **item** ([index](#): *any*)

Returns the Dialog with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Dialog](#) **itemByID** ([id](#): *number*)

Returns the Dialog with the specified ID.

Parameter	Type	Description
id	number	The ID.

**Dialog itemByName** (*name: string*)

Returns the Dialog with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Dialog itemByRange** (*from: any, to: any*)

Returns the Dialogs within the specified range.

Parameter	Type	Description
from	<b>Dialog</b> Long String	The Dialog, index, or name at the beginning of the range. Can accept: Dialog, Long or String.
to	<b>Dialog</b> Long String	The Dialog, index, or name at the end of the range. Can accept: Dialog, Long or String.

**Dialog lastItem** ()

Returns the last Dialog in the collection.

**Dialog middleItem** ()

Returns the middle Dialog in the collection.

**Dialog nextItem** (*obj: Dialog*)

Returns the Dialog whose index follows the specified Dialog in the collection.

Parameter	Type	Description
obj	<b>Dialog</b>	The Dialog whose index comes before the desired Dialog.

**Dialog previousItem** (*obj: Dialog*)

Returns the Dialog with the index previous to the specified index.

Parameter	Type	Description

obj	<a href="#">Dialog</a>	The index of the Dialog that follows the desired Dialog.
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[string toSource \(\)](#)  
Generates a string which, if executed, will return the Dialog.

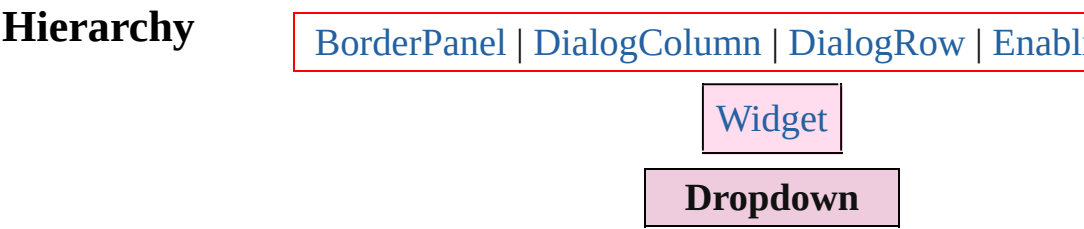
**Element of** [Application.dialogs](#)

<b>Class</b>
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# Dropdown

A dropdown control. Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)



Properties	Property	Type	Access	I
	id	number	readonly	T c I
	index	number	readonly	T t v c c
	minWidth	number	r/w	T t a c s r v b
	parent	<a href="#">BorderPanel</a> <a href="#">DialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>	readonly	T t ( I I E

				c E
properties	Object	r/w		/a c F t
selectedIndex	number	r/w		T t a c c
stringList	Array of string	r/w		T i d c c a s

**Methods** **Instances**

Array of **Object** **getElements ()**  
Resolves the object specifier, creating an array of object  
**string toSource ()**  
Generates a string which, if executed, will return the Dro  
**string toSpecifier ()**  
Retrieves the object specifier.

**Used in:** array of **Dropdown** **Dropdowns.itemByRange (from: ar**  
**Dropdown** **Dropdowns.nextItem (obj: Dropdown)**  
**Dropdown** **Dropdowns.previousItem (obj: Dropdown)**

**Return** **Dropdown** **Dropdowns.add ([withProperties: Object])**  
**Dropdown** **Dropdowns.anyItem ()**  
Array of **Dropdown** **Dropdowns.everyItem ()**  
**Dropdown** **Dropdowns.firstItem ()**



**Dropdown** [Dropdowns.item](#) (*index: any*)  
**Dropdown** [Dropdowns.itemByID](#) (*id: number*)  
**Dropdown** [Dropdowns.itemByName](#) (*name: string*)  
Array of **Dropdown** [Dropdowns.itemByRange](#) (*from: a*)  
**Dropdown** [Dropdowns.lastItem](#) ()  
**Dropdown** [Dropdowns.middleItem](#) ()  
**Dropdown** [Dropdowns.nextItem](#) (*obj: Dropdown*)  
**Dropdown** [Dropdowns.previousItem](#) (*obj: Dropdown*)

<b>Class</b>
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# Dropdowns

A collection of dropdowns.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**Dropdown** [anyItem](#) ()

Returns any Dropdown in the collection.

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

Displays the number of elements in the Dropdown.

Array of **Dropdown** [everyItem](#) ()

Returns every Dropdown in the collection.

**Dropdown** [firstItem](#) ()

Returns the first Dropdown in the collection.

**Dropdown** [item](#) ([index](#): *any*)

Returns the Dropdown with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can

String accept: Long or String.

### Dropdown **itemByID** (**id**: *number*)

Returns the Dropdown with the specified ID.

Parameter	Type	Description
id	number	The ID.

### Dropdown **itemByName** (**name**: *string*)

Returns the Dropdown with the specified name.

Parameter	Type	Description
name	string	The name.

### Array of Dropdown **itemByRange** (**from**: *any*, **to**: *any*)

Returns the Dropdowns within the specified range.

Parameter	Type	Description
from	Dropdown Long String	The Dropdown, index, or name at the beginning of the range. Can accept: Dropdown, Long or String.
to	Dropdown Long String	The Dropdown, index, or name at the end of the range. Can accept: Dropdown, Long or String.

### Dropdown **lastItem** ()

Returns the last Dropdown in the collection.

### Dropdown **middleItem** ()

Returns the middle Dropdown in the collection.

### Dropdown **nextItem** (**obj**: Dropdown)

Returns the Dropdown whose index follows the specified Dropdown in the collection.

Parameter	Type	Description
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obj	<a href="#">Dropdown</a>	The Dropdown whose index comes before the desired Dropdown.
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[Dropdown](#) **previousItem** (obj: [Dropdown](#))

Returns the Dropdown with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">Dropdown</a>	The index of the Dropdown that follows the desired Dropdown.

[string](#) **toSource** ()

Generates a string which, if executed, will return the Dropdown.

**Element of** [BorderPanel.dropdowns](#)  
[DialogColumn.dropdowns](#)  
[DialogRow.dropdowns](#)  
[EnablingGroup.dropdowns](#)

<b>Class</b>
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# EnablingGroup

A bordered panel that contains an enabling checkbox group active or inactive by clicking the checkbox. Any type and number of controls. Base Class: [Control](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogPanel](#)

[Widget](#)

**EnablingGroup**

[AngleCombobox](#) | [AngleEditbox](#) | [BorderPanel](#) | [DialogColumn](#) | [Dropdown](#) | **EnablingGroup** | [IntegerEditbox](#) | [MeasurementControl](#) | [PercentCombobox](#) | [PercentEditbox](#) | [RealEditbox](#) | [StaticText](#) | [TextControl](#)

## Properties

Property	Type
angleComboboxes	<a href="#">AngleComboboxes</a>
angleEditboxes	<a href="#">AngleEditboxes</a>
borderPanels	<a href="#">BorderPanels</a>
checkboxControls	<a href="#">CheckboxControls</a>
checkedState	bool

dialogColumns	<a href="#">DialogColumns</a>
dropdowns	<a href="#">Dropdowns</a>
enablingGroups	<a href="#">EnablingGroups</a>
id	number
index	number
integerComboboxes	<a href="#">IntegerComboboxes</a>
integerEditboxes	<a href="#">IntegerEditboxes</a>
measurementComboboxes	<a href="#">MeasurementComboboxes</a>
measurementEditboxes	<a href="#">MeasurementEditboxes</a>
minWidth	number



parent	<a href="#">BorderPanelDia</a> <a href="#">DialogRow</a> <b>EnablingGroup</b>
percentComboboxes	<a href="#">PercentCombob</a>
percentEditboxes	<a href="#">PercentEditboxe</a>
properties	Object
radiobuttonGroups	<a href="#">RadiobuttonGro</a>
realComboboxes	<a href="#">RealComboboxe</a>
realEditboxes	<a href="#">RealEditboxes</a>
staticLabel	string

staticTexts	<a href="#">StaticTexts</a>
textEditboxes	<a href="#">TextEditboxes</a>
widgets	<a href="#">Widgets</a>

**Methods**   **Instances**

Array of [Object](#) **getElements ()**  
Resolves the object specifier, creating an array  
[string](#) **toSource ()**  
Generates a string which, if executed, will return  
[string](#) **toSpecifier ()**  
Retrieves the object specifier.

**Element of** [AngleCombobox.parent](#)  
[AngleEditbox.parent](#)  
[BorderPanel.parent](#)  
[CheckboxControl.parent](#)  
[DialogColumn.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](#)

	<a href="#">TextEditbox.parent</a> <a href="#">Widget.parent</a>
<b>Used in:</b>	<a href="#">array of EnablingGroup</a> <a href="#">EnablingGroups.item</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.nextItem (c</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.previousItem</a>
<b>Return</b>	<a href="#">EnablingGroup</a> <a href="#">EnablingGroups.add ([withl</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.anyItem ()</a> Array of <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.ev</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.firstItem ()</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.item (index</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.itemByID (</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.itemByNar</a> Array of <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.it</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.lastItem ()</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.middleItem</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.nextItem (c</a> <a href="#">EnablingGroup</a> <a href="#">EnablingGroups.previousItem</a>
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<b>Class</b>
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# EnablingGroups

A collection of enabling groups.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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)

[EnablingGroup](#) **anyItem** ()  
Returns any EnablingGroup in the collection.

[EnablingGroup](#) **count** ()  
Displays the number of elements in the EnablingGroup.

Array of [EnablingGroup](#) **everyItem** ()  
Returns every EnablingGroup in the collection.

[EnablingGroup](#) **firstItem** ()  
Returns the first EnablingGroup in the collection.

[EnablingGroup](#) **item** ([index](#): any)  
Returns the EnablingGroup with the specified index.

index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String

**EnablingGroup itemByID** (*id: number*)  
Returns the EnablingGroup with the specific ID.

Parameter	Type	Description
id	number	The ID.

**EnablingGroup itemByName** (*name: string*)  
Returns the EnablingGroup with the specific name.

Parameter	Type	Description
name	string	The name.

Array of **EnablingGroup itemByRange** (*from: any, to: any*)  
Returns the EnablingGroups within the specified range.

Parameter	Type	Description
from	<b>EnablingGroup</b> Long String	The EnablingGroup index, or name at the beginning of the range. Can accept: EnablingGroup Long or String
to	<b>EnablingGroup</b> Long String	The EnablingGroup index, or name at the end of range. Can

accept:  
EnablingGrc  
Long or Stri

### [EnablingGroup](#) **lastItem ()**

Returns the last EnablingGroup in the collection.

### [EnablingGroup](#) **middleItem ()**

Returns the middle EnablingGroup in the collection.

### [EnablingGroup](#) **nextItem (obj: [EnablingGr](#)**

Returns the EnablingGroup whose index follows the specified EnablingGroup in the collection.

Parameter	Type	Description
obj	<a href="#">EnablingGroup</a>	The EnablingGrc whose index comes before the desired EnablingGrc

### [EnablingGroup](#) **previousItem (obj: [EnablingGroup](#))**

Returns the EnablingGroup with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">EnablingGroup</a>	The index of the EnablingGrc that follows desired EnablingGrc

### [string](#) **toSource ()**

Generates a string which, if executed, will return the EnablingGroup.

<b>Element of</b>	<a href="#">BorderPanel.enablingGroups</a> <a href="#">DialogColumn.enablingGroups</a> <a href="#">DialogRow.enablingGroups</a> <a href="#">EnablingGroup.enablingGroups</a>
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<b>Class</b>
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# IntegerCombobox

An integer entry control featuring both a text entry and a list of integers.  
Note: .5 is rounded up. Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)



Properties	Property	Type
	editContents	string
	editValue	number

id	number
index	number
largeNudge	number
maximumValue	number

	minWidth	number
	minimumValue	number
	parent	<a href="#">BorderPanelDialogCo</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>
	properties	Object
	smallNudge	number

	<div>stringList      Array of string</div>
<b>Methods</b>	<div><b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating an <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, will <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.</div>
<b>Used in:</b>	<div>array of <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a></div>
<b>Return</b>	<div><a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> Array of <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> Array of <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a> <a href="#">IntegerCombobox</a> <a href="#">IntegerComboboxes</a></div>

**IntegerCombobox IntegerComboboxes  
IntegerCombobox)**

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<b>Class</b>
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# IntegerComboboxes

A collection of integer comboboxes

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [firstItemByID](#), [firstItemByName](#), [firstItemByRange](#), [middleItem](#), [nextItem](#), [previousItem](#)

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

Methods

Instances

[IntegerCombobox](#) **add** ([[withProperties](#)])  
Creates a new IntegerCombobox.

Parameter	Type	Description
withProperties	Object	Initial value of the new IntegerCombobox (Optional)

[IntegerCombobox](#) **anyItem** ()  
Returns any IntegerCombobox in the collection.

[IntegerCombobox](#) **count** ()  
Displays the number of elements in the IntegerCombobox.

Array of [IntegerCombobox](#) **everyItem** ()  
Returns every IntegerCombobox in the collection.

[IntegerCombobox](#) **firstItem** ()  
Returns the first IntegerCombobox in the collection.

[IntegerCombobox](#) **item** ([index](#): any)  
Returns the IntegerCombobox with the specified index or name.

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Parameter	Type	Description
index	Long String	The index or name of the IntegerCombobox to accept: Long or String

**IntegerCombobox itemByID** (*id: number*)  
Returns the IntegerCombobox with the given id.

Parameter	Type	Description
id	number	The id of the IntegerCombobox to return

**IntegerCombobox itemByName** (*name: string*)  
Returns the IntegerCombobox with the given name.

Parameter	Type	Description
name	string	The name of the IntegerCombobox to return

**IntegerComboboxes in range** (*from: IntegerCombobox, to: IntegerCombobox*)  
Returns the IntegerComboboxes within the range from *from* to *to*.

Parameter	Type	Description
from	IntegerCombobox Long String	The IntegerCombobox to start the range from. If Long or String, the IntegerCombobox with that name or index is used.
to	IntegerCombobox Long String	The IntegerCombobox to end the range at. If Long or String, the IntegerCombobox with that name or index is used.

**IntegerCombobox lastItem ()**  
Returns the last IntegerCombobox i

**IntegerCombobox middleItem ()**  
Returns the middle IntegerCombobox collection.

**IntegerCombobox nextItem (obj: IntegerCombobox)**  
Returns the IntegerCombobox whose index is the next of the specified IntegerCombobox in the collection.

Parameter	Type	Description
obj	IntegerCombobox	The IntegerCombobox whose index is the next of the specified IntegerCombobox in the collection.

**IntegerCombobox previousItem (obj: IntegerCombobox)**  
Returns the IntegerCombobox whose index is the previous of the specified IntegerCombobox in the collection.

Parameter	Type	Description
obj	IntegerCombobox	The IntegerCombobox whose index is the previous of the specified IntegerCombobox in the collection.

**string toSource ()**  
Generates a string which, if executed, will create the IntegerCombobox.

**Element of** [BorderPanel.integerComboboxes](#)  
[DialogColumn.integerComboboxes](#)  
[DialogRow.integerComboboxes](#)  
[EnablingGroup.integerComboboxes](#)



<b>Class</b>
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# IntegerEditbox

A numeric entry field that rounds to the nearest rounded up. Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [Dialog](#)

[Widget](#)

**IntegerEditbo**

## Properties

Property	Type
editContents	string
editValue	number

id	number
index	number
largeNudge	number
maximumValue	number

	minWidth	number
	minimumValue	number
	parent	<a href="#">BorderPanelDialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>
	properties	Object
	smallNudge	number

<b>Methods</b>	<b>Instances</b> Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, creating an array <b>string toSource ()</b> Generates a string which, if executed, will return <b>string toSpecifier ()</b> Retrieves the object specifier.
<b>Used in:</b>	array of <b>IntegerEditbox</b> <b>IntegerEditboxes.iter</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.nextItem (ol</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.previousIter</b>
<b>Return</b>	<b>IntegerEditbox</b> <b>IntegerEditboxes.add ([withP</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.anyItem ()</b> Array of <b>IntegerEditbox</b> <b>IntegerEditboxes.ev</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.firstItem ()</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.item (index:</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.itemByID (i</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.itemByNam</b> Array of <b>IntegerEditbox</b> <b>IntegerEditboxes.ite</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.lastItem ()</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.middleItem</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.nextItem (ol</b> <b>IntegerEditbox</b> <b>IntegerEditboxes.previousIter</b>
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<b>Class</b>
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# IntegerEditboxes

A collection of integer editboxes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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)

[IntegerEditbox](#) **anyItem** ()  
Returns any IntegerEditbox in the collection.

[IntegerEditbox](#) **count** ()  
Displays the number of elements in the IntegerEditbox.

Array of [IntegerEditbox](#) **everyItem** ()  
Returns every IntegerEditbox in the collection.

[IntegerEditbox](#) **firstItem** ()  
Returns the first IntegerEditbox in the collection.

[IntegerEditbox](#) **item** ([index](#): any)

Returns the IntegerEditbox with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. (accept: Long or String)

[IntegerEditbox](#) **itemByID** (*id: number*)

Returns the IntegerEditbox with the specified ID.

Parameter	Type	Description
id	number	The ID.

[IntegerEditbox](#) **itemByName** (*name: string*)

Returns the IntegerEditbox with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [IntegerEditbox](#) **itemByRange** (*from: any, to: any*)

Returns the IntegerEditboxes within the specified range.

Parameter	Type	Description
from	<a href="#">IntegerEditbox</a> Long String	The IntegerEditbox index, or name at the beginning of the range. (accept: IntegerEditbox, Long or String)
to	<a href="#">IntegerEditbox</a> Long String	The IntegerEditbox index, or name

at the end of  
the range. Can  
accept:  
IntegerEditbox  
Long or String

**IntegerEditbox lastItem ()**

Returns the last IntegerEditbox in the collection.

**IntegerEditbox middleItem ()**

Returns the middle IntegerEditbox in the collection.

**IntegerEditbox nextItem (obj: IntegerEditbox)**

Returns the IntegerEditbox whose index follows the specified IntegerEditbox in the collection.

Parameter	Type	Description
obj	IntegerEditbox	The IntegerEditbox whose index comes before the desired IntegerEditbox

**IntegerEditbox previousItem (obj: IntegerEditbox)**

Returns the IntegerEditbox with the index previous to the specified index.

Parameter	Type	Description
obj	IntegerEditbox	The index of the IntegerEditbox that follows desired IntegerEditbox

**string toSource ()**

Generates a string which, if executed, will return the IntegerEditbox.

**Element of**

[BorderPanel.integerEditboxes](#)

[DialogColumn.integerEditboxes](#)

[DialogRow.integerEditboxes](#)

[EnablingGroup.integerEditboxes](#)

<b>Class</b>
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# MeasurementCombobox

A measurement entry control  
Widget

**QuickLinks** [getElements](#), [toSource](#), [to](#)

**Hierarchy** [Border](#)

## Properties

Property	Type
editContents	string
editUnits	<a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a>
editValue	number

--

id	number
index	number
largeNudge	number
maximumValue	number
minWidth	number



--

minimumValue	number
parent	<a href="#">BorderF</a> <a href="#">DialogC</a> <a href="#">DialogF</a> <a href="#">Enablin</a>
properties	Object
smallNudge	number
stringList	Array o

<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getEleme</b> Resolves the object specif <a href="#">string</a> <b>toSource ()</b> Generates a string which, : <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specif
<b>Used in:</b>	array of <b>MeasurementCo</b> <b>MeasurementCombobox</b> <b>MeasurementCombobox</b> <b>MeasurementComb</b>
<b>Return</b>	<b>MeasurementCombobox</b> <b>MeasurementCombobox</b> Array of <b>MeasurementCo</b> <b>MeasurementCombobox</b> <b>MeasurementCombobox</b> <b>MeasurementCombobox</b> <b>MeasurementCombobox</b> Array of <b>MeasurementCo</b> <b>MeasurementCombobox</b> <b>MeasurementCombobox</b> <b>MeasurementCombobox</b> <b>MeasurementComb</b>
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<b>Class</b>
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# MeasurementComboboxes

A collection of measurement

**QuickLinks** [add](#), [anyItem](#), [count](#), [e](#)  
[itemByName](#), [itemBy](#)  
[previousItem](#), [toSource](#)

Property	Type	A
length	number	r

**Methods**

**Instances**

[MeasurementCombobox](#)  
Creates a new MeasurementCombobox

Parameter	Type
withProperties	Object

[MeasurementCombobox](#)  
Returns any MeasurementCombobox

[number count \(\)](#)  
Displays the number of items in the collection

[Array of MeasurementCombobox](#)  
Returns every MeasurementCombobox in the collection

[MeasurementCombobox](#)  
Returns the first MeasurementCombobox in the collection

[MeasurementCombobox](#)  
Returns the MeasurementCombobox by name.

Parameter	Type	Default
index	Long	0
	String	''

MeasurementCombobox  
Returns the Measurement

Parameter
id

MeasurementCombobox  
Returns the Measurement

Parameter
name

Array of MeasurementCombobox  
(any)  
Returns the Measurement

Parameter	Type
from	Long MeasurementCombobox String
to	Long MeasurementCombobox String

MeasurementCombobox  
Returns the last Measurement

MeasurementCombobox  
Returns the middle Measurement

MeasurementCombobox  
MeasurementCombobox  
Returns the Measurement

specified Measurement

Parameter	Type
obj	Measurement

MeasurementComboBox  
MeasurementComboBox  
Returns the Measurement  
the specified index.

Parameter	Type
obj	Measurement

string toSource ()  
Generates a string which  
MeasurementComboBox

**Element of** [BorderPanel.measurement](#)  
[DialogColumn.measurement](#)  
[DialogRow.measurement](#)  
[EnablingGroup.measurement](#)

<b>Class</b>
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# MeasurementEditbox

A measurement entry field. Base

**QuickLinks** [getElements](#), [toSource](#), [toSpecifi](#)

**Hierarchy** [BorderPanel](#) | [I](#)

## Properties

Property	Type
editContents	string
editUnits	<a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a> <a href="#">MeasurementUnit</a>
editValue	number



--

id	number
index	number
largeNudge	number
maximumValue	number

--

minWidth	number
minimumValue	number
parent	<a href="#">BorderPanel</a> <a href="#">DialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>
properties	Object
smallNudge	number



<b>Class</b>
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# MeasurementEditboxes

A collection of measurement

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [itemByName](#), [itemByRange](#), [nextItem](#), [previousItem](#), [toSc](#)

Property	Type	Access
length	number	readonly

**Methods**

**Instances**

[MeasurementEditbox](#) **add** ([  
Creates a new Measurement

Parameter	Type	De
withProperties	Object	Init nev (Op

[MeasurementEditbox](#) **anyIt**  
Returns any MeasurementEc

[number](#) **count** ()  
Displays the number of elem  
MeasurementEditbox.

Array of [MeasurementEditb](#)  
Returns every Measurement

[MeasurementEditbox](#) **firstIt**  
Returns the first Measureme

[MeasurementEditbox](#) **item** (  
Returns the MeasurementEd  
or name.

Parameter	Type	Descri
index	Long	The inc

String or String

MeasurementEditbox itemB

Returns the MeasurementEd

Parameter	Type
id	numb

MeasurementEditbox itemB

Returns the MeasurementEd

Parameter	Type
name	string

Array of MeasurementEditbox  
to: any)

Returns the MeasurementEd  
range.

Parameter	Type
from	Long MeasurementE String
to	Long MeasurementE String

MeasurementEditbox lastIt

Returns the last Measuremer

MeasurementEditbox middl

Returns the middle Measure

[MeasurementEditbox](#) **nextIt**  
Returns the MeasurementEd  
specified MeasurementEditb

Parameter	Type
obj	<a href="#">MeasurementE</a>

[MeasurementEditbox](#) **previo**  
[MeasurementEditbox](#))  
Returns the MeasurementEd  
to the specified index.

Parameter	Type
obj	<a href="#">MeasurementE</a>

[string](#) **toSource** ()  
Generates a string which, if  
MeasurementEditbox.

**Element of** [BorderPanel](#).measurementEd  
[DialogColumn](#).measurement  
[DialogRow](#).measurementEd  
[EnablingGroup](#).measuremen

<b>Class</b>
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# PercentCombobox

A percentage entry control featuring both a text entry and a spinner.  
Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy**

[BorderPanel](#) | [DialogColumn](#)

[Widget](#)

**PercentCombobox**

Properties	Property	Type
	editContents	string
	editValue	number

id	number
index	number
largeNudge	number
maximumValue	number

	minWidth	number
	minimumValue	number
	parent	<a href="#">BorderPanelDialogC</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>
	properties	Object
	smallNudge	number

stringList	Array of string

<b>Methods</b>	<b>Instances</b>
	Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating a <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, v <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.

<b>Used in:</b>	array of <b>PercentCombobox</b> <a href="#">PercentCo</a> <i>any</i> ) <b>PercentCombobox</b> <a href="#">PercentCombobox</a> <b>PercentCombobox</b> <a href="#">PercentCombobox</a> <b>PercentCombobox</b> )
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<b>Return</b>	<b>PercentCombobox</b> <a href="#">PercentCombobox</a> <b>PercentCombobox</b> <a href="#">PercentCombobox</a> Array of <b>PercentCombobox</b> <a href="#">PercentCo</a> <b>PercentCombobox</b> <a href="#">PercentCombobox</a> <b>PercentCombobox</b> <a href="#">PercentCombobox</a> <b>PercentCombobox</b> <a href="#">PercentCombobox</a> <b>PercentCombobox</b> <a href="#">PercentCombobox</a> Array of <b>PercentCombobox</b> <a href="#">PercentCo</a> <i>to: any</i> ) <b>PercentCombobox</b> <a href="#">PercentCombobox</a> <b>PercentCombobox</b> <a href="#">PercentCombobox</a> <b>PercentCombobox</b> <a href="#">PercentCombobox</a>
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**PercentCombobox** [PercentCombobox](#)  
**PercentCombobox)**

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<b>Class</b>
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# PercentComboboxes

A collection of percent comboboxes

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [middleItem](#), [nextItem](#), [previousItem](#)

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

## Methods Instances

**PercentCombobox add** ([[withProperties](#)])  
Creates a new PercentCombobox.

Parameter	Type	Description
withProperties	Object	Initial value of the new PercentCombobox (Optional)

**PercentCombobox anyItem** ()  
Returns any PercentCombobox in the collection

**number count** ()  
Displays the number of elements in the PercentCombobox.

Array of **PercentCombobox everyItem** ()  
Returns every PercentCombobox in the collection

**PercentCombobox firstItem** ()  
Returns the first PercentCombobox in the collection

**PercentCombobox item** ([index](#): any)  
Returns the PercentCombobox with the given index or name.

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Parameter	Type	Description
index	Long String	The index or accept: Long

**PercentCombobox itemByID** (**id**: *any*)  
Returns the PercentCombobox with

Parameter	Type	Description
id	number	The

**PercentCombobox itemByName** (**name**: *any*)  
Returns the PercentCombobox with  
name.

Parameter	Type	Description
name	string	The

**Array of PercentCombobox itemByRange** (**from**: *any*, **to**: *any*)  
Returns the PercentComboboxes w  
range.

Parameter	Type	Description
from	Long <b>PercentCombobox</b> String	The PercentCombobox in the range a PercentCombobox ID
to	Long <b>PercentCombobox</b> String	The PercentCombobox in the range a PercentCombobox ID



[PercentCombobox](#) **lastItem** ()  
Returns the last PercentCombobox

[PercentCombobox](#) **middleItem** ()  
Returns the middle PercentCombobox collection.

[PercentCombobox](#) **nextItem** ([obj: PercentCombobox](#))  
Returns the PercentCombobox which is the specified PercentCombobox in

Parameter	Type	Index
obj	<a href="#">PercentCombobox</a>	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

[PercentCombobox](#) **previousItem** ([obj: PercentCombobox](#))  
Returns the PercentCombobox which is previous to the specified index.

Parameter	Type	Index
obj	<a href="#">PercentCombobox</a>	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

[string](#) **toSource** ()  
Generates a string which, if executed, will create a PercentCombobox.

**Element of** [BorderPanel.percentComboboxes](#)  
[DialogColumn.percentComboboxes](#)  
[DialogRow.percentComboboxes](#)  
[EnablingGroup.percentComboboxes](#)



<b>Class</b>
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# PercentEditbox

A percentage entry field. Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [Dialog](#)

[Widget](#)

**PercentEditb**

## Properties

Property	Type
editContents	string
editValue	number

id	number
index	number
largeNudge	number
maximumValue	number
minWidth	number



<b>Methods</b>	<b>Instances</b> Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, creating an array <b>string toSource ()</b> Generates a string which, if executed, will ret <b>string toSpecifier ()</b> Retrieves the object specifier.
<b>Used in:</b>	array of <b>PercentEditbox</b> <b>PercentEditboxes.item</b> ( <b>PercentEditbox</b> <b>PercentEditboxes.nextItem</b> ( <b>PercentEditbox</b> <b>PercentEditboxes.previousIt</b>
<b>Return</b>	<b>PercentEditbox</b> <b>PercentEditboxes.add</b> ([ <b>with</b> <b>PercentEditbox</b> <b>PercentEditboxes.anyItem</b> () Array of <b>PercentEditbox</b> <b>PercentEditboxes.e</b> <b>PercentEditbox</b> <b>PercentEditboxes.firstItem</b> ( <b>PercentEditbox</b> <b>PercentEditboxes.item</b> ( <b>inde</b> <b>PercentEditbox</b> <b>PercentEditboxes.itemByID</b> <b>PercentEditbox</b> <b>PercentEditboxes.itemByNa</b> Array of <b>PercentEditbox</b> <b>PercentEditboxes.it</b> <b>PercentEditbox</b> <b>PercentEditboxes.lastItem</b> () <b>PercentEditbox</b> <b>PercentEditboxes.middleIter</b> <b>PercentEditbox</b> <b>PercentEditboxes.nextItem</b> ( <b>PercentEditbox</b> <b>PercentEditboxes.previousIt</b>
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<b>Class</b>
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# PercentEditboxes

A collection of percent editboxes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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 PercentEditbox (Optional)

[PercentEditbox](#) **anyItem** ()  
Returns any PercentEditbox in the collection.

[PercentEditbox](#) **count** ()  
Displays the number of elements in the PercentEditbox.

Array of [PercentEditbox](#) **everyItem** ()  
Returns every PercentEditbox in the collection.

[PercentEditbox](#) **firstItem** ()  
Returns the first PercentEditbox in the collection.

[PercentEditbox](#) **item** ([index](#): any)  
Returns the PercentEditbox with the specified index.

index or name.

Parameter	Type	Description
index	Long String	The index or name. accept: Long or Stri

**PercentEditbox itemByID** (*id: number*)  
Returns the PercentEditbox with the spec ID.

Parameter	Type	Description
id	number	The ID.

**PercentEditbox itemByName** (*name: stri*)  
Returns the PercentEditbox with the spec name.

Parameter	Type	Description
name	string	The name.

Array of **PercentEditbox itemByRange** (*from: any, to: any*)  
Returns the PercentEditboxes within the specified range.

Parameter	Type	Description
from	Long <b>PercentEditbox</b> String	The PercentEdi index, or n at the begi of the rang Can accep PercentEdi Long or St
to	Long <b>PercentEditbox</b> String	The PercentEdi index, or n at the end o range. Can

accept:  
PercentEdit  
Long or St

### PercentEditbox **lastItem** ()

Returns the last PercentEditbox in the collection.

### PercentEditbox **middleItem** ()

Returns the middle PercentEditbox in the collection.

### PercentEditbox **nextItem** (obj: PercentEditbox)

Returns the PercentEditbox whose index follows the specified PercentEditbox in the collection.

Parameter	Type	Description
obj	PercentEditbox	The PercentEditbox whose index comes before the desired PercentEditbox.

### PercentEditbox **previousItem** (obj: PercentEditbox)

Returns the PercentEditbox with the index previous to the specified index.

Parameter	Type	Description
obj	PercentEditbox	The index of the PercentEditbox that follows the desired PercentEditbox.

### string **toSource** ()

Generates a string which, if executed, will return the PercentEditbox.

<b>Element of</b>	<a href="#">BorderPanel.percentEditboxes</a> <a href="#">DialogColumn.percentEditboxes</a> <a href="#">DialogRow.percentEditboxes</a> <a href="#">EnablingGroup.percentEditboxes</a>
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<b>Class</b>
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# RadiobuttonControl

An individual radiobutton control in  
Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)



Properties	Property	Type
	checkedState	bool
	id	number
	index	number
	minWidth	number
	parent	<a href="#">RadiobuttonGroup</a>

	properties	Object
	staticLabel	string
<b>Methods</b>	<b>Instances</b>	
	Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, creating an array of object specifiers. <b>string toSource ()</b> Generates a string which, if executed, will create a new <b>RadiobuttonControl</b> object with the same properties as the original. <b>string toSpecifier ()</b> Retrieves the object specifier.	
<b>Used in:</b>	array of <b>RadiobuttonControl</b> <b>RadiobuttonControl.getElements ()</b> ( <b>from</b> : any, <b>to</b> : any) <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSource ()</b> <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSpecifier ()</b>	
<b>Return</b>	<b>RadiobuttonControl</b> <b>RadiobuttonControl.getElements ()</b> ( <b>Object</b> ) <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSource ()</b> Array of <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSource ()</b> <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSpecifier ()</b> <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSpecifier ()</b> <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSpecifier ()</b> ( <b>string</b> ) Array of <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSpecifier ()</b> ( <b>from</b> : any, <b>to</b> : any) <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSpecifier ()</b> <b>RadiobuttonControl</b> <b>RadiobuttonControl.toSpecifier ()</b>	

**RadiobuttonControl** [RadiobuttonControl](#)  
**RadiobuttonControl**  
**RadiobuttonControl** [RadiobuttonControl](#)  
**RadiobuttonControl**

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<b>Class</b>
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# RadiobuttonControls

A collection of individual radiobu

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemById](#), [itemByName](#), [itemByValue](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#)

Property	Type	Access	Default
length	number	readonly	1

**Methods**

**Instances**

[RadiobuttonControl](#) **add** ([[withProperties](#)])  
Creates a new RadiobuttonControl

Parameter	Type	Description
withProperties	Object	Initial values for the new RadiobuttonControl (Optional)

[RadiobuttonControl](#) **anyItem** ()  
Returns any RadiobuttonControl

[RadiobuttonControl](#) **count** ()  
Displays the number of elements in the RadiobuttonControl.

Array of [RadiobuttonControl](#) **everyItem** ()  
Returns every RadiobuttonControl

[RadiobuttonControl](#) **firstItem** ()  
Returns the first RadiobuttonControl

[RadiobuttonControl](#) **item** ([index](#): number)  
Returns the RadiobuttonControl value at the specified index or name.

Parameter	Type	Description
index	Long	The index of the RadiobuttonControl

String Long or Stri

**RadiobuttonControl itemByID** (i  
Returns the RadiobuttonControl v

Parameter	Type
id	number

**RadiobuttonControl itemByName**  
Returns the RadiobuttonControl v  
name.

Parameter	Type
name	string

Array of **RadiobuttonControl item**  
**to: any**)  
Returns the RadiobuttonControls  
range.

Parameter	Type
from	Long <b>RadiobuttonControl</b> String
to	Long <b>RadiobuttonControl</b> String

**RadiobuttonControl lastItem** ()  
Returns the last RadiobuttonCont

**RadiobuttonControl middleItem**

Returns the middle RadiobuttonC collection.

[RadiobuttonControl](#) **nextItem** ([ol RadiobuttonControl](#))

Returns the RadiobuttonControl v the specified RadiobuttonControl

Parameter	Type
obj	<a href="#">RadiobuttonControl</a>

[RadiobuttonControl](#) **previousIter** ([RadiobuttonControl](#))

Returns the RadiobuttonControl v to the specified index.

Parameter	Type
obj	<a href="#">RadiobuttonControl</a>

[string](#) **toSource** ()

Generates a string which, if execu RadiobuttonControl.

**Element of** [RadiobuttonGroup](#).radiobuttonCc

<b>Class</b>
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# RadiobuttonGroup

A single control that contains one or more [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

**Hierarchy** [BorderPanel](#) | [DialogColumn](#)

**Radiol**

[Radiot](#)

## Properties

Property	Type
id	number
index	number
minWidth	number
parent	<a href="#">BorderPanel</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>

	<table><tr><td>properties</td><td>Object</td></tr><tr><td>radiobuttonControls</td><td><a href="#">RadiobuttonCo</a></td></tr><tr><td>selectedButton</td><td>number</td></tr></table>	properties	Object	radiobuttonControls	<a href="#">RadiobuttonCo</a>	selectedButton	number
properties	Object						
radiobuttonControls	<a href="#">RadiobuttonCo</a>						
selectedButton	number						
<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating <a href="#">string toSource ()</a> Generates a string which, if executed, <a href="#">string toSpecifier ()</a> Retrieves the object specifier.						
<b>Element of</b>	<a href="#">RadiobuttonControl</a> .parent						
<b>Used in:</b>	array of <b>RadiobuttonGroup</b> <a href="#">Radiobu</a> <i>any</i> ) <b>RadiobuttonGroup</b> <a href="#">RadiobuttonGroi</a> <b>RadiobuttonGroup</b> <a href="#">RadiobuttonGroi</a>						
<b>Return</b>	<b>RadiobuttonGroup</b> <a href="#">RadiobuttonGroi</a> <b>RadiobuttonGroup</b> <a href="#">RadiobuttonGroi</a> Array of <b>RadiobuttonGroup</b> <a href="#">Radiobi</a> <b>RadiobuttonGroup</b> <a href="#">RadiobuttonGroi</a> <b>RadiobuttonGroup</b> <a href="#">RadiobuttonGroi</a> <b>RadiobuttonGroup</b> <a href="#">RadiobuttonGroi</a> <b>RadiobuttonGroup</b> <a href="#">RadiobuttonGroi</a> Array of <b>RadiobuttonGroup</b> <a href="#">Radiobi</a> <i>any</i> )						

**RadiobuttonGroup** [RadiobuttonGro](#)  
**RadiobuttonGroup** [RadiobuttonGro](#)  
**RadiobuttonGroup** [RadiobuttonGro](#)  
**RadiobuttonGroup** [RadiobuttonGro](#)



<b>Class</b>
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# RadiobuttonGroups

A collection of radiobutton groups.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItemByID](#), [itemName](#), [itemByRa](#), [middleItem](#), [nextItem](#), [previousItem](#)

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

**Methods** **Instances**  
[RadiobuttonGroup](#) **add** ([[withProperties](#)])  
Creates a new RadiobuttonGroup.

Parameter	Type	Description
withProperties	Object	Initial value of the new RadiobuttonGroup (Optional)

[RadiobuttonGroup](#) **anyItem** ()  
Returns any RadiobuttonGroup in the collection.

[RadiobuttonGroup](#) **count** ()  
Displays the number of elements in the RadiobuttonGroup.

Array of [RadiobuttonGroup](#) **everyItem** ()  
Returns every RadiobuttonGroup in the collection.

[RadiobuttonGroup](#) **firstItem** ()  
Returns the first RadiobuttonGroup in the collection.

[RadiobuttonGroup](#) **item** ([index](#): any)  
Returns the RadiobuttonGroup with the specified index or name.

--	--	--

Parameter	Type	Description
index	Long String	The index or n Long or String

**RadiobuttonGroup itemByID** (**id**: *n*)  
Returns the RadiobuttonGroup with

Parameter	Type	D
id	number	TI

**RadiobuttonGroup itemByName** (**n**)  
Returns the RadiobuttonGroup with  
name.

Parameter	Type	De
name	string	The

Array of **RadiobuttonGroup itemBy**  
*any*, **to**: *any*)  
Returns the RadiobuttonGroups with  
range.

Parameter	Type	D
from	Long <b>RadiobuttonGroup</b> String	TI R in th th ac R L
to	Long <b>RadiobuttonGroup</b> String	TI R in th ra R L

**RadiobuttonGroup lastItem ()**  
Returns the last RadiobuttonGroup i

**RadiobuttonGroup middleItem ()**  
Returns the middle RadiobuttonGro  
collection.

**RadiobuttonGroup nextItem (obj:  
RadiobuttonGroup)**  
Returns the RadiobuttonGroup who  
the specified RadiobuttonGroup in t

Parameter	Type	D
obj	RadiobuttonGroup	TI R w cc de R

**RadiobuttonGroup previousItem (o  
RadiobuttonGroup)**  
Returns the RadiobuttonGroup with  
previous to the specified index.

Parameter	Type	D
obj	RadiobuttonGroup	TI R th de R

**string toSource ()**  
Generates a string which, if execute  
RadiobuttonGroup.

**Element of** [BorderPanel.radiobuttonGroups](#)  
[DialogColumn.radiobuttonGroups](#)  
[DialogRow.radiobuttonGroups](#)  
[EnablingGroup.radiobuttonGroups](#)



<b>Class</b>
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# RealCombobox

A high-precision numeric entry control featuring a numeric entry field. Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)



Properties	Property	Type
	editContents	string
	editValue	number

id	number
index	number
largeNudge	number
maximumValue	number



	minWidth	number
	minimumValue	number
	parent	<a href="#">BorderPanelDialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>
	properties	Object
	smallNudge	number

stringList	Array of string

**Methods** **Instances**

Array of **Object** **getElements ()**  
 Resolves the object specifier, creating an array  
**string toSource ()**  
 Generates a string which, if executed, will return  
**string toSpecifier ()**  
 Retrieves the object specifier.

**Used in:** array of **RealCombobox** [RealComboboxes.items](#)  
**RealCombobox** [RealComboboxes.nextItem \(\)](#)  
**RealCombobox** [RealComboboxes.previousItem \(\)](#)

**Return** **RealCombobox** [RealComboboxes.add \(\[with](#)  
**RealCombobox** [RealComboboxes.anyItem \(\)](#)  
 Array of **RealCombobox** [RealComboboxes.elements](#)  
**RealCombobox** [RealComboboxes.firstItem \(\)](#)  
**RealCombobox** [RealComboboxes.item \(index](#)  
**RealCombobox** [RealComboboxes.itemByID](#)  
**RealCombobox** [RealComboboxes.itemByName](#)  
 Array of **RealCombobox** [RealComboboxes.items](#)  
**RealCombobox** [RealComboboxes.lastItem \(\)](#)  
**RealCombobox** [RealComboboxes.middleItem](#)  
**RealCombobox** [RealComboboxes.nextItem \(\)](#)  
**RealCombobox** [RealComboboxes.previousItem \(\)](#)

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<b>Class</b>
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# RealComboboxes

A collection of real number comboboxes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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

**Methods** **Instances**  
[RealCombobox](#) **add** ([[withProperties](#): Object])  
Creates a new RealCombobox.

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

[RealCombobox](#) **anyItem** ()  
Returns any RealCombobox in the collection.

[RealCombobox](#) **count** ()  
Displays the number of elements in the RealCombobox.

Array of [RealCombobox](#) **everyItem** ()  
Returns every RealCombobox in the collection.

[RealCombobox](#) **firstItem** ()  
Returns the first RealCombobox in the collection.

[RealCombobox](#) **item** ([index](#): any)  
Returns the RealCombobox with the specified index.

index or name.

Parameter	Type	Description
index	Long String	The index or name. accept: Long or Stri

**RealCombobox itemByID** (*id: number*)  
Returns the RealCombobox with the spec  
ID.

Parameter	Type	Description
id	number	The ID.

**RealCombobox itemByName** (*name: stri*)  
Returns the RealCombobox with the spec  
name.

Parameter	Type	Description
name	string	The name.

Array of **RealCombobox itemByRange** (*any, to: any*)  
Returns the RealComboboxes within the  
specified range.

Parameter	Type	Description
from	Long <b>RealCombobox</b> String	The RealComb index, or n at the begi of the rang Can accep RealComb Long or St
to	Long <b>RealCombobox</b> String	The RealComb index, or n at the end range. Can

accept:  
RealComb  
Long or St

**RealCombobox lastItem ()**

Returns the last RealCombobox in the collection.

**RealCombobox middleItem ()**

Returns the middle RealCombobox in the collection.

**RealCombobox nextItem (obj: RealCombobox)**

Returns the RealCombobox whose index follows the specified RealCombobox in the collection.

Parameter	Type	Description
obj	RealCombobox	The RealCombobox whose index comes before the desired RealCombobox

**RealCombobox previousItem (obj: RealCombobox)**

Returns the RealCombobox with the index previous to the specified index.

Parameter	Type	Description
obj	RealCombobox	The index of the RealCombobox that follows the desired RealCombobox

**string toSource ()**

Generates a string which, if executed, will

return the RealCombobox.

<b>Element of</b>	<a href="#">BorderPanel</a> .realComboboxes <a href="#">DialogColumn</a> .realComboboxes <a href="#">DialogRow</a> .realComboboxes <a href="#">EnablingGroup</a> .realComboboxes
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<b>Class</b>
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# RealEditbox

A high-precision numeric entry field. Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[BorderPanel](#) | [DialogColumn](#) | [DialogRow](#)

[Widget](#)

**RealEditbox**

## Properties

Property	Type	Access
editContents	string	r/w
editValue	number	r/w

	id	number	reado
	index	number	reado
	largeNudge	number	r/w
	maximumValue	number	r/w
	minWidth	number	r/w

	minimumValue	number	r/w
	parent	BorderPanelDialogColumn DialogRow EnablingGroup	read
	properties	Object	r/w
	smallNudge	number	r/w

<b>Methods</b>	<b>Instances</b> Array of <b>Object</b> <b>getElements ()</b> Resolves the object specifier, creating an array of ob <b>string toSource ()</b> Generates a string which, if executed, will return the <b>string toSpecifier ()</b> Retrieves the object specifier.
<b>Used in:</b>	array of <b>RealEditbox</b> <b>RealEditboxes.itemByRange ()</b> <b>RealEditbox</b> <b>RealEditboxes.nextItem (obj: RealEditbox)</b> <b>RealEditbox</b> <b>RealEditboxes.previousItem (obj: RealEditbox)</b>
<b>Return</b>	<b>RealEditbox</b> <b>RealEditboxes.add ([withProperties: C</b> <b>RealEditbox</b> <b>RealEditboxes.anyItem ()</b> Array of <b>RealEditbox</b> <b>RealEditboxes.everyItem ()</b> <b>RealEditbox</b> <b>RealEditboxes.firstItem ()</b> <b>RealEditbox</b> <b>RealEditboxes.item (index: any)</b> <b>RealEditbox</b> <b>RealEditboxes.itemByID (id: number)</b> <b>RealEditbox</b> <b>RealEditboxes.itemByName (name: string)</b> Array of <b>RealEditbox</b> <b>RealEditboxes.itemByRange ()</b> <b>RealEditbox</b> <b>RealEditboxes.lastItem ()</b> <b>RealEditbox</b> <b>RealEditboxes.middleItem ()</b> <b>RealEditbox</b> <b>RealEditboxes.nextItem (obj: RealEditbox)</b> <b>RealEditbox</b> <b>RealEditboxes.previousItem (obj: RealEditbox)</b>
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<b>Class</b>
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# RealEditboxes

A collection of real number editboxes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[RealEditbox](#) **anyItem** ()  
Returns any RealEditbox in the collection.

[number](#) **count** ()  
Displays the number of elements in the RealEditbox.

Array of [RealEditbox](#) **everyItem** ()  
Returns every RealEditbox in the collection.

[RealEditbox](#) **firstItem** ()  
Returns the first RealEditbox in the collection.

[RealEditbox](#) **item** ([index](#): *any*)  
Returns the RealEditbox with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**RealEditbox itemByID** (*id: number*)

Returns the RealEditbox with the specified ID.

Parameter	Type	Description
id	number	The ID.

**RealEditbox itemByName** (*name: string*)

Returns the RealEditbox with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **RealEditbox itemByRange** (*from: any, to: any*)

Returns the RealEditboxes within the specified range.

Parameter	Type	Description
from	Long <b>RealEditbox</b> String	The RealEditbox, index, or name at the beginning of the range. Can accept: RealEditbox, Long or String.
to	Long <b>RealEditbox</b> String	The RealEditbox, index, or name at the end of the range. Can accept: RealEditbox, Long or String.



[RealEditbox](#) **lastItem** ()

Returns the last RealEditbox in the collection.

[RealEditbox](#) **middleItem** ()

Returns the middle RealEditbox in the collection.

[RealEditbox](#) **nextItem** ([obj](#): [RealEditbox](#))

Returns the RealEditbox whose index follows the specified RealEditbox in the collection.

Parameter	Type	Description
<a href="#">obj</a>	<a href="#">RealEditbox</a>	The RealEditbox whose index comes before the desired RealEditbox.

[RealEditbox](#) **previousItem** ([obj](#): [RealEditbox](#))

Returns the RealEditbox with the index previous to the specified index.

Parameter	Type	Description
<a href="#">obj</a>	<a href="#">RealEditbox</a>	The index of the RealEditbox that follows the desired RealEditbox.

[string](#) **toSource** ()

Generates a string which, if executed, will return the RealEditbox.

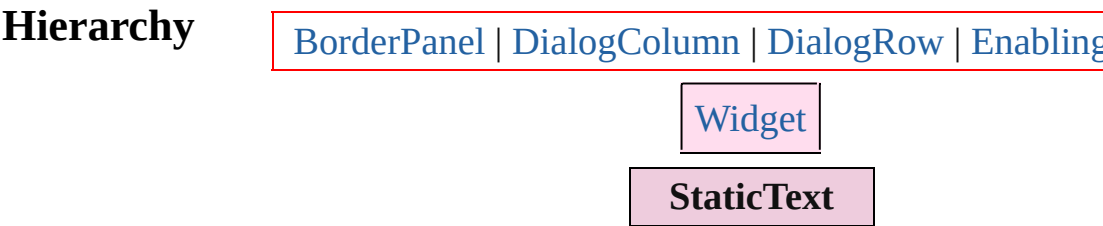
**Element of** [BorderPanel](#).realEditboxes  
[DialogColumn](#).realEditboxes  
[DialogRow](#).realEditboxes  
[EnablingGroup](#).realEditboxes

<b>Class</b>
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# StaticText

A static text control (typically a label for another control or controls). Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)



Properties	Property	Type	Access	Description
	id	number	readonly	The id of the StaticText control.
	index	number	readonly	The index of the StaticText control within its parent container object.
	minWidth	number	r/w	The minimum width of the control. The control can be expanded to a combination of the specified minimum width and the width of the box.
	parent	<a href="#">BorderPanel</a> <a href="#">DialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>	readonly	The parent of the StaticText control (a DialogColumn, DialogRow, or EnablingGroup).

			or Bord
properties	Object	r/w	A pr allow of se prop the s
staticLabel	string	r/w	Text appe Stati

## Methods **Instances**

Array of **Object** **getElements ()**

Resolves the object specifier, creating an array of object r

**string toSource ()**

Generates a string which, if executed, will return the Stati

**string toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **StaticText** **StaticTexts.itemByRange** (**from:** any,  
**StaticText** **StaticTexts.nextItem** (**obj:** **StaticText**)  
**StaticText** **StaticTexts.previousItem** (**obj:** **StaticText**)

**Return** **StaticText** **StaticTexts.add** ([**withProperties:** *Object*])  
**StaticText** **StaticTexts.anyItem** ()  
Array of **StaticText** **StaticTexts.everyItem** ()  
**StaticText** **StaticTexts.firstItem** ()  
**StaticText** **StaticTexts.item** (**index:** any)  
**StaticText** **StaticTexts.itemByID** (**id:** number)  
**StaticText** **StaticTexts.itemByName** (**name:** string)  
Array of **StaticText** **StaticTexts.itemByRange** (**from:** any,  
**StaticText** **StaticTexts.lastItem** ()  
**StaticText** **StaticTexts.middleItem** ()  
**StaticText** **StaticTexts.nextItem** (**obj:** **StaticText**)  
**StaticText** **StaticTexts.previousItem** (**obj:** **StaticText**)



<b>Class</b>
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# StaticTexts

A collection of static text objects.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[StaticText](#) **anyItem** ()

Returns any StaticText in the collection.

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

Displays the number of elements in the StaticText.

Array of [StaticText](#) **everyItem** ()

Returns every StaticText in the collection.

[StaticText](#) **firstItem** ()

Returns the first StaticText in the collection.

[StaticText](#) **item** ([index](#): *any*)

Returns the StaticText with the specified index or name.

Parameter	Type	Description
index	Long	The index or name. Can accept:

String Long or String.

**StaticText** **itemByID** (**id**: *number*)

Returns the StaticText with the specified ID.

Parameter	Type	Description
id	number	The ID.

**StaticText** **itemByName** (**name**: *string*)

Returns the StaticText with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **StaticText** **itemByRange** (**from**: *any*, **to**: *any*)

Returns the StaticTexts within the specified range.

Parameter	Type	Description
from	Long <b>StaticText</b> String	The StaticText, index, or name at the beginning of the range. Can accept: StaticText, Long or String.
to	Long <b>StaticText</b> String	The StaticText, index, or name at the end of the range. Can accept: StaticText, Long or String.

**StaticText** **lastItem** ()

Returns the last StaticText in the collection.

**StaticText** **middleItem** ()

Returns the middle StaticText in the collection.

**StaticText** **nextItem** (**obj**: **StaticText**)

Returns the StaticText whose index follows the specified StaticText in the collection.

Parameter	Type	Description
obj	<b>StaticText</b>	The StaticText whose index comes before the desired



StaticText.

**StaticText.previousItem** (**obj**: [StaticText](#))

Returns the StaticText with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">StaticText</a>	The index of the StaticText that follows the desired StaticText.

**string toSource** ()

Generates a string which, if executed, will return the StaticText.

**Element of** [BorderPanel.staticTexts](#)  
[DialogColumn.staticTexts](#)  
[DialogRow.staticTexts](#)  
[EnablingGroup.staticTexts](#)

<b>Class</b>
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# Textbox

A text entry field. Base Class: [Widget](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)



Properties	Property	Type	Access
	editContents	string	r/w
	id	number	readonly
	index	number	readonly

	minWidth	number	r/w
	parent	<a href="#">BorderPanelDialogColumn</a> <a href="#">DialogRow</a> <a href="#">EnablingGroup</a>	readonly
	properties	Object	r/w

Methods

Instances

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of ob

[string](#) **toSource ()**

Generates a string which, if executed, will return the

[string](#) **toSpecifier ()**

Retrieves the object specifier.

Used in:

array of [TextEditbox](#) [TextEditboxes.itemByRange \(](#)  

*any*)

[TextEditbox](#) [TextEditboxes.nextItem \(obj: \[TextEdit\]\(#\)](#)

[TextEditbox](#) [TextEditboxes.previousItem \(obj: \[Text\]\(#\)](#)

Return

[TextEditbox](#) [TextEditboxes.add \(\[](#)[withProperties: O](#)

**TextEditbox** [TextEditboxes.anyItem \(\)](#)  
Array of **TextEditbox** [TextEditboxes.everyItem \(\)](#)  
**TextEditbox** [TextEditboxes.firstItem \(\)](#)  
**TextEditbox** [TextEditboxes.item \(index: any\)](#)  
**TextEditbox** [TextEditboxes.itemByID \(id: number\)](#)  
**TextEditbox** [TextEditboxes.itemByName \(name: str\)](#)  
Array of **TextEditbox** [TextEditboxes.itemByRange \(start: any, end: any\)](#)  
**TextEditbox** [TextEditboxes.lastItem \(\)](#)  
**TextEditbox** [TextEditboxes.middleItem \(\)](#)  
**TextEditbox** [TextEditboxes.nextItem \(obj: TextEditbox\)](#)  
**TextEditbox** [TextEditboxes.previousItem \(obj: TextEditbox\)](#)

<b>Class</b>
--------------

# TextEditboxes

A collection of text editboxes.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

[TextEditbox](#) **anyItem** ()  
Returns any TextEditbox in the collection.

[number](#) **count** ()  
Displays the number of elements in the TextEditbox.

Array of [TextEditbox](#) **everyItem** ()  
Returns every TextEditbox in the collection.

[TextEditbox](#) **firstItem** ()  
Returns the first TextEditbox in the collection.

[TextEditbox](#) **item** ([index](#): *any*)  
Returns the TextEditbox with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[TextEditable](#) **itemByID** (*id: number*)

Returns the TextEditable with the specified ID.

Parameter	Type	Description
id	number	The ID.

[TextEditable](#) **itemByName** (*name: string*)

Returns the TextEditable with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [TextEditable](#) **itemByRange** (*from: any, to: any*)

Returns the TextEditables within the specified range.

Parameter	Type	Description
from	Long String <a href="#">TextEditable</a>	The TextEditable, index, or name at the beginning of the range. Can accept: TextEditable, Long or String.
to	Long String <a href="#">TextEditable</a>	The TextEditable, index, or name at the end of the range. Can accept: TextEditable, Long or String.

[TextEditable](#) **lastItem** ()

Returns the last TextEditable in the collection.



### [TextEditbox](#) **middleItem** ()

Returns the middle TextEditbox in the collection.

### [TextEditbox](#) **nextItem** ([obj](#): [TextEditbox](#))

Returns the TextEditbox whose index follows the specified TextEditbox in the collection.

Parameter	Type	Description
obj	<a href="#">TextEditbox</a>	The TextEditbox whose index comes before the desired TextEditbox.

### [TextEditbox](#) **previousItem** ([obj](#): [TextEditbox](#))

Returns the TextEditbox with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">TextEditbox</a>	The index of the TextEditbox that follows the desired TextEditbox.

### [string](#) **toSource** ()

Generates a string which, if executed, will return the TextEditbox.

**Element of** [BorderPanel](#).textEditboxes  
[DialogColumn](#).textEditboxes  
[DialogRow](#).textEditboxes  
[EnablingGroup](#).textEditboxes

<b>Class</b>
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# Widget

Generic term for an object in a dialog column or dialog row, including dialog controls such as radio button groups, checkbox 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](#)

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## 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
id	number	readonly	The unique identifier of the Widget
index	number	readonly	The index of the Widget in the dialog column or dialog row

			the Widget within its containing object.
minWidth	number	r/w	The width of the control. For an editbox or combobox, specifies the minimum width of the box.
parent	BorderPanelDialogColumn DialogRow EnablingGroup	readonly	The parent of the Widget (DialogColumn, DialogRow, EnablingGroup or BorderPanel).
properties	Object	r/w	A property table allows setting of several properties at the same time.

## Methods Instances

Array of **Object** **getElements ()**

Resolves the object specifier, creating an array of object references.

**string toSource ()**

Generates a string which, if executed, will return the Widget.

**string toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **Widget** **Widgets.itemByRange** (**from:** any, **to:** any)  
**Widget** **Widgets.nextItem** (**obj:** **Widget**)

**Widget** [Widgets.previousItem](#) (**obj**: **Widget**)

---

**Return** **Widget** [Widgets.anyItem](#) ()  
Array of **Widget** [Widgets.everyItem](#) ()  
**Widget** [Widgets.firstItem](#) ()  
**Widget** [Widgets.item](#) (**index**: *any*)  
**Widget** [Widgets.itemByID](#) (**id**: *number*)  
**Widget** [Widgets.itemByName](#) (**name**: *string*)  
Array of **Widget** [Widgets.itemByRange](#) (**from**: *any*, **to**: *any*)  
**Widget** [Widgets.lastItem](#) ()  
**Widget** [Widgets.middleItem](#) ()  
**Widget** [Widgets.nextItem](#) (**obj**: **Widget**)  
**Widget** [Widgets.previousItem](#) (**obj**: **Widget**)

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<b>Class</b>
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# Widgets

A collection of widgets.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[Widget](#) **anyItem** ()

Returns any Widget in the collection.

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

Displays the number of elements in the Widget.

Array of [Widget](#) **everyItem** ()

Returns every Widget in the collection.

[Widget](#) **firstItem** ()

Returns the first Widget in the collection.

[Widget](#) **item** ([index](#): any)

Returns the Widget with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[Widget](#) **itemByID** ([id](#): number)

Returns the Widget with the specified ID.

Parameter	Type	Description
id	number	The ID.

[Widget](#) **itemByName** ([name](#): string)

Returns the Widget with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **Widget** **itemByRange** (from: any, to: any)

Returns the Widgets within the specified range.

Parameter	Type	Description
from	Long String <b>Widget</b>	The Widget, index, or name at the beginning of the range. Can accept: Widget, Long or String.
to	Long String <b>Widget</b>	The Widget, index, or name at the end of the range. Can accept: Widget, Long or String.

**Widget** **lastItem** ()

Returns the last Widget in the collection.

**Widget** **middleItem** ()

Returns the middle Widget in the collection.

**Widget** **nextItem** (obj: **Widget**)

Returns the Widget whose index follows the specified Widget in the collection.

Parameter	Type	Description
obj	<b>Widget</b>	The Widget whose index comes before the desired Widget.

**Widget** **previousItem** (obj: **Widget**)

Returns the Widget with the index previous to the specified index.

Parameter	Type	Description
obj	<b>Widget</b>	The index of the Widget that follows the desired Widget.

**string** **toSource** ()

Generates a string which, if executed, will return the Widget.



<b>Element of</b>	<a href="#">BorderPanel.widgets</a> <a href="#">DialogColumn.widgets</a> <a href="#">DialogRow.widgets</a> <a href="#">EnablingGroup.widgets</a>
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# Adobe InDesign CS2 (4.0) Object Model

Contents	XML Suite
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.	<a href="#">Assignment Suite</a> <a href="#">Basics Suite</a> <a href="#">Book Suite</a> <a href="#">Color Suite</a> <a href="#">Datamerge 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="#">Object Styles Suite</a> <a href="#">Preferences Suite</a> <a href="#">Stroke Styles Suite</a> <a href="#">Table Of Contents Suite</a> <a href="#">Table Style Suite</a> <a href="#">Tables Suite</a> <a href="#">Text Suite</a> <a href="#">UI Suite</a> <a href="#">XML Suite</a>
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<b>Class</b>
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# DTD

The document DTD. Base Class: [XMLItem](#)

**QuickLinks** [duplicate](#), [getElements](#), [remove](#), [select](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Document](#) | [XMLElement](#) | [XMLItem](#)

[XMLItem](#)

**DTD**

## Properties

Property	Type	Access	Description
contents	<a href="#">SpecialCharactersString</a>	readonly	The contents of SpecialCharacters
id	number	readonly	The unique ID of
index	number	readonly	The index of the object.
parent	<a href="#">Document</a> <a href="#">XMLElement</a> <a href="#">XMLItem</a>	readonly	The parent of the XMLElement o
properties	Object	r/w	A property that properties at the
publicId	string	readonly	The public ID of Note: Valid only subset.
rootTag	<a href="#">XMLTag</a>	r/w	The tag of the r
systemId	string	readonly	The system ID of Note: Valid only subset.

**Methods** **Instances**

**DTD duplicate ()**

Duplicates the DTD.

Array of **Object getElements ()**

Resolves the object specifier, creating an array of object referen

**void remove ()**

Deletes the DTD.

**void select ([existingSelection: SelectionOptions=SelectionOpt**

Selects the object.

Parameter	Type	Descr
existingSelection	<b>SelectionOptions:</b> SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH	The se relatic (Optic <b>Select</b>

**string toSource ()**

Generates a string which, if executed, will return the DTD.

**string toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **DTD DTDs.itemByRange (from: any, to: any)**  
**DTD DTDs.nextItem (obj: DTD)**  
**DTD DTDs.previousItem (obj: DTD)**

**Return** **DTD DTD.duplicate ()**  
**DTD DTDs.anyItem ()**  
Array of **DTD DTDs.everyItem ()**  
**DTD DTDs.firstItem ()**  
**DTD DTDs.item (index: any)**  
**DTD DTDs.itemByID (id: number)**  
**DTD DTDs.itemByName (name: string)**  
Array of **DTD DTDs.itemByRange (from: any, to: any)**  
**DTD DTDs.lastItem ()**  
**DTD DTDs.middleItem ()**  
**DTD DTDs.nextItem (obj: DTD)**  
**DTD DTDs.previousItem (obj: DTD)**



<b>Class</b>
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# DTDs

A collection of DTDs.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

**DTD anyItem ()**

Returns any DTD in the collection.

**number count ()**

Displays the number of elements in the DTD.

Array of **DTD everyItem ()**

Returns every DTD in the collection.

**DTD firstItem ()**

Returns the first DTD in the collection.

**DTD item (index: any)**

Returns the DTD with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**DTD itemByID (id: number)**

Returns the DTD with the specified ID.

Parameter	Type	Description
id	number	The ID.

**DTD itemByName (name: string)**

Returns the DTD with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **DTD itemByRange** (*from: any, to: any*)

Returns the DTDs within the specified range.

Parameter	Type	Description
from	<b>DTD</b> Long String	The DTD, index, or name at the beginning of the range. Can accept: DTD, Long or String.
to	<b>DTD</b> Long String	The DTD, index, or name at the end of the range. Can accept: DTD, Long or String.

**DTD lastItem** ()

Returns the last DTD in the collection.

**DTD middleItem** ()

Returns the middle DTD in the collection.

**DTD nextItem** (*obj: DTD*)

Returns the DTD whose index follows the specified DTD in the collection.

Parameter	Type	Description
obj	<b>DTD</b>	The DTD whose index comes before the desired DTD.

**DTD previousItem** (*obj: DTD*)

Returns the DTD with the index previous to the specified index.

Parameter	Type	Description
obj	<b>DTD</b>	The index of the DTD that follows the desired DTD.

**string toSource** ()

Generates a string which, if executed, will return the DTD.

**Element of** **Document**.dtds

[XMLElement.dtds](#)  
[XMLItem.dtds](#)

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<b>Class</b>
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# ValidationError

An XML validation error.

**QuickLinks** [getElements](#), [toSource](#), [toSpecifier](#)

## Hierarchy

[Document](#)

**ValidationError**

## Properties

Property	Type	Access	D
attributeName	string	readonly	Th na va re at
element	<a href="#">XMLElement</a>	readonly	Th th va er
errorMessage	string	readonly	Th er
index	number	readonly	Th th Va w cc ob
parent	<a href="#">Document</a>	readonly	Th th Va (a
properties	Object	r/w	A al

of  
pr  
th

## Methods Instances

Array of **Object** **getElements ()**

Resolves the object specifier, creating an array of references.

**string toSource ()**

Generates a string which, if executed, will re-construct the **ValidationError**.

**string toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **ValidationError** **ValidationErrors.items (from: any, to: any)**

**ValidationError** **ValidationErrors.nextItem ()**  
**ValidationError**

**ValidationError** **ValidationErrors.previousItem ()**  
**ValidationError**

**Return** **ValidationError** **ValidationErrors.anyItem ()**

Array of **ValidationError** **ValidationErrors.all ()**

**ValidationError** **ValidationErrors.firstItem ()**

**ValidationError** **ValidationErrors.item (index)**

**ValidationError** **ValidationErrors.itemByNumber (number: number, string)**

Array of **ValidationError** **ValidationErrors.items (from: any, to: any)**

**ValidationError** **ValidationErrors.lastItem ()**

**ValidationError** **ValidationErrors.middleItem (index)**

**ValidationError** **ValidationErrors.nextItem ()**  
**ValidationError**

**ValidationError** **ValidationErrors.previousItem ()**  
**ValidationError**

Array of **ValidationError** **XMLDocument.validate ([maximumErrors: number=250])**



<b>Class</b>
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# ValidationErrors

A collection of XML validation errors.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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

**Methods** **Instances**

[ValidationError](#) **anyItem** ()  
Returns any ValidationError in the collection.

[ValidationError](#) **count** ()  
Displays the number of elements in the ValidationError.

[ValidationError](#) **everyItem** ()  
Returns every ValidationError in the collection.

[ValidationError](#) **firstItem** ()  
Returns the first ValidationError in the collection.

[ValidationError](#) **item** (*index: any*)  
Returns the ValidationError with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can be a Long or String. accept: Long or String

[ValidationError](#) **itemByName** (*name: string*)  
Returns the ValidationError with the specified name.

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Parameter	Type	Description
name	string	The name.

Array of [ValidationError](#) **itemByRange** (from: any, to: any)

Returns the ValidationErrors within the specified range.

Parameter	Type	Description
from	Long String <a href="#">ValidationError</a>	The ValidationE index, or name at the beginning of the range. Can accept: ValidationE Long or Str
to	Long String <a href="#">ValidationError</a>	The ValidationE index, or name at the end of range. Can accept: ValidationE Long or Str

[ValidationError](#) **lastItem** ()

Returns the last ValidationError in the collection.

[ValidationError](#) **middleItem** ()

Returns the middle ValidationError in the collection.

[ValidationError](#) **nextItem** (obj: [ValidationError](#))

Returns the ValidationError whose index follows the specified ValidationError in the collection.

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Parameter	Type	Description
obj	<a href="#">ValidationError</a>	The ValidationE whose inde comes befo the desired ValidationE

[ValidationError](#) **previousItem** ([obj](#): [ValidationError](#))

Returns the ValidationError with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">ValidationError</a>	The index c the ValidationE that follows desired ValidationE

[string](#) **toSource** ()

Generates a string which, if executed, will return the ValidationError.

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

<b>Class</b>
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# XMLAttribute

An XML attribute.

**QuickLinks** [getElements](#), [remove](#), [select](#), [toSource](#), [toSpeci](#)

## Hierarchy

[XML](#)

[XML](#)

## Properties

Property	Type	Access	Descript
index	number	readonly	The inde object.
name	string	r/w	The nam
parent	<a href="#">XMLElement</a>	readonly	The pare
properties	Object	r/w	A proper same tim
value	string	r/w	The valu

## Methods Instances

Array of [Object](#) **getElements ()**  
Resolves the object specifier, creating an array

**void remove ()**  
Deletes the XMLAttribute.

**void select ([existingSelection: SelectionOption**  
Selects the object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions</a> : SelectionOptions.ADD_TO SelectionOptions.REMOVI SelectionOptions.REPLAC

**string toSource ()**

	<p>Generates a string which, if executed, will return the object specifier.</p> <p><b>string toSpecifier ()</b></p> <p>Retrieves the object specifier.</p>
<b>Used in:</b>	<p>array of <b>XMLAttribute</b> <a href="#">XMLAttributes.itemB</a></p> <p><b>XMLAttribute</b> <a href="#">XMLAttributes.nextItem</a> (<b>obj:</b> <b>XMLAttribute</b> <a href="#">XMLAttributes.previousItem</a> (</p>
<b>Return</b>	<p><b>XMLAttribute</b> <a href="#">XMLAttributes.add</a> (<b>name:</b> <i>str</i></p> <p><b>XMLAttribute</b> <a href="#">XMLAttributes.anyItem</a> ()</p> <p>Array of <b>XMLAttribute</b> <a href="#">XMLAttributes.every</a></p> <p><b>XMLAttribute</b> <a href="#">XMLAttributes.firstItem</a> ()</p> <p><b>XMLAttribute</b> <a href="#">XMLAttributes.item</a> (<b>index:</b> <i>an</i></p> <p><b>XMLAttribute</b> <a href="#">XMLAttributes.itemByName</a> (</p> <p>Array of <b>XMLAttribute</b> <a href="#">XMLAttributes.itemE</a></p> <p><b>XMLAttribute</b> <a href="#">XMLAttributes.lastItem</a> ()</p> <p><b>XMLAttribute</b> <a href="#">XMLAttributes.middleItem</a> ()</p> <p><b>XMLAttribute</b> <a href="#">XMLAttributes.nextItem</a> (<b>obj:</b></p> <p><b>XMLAttribute</b> <a href="#">XMLAttributes.previousItem</a> (</p>
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<b>Class</b>
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# XMLAttributes

A collection of XML attributes.

## QuickLinks

[add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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)

**XMLAttribute** **anyItem** ()

Returns any XMLAttribute in the collection.

**number** **count** ()

Displays the number of elements in the XMLAttribute.



Array of [XMLAttribute](#) **everyItem ()**  
Returns every XMLAttribute in the collection.

[XMLAttribute](#) **firstItem ()**  
Returns the first XMLAttribute in the collection.

[XMLAttribute](#) **item (index: any)**  
Returns the XMLAttribute with the specified index or name.

Parameter	Type	Description
index	Long	The index or name.
	String	Can accept: Long or String.

[XMLAttribute](#) **itemByName (name: string)**  
Returns the XMLAttribute with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [XMLAttribute](#) **itemByRange (from any, to: any)**  
Returns the XMLAttributes within the specified range.

Parameter	Type	Description
from	Long String <a href="#">XMLAttribute</a>	The XMLAttribute, index, or name at the beginning of the range. Can accept: XMLAttribute, Long or String.

to	Long String <a href="#">XMLAttribute</a>	The XMLAttribute, index, or name at the end of the range. Can accept: XMLAttribute, Long or String.
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### [XMLAttribute](#) **lastItem ()**

Returns the last XMLAttribute in the collection.

### [XMLAttribute](#) **middleItem ()**

Returns the middle XMLAttribute in the collection.

### [XMLAttribute](#) **nextItem (obj: [XMLAttribute](#))**

Returns the XMLAttribute whose index follows the specified XMLAttribute in the collection.

Parameter	Type	Description
obj	<a href="#">XMLAttribute</a>	The XMLAttribute whose index comes before the desired XMLAttribute.

### [XMLAttribute](#) **previousItem (obj: [XMLAttribute](#))**

Returns the XMLAttribute with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">XMLAttribute</a>	The index of the XMLAttribute

that follows  
the desired  
XMLAttribute.

**`string toSource ()`**

Generates a string which, if executed, will  
return the XMLAttribute.

**Element of** [XMLElement.xmlAttributes](#)

<b>Class</b>
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# XMLComment

An XML comment. Base Class: [XMLItem](#)

**QuickLinks** [duplicate](#), [getElements](#), [move](#), [remove](#), [select](#),

## Hierarchy

[Document](#) | [XML](#)

[XML](#)

[XML](#)

## Properties

Property	Type	Access
id	number	readon
index	number	readon
parent	<a href="#">DocumentXMLElement</a> <a href="#">XMLItem</a>	readon
properties	Object	r/w
storyOffset	number	readon
value	string	r/w

## Methods [Instances](#)

[XMLComment](#) **duplicate** ()  
Duplicates the XMLComment.

Array of [Object](#) **getElements** ()  
Resolves the object specifier, creating an array

[XMLComment](#) **move** (to: [LocationOptions](#) [, r  
Moves the element to the specified location.

Parameter	Type
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to	<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>
reference	<a href="#">Text</a> <a href="#">XMLItem</a>

**void remove ()**

Deletes the XMLComment.

**void select ([existingSelection: [SelectionOptions](#)**

Selects the object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions:</a> <a href="#">SelectionOptions.ADD_TO</a> <a href="#">SelectionOptions.REMOVE</a> <a href="#">SelectionOptions.REPLACE</a>

**string toSource ()**

Generates a string which, if executed, will return the object.

**string toSpecifier ()**

Retrieves the object specifier.

**Used in:** array of **XMLComment** [XMLComments.items](#)  
**XMLComment** [XMLComments.nextItem](#) ([ol](#))  
**XMLComment** [XMLComments.previousItem](#) ([ol](#))

**Return** **XMLComment** [XMLComment.duplicate](#) ()  
**XMLComment** [XMLComment.move](#) (to: [LocationOptions](#))  
**XMLComment** [XMLComments.add](#) ([value: [Object](#)])  
**XMLComment** [XMLComments.anyItem](#) ()  
Array of **XMLComment** [XMLComments.everyItem](#) ()  
**XMLComment** [XMLComments.firstItem](#) ()

**XMLComment** [XMLComments.item \(index:](#)  
**XMLComment** [XMLComments.itemByID \(i](#)  
**XMLComment** [XMLComments.itemByNam](#)  
Array of **XMLComment** [XMLComments.iter](#)  
**XMLComment** [XMLComments.lastItem \(\)](#)  
**XMLComment** [XMLComments.middleItem](#)  
**XMLComment** [XMLComments.nextItem \(ol](#)  
**XMLComment** [XMLComments.previousIter](#)

<b>Class</b>
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# XMLComments

A collection of XML comments.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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

## Methods Instances

[XMLComment](#) **add** ([[value](#): string=][, [storyOffset](#): any][, [withProperties](#): Object])  
Creates a new XML comment.

Parameter	Type	Description
value	string	The value of the comment (Optional) (default: )
storyOffset	<a href="#">InsertionPoint</a> Long	The location within the story, specified as an insertion point. Can accept: InsertionPoint or Long. (Optional)
withProperties	Object	Initial value for properties of the new

XMLComm  
(Optional)

### **XMLComment anyItem ()**

Returns any XMLComment in the collection

### **number count ()**

Displays the number of elements in the XMLComment.

### **Array of XMLComment everyItem ()**

Returns every XMLComment in the collecti

### **XMLComment firstItem ()**

Returns the first XMLComment in the collection.

### **XMLComment item (index: any)**

Returns the XMLComment with the specific index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String

### **XMLComment itemByID (id: number)**

Returns the XMLComment with the specific ID.

Parameter	Type	Description
id	number	The ID.

### **XMLComment itemByName (name: string)**

Returns the XMLComment with the specific name.

Parameter	Type	Description
name	string	The name.

### **Array of XMLComment itemByRange (from: any, to: any)**

Returns the XMLComments within the spec

range.

Parameter	Type	Description
from	Long String <a href="#">XMLComment</a>	The XMLComme index, or nan the beginning the range. Ca accept: XMLComme Long or Strin
to	Long String <a href="#">XMLComment</a>	The XMLComme index, or nan the end of the range. Can accept: XMLComme Long or Strin

[XMLComment](#) **lastItem ()**

Returns the last XMLComment in the collec

[XMLComment](#) **middleItem ()**

Returns the middle XMLComment in the collection.

[XMLComment](#) **nextItem (obj: [XMLComm](#)**

Returns the XMLComment whose index fol the specified XMLComment in the collectio

Parameter	Type	Description
obj	<a href="#">XMLComment</a>	The XMLComme whose index comes before desired XMLComme

[XMLComment](#) **previousItem (obj:**

### [XMLComment](#))

Returns the XMLComment with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">XMLComment</a>	The index of XMLComme that follows t desired XMLComme

### [string toSource \(\)](#)

Generates a string which, if executed, will re the XMLComment.

**Element of** [Document.xmlComments](#)  
[XMLElement.xmlComments](#)  
[XMLItem.xmlComments](#)

<b>Class</b>
--------------

# XMLElement

An XML element. Base Class: [XMLItem](#)

**QuickLinks** [duplicate](#), [exportFile](#), [getElements](#), [importXML](#), [toSource](#), [toSpecifier](#), [untag](#), [validate](#)

## Hierarchy

Document | XML

XML

## XMLE

Cell | Character | DTD | EPS | Image | InsertionI  
| Story | Table | Text | TextColumn | TextSt  
XMLComment | **XMLElemen**

## Properties

Property	Type	Access
cells	Cells	readOnly
characters	Characters	readOnly
contents	SpecialCharactersString	r/w
dtds	DTDs	readOnly
epss	EPSs	readOnly
id	number	readOnly
images	Images	readOnly
index	number	readOnly
insertionPoints	InsertionPoints	readOnly
lines	Lines	readOnly

markupTag	String <a href="#">XMLTag</a>	r/w
pageItems	<a href="#">PageItems</a>	reado
paragraphs	<a href="#">Paragraphs</a>	reado
parent	<a href="#">Document</a> <b>XMLElement</b> <a href="#">XMLItem</a>	reado
parentStory	<a href="#">Story</a>	reado
pdfs	<a href="#">PDFs</a>	reado
picts	<a href="#">PICTs</a>	reado
properties	Object	r/w
stories	<a href="#">Stories</a>	reado
storyOffset	number	reado
tables	<a href="#">Tables</a>	reado
textColumns	<a href="#">TextColumns</a>	reado
textStyleRanges	<a href="#">TextStyleRanges</a>	reado
texts	<a href="#">Texts</a>	reado
wmfs	<a href="#">WMFs</a>	reado
words	<a href="#">Words</a>	reado
xmlAttributes	<a href="#">XMLAttributes</a>	reado
xmlComments	<a href="#">XMLComments</a>	reado
xmlElements	<a href="#">XMLElements</a>	reado
xmlInstructions	<a href="#">XMLInstructions</a>	reado

## Methods Instances

### [XMLElement](#) **duplicate** ()

Duplicates the XMLElement.

### **void exportFile** (*format*: any, *to*: File[, *showingC*

Exports the object(s) to a file.

Parameter	Type	Description
format	<a href="#">ExportFormat</a> String	The export or String.
to	File	The path of
showingOptions	bool	If true, pror (default: <b>fal</b>
using	<a href="#">PDFExportPreset</a>	The export

### Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of

### **void importXML** (*from*: File)

Imports an XML file.

Parameter	Type	Descri
from	File	The pa

### **void markup** (*using*: any)

Associates the object with the specified XML ele

Parameter	Type	Description
using	<a href="#">PageItem</a> <a href="#">Story</a> <a href="#">Text</a>	The object to mark u

### [XMLElement](#) **move** (*to*: [LocationOptions](#)[, *refere*

Moves the element to the specified location.

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 content.

Parameter	Type	Description
using	<a href="#">PageItem</a> <a href="#">Story</a>	The story into which to place the PageItem.

**void remove** ()

Deletes the XMLElement.

**void select** ([[existingSelection](#): [SelectionOptions](#)])

Selects the object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions:</a> SelectionOptions.ADD_TO SelectionOptions.REMOVE_ SelectionOptions.REPLACE_

**Asset store** ([using](#): [Library](#))

Store a page item in a library

Parameter	Type	Description
using	<a href="#">Library</a>	The library to store the page item in.

**string toSource** ()

Generates a string which, if executed, will return the XML content of the object.

**string toSpecifier** ()

Retrieves the object specifier.

**void untag ()**

Untags an element.

Array of **ValidationError** **validate** ([**maximumErr**  
Validates the element against a DTD.

Parameter	Type	Description
maximumErrors	number	The maximum number of errors (default: 250)

**Element of** [DTD.parent](#)  
[Story.parent](#)  
[ValidationError.element](#)  
[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: XElement)
void PageItem.placeXML (using: XElement)
void Paragraph.markup (using: XElement)
void Polygon.markup (using: XElement)
void Polygon.placeXML (using: XElement)
void Rectangle.markup (using: XElement)
void Rectangle.placeXML (using: XElement)
void Sound.markup (using: XElement)
void Story.markup (using: XElement)
void Story.placeXML (using: XElement)
Table Tables.add ([to: LocationOptions=Location
    withProperties: Object])
void Text.markup (using: XElement)
void TextColumn.markup (using: XElement)
void TextFrame.markup (using: XElement)
void TextFrame.placeXML (using: XElement)
void TextStyleRange.markup (using: XElement)
void Word.markup (using: XElement)
array of XElement XMLElements.itemByRa
XMLElement XMLElements.nextItem (obj: XM
XMLElement XMLElements.previousItem (obj:

```

**Return**

```

XMLElement XElement.duplicate ()
XMLElement XElement.move (to: Location
XMLElement XMLElements.add (markupTag: c
XMLElement XMLElements.anyItem ()
Array of XElement XMLElements.everyItem
XMLElement XMLElements.firstItem ()
XMLElement XMLElements.item (index: any)
XMLElement XMLElements.itemByID (id: num
XMLElement XMLElements.itemByName (name
Array of XElement XMLElements.itemByRa
XMLElement XMLElements.lastItem ()
XMLElement XMLElements.middleItem ()
XMLElement XMLElements.nextItem (obj: XM
XMLElement XMLElements.previousItem (obj:

```

<b>Class</b>
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# XMLElements

A collection of XML elements.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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])  
Creates a new XML element.

Parameter	Type	Description
markupTag	String <a href="#">XMLTag</a>	The XML tag used to identify the element. Can accept: String or XMLTag.
xmlContent	<a href="#">Cell</a> <a href="#">Graphic</a> <a href="#">Movie</a> <a href="#">PageItem</a> <a href="#">Sound</a> <a href="#">Story</a> <a href="#">Table</a> <a href="#">Text</a>	The content to be marked up. Can accept: Text, Story, PageItem, Movie, Sound, Graphic, Table or Cell. (Optional)
withProperties	Object	Initial values for properties of the new

XMLElement  
(Optional)

**XMLElement anyItem ()**

Returns any XMLElement in the collection.

**number count ()**

Displays the number of elements in the XMLElement.

Array of **XMLElement everyItem ()**

Returns every XMLElement in the collection.

**XMLElement firstItem ()**

Returns the first XMLElement in the collection.

**XMLElement item (index: any)**

Returns the XMLElement with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

**XMLElement itemByID (id: number)**

Returns the XMLElement with the specified ID.

Parameter	Type	Description
id	number	The ID.

**XMLElement itemByName (name: string)**

Returns the XMLElement with the specified name.

Parameter	Type	Description
name	string	The name.

Array of **XMLElement itemByRange (from: any, to: any)**

Returns the XMLElements within the

specified range.

Parameter	Type	Description
from	Long String <a href="#">XMLElement</a>	The XMLElement, index, or name at the beginning of the range. Can accept: XMLElement, Long or String.
to	Long String <a href="#">XMLElement</a>	The XMLElement, index, or name at the end of the range. Can accept: XMLElement, Long or String.

#### [XMLElement](#) **lastItem ()**

Returns the last XMLElement in the collection.

#### [XMLElement](#) **middleItem ()**

Returns the middle XMLElement in the collection.

#### [XMLElement](#) **nextItem (obj: [XMLElement](#))**

Returns the XMLElement whose index follows the specified XMLElement in the collection.

Parameter	Type	Description
obj	<a href="#">XMLElement</a>	The XMLElement whose index comes before the desired XMLElement.

[XMLElement](#) **previousItem** ([obj](#): [XMLElement](#))

Returns the [XMLElement](#) with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">XMLElement</a>	The index of the <a href="#">XMLElement</a> that follows the desired <a href="#">XMLElement</a> .

[string](#) **toSource** ()

Generates a string which, if executed, will return the [XMLElement](#).

**Element of** [Document.xmlElements](#)  
[XMLElement.xmlElements](#)  
[XMLItem.xmlElements](#)

**Used in:** [Asset Library.store](#) ([using](#): Array of *any*)



<b>Class</b>
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# XMLExportMap

A mapping object that maps a style (paragraph or cell) to an XML tag.

**QuickLinks** [getElements](#), [remove](#), [toSource](#), [toSpecific](#)

## Hierarchy

[Application | Document](#)

**XMLExportMap**

## Properties

Property	Type
index	number
mappedStyle	<a href="#">CharacterStyleParagraphStyle</a> String
markupTag	String <a href="#">XMLTag</a>
parent	<a href="#">Application Document</a>

	properties      Object
<hr/>	
<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating an a <b>void remove ()</b> Deletes the XMLExportMap. <b>string toSource ()</b> Generates a string which, if executed, will <b>string toSpecifier ()</b> Retrieves the object specifier.
<b>Used in:</b>	array of <a href="#">XMLExportMap</a> <a href="#">XMLExportM</a> <i>any</i> ) <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.nextI</a> <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.prev</a> <a href="#">XMLExportMap</a> )
<b>Return</b>	<a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.add (</a> <i>any[, withProperties: Object])</i> <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.anyI</a> Array of <a href="#">XMLExportMap</a> <a href="#">XMLExportM</a> <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.firstI</a> <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.item</a> <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.item</a> Array of <a href="#">XMLExportMap</a> <a href="#">XMLExportM</a> <i>to: any</i> ) <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.lastI</a> <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.midc</a> <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.nextI</a> <a href="#">XMLExportMap</a> <a href="#">XMLExportMaps.prev</a> <a href="#">XMLExportMap</a> )
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<b>Class</b>
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# XMLExportMaps

A collection of XML export maps.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByName](#), [itemByRange](#), [lastItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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 to an XML tag.

Parameter	Type	Description
mappedStyle	<a href="#">CharacterStyle</a> <a href="#">ParagraphStyle</a> String	The style (paragraph, character, or cell) to be mapped to the specified XML tag. Can accept Paragraph, Character, or String.
markupTag	String <a href="#">XMLTag</a>	The XML tag. Can accept XMLTag or String.
withProperties	Object	Initial

proper  
new  
XMLExportMap  
(Optional)

### XMLExportMap anyItem ()

Returns any XMLExportMap in the collection.

### number count ()

Displays the number of elements in the XMLExportMap.

### Array of XMLExportMap everyItem ()

Returns every XMLExportMap in the collection.

### XMLExportMap firstItem ()

Returns the first XMLExportMap in the collection.

### XMLExportMap item (index: any)

Returns the XMLExportMap with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name accept: Long or String

### XMLExportMap itemByName (name: String)

Returns the XMLExportMap with the specified name.

Parameter	Type	Description
name	string	The name

### Array of XMLExportMap itemByRange (from: any, to: any)

Returns the XMLExportMaps within the specified range.

Parameter	Type	Description
from	Long String XMLExportMap	The XMLExportMap index, or XMLExportMap

		the begi the rang accept: XMLEx Long or
to	Long String XMLExportMap	The XMLEx index, o the end range. C accept: XMLEx Long or

**XMLExportMap lastItem ()**  
Returns the last XMLExportMap in the collection.

**XMLExportMap middleItem ()**  
Returns the middle XMLExportMap in the collection.

**XMLExportMap nextItem (obj: XMLExportMap)**  
Returns the XMLExportMap whose index is the next to the specified XMLExportMap in the collection.

Parameter	Type	Description
obj	XMLExportMap	The XMLExportMap whose index is the next to the specified XMLExportMap in the collection.

**XMLExportMap previousItem (obj: XMLExportMap)**  
Returns the XMLExportMap with the index previous to the specified index.

Parameter	Type	Description
obj	XMLExportMap	The index of the XMLExportMap to be returned.



		XMLE <sub>x</sub> that foll desired XMLE <sub>x</sub>
	<b>string toSource ()</b> Generates a string which, if executed, w the XMLE <sub>x</sub> ExportMap.	
	<b>Element of</b>	<a href="#">Application.xmlExportMaps</a> <a href="#">Document.xmlExportMaps</a>
Jongware, 27- Jun-2010 v3.0.3d	<a href="#">Contents :: Index</a>	

<b>Class</b>
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# XMLImportMap

A mapping object that maps an XML tag to an object, table, or cell).

**QuickLinks** [getElements](#), [remove](#), [toSource](#), [toSpecific](#)

## Hierarchy

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

**XMLImportMap**

## Properties

Property	Type
index	number
mappedStyle	<a href="#">CharacterStyleParagraphStyle</a> String
markupTag	String <a href="#">XMLTag</a>
parent	<a href="#">Application</a> <a href="#">Document</a>

	properties      Object
<b>Methods</b>	<b>Instances</b> Array of <a href="#">Object</a> <b>getElements ()</b> Resolves the object specifier, creating an a  <a href="#">void</a> <b>remove ()</b> Deletes the XMLImportMap.  <a href="#">string</a> <b>toSource ()</b> Generates a string which, if executed, will  <a href="#">string</a> <b>toSpecifier ()</b> Retrieves the object specifier.
<b>Used in:</b>	array of <a href="#">XMLImportMap</a> <a href="#">XMLImportM</a> <i>any</i> ) <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.next</a> <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.prev</a> <a href="#">XMLImportMap</a> )
<b>Return</b>	<a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.add</a> <i>any</i> [, <a href="#">withProperties: Object</a> ]) <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.anyI</a> Array of <a href="#">XMLImportMap</a> <a href="#">XMLImportM</a> <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.first</a> <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.item</a> <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.item</a> Array of <a href="#">XMLImportMap</a> <a href="#">XMLImportM</a> <a href="#">to: any</a> ) <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.lastI</a> <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.mid</a> <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.next</a> <a href="#">XMLImportMap</a> <a href="#">XMLImportMaps.prev</a> <a href="#">XMLImportMap</a> )



<b>Class</b>
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# XMLImportMaps

A collection of XML import maps.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByName](#), [itemByRange](#), [lastItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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 JavaScript object (paragraph, character, object, table, or cell).

Parameter	Type	Description
markupTag	String <a href="#">XMLTag</a>	The XML tag to map to a JavaScript object (paragraph, character, object, table, or cell). Can be a string or a String object.
mappedStyle	<a href="#">CharacterStyle</a> <a href="#">ParagraphStyle</a> String	The paragraph or character style. Can be a ParagraphStyle object, a CharacterStyle object, or a String.

withProperties	Object	Initial proper new XMLI (Optic
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[XMLImportMap](#) **anyItem ()**  
Returns any XMLImportMap in the coll

[number](#) **count ()**  
Displays the number of elements in the  
XMLImportMap.

Array of [XMLImportMap](#) **everyItem ()**  
Returns every XMLImportMap in the c

[XMLImportMap](#) **firstItem ()**  
Returns the first XMLImportMap in the

[XMLImportMap](#) **item (index: any)**  
Returns the XMLImportMap with the sp  
index or name.

Parameter	Type	Description
index	Long String	The index or name accept: Long or St

[XMLImportMap](#) **itemByName (name: : any)**  
Returns the XMLImportMap with the sp  
name.

Parameter	Type	Descript
name	string	The nam

Array of [XMLImportMap](#) **itemByRang  
any, to: any)**  
Returns the XMLImportMaps within the  
range.

Parameter	Type	Descript
from	Long String	The XMLIn



	<a href="#">XMLImportMap</a>	index, c the beg the rang accept: XMLIn Long or
to	Long String <a href="#">XMLImportMap</a>	The XMLIn index, c the end range. C accept: XMLIn Long or

[XMLImportMap](#) **lastItem** ()  
Returns the last XMLImportMap in the

[XMLImportMap](#) **middleItem** ()  
Returns the middle XMLImportMap in  
collection.

[XMLImportMap](#) **nextItem** ([obj](#): [XMLIn](#))  
Returns the XMLImportMap whose ind  
the specified XMLImportMap in the col

Parameter	Type	Descript
obj	<a href="#">XMLImportMap</a>	The XMLIn whose i comes l desired XMLIn

[XMLImportMap](#) **previousItem** ([obj](#):  
[XMLImportMap](#))  
Returns the XMLImportMap with the ir  
previous to the specified index.

Parameter	Type	Descript
-----------	------	----------

	obj	<a href="#">XMLImportMap</a>	The ind XMLIn that foll desired XMLIn
	<b>string toSource ()</b> Generates a string which, if executed, w the XMLImportMap.		
	<b>Element of</b> <a href="#">Application.xmlImportMaps</a> <a href="#">Document.xmlImportMaps</a>		
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<b>Class</b>
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# XMLInstruction

An XML processing instruction. Base Class: [XMLInstruction](#)

**QuickLinks** [duplicate](#), [getElements](#), [move](#), [remove](#), [select](#)

## Hierarchy

[Document](#) | [XML](#)

XML

## 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.

Array of [Object](#) **getElements** ()

Resolves the object specifier, creating an array of `XMLInstruction` objects.  
`XMLInstruction move (to: LocationOptions)`  
Moves the element to the specified location.

Parameter	Type
to	<code>LocationOptions</code> : <code>LocationOptions.BEFORE</code> <code>LocationOptions.AFTER</code> <code>LocationOptions.AT_END</code> <code>LocationOptions.AT_BEGIN</code> <code>LocationOptions.UNKNOWN</code>
reference	<code>Text</code> <code>XMLItem</code>

`void remove ()`  
Deletes the `XMLInstruction`.

`void select ([existingSelection: SelectionOptions])`  
Selects the object.

Parameter	Type
existingSelection	<code>SelectionOptions</code> : <code>SelectionOptions.ADD</code> <code>SelectionOptions.REMOVE</code> <code>SelectionOptions.REPLACE</code>

`string toSource ()`  
Generates a string which, if executed, will create the object.

`string toSpecifier ()`  
Retrieves the object specifier.

**Used in:** array of `XMLInstruction` `XMLInstruction.nextItem`  
`XMLInstruction` `XMLInstructions.nextItem`  
`XMLInstruction` `XMLInstructions.previousItem`

**Return** `XMLInstruction` `XMLInstruction.duplicate`  
`XMLInstruction` `XMLInstruction.move` (to: `LocationOptions`)

**XMLInstruction** [XMLInstructions.add \(target, withProperties: Object\)](#)

**XMLInstruction** [XMLInstructions.anyIterator](#)

Array of **XMLInstruction** [XMLInstructions.toArray](#)

**XMLInstruction** [XMLInstructions.firstIterator](#)

**XMLInstruction** [XMLInstructions.item \(index\)](#)

**XMLInstruction** [XMLInstructions.itemByIndex](#)

**XMLInstruction** [XMLInstructions.itemByIndex](#)

Array of **XMLInstruction** [XMLInstructions.toArray](#)

**XMLInstruction** [XMLInstructions.lastIterator](#)

**XMLInstruction** [XMLInstructions.middleIterator](#)

**XMLInstruction** [XMLInstructions.nextIterator](#)

**XMLInstruction** [XMLInstructions.previousIterator](#)

<b>Class</b>
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# XMLInstructions

A collection of XML instructions.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

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

**Methods** **Instances**  
[XMLInstruction](#) **add** ([target](#): string[, [data](#): string=][, [storyOffset](#): any][, [withProperties](#): Object])  
Creates a new XML processing instruction.

Parameter	Type	Description
target	string	A name that identifies the processing instruction in the application reading the exported file.
data	string	A value that tells the application what to do with the processing instruction identified by the target.



		(Optional) (default: 0)
storyOffset	<a href="#">InsertionPoint</a> Long	The location within the specified insertion. Can accept Insertion or Long. (Optional)
withProperties	Object	Initial value for properties of the new XMLInstruction. (Optional)

### [XMLInstruction](#) **anyItem** ()

Returns any XMLInstruction in the collection.

### [XMLInstruction](#) **count** ()

Displays the number of elements in the XMLInstruction.

### [XMLInstruction](#) **everyItem** ()

Returns every XMLInstruction in the collection.

### [XMLInstruction](#) **firstItem** ()

Returns the first XMLInstruction in the collection.

### [XMLInstruction](#) **item** ([index](#): any)

Returns the XMLInstruction with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. accept: Long or String

### [XMLInstruction](#) **itemByID** ([id](#): number)

Returns the XMLInstruction with the specified ID.

ID.

Parameter	Type	Description
id	number	The ID.

[XMLInstruction](#) **itemByName** (*name: string*)  
Returns the XMLInstruction with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [XMLInstruction](#) **itemByRange** (*from: any, to: any*)  
Returns the XMLInstructions within the specified range.

Parameter	Type	Description
from	Long String <a href="#">XMLInstruction</a>	The XMLInstruction index, or the beginning of the range. Can accept: XMLInstruction, Long or String
to	Long String <a href="#">XMLInstruction</a>	The XMLInstruction index, or the end of the range. Can accept: XMLInstruction, Long or String

[XMLInstruction](#) **lastItem** ()  
Returns the last XMLInstruction in the collection.

[XMLInstruction](#) **middleItem** ()  
Returns the middle XMLInstruction in the collection.

collection.

[XMLInstruction](#) **nextItem** ([obj](#): [XMLInstruction](#))  
Returns the XMLInstruction whose index is the specified XMLInstruction in the collection.

Parameter	Type	Description
obj	<a href="#">XMLInstruction</a>	The XMLInstruction whose index comes before the desired XMLInstruction.

[XMLInstruction](#) **previousItem** ([obj](#): [XMLInstruction](#))  
Returns the XMLInstruction with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">XMLInstruction</a>	The index of the XMLInstruction that follows the desired XMLInstruction.

[string](#) **toSource** ()  
Generates a string which, if executed, will create the XMLInstruction.

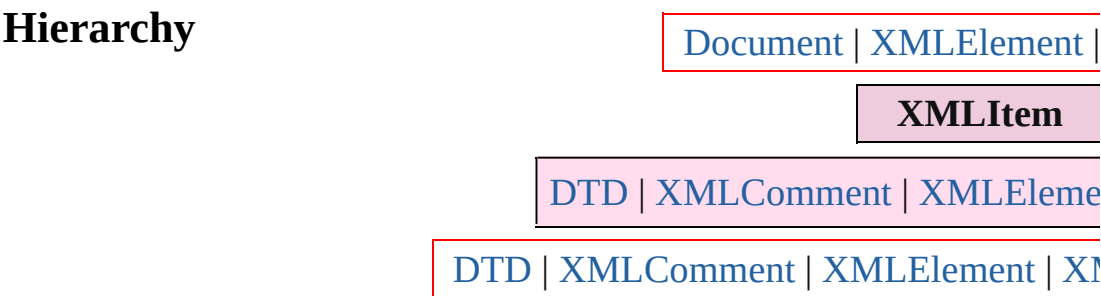
**Element of** [Document.xmlInstructions](#)  
[XMLElement.xmlInstructions](#)  
[XMLItem.xmlInstructions](#)

<b>Class</b>
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# XMLItem

An XML item.  
Superclass of [DTD](#), [XMLComment](#), [XMLElement](#), and [XMLItem](#)

**QuickLinks** [duplicate](#), [getElements](#), [remove](#), [select](#), [toSource](#), [toSpeci](#)



Properties	Property	Type	Access	De
	dtds	<a href="#">DTDs</a>	readonly	A c
	id	number	readonly	Th
	index	number	readonly	Th cor
	parent	<a href="#">Document</a> <a href="#">XMLElement</a> <b>XMLItem</b>	readonly	Th XM
	properties	Object	r/w	A p proc
	xmlComments	<a href="#">XMLComments</a>	readonly	A c
	xmlElements	<a href="#">XMLElements</a>	readonly	A c
	xmlInstructions	<a href="#">XMLInstructions</a>	readonly	A c
	xmlItems	<a href="#">XMLItems</a>	readonly	A c

**Methods** **Instances**  
[XMLItem](#) **duplicate** ()  
Duplicates the XMLItem.

Array of [Object](#) **getElements ()**

Resolves the object specifier, creating an array of object 1

**void remove ()**

Deletes the XMLItem.

**void select** ([[existingSelection](#): [SelectionOptions](#)=[Selecti](#)

Selects the object.

Parameter	Type
existingSelection	<a href="#">SelectionOptions</a> : SelectionOptions.ADD_TO SelectionOptions.REMOVE_FROM SelectionOptions.REPLACE_WITH

**string toSource ()**

Generates a string which, if executed, will return the XM

**string toSpecifier ()**

Retrieves the object specifier.

---

**Element of** [Button](#).associatedXMLElement  
[Cell](#).associatedXMLElement  
[Character](#).associatedXMLElements  
[DTD](#).parent  
[Document](#).associatedXMLElement  
[EPS](#).associatedXMLElement  
[FormField](#).associatedXMLElement  
[GraphicLine](#).associatedXMLElement  
[Group](#).associatedXMLElement  
[Image](#).associatedXMLElement  
[InsertionPoint](#).associatedXMLElements  
[Line](#).associatedXMLElements  
[Movie](#).associatedXMLElement  
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[Paragraph](#).associatedXMLElements  
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[TextStyleRange.associatedXMLElements](#)  
[WMF.associatedXMLElement](#)  
[Word.associatedXMLElements](#)  
[XMLComment.parent](#)  
[XMLElement.parent](#)  
[XMLInstruction.parent](#)  
[XMLItem.parent](#)

**Used in:** [XMLComment](#) [XMLComment.move \(to: LocationOptions\)](#)  
[XMLElement](#) [XMLElement.move \(to: LocationOptions\)](#)  
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**XMLItem** [XMLItems.nextItem \(obj: XMLItem\)](#)  
**XMLItem** [XMLItems.previousItem \(obj: XMLItem\)](#)

**Return** **XMLItem** [XMLItem.duplicate \(\)](#)  
**XMLItem** [XMLItems.anyItem \(\)](#)  
Array of **XMLItem** [XMLItems.everyItem \(\)](#)  
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**XMLItem** [XMLItems.middleItem \(\)](#)  
**XMLItem** [XMLItems.nextItem \(obj: XMLItem\)](#)  
**XMLItem** [XMLItems.previousItem \(obj: XMLItem\)](#)

<b>Class</b>
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# XMLItems

A collection of XML items.

**QuickLinks** [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## Properties

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

## Methods **Instances**

[XMLItem](#) **anyItem** ()

Returns any XMLItem in the collection.

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

Displays the number of elements in the XMLItem.

Array of [XMLItem](#) **everyItem** ()

Returns every XMLItem in the collection.

[XMLItem](#) **firstItem** ()

Returns the first XMLItem in the collection.

[XMLItem](#) **item** ([index](#): *any*)

Returns the XMLItem with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[XMLItem](#) **itemByID** ([id](#): *number*)

Returns the XMLItem with the specified ID.

Parameter	Type	Description
id	number	The ID.

### **XMLItem itemByName** (name: string)

Returns the XMLItem with the specified name.

Parameter	Type	Description
name	string	The name.

### Array of **XMLItem itemByRange** (from: any, to: any)

Returns the XMLItems within the specified range.

Parameter	Type	Description
from	Long String <a href="#">XMLItem</a>	The XMLItem, index, or name at the beginning of the range. Can accept: XMLItem, Long or String.
to	Long String <a href="#">XMLItem</a>	The XMLItem, index, or name at the end of the range. Can accept: XMLItem, Long or String.

### **XMLItem lastItem** ()

Returns the last XMLItem in the collection.

### **XMLItem middleItem** ()

Returns the middle XMLItem in the collection.

### **XMLItem nextItem** (obj: [XMLItem](#))

Returns the XMLItem whose index follows the specified XMLItem in the collection.

Parameter	Type	Description
obj	<a href="#">XMLItem</a>	The XMLItem whose index comes before the desired XMLItem.

### **XMLItem previousItem** (obj: [XMLItem](#))

Returns the XMLItem with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">XMLItem</a>	The index of the XMLItem

	that follows the desired XMLItem.
	<b>string toSource ()</b> Generates a string which, if executed, will return the XMLItem.
<b>Element of</b>	<a href="#">Document.xmlItems</a> <a href="#">XMLElement.xmlItems</a> <a href="#">XMLItem.xmlItems</a>
Jongware, 27- Jun-2010 v3.0.3d	<a href="#">Contents :: Index</a>

<b>Class</b>
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# XMLTag

An XML markup tag.

**QuickLinks** [extractLabel](#), [getElements](#), [insertLabel](#), [remove](#), [toSource](#), [toSpecifier](#)

## 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) UIColors	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.

## Methods Instances

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

Gets the label value associated with the specified key.

Parameter	Type	Description
key	string	The key.

Array of **Object getElements** ()

Resolves the object specifier, creating an array of object references.

**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.

**string toSource** ()

Generates a string which, if executed, will return the XMLTag.

**string toSpecifier** ()

Retrieves the object specifier.

**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*)  
[array of XMLTag XMLTags.itemByRange](#) (*from: any, to: any*)  
[XMLTag XMLTags.nextItem](#) (*obj: XMLTag*)  
[XMLTag XMLTags.previousItem](#) (*obj: XMLTag*)

**Return** [XMLTag XMLTags.add](#) (*[name: string][, tagColor: any][, withProperties: Object]*)

**XMLTag** [XMLTags.anyItem \(\)](#)  
Array of **XMLTag** [XMLTags.everyItem \(\)](#)  
**XMLTag** [XMLTags.firstItem \(\)](#)  
**XMLTag** [XMLTags.item \(index: any\)](#)  
**XMLTag** [XMLTags.itemByID \(id: number\)](#)  
**XMLTag** [XMLTags.itemByName \(name: string\)](#)  
Array of **XMLTag** [XMLTags.itemByRange \(from: any, to: any\)](#)  
**XMLTag** [XMLTags.lastItem \(\)](#)  
**XMLTag** [XMLTags.middleItem \(\)](#)  
**XMLTag** [XMLTags.nextItem \(obj: XMLTag\)](#)  
**XMLTag** [XMLTags.previousItem \(obj: XMLTag\)](#)



<b>Class</b>
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# XMLTags

A collection of XML tags.

**QuickLinks** [add](#), [anyItem](#), [count](#), [everyItem](#), [firstItem](#), [item](#), [itemByID](#), [itemByName](#), [itemByRange](#), [lastItem](#), [middleItem](#), [nextItem](#), [previousItem](#), [toSource](#)

## 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) <a href="#">UIColors</a>	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)

**XMLTag anyItem** ()

Returns any XMLTag in the collection.

**number count** ()

Displays the number of elements in the XMLTag.

Array of [XMLTag](#) **everyItem** ()

Returns every XMLTag in the collection.

[XMLTag](#) **firstItem** ()

Returns the first XMLTag in the collection.

[XMLTag](#) **item** (*index: any*)

Returns the XMLTag with the specified index or name.

Parameter	Type	Description
index	Long String	The index or name. Can accept: Long or String.

[XMLTag](#) **itemByID** (*id: number*)

Returns the XMLTag with the specified ID.

Parameter	Type	Description
id	number	The ID.

[XMLTag](#) **itemByName** (*name: string*)

Returns the XMLTag with the specified name.

Parameter	Type	Description
name	string	The name.

Array of [XMLTag](#) **itemByRange** (*from: any, to: any*)

Returns the XMLTags within the specified range.

Parameter	Type	Description
from	Long String <a href="#">XMLTag</a>	The XMLTag, index, or name at the beginning of the range. Can accept: XMLTag, Long or String.
to	Long String <a href="#">XMLTag</a>	The XMLTag, index, or name at the end of the range. Can accept: XMLTag, Long or String.

[XMLTag](#) **lastItem** ()

Returns the last XMLTag in the collection.

[XMLTag](#) **middleItem** ()

Returns the middle XMLTag in the collection.

[XMLTag](#) **nextItem** ([obj](#): [XMLTag](#))

Returns the XMLTag whose index follows the specified XMLTag in the collection.

Parameter	Type	Description
obj	<a href="#">XMLTag</a>	The XMLTag whose index comes before the desired XMLTag.

[XMLTag](#) **previousItem** ([obj](#): [XMLTag](#))

Returns the XMLTag with the index previous to the specified index.

Parameter	Type	Description
obj	<a href="#">XMLTag</a>	The index of the XMLTag that follows the desired XMLTag.

[string](#) **toSource** ()

Generates a string which, if executed, will return the XMLTag.

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

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