

# MBS CocoaExtras Plugin Documentation

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## 0.1 Introduction

This is the PDF version of the documentation for the Xojo (Real Studio) Plug-in from Monkeybread Software Germany. Plugin part: MBS CocoaExtras Plugin

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# Chapter 6

## Apple Remote

### 6.1 class AppleRemoteMBS

#### 6.1.1 class AppleRemoteMBS

Plugin Version: 7.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A class to handle an Apple Remote device from Realbasic.

**Notes:**

All methods in this class will catch exceptions from Cocoa and raise a NSEExceptionMBS instead. Using the message, name and reason properties you can see what was the reason for this exception. Please report if you find a method which does not handle exceptions correct.

With Mac OS X 10.6 Apple made changes to the behavior of the driver so the exclusive mode does no longer work.

#### 6.1.2 Methods

#### 6.1.3 startListening

Plugin Version: 7.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Starts listening to device.

#### 6.1.4 stopListening

Plugin Version: 7.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Stops listening to device.

### 6.1.5 Properties

#### 6.1.6 ClickCountEnabledButtons as Integer

Plugin Version: 15.0, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Which buttons to enable for click counting.

**Notes:** (Read and Write property)

#### 6.1.7 ClickCountingEnabled as Boolean

Plugin Version: 15.0, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to do click counting.

**Notes:**

Click counting makes it possible to recognize if the user has pressed a button repeatedly click counting does delay each event as it has to wait if there is another event (second click) therefore there is a slight time difference (maximumClickCountTimeDifference) between a single click of the user and the call of your delegate method click counting can be enabled individually for specific buttons. Use the property clickCountEnabledButtons to set the buttons for which click counting shall be enabled

(Read and Write property)

#### 6.1.8 Handle as Integer

Plugin Version: 7.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The handle to the used AppleRemote Cocoa object.

**Notes:** (Read and Write property)

#### 6.1.9 ListeningOnAppActivate as Boolean

Plugin Version: 15.0, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Sets an NSApplication delegate which starts listening when application is becoming active and stops listening when application resigns being active.

**Notes:**

If an NSApplication delegate has been already set all method calls will be forwarded to this delegate, too.  
(Read and Write property)



### 6.1.10 ListeningToRemote as boolean

Plugin Version: 7.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether object is currently listening to the devices.

**Notes:**

True if yes and false if no.  
(Read and Write property)

### 6.1.11 MaximumClickCountTimeDifference as Double

Plugin Version: 15.0, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The maximum time difference till which clicks are recognized as multi clicks.

**Notes:** (Read and Write property)

### 6.1.12 OpenInExclusiveMode as boolean

Plugin Version: 7.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether device should be opened in exclusive mode.

**Notes:**

True if yes and False if no.  
(Read and Write property)

### 6.1.13 ProcessesBacklog as Boolean

Plugin Version: 15.0, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** When your application needs to much time on the main thread when processing an event other events may already be received which are put on a backlog.

**Notes:**

As soon as your main thread has some spare time this backlog is processed and may flood your delegate with calls. Backlog processing is turned off by default.  
(Read and Write property)

### 6.1.14 RemoteAvailable as boolean

Plugin Version: 7.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the needed drivers are installed to handle the device.

**Notes:**

True if driver was found.  
(Read only property)

### 6.1.15 remoteId as Integer

Plugin Version: 7.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The device ID.  
**Notes:** (Read only property)

### 6.1.16 SimulatesPlusMinusHold as Boolean

Plugin Version: 15.0, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Simulating plus/minus hold does deactivate sending of individual requests for plus/minus pressed down/released.  
**Notes:**

Instead special hold events are being triggered when the user is pressing and holding plus/minus for a small period. With simulating enabled the plus/minus buttons do behave as the left/right buttons.  
(Read and Write property)

### 6.1.17 Events

#### 6.1.18 ButtonPressed(ButtonID as Integer, PressedDown as boolean, clickCount as Integer)

Plugin Version: 7.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event being called whenever a button is pressed or released.  
**Notes:**

ButtonID is one of the kRemote\* constants in this class.

PressedDown is true if the button was pressed down. If false the button is now no longer pressed after holding it.

### 6.1.19 Constants

#### 6.1.20 kRemoteButtonFullscreen2009 = 32768

Plugin Version: 15.0. **Function:** The constant for the fullscreen button (older modell).

**6.1.21 kRemoteButtonLeft = 64**

Plugin Version: 7.1. **Function:** The constant for the left button.

**6.1.22 kRemoteButtonLeftHold = 256**

Plugin Version: 7.1. **Function:** The constant for the left button being hold.

**6.1.23 kRemoteButtonMenu = 8**

Plugin Version: 7.1. **Function:** The constant for the menu button.

**6.1.24 kRemoteButtonMenuHold = 512**

Plugin Version: 7.1. **Function:** The constant for the menu button being hold.

**6.1.25 kRemoteButtonPlay = 16**

Plugin Version: 7.1. **Function:** The constant for the play button.

**6.1.26 kRemoteButtonPlay2009 = 16384**

Plugin Version: 15.0. **Function:** The constant for the play button (older model).

**6.1.27 kRemoteButtonPlaySleep = 1024**

Plugin Version: 7.1. **Function:** The constant for the play button being hold.

**6.1.28 kRemoteButtonRight = 32**

Plugin Version: 7.1. **Function:** The constant for the right button.

**6.1.29 kRemoteButtonRightHold = 128**

Plugin Version: 7.1. **Function:** The constant for the right button being hold.

**6.1.30 kRemoteButtonVolumeMinus = 4**

Plugin Version: 7.1. **Function:** The constant for the volume minus button.

**6.1.31 kRemoteButtonVolumeMinus\_Hold = 8192**

Plugin Version: 15.0. **Function:** The constant for the volume minus button (hold).

**6.1.32 kRemoteButtonVolumePlus = 2**

Plugin Version: 7.1. **Function:** The constant for the volume plus button.

**6.1.33 kRemoteButtonVolumePlus\_Hold = 4096**

Plugin Version: 15.0. **Function:** The constant for the volume plus button (hold).

**6.1.34 kRemoteControlSwitched = 2048**

Plugin Version: 7.1. **Function:** The constant for the device switch event.

# Chapter 7

## Apple Script

### 7.1 class OSALanguageInstanceMBS

#### 7.1.1 class OSALanguageInstanceMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for a language instance.

#### 7.1.2 Methods

#### 7.1.3 Constructor(language as OSALanguageMBS)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a new language instance with given language.

#### 7.1.4 languageInstanceWithLanguage(language as OSALanguageMBS) as OSALanguageInstanceMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a new language instance with given language.

### 7.1.5 `richTextFromDescriptor(descriptor as NSAppleEventDescriptorMBS) as NSAttributedStringMBS`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Get source text for a descriptor using the language instance for context.

### 7.1.6 Properties

#### 7.1.7 `componentInstance as Integer`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The component instance handle.

**Notes:**

If this is the shared instance for the language, this is the same as the language's component instance. (Read only property)

#### 7.1.8 `defaultTarget as NSAppleEventDescriptorMBS`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The default target application for Apple event sending.

**Notes:**

It also establishes the default target from which terminologies come. It is effectively like having an AppleScript "tell" statement around the entire program. When nil, the default target is the current application. (Read and Write property)

#### 7.1.9 `Handle as Integer`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object handle.

**Notes:** (Read and Write property)

#### 7.1.10 `language as OSALanguageMBS`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The language for this instance.

**Notes:** (Read only property)

## 7.2 class OSALanguageMBS

### 7.2.1 class OSALanguageMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for a language.

### 7.2.2 Methods

### 7.2.3 availableLanguages as OSALanguageMBS()

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries available languages.

**Notes:** For 32-bit apps this is just AppleScript, but 64-bit apps see more entries.

### 7.2.4 Constructor(ComponentHandle as Integer)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a new object with given component handle.

### 7.2.5 defaultLanguage as OSALanguageMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The default language.

**Example:**

```
dim l as OSALanguageMBS = OSALanguageMBS.defaultLanguage
MsgBox l.Name+EndOfLine+l.Manufacturer+EndOfLine+l.Info
```

### 7.2.6 languageForName(name as String) as OSALanguageMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Finds language for given name.

**Example:**

```
dim l as OSALanguageMBS = OSALanguageMBS.languageForName("AppleScript")
MsgBox l.Name
```

### 7.2.7 languageForScriptDataDescriptor(Descriptor as NSAppleEventDescriptorMBS) as OSALanguageMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries language for an Apple Event descriptor.

### 7.2.8 setDefaultLanguage(Language as OSALanguageMBS)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** sets the default language.

## 7.2.9 Properties

### 7.2.10 componentInstance as Integer

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries component instance handle.

**Notes:** (Read only property)

### 7.2.11 Features as Integer

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The language features.

**Notes:** (Read only property)

### 7.2.12 Handle as Integer

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object reference.

**Notes:** (Read and Write property)

### 7.2.13 Info as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries info string.

**Example:**

```
dim l as OSALanguageMBS = OSALanguageMBS.defaultLanguage
MsgBox l.Name+EndOfLine+l.Manufacturer+EndOfLine+l.Info
```



**Notes:** (Read only property)

### 7.2.14 isThreadSafe as Boolean

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this language is thread safe.

**Example:**

```
dim l as OSALanguageMBS = OSALanguageMBS.defaultLanguage
MsgBox str(l.isThreadSafe)
```

**Notes:** (Read only property)

### 7.2.15 Manufacturer as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The manufacturer of the language.

**Example:**

```
dim l as OSALanguageMBS = OSALanguageMBS.defaultLanguage
MsgBox l.Name+EndOfLine+l.Manufacturer+EndOfLine+l.Info
```

**Notes:** (Read only property)

### 7.2.16 Name as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the language.

**Example:**

```
dim l as OSALanguageMBS = OSALanguageMBS.defaultLanguage
MsgBox l.Name+EndOfLine+l.Manufacturer+EndOfLine+l.Info
```

**Notes:** (Read only property)

### 7.2.17 sharedLanguageInstance as OSALanguageInstanceMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The shared language instance if available.

**Notes:** (Read only property)

### 7.2.18 SubType as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The subtype.

**Example:**

```
dim l as OSALanguageMBS = OSALanguageMBS.defaultLanguage
MsgBox l.type+EndOfLine+l.SubType
```

**Notes:** (Read only property)

### 7.2.19 Type as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The type code.

**Example:**

```
dim l as OSALanguageMBS = OSALanguageMBS.defaultLanguage
MsgBox l.type+EndOfLine+l.SubType
```

**Notes:** (Read only property)

### 7.2.20 version as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The version of this language.

**Example:**

```
dim l as OSALanguageMBS = OSALanguageMBS.languageForName("AppleScript")
MsgBox l.version
```

**Notes:** (Read only property)

### 7.2.21 Constants

#### 7.2.22 OSASupportsAECOercion = 8

Plugin Version: 15.3. **Function:** One of the feature constants.

**Notes:** Supports Apple Event coercion

#### 7.2.23 OSASupportsAESending = 16

Plugin Version: 15.3. **Function:** One of the feature constants.

**Notes:** Supports Apple Event sending

#### 7.2.24 OSASupportsCompiling = 2

Plugin Version: 15.3. **Function:** One of the feature constants.

**Notes:** Supports Compiling

#### 7.2.25 OSASupportsConvenience = 64

Plugin Version: 15.3. **Function:** One of the feature constants.

**Notes:** Supports Convenience

#### 7.2.26 OSASupportsDialects = 128

Plugin Version: 15.3. **Function:** One of the feature constants.

**Notes:** Supports Dialects

#### 7.2.27 OSASupportsEventHandling = 256

Plugin Version: 15.3. **Function:** One of the feature constants.

**Notes:** Supports Event handling

**7.2.28 OSASupportsGetSource = 4**

Plugin Version: 15.3. **Function:** One of the feature constants.

**Notes:** Supports getting source

**7.2.29 OSASupportsRecording = 32**

Plugin Version: 15.3. **Function:** One of the feature constants.

**Notes:** Supports Recording

## 7.3 class OSAScriptControllerMBS

### 7.3.1 class OSAScriptControllerMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The script controller.

### 7.3.2 Methods

#### 7.3.3 compileScript

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Compiles the script.

#### 7.3.4 Constructor

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The constructor.

#### 7.3.5 recordScript

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Records a script.

#### 7.3.6 runScript

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Runs current script.

#### 7.3.7 stopScript

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Stops the current script.

### 7.3.8 Properties

### 7.3.9 Handle as Integer

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object reference.

**Notes:** (Read and Write property)

### 7.3.10 isCompiling as Boolean

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the view is currently compiling a script.

**Notes:** (Read only property)

### 7.3.11 language as OSALanguageMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The language to use.

**Notes:** (Read and Write property)

### 7.3.12 resultView as NSTextViewMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The view to show result of script run.

**Notes:** (Read and Write property)

### 7.3.13 script as OSAScriptMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The current script.

**Notes:** (Read and Write property)

### 7.3.14 scriptState as Integer

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The current script state.

**Notes:**

Can be OSAScriptStopped, OSAScriptRunning or OSAScriptRecording.  
(Read only property)

### 7.3.15 scriptView as OSAScriptViewMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The script view for this controller.

**Notes:** (Read and Write property)

### 7.3.16 Constants

#### 7.3.17 OSAScriptRecording = 2

Plugin Version: 15.3. **Function:** The script state.

**Notes:** Script is recording.

#### 7.3.18 OSAScriptRunning = 1

Plugin Version: 15.3. **Function:** The script state.

**Notes:** Script is running.

#### 7.3.19 OSAScriptStopped = 0

Plugin Version: 15.3. **Function:** The script state.

**Notes:** Script is stopped.

## 7.4 control OSAScriptControlMBS

### 7.4.1 control OSAScriptControlMBS

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The Xojo control for a OSAScriptView.

**Notes:**

This control embeds a special OSAScriptView subclass.

Designed for Xojo 2013r1 and newer. May work on Real Studio 2012, but not perfectly.

Please use view property to access the underlying object and set properties.

### 7.4.2 Properties

### 7.4.3 AcceptTabs as Boolean

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Whether the control should accept tab keys.

**Notes:**

If true, the plugin will not forward the tab keydown/keyup events to Xojo, because Xojo would do switch to next control.

(Read and Write property)

### 7.4.4 Scrollview as Variant

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The scrollview for this textview.

**Notes:** (Read only property)

### 7.4.5 View as OSAScriptViewMBS

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The view used in the control.

**Notes:**

Use this object to set more options on the control.

(Read only property)



### 7.4.6 Events

#### 7.4.7 BoundsChanged

Plugin Version: 17.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event called when the bounds, but not the frame, changed.

#### 7.4.8 EnableMenuItems

Plugin Version: 17.1, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The event where you can enable menu items.

#### 7.4.9 FrameChanged

Plugin Version: 17.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event called when the frame changed.

#### 7.4.10 GotFocus

Plugin Version: 16.5, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The control itself got focus.

**Notes:** This only fires if the control itself got focus and not a sub control.

#### 7.4.11 LostFocus

Plugin Version: 16.5, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The control lost focus.

**Notes:** This only fires if the control itself lost focus and not a sub control.

#### 7.4.12 MenuAction(HitItem as MenuItem) As Boolean

Plugin Version: 17.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Called when a menuitem is chosen.

**Notes:** This allows the control to react on its relevant menu items. Please return true if you handled it or false to give others a chance.

### 7.4.13 `MouseDown(x as Integer, y as Integer, Modifiers as Integer)` As Boolean

Plugin Version: 17.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The mouse button was pressed inside the controls region at the location passed in to x, y.

**Notes:**

The coordinates x and y are local to the control, i.e. they represent the position of the mouse click relative to the upper-left corner of the Control.

Return True if you are going to handle the MouseDown. In such a case:

- The Action event, if any, will not execute and the state of the object will not change.
- You will receive the MouseDrag and MouseUp events.

If you return False, the system handles the MouseDown so the above event handlers do not get called.

### 7.4.14 `MouseDrag(x as Integer, y as Integer)`

Plugin Version: 17.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event fires continuously after the mouse button was pressed inside the Control.

**Notes:**

Mouse location is local to the control passed in to x, y.

As this event is fired continuously (hundreds of times per second), it is your responsibility to determine if the mouse has really moved.

### 7.4.15 `MouseUp(x as Integer, y as Integer)`

Plugin Version: 17.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The mouse button was released.

**Notes:** Use the x and y parameters to determine if the mouse button was released within the control's boundaries.

### 7.4.16 `ScaleFactorChanged(NewFactor as Double)`

Plugin Version: 17.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The backing store scale factor has changed.

**Notes:** Please invalidate any cached bitmaps or other relevant state.

### 7.4.17 `shouldChangeTextInRange(affectedCharRange as NSRangeMBS, replacementString as string) as boolean`

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Sent when a text view needs to determine if text in a specified range should be changed.

**Notes:**

`affectedCharRange`: The range of characters to be replaced.

`replacementString`: The characters that will replace the characters in `affectedCharRange`; nil if only text attributes are being changed.

Return true to allow the replacement, or false to reject the change.

### 7.4.18 `textDidBeginEditing`

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Informs you that the text object has begun editing (that the user has begun changing it).

### 7.4.19 `textDidChange`

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Informs you that the text object has changed its characters or formatting attributes.

### 7.4.20 `textDidEndEditing`

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Informs you that the text object has finished editing (that it has resigned first responder status).

### 7.4.21 `textShouldBeginEditing as boolean`

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Invoked when a text object begins to change its text, this method requests permission to begin editing.

**Notes:** If the delegate returns false, the text object proceeds to make changes. If the delegate returns true, the text object abandons the editing operation. This method is also invoked when the user drags and drops a file onto the text object.

### 7.4.22 `textShouldEndEditing` as boolean

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Invoked from a text object's implementation of `resignFirstResponder`, this method requests permission to end editing.

**Notes:** If the delegate returns false, the text object proceeds to finish editing and resign first responder status. If the delegate returns true, the text object selects all of its text and remains the first responder.

### 7.4.23 `textViewDidChangeSelection`

Plugin Version: 15.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Sent when the selection changes in the text view.

## 7.5 class OSAScriptMBS

### 7.5.1 class OSAScriptMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for Open Scripting Architecture.

### 7.5.2 Methods

#### 7.5.3 compile(byref error as dictionary) as boolean

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Compiles the script.

#### 7.5.4 compiledDataForType(type as string, options as Integer, byref error as dictionary) as MemoryBlock

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Compile data for a given type and options.

#### 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from compiled data.

See also:

- 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS) 62
- 7.5.7 Constructor(Data as NSAppleEventDescriptorMBS, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 62
- 7.5.8 Constructor(File as FolderItem, byref error as dictionary) 63
- 7.5.9 Constructor(File as FolderItem, language as OSALanguageMBS, byref error as dictionary) 64
- 7.5.10 Constructor(File as FolderItem, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 64
- 7.5.11 Constructor(Source as String) 65
- 7.5.12 Constructor(Source as String, Language as OSALanguageMBS) 66

- 7.5.13 Constructor(Source as String, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer) 66
- 7.5.14 Constructor(URL as String, byref error as dictionary) 67
- 7.5.15 Constructor(URL as String, language as OSALanguageMBS, byref error as dictionary) 68
- 7.5.16 Constructor(URL as String, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 68

### 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from compiled data.

See also:

- 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary) 61
- 7.5.7 Constructor(Data as NSAppleEventDescriptorMBS, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 62
- 7.5.8 Constructor(File as FolderItem, byref error as dictionary) 63
- 7.5.9 Constructor(File as FolderItem, language as OSALanguageMBS, byref error as dictionary) 64
- 7.5.10 Constructor(File as FolderItem, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 64
- 7.5.11 Constructor(Source as String) 65
- 7.5.12 Constructor(Source as String, Language as OSALanguageMBS) 66
- 7.5.13 Constructor(Source as String, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer) 66
- 7.5.14 Constructor(URL as String, byref error as dictionary) 67
- 7.5.15 Constructor(URL as String, language as OSALanguageMBS, byref error as dictionary) 68
- 7.5.16 Constructor(URL as String, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 68

### 7.5.7 Constructor(Data as NSAppleEventDescriptorMBS, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from data.

See also:

7.5. CLASS OSASCRIP TMBS	63
• 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary)	61
• 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS)	62
• 7.5.8 Constructor(File as FolderItem, byref error as dictionary)	63
• 7.5.9 Constructor(File as FolderItem, language as OSALanguageMBS, byref error as dictionary)	64
• 7.5.10 Constructor(File as FolderItem, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS)	64
• 7.5.11 Constructor(Source as String)	65
• 7.5.12 Constructor(Source as String, Language as OSALanguageMBS)	66
• 7.5.13 Constructor(Source as String, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer)	66
• 7.5.14 Constructor(URL as String, byref error as dictionary)	67
• 7.5.15 Constructor(URL as String, language as OSALanguageMBS, byref error as dictionary)	68
• 7.5.16 Constructor(URL as String, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS)	68

### 7.5.8 Constructor(File as FolderItem, byref error as dictionary)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from file.

See also:

• 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary)	61
• 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS)	62
• 7.5.7 Constructor(Data as NSAppleEventDescriptorMBS, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS)	62
• 7.5.9 Constructor(File as FolderItem, language as OSALanguageMBS, byref error as dictionary)	64
• 7.5.10 Constructor(File as FolderItem, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS)	64
• 7.5.11 Constructor(Source as String)	65
• 7.5.12 Constructor(Source as String, Language as OSALanguageMBS)	66
• 7.5.13 Constructor(Source as String, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer)	66
• 7.5.14 Constructor(URL as String, byref error as dictionary)	67

- 7.5.15 Constructor(URL as String, language as OSALanguageMBS, byref error as dictionary) 68
- 7.5.16 Constructor(URL as String, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 68

### 7.5.9 Constructor(File as FolderItem, language as OSALanguageMBS, byref error as dictionary)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from file.

See also:

- 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary) 61
- 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS) 62
- 7.5.7 Constructor(Data as NSAppleEventDescriptorMBS, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 62
- 7.5.8 Constructor(File as FolderItem, byref error as dictionary) 63
- 7.5.10 Constructor(File as FolderItem, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 64
- 7.5.11 Constructor(Source as String) 65
- 7.5.12 Constructor(Source as String, Language as OSALanguageMBS) 66
- 7.5.13 Constructor(Source as String, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer) 66
- 7.5.14 Constructor(URL as String, byref error as dictionary) 67
- 7.5.15 Constructor(URL as String, language as OSALanguageMBS, byref error as dictionary) 68
- 7.5.16 Constructor(URL as String, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 68

### 7.5.10 Constructor(File as FolderItem, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from file.

See also:

- 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary) 61
- 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS) 62



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### 7.5.11 Constructor(Source as String)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from source code.

**Example:**

```
dim s as new OSAScriptMBS("display dialog ""Hello""")
MsgBox s.source
```

See also:

• 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary)	61
• 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS)	62
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- 7.5.16 Constructor(URL as String, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 68

### 7.5.12 Constructor(Source as String, Language as OSALanguageMBS)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from source code.

See also:

- 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary) 61
- 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS) 62
- 7.5.7 Constructor(Data as NSAppleEventDescriptorMBS, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 62
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- 7.5.9 Constructor(File as FolderItem, language as OSALanguageMBS, byref error as dictionary) 64
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- 7.5.14 Constructor(URL as String, byref error as dictionary) 67
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### 7.5.13 Constructor(Source as String, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from source code.

See also:

- 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary) 61

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### 7.5.14 Constructor(URL as String, byref error as dictionary)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from file.

See also:

• 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary)	61
• 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS)	62
• 7.5.7 Constructor(Data as NSAppleEventDescriptorMBS, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS)	62
• 7.5.8 Constructor(File as FolderItem, byref error as dictionary)	63
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### 7.5.15 Constructor(URL as String, language as OSALanguageMBS, byref error as dictionary)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from file.

See also:

- 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary) 61
- 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS) 62
- 7.5.7 Constructor(Data as NSAppleEventDescriptorMBS, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 62
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- 7.5.11 Constructor(Source as String) 65
- 7.5.12 Constructor(Source as String, Language as OSALanguageMBS) 66
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- 7.5.14 Constructor(URL as String, byref error as dictionary) 67
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### 7.5.16 Constructor(URL as String, languageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates new script from file.

See also:

- 7.5.5 Constructor(Data as MemoryBlock, byref error as dictionary) 61
- 7.5.6 Constructor(Data as MemoryBlock, url as string, storageOptions as Integer, byref error as NSErrorMBS) 62
- 7.5.7 Constructor(Data as NSAppleEventDescriptorMBS, URL as String, LanguageInstance as OSALanguageInstanceMBS, storageOptions as Integer, byref error as NSErrorMBS) 62
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• 7.5.11 Constructor(Source as String)	65
• 7.5.12 Constructor(Source as String, Language as OSALanguageMBS)	66
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### 7.5.17 copy as OSAScriptMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a copy of the script.

### 7.5.18 execute(byref error as dictionary) as NSAppleEventDescriptorMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Executes the script.  
**Example:**

```
dim s as new OSAScriptMBS("display dialog ""Hello""")
dim d as Dictionary
call s.execute(d)
```

### 7.5.19 executeAndReturnDisplayValue(byref displayValue as NSAttributedStringMBS, byref error as dictionary) as NSAppleEventDescriptorMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Executes the script and returns the display value of result.

### 7.5.20 executeAppleEvent(event as NSAppleEventDescriptorMBS, byref error as dictionary) as NSAppleEventDescriptorMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Executes an apple event in the script.

### 7.5.21 `executeHandlerWithName(Name as String, arguments() as String, byref error as dictionary) as NSAppleEventDescriptorMBS`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Executes an event handler in the script.

### 7.5.22 `OSAScriptErrorAppAddressKey as String`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Error Dictionary key for error app address.

### 7.5.23 `OSAScriptErrorAppNameKey as String`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the keys for the error dictionary.

**Notes:** String containing the target application name

### 7.5.24 `OSAScriptErrorBriefMessageKey as String`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the keys for the error dictionary.

**Example:**

```
dim s as new OSAScriptMBS("display dialXXX ""Hello""")
dim d as Dictionary
call s.compile(d)
```

```
MsgBox d.Value(OSAScriptMBS.OSAScriptErrorBriefMessageKey)
```

**Notes:** String containing just the failure; may or may not be the same value as `NSLocalizedStringFailureReasonErrorKey`

### 7.5.25 `OSAScriptErrorExpectedTypeKey as String`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the keys for the error dictionary.

**Notes:** Should be `NSAppleEventDescriptorMBS` object in dictionary.

### 7.5.26 OSAScriptErrorMessageKey as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the keys for the error dictionary.

**Example:**

```
dim s as new OSAScriptMBS("display dialXXX ""Hello""")
dim d as Dictionary
call s.compile(d)
```

```
MsgBox d.Value(OSAScriptMBS.OSAScriptErrorMessageKey)
```

**Notes:** String containing entire error message; may or may not be the same value as NSLocalizedDescriptionKey.

### 7.5.27 OSAScriptErrorNumberKey as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the keys for the error dictionary.

**Example:**

```
dim s as new OSAScriptMBS("display dialXXX ""Hello""")
dim d as Dictionary
call s.compile(d)
```

```
// shows -2740
```

```
MsgBox d.Value(OSAScriptMBS.OSAScriptErrorNumberKey)
```

**Notes:** Number containing an OSAError; may or may not be the same value as the NSError code

### 7.5.28 OSAScriptErrorOffendingObjectKey as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the keys for the error dictionary.

**Notes:** Should be NSAppleEventDescriptorMBS object in dictionary.

### 7.5.29 OSAScriptErrorPartialResultKey as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the keys for the error dictionary.

**Notes:** Should be NSAppleEventDescriptorMBS object in dictionary.

### 7.5.30 OSAScriptErrorRangeKey as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the keys for the error dictionary.

**Example:**

```
dim s as new OSAScriptMBS("display dialXXX ""Hello""")
dim d as Dictionary
call s.compile(d)
```

```
// shows { 0, 15 }
MsgBox d.Value(OSAScriptMBS.OSAScriptErrorRangeKey)
```

**Notes:** Value containing an range indicating the range of source characters where the error occurred

### 7.5.31 OSASStorageApplicationBundleType as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the storage types.

**Notes:** Application Bundle

### 7.5.32 OSASStorageApplicationType as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the storage types.

**Notes:** Application file

### 7.5.33 OSASStorageScriptBundleType as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the storage types.



**Notes:** Script bundle file

### 7.5.34 OSASStorageScriptType as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the storage types.

**Notes:** Script file

### 7.5.35 OSASStorageTextType as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the storage types.

**Notes:** Text file

### 7.5.36 richTextFromDescriptor(descriptor as NSAppleEventDescriptorMBS) as NSAttributedStringMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries rich text for an Appleevent descriptor.

### 7.5.37 scriptDataDescriptorWithContentsOfFile(file as FolderItem) as NSAppleEventDescriptorMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Reads script from file into AppleEventDescriptor.

### 7.5.38 scriptDataDescriptorWithContentsOfURL(URL as String) as NSAppleEventDescriptorMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Reads script from file into AppleEventDescriptor.

### 7.5.39 `writeToFile(File as FolderItem, type as String, byref error as dictionary) as boolean`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Writes script to a file.

See also:

- 7.5.40 `writeToFile(File as FolderItem, type as String, storageOptions as Integer, byref error as dictionary) as boolean` 74

### 7.5.40 `writeToFile(File as FolderItem, type as String, storageOptions as Integer, byref error as dictionary) as boolean`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Writes script to a file.

See also:

- 7.5.39 `writeToFile(File as FolderItem, type as String, byref error as dictionary) as boolean` 74

### 7.5.41 `writeToURL(URL as String, type as String, byref error as dictionary) as boolean`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Writes script to a file.

See also:

- 7.5.42 `writeToURL(URL as String, type as String, storageOptions as Integer, byref error as dictionary) as boolean` 74

### 7.5.42 `writeToURL(URL as String, type as String, storageOptions as Integer, byref error as dictionary) as boolean`

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Writes script to a file.

See also:

- 7.5.41 `writeToURL(URL as String, type as String, byref error as dictionary) as boolean` 74

### 7.5.43 Properties

#### 7.5.44 Handle as Integer

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object reference.

**Notes:** (Read and Write property)

#### 7.5.45 isCompiled as Boolean

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries if script is compiled.

**Notes:** (Read only property)

#### 7.5.46 language as OSALanguageMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The language of script.

**Example:**

```
dim s as new OSAScriptMBS("display dialog ""Hello""")
MsgBox s.language.Name
```

**Notes:** (Read and Write property)

#### 7.5.47 languageInstance as OSALanguageInstanceMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The language instance of script.

**Notes:** (Read and Write property)

#### 7.5.48 richTextSource as NSAttributedStringMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries rich text of script.

**Notes:** (Read only property)

### 7.5.49 Source as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The source code of script.

**Example:**

```
dim s as new OSAScriptMBS("display dialog ""Hello""")
MsgBox s.Source
```

**Notes:** (Read only property)

### 7.5.50 URL as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The URL if script has a solution.

**Notes:** (Read only property)

### 7.5.51 Constants

#### 7.5.52 OSACompileIntoContext = 2

Plugin Version: 15.3. **Function:** One of the storage options.

**Notes:**

Compile in context.

May be used when getting compiled data.

#### 7.5.53 OSADontSetScriptLocation = & h01000000

Plugin Version: 15.3. **Function:** One of the storage options.

**Notes:**

Set script location.

May be used when initing with a URL or fromURL.

#### 7.5.54 OSANull = 0

Plugin Version: 15.3. **Function:** One of the storage options.

**Notes:** No option set.

### 7.5.55 OSAPreventGetSource = 1

Plugin Version: 15.3. **Function:** One of the storage options.

**Notes:**

Prevent user from getting source.

May be used when initing with a compiled script, writing or getting compiled data.

### 7.5.56 OSAShowStartupScreen = & h20000000

Plugin Version: 15.3. **Function:** One of the storage options.

**Notes:**

Show startup screen.

May be used when writing

### 7.5.57 OSAStayOpenApplet = & h10000000

Plugin Version: 15.3. **Function:** One of the storage options.

**Notes:**

Applet should stay open.

May be used when writing

## 7.6 class OSAScriptViewMBS

### 7.6.1 class OSAScriptViewMBS

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for a script view.

**Notes:** Subclass of the NSTextViewMBS class.

### 7.6.2 Methods

### 7.6.3 Constructor

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a new text field with size 100/100 and position 0/0

**Example:**

```
dim t as new OSAScriptViewMBS
```

**Notes:** On success the handle property is not zero.

See also:

- 7.6.4 Constructor(Handle as Integer) 78
- 7.6.5 Constructor(left as Double, top as Double, width as Double, height as Double) 79

### 7.6.4 Constructor(Handle as Integer)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates an object based on the given OSAScriptView handle.

**Example:**

```
dim t as new OSAScriptViewMBS(0, 0, 100, 100)
dim v as new OSAScriptViewMBS(t.handle)
```

```
MsgBox str(v.Bounds.Width)+" x "+str(v.Bounds.Height)
```

**Notes:** The handle is casted to a OSAScriptView and the plugin retains this handle.

See also:

- 7.6.3 Constructor 78
- 7.6.5 Constructor(left as Double, top as Double, width as Double, height as Double) 79

### 7.6.5 Constructor(left as Double, top as Double, width as Double, height as Double)

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a new script view with the given size and position.

**Example:**

```
dim x as new OSAScriptViewMBS(0, 0, 100, 100)
```

**Notes:** On success the handle property is not zero.

See also:

- 7.6.3 Constructor 78
- 7.6.4 Constructor(Handle as Integer) 78

### 7.6.6 Properties

#### 7.6.7 indentsWrappedLines as Boolean

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to indent wrapped lines.

**Notes:** (Read and Write property)

#### 7.6.8 indentWidth as Integer

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The indentation width.

**Notes:** (Read and Write property)

#### 7.6.9 source as String

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The source text of current script.

**Notes:** (Read and Write property)

#### 7.6.10 tabWidth as Integer

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The tab width.

**Notes:** (Read and Write property)

### 7.6.11 `usesScriptAssistant` as Boolean

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to use script assistant.

**Notes:** (Read and Write property)

### 7.6.12 `usesTabs` as Boolean

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to use tab character.

**Notes:** (Read and Write property)

### 7.6.13 `wrapsLines` as Boolean

Plugin Version: 15.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to wrap lines.

**Notes:** (Read and Write property)



# Chapter 8

## Cocoa

### 8.1 class `NSAppearanceMBS`

#### 8.1.1 class `NSAppearanceMBS`

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The appearance class.

**Notes:**

An `NSAppearance` object represents a file that specifies a standard or custom appearance that applies to a subset of UI elements in an app. An app can contain multiple appearance files and because `NSAppearance` conforms to `NSCoding` you can use Interface Builder to assign UI elements to an appearance.

Typically, you customize a window by using Xcode to create an appearance file that contains the views you want to customize and the custom art that should be applied to them. Xcode transforms the files art content into a runtime format that AppKit can draw when the specified views are displayed.

If the art for a specific view can't be found, AppKit searches for the art in the appearances of the views ancestors. A `nil` appearance means that a view uses the default Aqua appearance; a non-`nil` appearance means that the view uses an ancestors appearance.

When AppKit draws a control, it automatically sets the current appearance on the current thread to the controls appearance. The current appearance can influence the actual drawing path and the return values you get when you access system fonts and colors. The current appearance also affects the appearance of text and images, such as the text and template images that can be displayed in a toolbar.

This is an abstract class. You can't create an instance, but you can get one from various plugin functions.

### 8.1.2 Methods

#### 8.1.3 appearance(item as Variant) as NSAppearanceMBS

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The appearance of the receiver, in an NSAppearance object.

**Example:**

```
dim v as NSViewMBS = PushButton1.NSViewMBS
dim a as NSAppearanceMBS = NSAppearanceMBS.appearance(v)
```

```
MsgBox a.name
```

**Notes:** The default value for this property is nil, which means that the receiver uses the appearance it inherits from the nearest ancestor that has set an appearance. When you set appearance to a non-nil value, the receiver and the views it contains use the specified appearance.

#### 8.1.4 appearanceNamed(name as string) as NSAppearanceMBS

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Returns the NSAppearance object with the specified name.

**Notes:**

name: The name of a standard or custom appearance.

Returns a standard or custom appearance object.

When you specify a standard appearance namesuch as NSAppearanceNameAqua this method returns a built-in appearance. If you specify a custom appearance name, this method searches the main bundle for an appearance file that has the specified name.

Available in OS X v10.9 and later.

See also:

- 8.1.5 appearanceNamed(name as string, bundle as NSBundleMBS) as NSAppearanceMBS 82

#### 8.1.5 appearanceNamed(name as string, bundle as NSBundleMBS) as NSAppearanceMBS

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates an NSAppearance object initialized to the specified appearance file in the specified bundle.

**Notes:**

name: The name of the appearance file to search for, without any path information.

bundle: The bundle in which to search for the appearance file. If bundle is nil, this method searches in the

main bundle.

Returns an initialized appearance object, or nil if an error occurs.

Available in OS X v10.9 and later.

See also:

- 8.1.4 appearanceNamed(name as string) as NSAppearanceMBS

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### 8.1.6 Available as boolean

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this class is available.

### 8.1.7 Constructor

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The private constructor.

### 8.1.8 currentAppearance as NSAppearanceMBS

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Returns the NSAppearance object that's set on the current thread.

**Example:**

```
MsgBox NSAppearanceMBS.currentAppearance.name
```

**Notes:**

When a UI element draws on the screen, it automatically sets the appearance that it's using on the current thread.

Available in OS X v10.9 and later.

### 8.1.9 effectiveAppearance(item as Variant) as NSAppearanceMBS

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The appearance that will be used when the receiver is drawn onscreen, in an NSAppearance object.

**Notes:**

The default value for this property is provided by the nearest ancestor of the receiver that has set an appearance.

You can use this property to ensure that an offscreen view sets the appropriate current appearance when it draws onscreen.

Available in OS X v10.9 and later.

### 8.1.10 `NSAppearanceNameAqua` as string

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the standard Aqua appearance.

### 8.1.11 `NSAppearanceNameLightContent` as string

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the standard appearance that can be used by controls in light content areas (not including window-frame areas).

### 8.1.12 `NSAppearanceNameVibrantDark` as string

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the vibrant dark appearance.

**Notes:**

Available on Mac OS X 10.10 and newer.

Should only be set on an `NSVisualEffectView`, or one of its container subviews.

### 8.1.13 `NSAppearanceNameVibrantLight` as string

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the vibrant dark appearance.

**Notes:**

Available on Mac OS X 10.10 and newer.

Should only be set on an `NSVisualEffectView`, or one of its container subviews.

### 8.1.14 `setAppearance(item as Variant, appearance as NSAppearanceMBS)`

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Sets the appearance of the receiver, in an `NSAppearance` object.

**Notes:** The default value for this property is `nil`, which means that the receiver uses the appearance it inherits from the nearest ancestor that has set an appearance. When you set appearance to a non-`nil` value,

the receiver and the views it contains use the specified appearance.

### 8.1.15 setCurrentAppearance(appearance as NSAppearanceMBS = nil)

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Sets the current appearance to the specified NSAppearance object.

**Notes:**

appearance: The NSAppearance object that should be used for the window or view, or nil to specify the default appearance.

When you set an appearance on a window, all views in that window including the window background and controls in both the frame and content areas use that appearance. By default, AppKit sets the current appearance for standard windows and views during window drawing, so you don't need to use this method unless you want to change the current appearance of a specific window or view.

You can use this method to set the current appearance for an offscreen view to the appearance that will be used when the view is drawn. To do this, use the offscreen views effectiveAppearance for the appearance parameter.

Available in OS X v10.9 and later.

### 8.1.16 Properties

#### 8.1.17 allowsVibrancy as Boolean

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Query allowsVibrancy to see if the given appearance actually needs vibrant drawing.

**Notes:**

You may want to draw differently if the current appearance is vibrant.  
(Read only property)

#### 8.1.18 Handle as Integer

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object reference.

**Notes:** (Read and Write property)

### 8.1.19 name as String

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the appearance.

**Example:**

```
MsgBox NSAppearanceMBS.currentAppearance.name
```

**Notes:** (Read only property)

## 8.2 class NSVisualEffectViewMBS

### 8.2.1 class NSVisualEffectViewMBS

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class to use visual effect view.

**Notes:**

The NSVisualEffectView is the basis for all visual effects, including "vibrant" appearances. You can optionally set the appearance to NSAppearanceMBS.appearanceNamed(NSAppearanceNameVibrantDark) (or Light) to get the desired light or dark appearance. Combine this with an appropriate light or dark material to get the desired vibrant look. Combining NSAppearanceNameVibrantDark with a light material will look bad, and should not be done.

Requires Mac OS X 10.10 or newer.

Please review Apple's documentation on this for details.  
Subclass of the NSViewMBS class.

### 8.2.2 Methods

#### 8.2.3 Available as boolean

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this class is available.

**Notes:** Only available on Mac OS X 10.10 or later.

### 8.2.4 Constructor

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The constructor for a new NSVisualEffectViewMBS object.

See also:

- 8.2.5 Constructor(Handle as Integer) 87
- 8.2.6 Constructor(left as Double, top as Double, width as Double, height as Double) 88

#### 8.2.5 Constructor(Handle as Integer)

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates an object based on the given NSVisualEffectView handle.

**Example:**

```
dim t as new NSVisualEffectViewMBS(0, 0, 100, 100)
```

```
dim v as new NSVisualEffectViewMBS(t.handle)
```

```
MsgBox str(v.Bounds.Width)+" x "+str(v.Bounds.Height)
```

**Notes:** The handle is casted to a NSVisualEffectView and the plugin retains this handle.

See also:

- 8.2.4 Constructor 87
- 8.2.6 Constructor(left as Double, top as Double, width as Double, height as Double) 88

## 8.2.6 Constructor(left as Double, top as Double, width as Double, height as Double)

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The constructor for a new NSVisualEffectViewMBS object.

See also:

- 8.2.4 Constructor 87
- 8.2.5 Constructor(Handle as Integer) 87

## 8.2.7 Properties

### 8.2.8 blendingMode as Integer

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** How this backdrop view blurs its contents.

**Notes:**

It can either blend with the contents behind the window (NSVisualEffectBlendingModeBehindWindow – the default), or within the current window (NSVisualEffectBlendingModeWithinWindow). The blending mode for the material NSVisualEffectMaterialTitlebar can only be NSVisualEffectBlendingModeWithinWindow.

The blendingMode NSVisualEffectBlendingModeWithinWindow requires WantsLayer = true to be done on the parent view that you desire to blend with.

(Read and Write property)

### 8.2.9 interiorBackgroundStyle as Integer

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The interior background style.



**Notes:**

Returns "Light" or "Dark" depending on the material selected.  
(Read only property)

**8.2.10 maskImage as NSImageMBS**

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The mask image masks this view.

**Notes:** (Read and Write property)

**8.2.11 material as Integer**

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The material used.  
**Notes:**

The default value is NSVisualEffectMaterialAppearanceBased; the material is updated to be the correct material based on the appearance set on this view.  
(Read and Write property)

**8.2.12 state as Integer**

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The current state.  
**Notes:**

The state defaults to NSVisualEffectStateFollowsWindowActiveState.  
(Read and Write property)

**8.2.13 Constants****8.2.14 NSBackgroundStyleDark = 1**

Plugin Version: 14.3. **Function:** One of the background style constants.  
**Notes:** Dark

**8.2.15 NSBackgroundStyleLight = 0**

Plugin Version: 14.3. **Function:** One of the background style constants.  
**Notes:** Light

### 8.2.16 `NSVisualEffectBlendingModeBehindWindow = 0`

Plugin Version: 14.3. **Function:** One of the blending modes.

**Notes:** Blends and blurs with the contents behind the window (such as the desktop or other windows). These can overlap, and the view lower in the hierarchy will "win".

### 8.2.17 `NSVisualEffectBlendingModeWithinWindow = 1`

Plugin Version: 14.3. **Function:** One of the blending modes.

**Notes:** Blends and blurs with contents behind the view in the current window only. For now, these cannot overlap each other. This mode REQUIRES layer-backing with `view.wantsLayer = true`.

### 8.2.18 `NSVisualEffectMaterialAppearanceBased = 0`

Plugin Version: 14.3. **Function:** One of the material constants.

**Notes:** When `NSVisualEffectMaterialAppearanceBased` is set, the material color is determined by the current `effectiveAppearance` that is on the view.

### 8.2.19 `NSVisualEffectMaterialDark = 2`

Plugin Version: 14.3. **Function:** One of the material constants.

**Notes:** Dark

### 8.2.20 `NSVisualEffectMaterialLight = 1`

Plugin Version: 14.3. **Function:** One of the material constants.

**Notes:** Light

### 8.2.21 `NSVisualEffectMaterialTitlebar = 3`

Plugin Version: 14.3. **Function:** One of the material constants.

**Notes:** Title bar

### 8.2.22 NSVisualEffectStateActive = 1

Plugin Version: 14.3. **Function:** The state constants.

**Notes:** The backdrop is explicitly active, always.

### 8.2.23 NSVisualEffectStateFollowsWindowActiveState = 0

Plugin Version: 14.3. **Function:** The state constants.

**Notes:** The backdrop automatically appears active when the window is active, and inactive when it is not active.

### 8.2.24 NSVisualEffectStateInactive = 2

Plugin Version: 14.3. **Function:** The state constants.

**Notes:** The backdrop is explicitly inactive.

## 8.3 Globals

### 8.3.1 CenterResizeAddWindowMBS(win as window)

Plugin Version: 15.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Adds a window to the list of center resizing windows.

**Notes:** Please call in open event of window.

### 8.3.2 CenterResizeInstallMBS

Plugin Version: 15.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Installs the center resize function.

**Notes:**

The plugin can provide for Xojo and Real Studio the center based window resizing. Call this method early in app.open to prepare everything.

Then register windows with CenterResizeAddWindowMBS in window open event and unregister with CenterResizeRemoveWindowMBS in window close event. This works for all windows you register.

### 8.3.3 CenterResizeRemoveWindowMBS(win as window)

Plugin Version: 15.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Removes a window from the list of center resizing windows.

**Notes:** Please call in Close event of window.

# Chapter 9

## Cocoa Controls

### 9.1 class SpinningProgressIndicatorMBS

#### 9.1.1 class SpinningProgressIndicatorMBS

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A resizable, recolorable clone of the spinning NSProgressIndicator.

**Notes:**

Based on YRKSpinningProgressIndicator from Kelan Champagne.  
See also <https://github.com/kelan/yrk-spinning-progress-indicator>  
Subclass of the NSViewMBS class.

#### 9.1.2 Methods

#### 9.1.3 Constructor

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a new progress indicator with size 100/100 and position 0/0

**Example:**

```
dim t as new SpinningProgressIndicatorMBS
```

**Notes:** On success the handle property is not zero.  
See also:

- 9.1.4 Constructor(Handle as Integer) 94
- 9.1.5 Constructor(left as Double, top as Double, width as Double, height as Double) 94

### 9.1.4 Constructor(Handle as Integer)

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates an object based on the given SpinningProgressIndicator handle.

**Example:**

```
dim t as new SpinningProgressIndicatorMBS(0, 0, 100, 100)
dim v as new SpinningProgressIndicatorMBS(t.handle)
```

```
MsgBox str(v.Bounds.Width)+" x "+str(v.Bounds.Height)
```

**Notes:** The handle is casted to a SpinningProgressIndicator and the plugin retains this handle.  
See also:

- 9.1.3 Constructor 93
- 9.1.5 Constructor(left as Double, top as Double, width as Double, height as Double) 94

### 9.1.5 Constructor(left as Double, top as Double, width as Double, height as Double)

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a new progress indicator with the given size and position.

**Example:**

```
dim x as new SpinningProgressIndicatorMBS(0, 0, 100, 100)
```

**Notes:** On success the handle property is not zero.  
See also:

- 9.1.3 Constructor 93
- 9.1.4 Constructor(Handle as Integer) 94

### 9.1.6 startAnimation

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Starts animation.

**Notes:** If you see no animation, you can maybe add a timer with short period (50ms) and set needsDisplay to true.

### 9.1.7 stopAnimation

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Stops the animation.

### 9.1.8 Properties

#### 9.1.9 backgroundColor as NSColorMBS

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The background color.

**Notes:**

Default color is NSColorMBS.clearColor.  
(Read and Write computed property)

#### 9.1.10 colorValue as NSColorMBS

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The color for drawing.

**Notes:**

Default color is NSColorMBS.blackColor.  
(Read and Write computed property)

#### 9.1.11 doubleValue as Double

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The current value.

**Notes:**

Default is 0.0.  
(Read and Write computed property)

#### 9.1.12 drawsBackground as boolean

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to draw background.

**Notes:**

Default is false.  
(Read and Write computed property)

### 9.1.13 `isDisplayedWhenStopped` as boolean

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this control is visible without animation turned on.

**Notes:**

Default is true.

(Read and Write computed property)

### 9.1.14 `isIndeterminate` as boolean

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether progress is indeterminate.

**Notes:**

Default is true.

(Read and Write computed property)

### 9.1.15 `maxValue` as Double

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The maximum value.

**Notes:**

Default is 100.0.

(Read and Write computed property)

### 9.1.16 `usesThreadedAnimation` as boolean

Plugin Version: 13.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to use a thread for the animation.

**Notes:**

Default is true.

(Read and Write computed property)



# Chapter 10

## Cocoa Tasks

### 10.1 class NSUserAppleScriptTaskMBS

#### 10.1.1 class NSUserAppleScriptTaskMBS

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class to run an AppleScript script.

**Example:**

```
dim file as FolderItem = SpecialFolder.Desktop.Child("Hello.sct")
dim e as NSErrorMBS
dim n as new NSUserAppleScriptTaskMBS(file, e)
```

```
if e <> nil then
  MsgBox e.localizedDescription
end if
```

```
n.execute
```

```
exception u as UnsupportedOperationException
```

```
if e <> nil then
  MsgBox e.localizedDescription
end if
```

**Notes:**

These classes are intended to execute user-supplied scripts, and will execute them outside of the application's sandbox, if any. (They are *\*not\** intended to execute scripts built into an application; for that, use

NSTaskMBS, NSAppleScript classes, or AMWorkflow classes.) If the application is sandboxed, then the script must be in the "application scripts" folder, which you can get using ScriptFolder function. A sandboxed application may read from, but not write to, this folder.

If you simply need to execute scripts without regard to input or output, use NSUserScriptTaskMBS, which can execute any of the specific types. If you need specific control over the input to or output from the script, use one of the sub-classes, which have more detailed "execute" methods.

Subclass of the NSUserScriptTaskMBS class.

## 10.1.2 Methods

### 10.1.3 Constructor(file as folderitem, byref error as NSErrorMBS)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initialize given a folderitem for a script file.

**Notes:** The returned object will be of one of the specific sub-classes, or raises exception if the file does not appear to match any of the known types. (If used from a sub-class, the result will be of that class, or raises exception.)

See also:

- 10.1.4 Constructor(URL as String, byref error as NSErrorMBS) 98

### 10.1.4 Constructor(URL as String, byref error as NSErrorMBS)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initialize given a URL for a script file.

**Notes:** The returned object will be of one of the specific sub-classes, or raises exception if the file does not appear to match any of the known types. (If used from a sub-class, the result will be of that class, or raises exception.)

See also:

- 10.1.3 Constructor(file as folderitem, byref error as NSErrorMBS) 98

### 10.1.5 executeWithAppleEvent(eventDesc as NSAppleEventDescriptorMBS, tag as Variant = nil)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Execute the AppleScript script by sending it the given Apple event.

**Notes:**

Pass nil for eventDesc to execute the script's default "run" handler.  
Calls later ExecuteFinished event.

10.1. CLASS *NSUSERAPPLESCRIPTTASKMBS*

The tag value is passed to the `executeFinished` event.

## 10.2 class NSUserAutomatorTaskMBS

### 10.2.1 class NSUserAutomatorTaskMBS

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class to run an Automator workflow.

**Notes:**

These classes are intended to execute user-supplied scripts, and will execute them outside of the application's sandbox, if any. (They are *\*not\** intended to execute scripts built into an application; for that, use NSTaskMBS, NSAppleScript classes, or AMWorkflow classes.) If the application is sandboxed, then the script must be in the "application scripts" folder, which you can get using ScriptFolder function. A sandboxed application may read from, but not write to, this folder.

If you simply need to execute scripts without regard to input or output, use NSUserScriptTaskMBS, which can execute any of the specific types. If you need specific control over the input to or output from the script, use one of the sub-classes, which have more detailed "execute" methods.

Subclass of the NSUserScriptTaskMBS class.

### 10.2.2 Methods

### 10.2.3 Constructor(file as folderitem, byref error as NSErrorMBS)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initialize given a URL for a script file.

**Notes:** The returned object will be, or raises exception if the file does not appear to match any of the known types.

See also:

- 10.2.4 Constructor(URL as String, byref error as NSErrorMBS) 100

### 10.2.4 Constructor(URL as String, byref error as NSErrorMBS)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initialize given a URL for a script file.

**Notes:** The returned object will be, or raises exception if the file does not appear to match any of the known types.

See also:

- 10.2.3 Constructor(file as folderitem, byref error as NSErrorMBS) 100

### 10.2.5 executeWithInput(input as Variant, tag as Variant = nil)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Execute the Automator workflow, passing it the given input.

**Notes:**

Calls later ExecuteFinished event.

The tag value is passed to the executeFinished event.

### 10.2.6 Properties

### 10.2.7 Variables as Dictionary

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Workflow variables. **Notes:**

If you want to change, query the current dictionary, change it and assign it back to the variables property. (Read and Write property)

## 10.3 class `NSUserScriptTaskMBS`

### 10.3.1 class `NSUserScriptTaskMBS`

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A class to run a script.

**Notes:**

These classes are intended to execute user-supplied scripts, and will execute them outside of the application's sandbox, if any. (They are *\*not\** intended to execute scripts built into an application; for that, use `NSTaskMBS`, `NSAppleScript` classes, or `AMWorkflow` classes.) If the application is sandboxed, then the script must be in the "application scripts" folder, which you can get using `ScriptFolder` function. A sandboxed application may read from, but not write to, this folder.

If you simply need to execute scripts without regard to input or output, use `NSUserScriptTaskMBS`, which can execute any of the specific types. If you need specific control over the input to or output from the script, use one of the sub-classes, which have more detailed "execute" methods.

### 10.3.2 Methods

### 10.3.3 Available as Boolean

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the class is available.

**Notes:** Should return true on OS X 10.8 and newer.

### 10.3.4 Constructor(file as folderitem, byref error as NSErrorMBS)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initialize given a URL for a script file.

**Notes:** The returned object will be, or raises exception if the file does not appear to match any of the known types.

See also:

- 10.3.5 Constructor(URL as String, byref error as NSErrorMBS)

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### 10.3.5 Constructor(URL as String, byref error as NSErrorMBS)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initialize given a URL for a script file.

**Notes:** The returned object will be, or raises exception if the file does not appear to match any of the known

types.

See also:

- 10.3.4 Constructor(file as FolderItem, byref error as NSErrorMBS)

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### 10.3.6 execute(tag as Variant = nil)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Execute the script with no input and ignoring any result.

**Example:**

```
dim file as FolderItem = SpecialFolder.Desktop.Child("Hello.scpt")
dim e as NSErrorMBS
dim n as new NSUserScriptTaskMBS(file, e)
```

n.execute

**Notes:**

This and the other "execute" methods may be called at most once on any given instance. If the script completed normally, the ExecuteFinished event's "error" parameter will be nil.

Calls later ExecuteFinished event.

The tag value is passed to the executeFinished event.

### 10.3.7 ScriptFolder as FolderItem

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The script folder for the application.

### 10.3.8 Properties

### 10.3.9 Handle as Integer

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object reference.

**Notes:** (Read and Write property)

### 10.3.10 scriptURL as String

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The script URL used for initialization.

**Notes:** (Read only property)

### 10.3.11 Events

### 10.3.12 executeFinished(error as NSErrorMBS, tag as Variant, result as Variant, input as Variant)

Plugin Version: 16.2, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event called when execution is finished.

**Notes:**

For AppleEvent call the result and input are NSAppleEventDescriptorMBS objects.

For Automator scripts the result and input are set to the values.

For all other scripts, they are nil.

While a script executes the plugin keeps a reference to the tag and itself, so the script object is not released too early.



## 10.4 class NSUserUnixTaskMBS

### 10.4.1 class NSUserUnixTaskMBS

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class to run a Unix executable file, typically a shell script.

**Notes:**

These classes are intended to execute user-supplied scripts, and will execute them outside of the application's sandbox, if any. (They are *\*not\** intended to execute scripts built into an application; for that, use NSTaskMBS, NSAppleScript classes, or AMWorkflow classes.) If the application is sandboxed, then the script must be in the "application scripts" folder, which you can get using ScriptFolder function. A sandboxed application may read from, but not write to, this folder.

If you simply need to execute scripts without regard to input or output, use NSUserScriptTaskMBS, which can execute any of the specific types. If you need specific control over the input to or output from the script, use one of the sub-classes, which have more detailed "execute" methods.

Subclass of the NSUserScriptTaskMBS class.

### 10.4.2 Methods

#### 10.4.3 Constructor(file as folderitem, byref error as NSErrorMBS)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initialize given a URL for a script file.

**Notes:** The returned object will be, or raises exception if the file does not appear to match any of the known types.

See also:

- 10.4.4 Constructor(URL as String, byref error as NSErrorMBS) 105

#### 10.4.4 Constructor(URL as String, byref error as NSErrorMBS)

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initialize given a URL for a script file.

**Notes:** The returned object will be, or raises exception if the file does not appear to match any of the known types.

See also:

- 10.4.3 Constructor(file as folderitem, byref error as NSErrorMBS) 105

### 10.4.5 `executeWithArguments(arguments() as string, tag as Variant = nil)`

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Execute the file with the given arguments.

**Notes:**

The arguments do not undergo shell expansion, so you do not need to do special quoting, and shell variables are not resolved.

Calls later `ExecuteFinished` event.

The tag value is passed to the `executeFinished` event.

### 10.4.6 Properties

### 10.4.7 `standardError` as `NSFileHandleMBS`

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Standard I/O stream for error.

**Notes:**

Setting this to nil (the default) will bind it to `/dev/null`.

(Read and Write property)

### 10.4.8 `standardInput` as `NSFileHandleMBS`

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Standard I/O stream for input.

**Notes:**

Setting this to nil (the default) will bind it to `/dev/null`.

(Read and Write property)

### 10.4.9 `standardOutput` as `NSFileHandleMBS`

Plugin Version: 16.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Standard I/O stream for output.

**Notes:**

Setting this to nil (the default) will bind it to `/dev/null`.

(Read and Write property)

# Chapter 11

## Drag & Drop

### 11.1 Globals

#### 11.1.1 InstallDragImageMBS

Plugin Version: 15.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Install drag image patch.

**Notes:**

This allows you to use retina NSImage for drag image with using Xojo's built in drag and drop classes. So call InstallDragImageMBS once in app.open to initialize.

Than before call DragItem.Drag, call SetNextDragImageMBS and provide a 2x image as NSImageMBS object.

See example project for details.

#### 11.1.2 SetNextDragImageMBS(Img as NSImageMBS)

Plugin Version: 15.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Sets which image to use for next drag.

**Notes:** Once image has been replaced for Xojo's drag, the image reference is freed by plugin.



# Chapter 12

## Encryption and Hash

### 12.1 module PassSignerMBS

#### 12.1.1 module PassSignerMBS

Plugin Version: 15.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The module to sign iOS passes from a Mac app.

#### 12.1.2 Methods

#### 12.1.3 signPass(Pass as folderitem, CertSuffix as String, Output as folderitem, Zip as boolean = true) as boolean

Plugin Version: 15.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sign a pass.  
**Notes:**

Pass: Input folder with pass files.

CertSuffix: The certificate suffix.

Output: Where to store the new pass.

Zip: If true, we do the last step to zip the pass.

Returns true if signed or false if failed.

#### 12.1.4 verifyPassSignature(pass as folderitem) as Boolean

Plugin Version: 15.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Verify a pass.  
**Notes:**

Pass must point to the pass file (a zip archive).  
Returns true if verified and false if failed.

# Chapter 13

## Growl

### 13.1 class GrowlApplicationBridgeMBS

#### 13.1.1 class GrowlApplicationBridgeMBS

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for Growl Framework 1.3 or newer.

**Notes:**

A class used to interface with Growl.  
This class provides a means to interface with Growl.

Currently it provides a way to detect if Growl is installed and launch the GrowlHelperApp if it's not already running.

The plugin installs this class for you as delegate, so all the events go the plugin events defined in this class. If you don't have code in an event, the plugin reports it to Growl as not existant.

Please use LoadFramework before calling other methods.

#### 13.1.2 Methods

#### 13.1.3 bestRegistrationDictionary as Dictionary

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Obtains a registration dictionary, filled out to the best of GrowlApplicationBridge's knowledge.

**Example:**

```
dim d as Dictionary = GrowlApplicationBridgeMBS.bestRegistrationDictionary
```

**Notes:**

This method creates a registration dictionary as best GrowlApplicationBridge knows how.

First, GrowlApplicationBridge contacts the Growl delegate (if there is one) and gets the registration dictionary from that. If no such dictionary was obtained, GrowlApplicationBridge looks in your application's main bundle for an auto-discoverable registration dictionary file. If that doesn't exist either, this method returns nil.

Second, GrowlApplicationBridge calls registrationDictionaryByFillingInDictionary with whatever dictionary was obtained. The result of that method is the result of this method.

GrowlApplicationBridge uses this method when you call registerWithDictionary with nil.

This method was introduced in Growl.framework 0.7.  
Returns a registration dictionary.

### 13.1.4 Constructor

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The constructor.

### 13.1.5 Destructor

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The destructor.

### 13.1.6 frameworkInfoDictionary as Dictionary

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Returns the info dictionary for the Growl Framework.

**Example:**

```
dim d as Dictionary = GrowlApplicationBridgeMBS.frameworkInfoDictionary  
break // check values in debugger
```

**Notes:** You can find e.g. the version in value for the CFBundleVersion key.



### 13.1.7 IsFrameworkLoaded as boolean

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the Growl Framework has been loaded.

**Example:**

```
MsgBox str(GrowlApplicationBridgeMBS.IsFrameworkLoaded)
```

**Notes:** Returns true if framework is loaded.

### 13.1.8 isGrowlRunning as boolean

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Detects whether GrowlHelperApp is currently running.

**Example:**

```
MsgBox str(GrowlApplicationBridgeMBS.isGrowlRunning)
```

**Notes:**

Cycles through the process list to find whether GrowlHelperApp is running and returns its findings. Returns true if GrowlHelperApp is running, false otherwise.

### 13.1.9 isMistEnabled as boolean

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Gives the caller a fairly good indication of whether or not built-in notifications(Mist) will be used.

**Notes:**

Since this call makes use of isGrowlRunning it is entirely possible for this value to change between call and executing a notification dispatch

Returns true if Growl isn't reachable and the developer has not opted-out of Mist and the user hasn't set the global mist enable key to false.

### 13.1.10 LoadFramework(path as folderitem) as boolean

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Loads the growl framework.

**Example:**

```
if GrowlApplicationBridgeMBS.LoadFramework(SpecialFolder.Desktop.Child("Growl.framework")) then
  MsgBox "OK"
else
  MsgBox "Failed."
end if
```

**Notes:**

Framework should be version 1.3.  
Please call this method before you use other Growl methods.  
The framework can be inside your application bundle.

### 13.1.11 notificationDictionaryByFillingInDictionary(notifDict as dictionary) as Dictionary

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Tries to fill in missing keys in a notification dictionary.

**Notes:**

notifDict: The dictionary to fill in.

Returns the dictionary with the keys filled in. This will be a separate instance from notifDict.

This function examines the \a notifDict for missing keys, and tries to get them from the last known registration dictionary. As of 1.1, the keys that it will look for are: kApplicationName and kApplicationIcon

### 13.1.12 notifyWithDictionary(userInfo as dictionary)

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Notifies using a userInfo dictionary suitable for passing to NSDistributedNotificationCenter.

**Notes:**

userInfo: The dictionary to notify with.

Before Growl 0.6, your application would have posted notifications using NSDistributedNotificationCenter by creating a userInfo dictionary with the notification data. This had the advantage of allowing you to add

other data to the dictionary for programs besides Growl that might be listening.

This method allows you to use such dictionaries without being restricted to using `NSDistributedNotificationCenter`. The keys for this dictionary can be found in constants.

### 13.1.13 `notifyWithTitle(title as string, description as string, notificationName as string, iconData as memoryblock = nil, Priority as Integer = 0, isSticky as boolean = false, clickContext as Variant = nil)`

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Send a Growl notification.

#### Notes:

This is the preferred means for sending a Growl notification.

The notification name and at least one of the title and description are required (all three are preferred). All other parameters may be nil (or 0 or false as appropriate) to accept default values.

If using the Growl-WithInstaller framework, if Growl is not installed the user will be prompted to install Growl. If the user cancels, this method will have no effect until the next application session, at which time when it is called the user will be prompted again. The user is also given the option to not be prompted again. If the user does choose to install Growl, the requested notification will be displayed once Growl is installed and running.

title  
description The full description of the notification displayed to the user.  
notificationName The internal name of the notification. Should be human-readable, as it will be displayed in the Growl preference pane.  
iconData  
priority  
isSticky  
clickContext A context passed back to the Growl delegate if it implements `growlNotificationWasClicked` and the notification is clicked. Not all display plugins support clicking. The `clickContext` must be plist-encodable (completely of String, Array, Numbers, Dictionary, and Memoryblock types).

The title of the notification displayed to the user.  
Memoryblock object to show with the notification as its icon. If nil, the application's icon will be used instead.  
The priority of the notification. The default value is 0, positive values are higher priority and negative values are lower priority. Not all Growl displays support priority.  
If true, the notification will remain on screen until clicked. Not all Growl displays support sticky notifications.

See also:

- 13.1.14 `notifyWithTitle(title as string, description as string, notificationName as string, iconData as memoryblock, Priority as Integer, isSticky as boolean, clickContext as Variant, identifier as string)` 115

### 13.1.14 `notifyWithTitle(title as string, description as string, notificationName as string, iconData as memoryblock, Priority as Integer, isSticky as boolean, clickContext as Variant, identifier as string)`

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Send a Growl notification.

#### Notes:

This is the preferred means for sending a Growl notification.

The notification name and at least one of the title and description are required (all three are preferred). All

other parameters may be nil (or 0 or false as appropriate) to accept default values.

If using the Growl-WithInstaller framework, if Growl is not installed the user will be prompted to install Growl. If the user cancels, this method will have no effect until the next application session, at which time when it is called the user will be prompted again. The user is also given the option to not be prompted again. If the user does choose to install Growl, the requested notification will be displayed once Growl is installed and running.

title	The title of the notification displayed to the user.
description	The full description of the notification displayed to the user.
notifName	The internal name of the notification. Should be human-readable, as it will be displayed in the Growl preference pane.
iconData	Memoryblock to show with the notification as its icon. If nil, the application's icon will be used instead.
priority	The priority of the notification. The default value is 0; positive values are higher priority and negative values are lower priority. Not all Growl displays support priority.
isSticky	If true, the notification will remain on screen until clicked. Not all Growl displays support sticky notifications.
clickContext	A context passed back to the Growl delegate if it implements growlNotificationWasClicked and the notification is clicked. Not all display plugins support clicking. The clickContext must be plist-encodable (completely of String, Array, Numbers, Dictionary, and Memoryblock types).
identifier	An identifier for this notification. Notifications with equal identifiers are coalesced.

See also:

- 13.1.13 notifyWithTitle(title as string, description as string, notificationName as string, iconData as memoryblock = nil, Priority as Integer = 0, isSticky as boolean = false, clickContext as Variant = nil)  
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### 13.1.15 registerWithDictionary(regDict as dictionary = nil) as boolean

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Register your application with Growl without setting a delegate.

**Notes:**

When you call this method with a dictionary, GrowlApplicationBridge registers your application using that dictionary. If you pass nil, GrowlApplicationBridge will ask the delegate (if there is one) for a dictionary, and if that doesn't work, it will look in your application's bundle for an auto-discoverable plist.

If you pass a dictionary to this method, it must include the `kApplicationName` key, unless a delegate is set.

This method is mainly an alternative to the delegate system introduced with Growl 0.6. Without a delegate, you cannot receive callbacks such as `growlIsReady` (since they are sent to the delegate). You can, however, set a delegate after registering without one.

This method was introduced in `Growl.framework 0.7`.

### 13.1.16 `registrationDictionaryByFillingInDictionary(regDict as dictionary) as Dictionary`

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Tries to fill in missing keys in a registration dictionary.

**Notes:**

This method examines the passed-in dictionary for missing keys, and tries to work out correct values for them. As of 0.7, it uses:

Key	Value
<code>kApplicationName</code>	<code>CFBundleExecutableName</code>
<code>kApplicationIcon</code>	The data of the icon of the application.
<code>App Location</code>	The location of the application.
<code>kNotificationsDefault</code>	<code>kNotificationsDefault</code>

Keys are only filled in if missing; if a key is present in the dictionary, its value will not be changed.

This method was introduced in `Growl.framework 0.7`.

`regDict`: The dictionary to fill in.

Returns the dictionary with the keys filled in.

See also:

- 13.1.17 `registrationDictionaryByFillingInDictionary(regDict as dictionary, restrictToKeys() as string) as Dictionary` 117

### 13.1.17 `registrationDictionaryByFillingInDictionary(regDict as dictionary, restrictToKeys() as string) as Dictionary`

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Tries to fill in missing keys in a registration dictionary.

**Notes:**

This method examines the passed-in dictionary for missing keys, and tries to work out correct values for them. As of 0.7, it uses:

Key	Value
kApplicationName	CFBundleExecutableName
kApplicationIcon	The data of the icon of the application.
App Location	The location of the application.
kNotificationsDefault	kNotificationsDefault

Only those keys that are listed in `restrictToKeys` array will be filled in. Other missing keys are ignored. Also, keys are only filled in if missing; if a key is present in the dictionary, its value will not be changed.

This method was introduced in `Growl.framework 0.7`.

`regDict`: The dictionary to fill in.

`restrictToKeys`: The keys to fill in. If `nil`, any missing keys are filled in.

Returns the dictionary with the keys filled in.

See also:

- 13.1.16 `registrationDictionaryByFillingInDictionary(regDict as dictionary) as Dictionary` 117

### 13.1.18 `registrationDictionaryFromBundle(bundle as Variant = nil) as Dictionary`

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Looks in a bundle for a registration dictionary.

**Example:**

```
dim d as Dictionary = GrowlApplicationBridgeMBS.registrationDictionaryFromBundle(NSBundleMBS.mainBundle)
```

**Notes:**

Bundle must be an instance of `NSBundleMBS` class.

This method looks in a bundle for an auto-discoverable registration dictionary file using `NSBundle` methods. If it finds one, it loads the file using `dictionaryWithContentsOfFile` and returns the result.

If you pass `nil` as the bundle, the main bundle is examined.

This method does not attempt to clean up the dictionary in any way - for example, if it is missing the

`GROWL_APP_NAME`key, the result will be missing it too. Use `registrationDictionaryByFillingInDictionary` to try to fill in missing keys.

This method was introduced in `Growl.framework 0.7`.  
Returns a registration dictionary.

### 13.1.19 `registrationDictionaryFromDelegate` as Dictionary

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Asks the delegate for a registration dictionary.

**Notes:**

If no delegate is set, or if the delegate's `registrationDictionaryForGrowl` method returns nil, this method returns nil.

This method does not attempt to clean up the dictionary in any way - for example, if it is missing the `kApplicationName` key, the result will be missing it too. Use `registrationDictionaryByFillingInDictionary` to try to fill in missing keys.

This method was introduced in `Growl.framework 0.7`.  
Returns a registration dictionary.

### 13.1.20 `reregisterGrowlNotifications`

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Reregister the notifications for this application.

**Notes:**

This method does not normally need to be called. If your application changes what notifications it is registering with Growl, call this method to have the Growl delegate's `registrationDictionaryForGrowl` method called again and the Growl registration information updated.

This method is now implemented using `egisterWithDictionary`.

### 13.1.21 `shouldUseBuiltInNotifications` as boolean

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The current opt-in state of the framework's use of the Mist display style.

**Notes:**

Opt-out mechanism for the mist notification style in the event growl can't be reached.

If growl is unavailable due to not being installed or as a result of being turned off then this option can enable/disable a built-in fire and forget display style

Specifies whether or not the developer wants to opt-in (default) or opt out of the built-in Mist style in the event Growl is unreachable.

(Read and Write computed property)

### 13.1.22 willRegisterWhenGrowlIsReady as boolean

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to register with Growl when Growl launches (or not).

**Notes:**

When Growl has started listening for notifications, it posts a GROWL\_IS\_READY notification on the Distributed Notification Center. GrowlApplicationBridge listens for this notification, using it to perform various tasks (such as calling your delegate's growlIsReady method, if it has one). If this method is called with true, one of those tasks will be to reregister with Growl (in the manner of reregisterGrowlNotifications).

This attribute is automatically set back to false (the default) after every GROWL\_IS\_READY notification.

Value: True, if you want GrowlApplicationBridge to register with Growl when next it is ready; false if not. (Read and Write computed property)

### 13.1.23 Properties

#### 13.1.24 Handle as Integer

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal handle for the Growl object.

**Notes:** (Read and Write property)

#### 13.1.25 Events

#### 13.1.26 applicationIconDataForGrowl as Memoryblock

Plugin Version: 11.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Return the data to treat as the application icon.



**Notes:**

The delegate may optionally return a memoryblock object to use as the application icon; if this is not implemented, the application's own icon is used. This is not generally needed.

Return the memoryblock to treat as the application icon.

Deprecated In version 1.1, in favor of applicationIconForGrowl.

**13.1.27 applicationIconForGrowl as Variant**

Plugin Version: 11.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Return the NSImage to treat as the application icon.

**Notes:**

The delegate may optionally return an NSImageMBS object to use as the application icon. If this method is not implemented, applicationIconDataForGrowl is tried. If that method is not implemented, the application's own icon is used. Neither method is generally needed.

Return a NSImageMBS to treat as the application icon.

**13.1.28 applicationNameForGrowl as string**

Plugin Version: 11.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Return the name of this application which will be used for Growl bookkeeping.

**Notes:**

This name is used both internally and in the Growl preferences.

This should remain stable between different versions and incarnations of your application.

For example, "SurfWriter" is a good app name, whereas "SurfWriter 2.0" and "SurfWriter Lite" are not.

You do not need to implement this method if you are providing the application name elsewhere, meaning in an auto-discoverable plist file in your app bundle or in the result of registrationDictionaryForGrowl.

Return the name of the application using Growl.

**13.1.29 growlIsReady**

Plugin Version: 11.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Informs the delegate that Growl has launched.

**Notes:** Informs the delegate that Growl (specifically, the GrowlHelperApp) was launched successfully. The

application can take actions with the knowledge that Growl is installed and functional.

### 13.1.30 `growlNotificationTimedOut(clickContext as Variant)`

Plugin Version: 11.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Informs the delegate that a Growl notification timed out.

**Notes:**

Informs the delegate that a Growl notification timed out. It is only sent for notifications sent with a non-nil `clickContext`, so if you want to receive a message when a notification is clicked, `clickContext` must not be nil when calling `notifyWithTitle`.

`clickContext`: The `clickContext` passed when displaying the notification originally via `notifyWithTitle`.

### 13.1.31 `growlNotificationWasClicked(clickContext as Variant)`

Plugin Version: 11.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Informs the delegate that a Growl notification was clicked.

**Notes:**

Informs the delegate that a Growl notification was clicked. It is only sent for notifications sent with a non-nil `clickContext`, so if you want to receive a message when a notification is clicked, `clickContext` must not be nil when calling `notifyWithTitle`.

`clickContext`: The `clickContext` passed when displaying the notification originally via `notifyWithTitle`.

### 13.1.32 `hasNetworkClientEntitlement` as boolean

Plugin Version: 11.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Used only in sandboxed situations since we don't know whether the app has `com.apple.security.network.client` entitlement.

**Notes:** `GrowlDelegate` calls to find out if we have the `com.apple.security.network.client` entitlement, since we can't find this out without hitting the sandbox. We only call it if we detect that the application is sandboxed.

### 13.1.33 `registrationDictionaryForGrowl` as dictionary

Plugin Version: 11.3, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Return the dictionary used to register this application with Growl.

**Notes:**

The returned dictionary gives Growl the complete list of notifications this application will ever send, and it also specifies which notifications should be enabled by default. Each is specified by an array of strings.

For most applications, these two arrays can be the same (if all sent notifications should be displayed by default).

The strings of these arrays will correspond to the notificationName parameter passed in notifyWithTitle calls.

The dictionary should have the required key object pairs:

```
key: kNotificationsAll           object: Array of Strings
key: kNotificationsDefault      object: Array of Strings
```

The dictionary may have the following key object pairs:

```
key: kNotificationsHumanReadableNames
object: Dictionary of key: notification name object: human-readable notification name
```

You do not need to implement this method if you have an auto-discoverable plist file in your app bundle. Return the Dictionary to use for registration.

### 13.1.34 Constants

#### 13.1.35 kApplicationIcon = "ApplicationIcon"

Plugin Version: 11.3. **Function:** One of the keys for the registration dictionary.

**Notes:**

The image data for your application's icon.

Image data representing your application's icon. This may be superimposed on a notification icon as a badge, used as the notification icon when a notification-specific icon is not supplied, or ignored altogether, depending on the display. Must be in a format supported by NSImage, such as TIFF, PNG, GIF, JPEG, BMP, PICT, or PDF.

Optional. Not supported by all display plugins.

#### 13.1.36 kApplicationId = "ApplicationId"

Plugin Version: 11.3. **Function:** One of the keys for the registration dictionary.

**Notes:**

The bundle identifier of your application.

The bundle identifier of your application. This key should be unique for your application while there may be several applications with the same `kApplicationName`.

This key is optional.

### 13.1.37 `kApplicationName = "ApplicationName"`

Plugin Version: 11.3. **Function:** One of the keys for the registration dictionary.

**Notes:**

The name of your application.

The name of your application. This should remain stable between different versions and incarnations of your application.

For example, "SurfWriter" is a good app name, whereas "SurfWriter 2.0" and "SurfWriter Lite" are not.

### 13.1.38 `kApplicationPID = "ApplicationPID"`

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

The process identifier of the process which sends this notification. If this field is set, the application will only receive clicked and timed out notifications which originate from this process.

Optional.

### 13.1.39 `kGrowlNotificationIdentifier = "GrowlNotificationIdentifier"`

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

An identifier for the notification for coalescing purposes.

Notifications with the same identifier fall into the same class; only the last notification of a class is displayed on the screen. If a notification of the same class is currently being displayed, it is replaced by this notification.

Optional. Not supported by all display plugins.

**13.1.40 kNotificationAppIcon = "NotificationAppIcon"**

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

Image data for the application icon, in case kNotificationAppIcon does not apply for some reason. Image data be in a format supported by NSImage, such as TIFF, PNG, GIF, JPEG, BMP, PICT, or PDF.

Optional. Not supported by all display plugins.

**13.1.41 kNotificationClickContext = "NotificationClickContext"**

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

Identifies which notification was clicked.

An identifier for the notification for clicking purposes.

This will be passed back to the application when the notification is clicked. It must be plist-encodable (a data, dictionary, array, number, or string), and it should be unique for each notification you post. A good click context would be a UUID string returned by UUIDMBS class.

Optional. Not supported by all display plugins.

**13.1.42 kNotificationDescription = "NotificationDescription"**

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

The description to display in the notification.

The description should be longer and more verbose than the title.

The description usually tells the subject of the action, e.g. "Growl-0.6.dmg downloaded in 5.02 minutes".

**13.1.43 kNotificationIcon = "NotificationIcon"**

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

Image data for the application icon, in case kNotificationAppIcon does not apply for some reason. Image data be in a format supported by NSImage, such as TIFF, PNG, GIF, JPEG, BMP, PICT, or PDF.

Optional. Not supported by all display plugins.

#### 13.1.44 `kNotificationName = "NotificationName"`

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

The name of the notification.

The name of the notification. Note that if you do not define `kNotificationsHumanReadableNames` when registering your ticket originally this name will be the one displayed within the Growl preference pane and should be human-readable.

#### 13.1.45 `kNotificationPriority = "NotificationPriority"`

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

The priority of the notification as an integer number from -2 to +2 (+2 being highest).

Optional. Not supported by all display plugins.

#### 13.1.46 `kNotificationProgress = "NotificationProgress"`

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

If this key is set, it should contain a double value which describes some sort of progress (from 0.0 to 100.0).

If this key is not set, no progress bar is shown.

Optional. Not supported by all display plugins.

#### 13.1.47 `kNotificationsAll = "AllNotifications"`

Plugin Version: 11.3. **Function:** One of the keys for the registration dictionary.

**Notes:** The array of all notifications your application can send.

**13.1.48 kNotificationsDefault = "DefaultNotifications"**

Plugin Version: 11.3. **Function:** One of the keys for the registration dictionary.

**Notes:**

The array of notifications to turn on by default.

These are the names of the notifications that should be enabled by default when your application registers for the first time. If your application reregisters, Growl will look here for any new notification names found in kNotificationsAll, but ignore any others.

**13.1.49 kNotificationsDescriptions = "NotificationDescriptions"**

Plugin Version: 11.3. **Function:** One of the keys for the registration dictionary.

**Notes:**

A dictionary of descriptions of `_when_` each notification occurs

This is an Dictionary whose keys are kNotificationName strings and whose objects are descriptions of `_when_` each notification occurs, such as "You received a new mail message" or "A file finished downloading".

This key is optional.

**13.1.50 kNotificationsHumanReadableNames = "HumanReadableNames"**

Plugin Version: 11.3. **Function:** One of the keys for the registration dictionary.

**Notes:**

A dictionary of human-readable names for your notifications.

By default, the Growl UI will display notifications by the names given in kNotificationsAll which correspond to the kNotificationName. This dictionary specifies the human-readable name to display.

The keys of the dictionary are kNotificationName strings; the objects are the human-readable versions.

For any kNotificationName not specific in this dictionary, the kNotificationName will be displayed.

This key is optional.

**13.1.51 kNotificationSticky = "NotificationSticky"**

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

A Boolean number controlling whether the notification is sticky.  
Optional. Not supported by all display plugins.

### 13.1.52 `kNotificationTitle = "NotificationTitle"`

Plugin Version: 11.3. **Function:** One of the keys for the notification dictionary.

**Notes:**

The title to display in the notification.

Should be very brief. The title usually says what happened, e.g. "Download complete".

### 13.1.53 `kTicketVersion = "TicketVersion"`

Plugin Version: 11.3. **Function:** One of the keys for the registration dictionary.

**Notes:**

The version of your registration ticket.

Include this key in a ticket plist file that you put in your application bundle for auto-discovery. The current ticket version is 1.



# Chapter 14

## iMedia

### 14.1 class iMediaBrowserMBS

#### 14.1.1 class iMediaBrowserMBS

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A class to handle iMedia, an extensible browser for your media

**Notes:**

See this website for details:

<http://www.karelia.com/imedia/>

#### 14.1.2 Methods

#### 14.1.3 Constructor

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The constructor.

**Notes:**

When you use this class, you will most likely just load and show it.

The user can then drag and drop items to your application where you get normal drag and drop events.

For iTunes and iPhoto the folderitems and for Safari Links a text drop.

#### 14.1.4 infoWindowIsVisible as boolean

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the info window is visible.

### 14.1.5 isLoading as boolean

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the window is still loading.

### 14.1.6 LoadAPI(folderitem) as boolean

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Loads the iMedia framework.

**Notes:** Returns true on success and false on failure.

### 14.1.7 showMediaBrowser(browserClassName as string)

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Switches to a specific browser.

### 14.1.8 showWindow

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Shows the main window.

### 14.1.9 Properties

#### 14.1.10 toolbarDisplayMode as Integer

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The toolbar display mode.

**Notes:** (Read and Write computed property)

#### 14.1.11 toolbarIsSmall as boolean

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the toolbar is small.

**Notes:** (Read and Write computed property)

### 14.1.12 Events

#### 14.1.13 `didChangeBrowser(browserClassname as string)`

Plugin Version: 7.8, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** A notification from the window just after the browser was changed.

#### 14.1.14 `didLoadBrowser(browserClassname as string)`

Plugin Version: 7.8, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** A notification from the window just after the browser was loaded.

#### 14.1.15 `horizontalSplitViewForMediaBrowser as boolean`

Plugin Version: 7.8, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** An event to ask whether to use horizontal splitter.

**Notes:** Return true to get a horizontal splitter. Return false for a vertical one.

#### 14.1.16 `SelectionChanged(selection as iMediaBrowserSelectionMBS)`

Plugin Version: 7.8, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event called whenever the selection changed.

**Notes:** If the window is loading, you will get this event very often.

#### 14.1.17 `willChangeBrowser(browserClassname as string)`

Plugin Version: 7.8, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** A notification from the window just before the browser will be changed.

#### 14.1.18 `willLoadBrowser(browserClassname as string) as boolean`

Plugin Version: 7.8, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** A notification from the window just before the browser will be loaded.

**Notes:** You can return true to stop loading.

## 14.2 class iMediaBrowserSelectionMBS

### 14.2.1 class iMediaBrowserSelectionMBS

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for the iMedia Browser selection.

### 14.2.2 Methods

### 14.2.3 Item(index as Integer) as dictionary

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Returns the item in the selection as dictionary.

**Notes:** This dictionary will contain double, string, NSImageMBS and date values.

### 14.2.4 Properties

### 14.2.5 Count as Integer

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The number of items in the selection.

**Notes:** (Read only property)

### 14.2.6 Handle as Integer

Plugin Version: 7.8, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal handle to the NSArray reference.

**Notes:** (Read and Write property)

# Chapter 15

## iTunes

### 15.1 class iTunesLibraryAlbumMBS

#### 15.1.1 class iTunesLibraryAlbumMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Represents an album where a given media item (MediaItem) is contained.

**Notes:** This is an abstract class. You can't create an instance, but you can get one from various plugin functions.

#### 15.1.2 Methods

#### 15.1.3 Constructor

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The private constructor.

#### 15.1.4 Properties

#### 15.1.5 AlbumArtist as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The artist associated with this album.

**Notes:** (Read only property)

### 15.1.6 Artist as iTunesLibraryArtistMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The artist.  
**Notes:**

Deprecated. Will be removed in future versions.  
(Read only property)

### 15.1.7 Compilation as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this album is a compilation.  
**Notes:** (Read only property)

### 15.1.8 DiscCount as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The number of discs in this album.  
**Notes:** (Read only property)

### 15.1.9 DiscNumber as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The index (i.e. 1, 2, 3, etc.) of the disc this album refers to within a compilation.  
**Notes:** (Read only property)

### 15.1.10 Gapless as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this track's album is gapless.  
**Notes:** (Read only property)

### 15.1.11 Handle as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object handle.  
**Notes:** (Read and Write property)

### 15.1.12 Rating as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The rating of this track's album.

**Notes:** (Read only property)

### 15.1.13 RatingComputed as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The rating of this track's album.

**Notes:** (Read only property)

### 15.1.14 SortAlbumArtist as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The artist associated with this album. This field should be used when sorting.

**Notes:** (Read only property)

### 15.1.15 SortTitle as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of this that should be used for sorting purposes.

**Notes:** (Read only property)

### 15.1.16 Title as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of this album.

**Notes:** (Read only property)

### 15.1.17 TrackCount as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Number of tracks in this album.

**Notes:** (Read only property)

## 15.2 class iTunesLibraryArtistMBS

### 15.2.1 class iTunesLibraryArtistMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Represents an artist, such as the performer of a song.

**Notes:** This is an abstract class. You can't create an instance, but you can get one from various plugin functions.

### 15.2.2 Methods

### 15.2.3 Constructor

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The private constructor.

### 15.2.4 Properties

### 15.2.5 Handle as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object handle.

**Notes:** (Read and Write property)

### 15.2.6 name as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of this artist.

**Notes:** (Read only property)

### 15.2.7 sortName as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of this artist that should be used for sorting purposes.

**Notes:** (Read only property)



## 15.3 class iTunesLibraryArtworkMBS

### 15.3.1 class iTunesLibraryArtworkMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Represents a media item artwork.

**Notes:** This is an abstract class. You can't create an instance, but you can get one from various plugin functions.

### 15.3.2 Methods

### 15.3.3 Constructor

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The private constructor.

### 15.3.4 Properties

### 15.3.5 Handle as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object handle.

**Notes:** (Read and Write property)

### 15.3.6 image as NSImageMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The NSImage formed by using image Data.

**Notes:** (Read only property)

### 15.3.7 imageData as Memoryblock

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The data (bytes) of this artwork image.

**Notes:** (Read only property)

### 15.3.8 `imageDataFormat` as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The format of the data returned by the `imageData` method.

**Notes:** (Read only property)

### 15.3.9 Constants

#### 15.3.10 `ITLibArtworkFormatBitmap = 1`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible formats of the data returned by `ITLibArtwork`'s `imageData` method.

**Notes:** The image data format is a bitmap.

#### 15.3.11 `ITLibArtworkFormatBMP = 6`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible formats of the data returned by `ITLibArtwork`'s `imageData` method.

**Notes:** The image data corresponds to a BMP image.

#### 15.3.12 `ITLibArtworkFormatGIF = 4`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible formats of the data returned by `ITLibArtwork`'s `imageData` method.

**Notes:** The image data corresponds to a GIF image.

#### 15.3.13 `ITLibArtworkFormatJPEG = 2`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible formats of the data returned by `ITLibArtwork`'s `imageData` method.

**Notes:** The image data corresponds to a JPEG image.

#### 15.3.14 `ITLibArtworkFormatJPEG2000 = 3`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible formats of the data returned by `ITLibArtwork`'s `imageData` method.

**Notes:** The image data corresponds to a JPEG2000 image.

### 15.3.15 ITLibArtworkFormatNone = 0

Plugin Version: 13.5. **Function:** One of the constants to specify the possible formats of the data returned by ITLibArtwork's imageData method.

**Notes:** The image data format is unknown.

### 15.3.16 ITLibArtworkFormatPICT = 8

Plugin Version: 13.5. **Function:** One of the constants to specify the possible formats of the data returned by ITLibArtwork's imageData method.

**Notes:** The image data corresponds to a PICT image.

### 15.3.17 ITLibArtworkFormatPNG = 5

Plugin Version: 13.5. **Function:** One of the constants to specify the possible formats of the data returned by ITLibArtwork's imageData method.

**Notes:** The image data corresponds to a PNG image.

### 15.3.18 ITLibArtworkFormatTIFF = 7

Plugin Version: 13.5. **Function:** One of the constants to specify the possible formats of the data returned by ITLibArtwork's imageData method.

**Notes:** The image data corresponds to a TIFF image.

## 15.4 class iTunesLibraryMBS

### 15.4.1 class iTunesLibraryMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A class representing an iTunes library whose metadata is being queried.

**Notes:** Requires iTunes 11 on Mac OS X. And your app must be code signed.

### 15.4.2 Methods

#### 15.4.3 allMediaItems as iTunesLibraryMediaItemMBS()

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** All media items in the library.

#### 15.4.4 allPlaylists as iTunesLibraryPlaylistMBS()

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** All playlists in the library.

#### 15.4.5 artworkForMediaFile(mediaFile as folderitem) as iTunesLibraryArtworkMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Retrieves the artwork from a media file.

**Notes:**

mediaFile: The folderitem of the media file whose artwork should be extracted.

Returns a iTunesLibraryArtworkMBS instance representing the media file artwork, or nil if the artwork was not found or could not be extracted.

See also:

- 15.4.6 artworkForMediaFile(mediaFileURL as string) as iTunesLibraryArtworkMBS 140

#### 15.4.6 artworkForMediaFile(mediaFileURL as string) as iTunesLibraryArtworkMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Retrieves the artwork from a media file.

**Notes:**

mediaFileURL: The URL of the media file whose artwork should be extracted.

Returns a iTunesLibraryArtworkMBS instance representing the media file artwork, or nil if the artwork was

not found or could not be extracted.

See also:

- 15.4.5 artworkForMediaFile(mediaFile as folderitem) as iTunesLibraryArtworkMBS 140

### 15.4.7 Constructor(requestedAPIVersion as string, byref error as NSErrorMBS)

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initializes an instance of ITLibrary which can be used to retrieve media entities.

**Notes:**

Upon initialization of the library class, the default iTunes database for the current user will be read and parsed.

At this point all media entities will be cached in memory until the time the object is deallocated.

requestedAPIVersion: The version of the iTunesLibrary API that the application is requesting, provide "1.0" if unknown.

error: A variable that will receive an NSError if this method fails. May be nil if caller does not care about error.

If handle is 0, the initialization failed.

Requires that your app is code signed.

### 15.4.8 libraryWithAPIVersion(requestedAPIVersion as string, byref error as NSErrorMBS) as iTunesLibraryMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initializes an instance of ITLibrary which can be used to retrieve media entities.

**Notes:**

Upon initialization of the library class, the default iTunes database for the current user will be read and parsed.

At this point all media entities will be cached in memory until the time the object is deallocated.

requestedAPIVersion: The version of the iTunesLibrary API that the application is requesting, provide "1.0" if unknown.

error: A variable that will receive an NSError if this method fails. May be nil if caller does not care about error.

Returns a Library instance, or nil if this method fails.

Requires that your app is code signed.

## 15.4.9 Properties

### 15.4.10 `apiMajorVersion` as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The major version number of this API.

**Notes:** (Read only property)

### 15.4.11 `apiMinorVersion` as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The minor version number of this API.

**Notes:** (Read only property)

### 15.4.12 `applicationVersion` as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The version of iTunes being accessed.

**Notes:** (Read only property)

### 15.4.13 `features` as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A bitwise OR combination of the features of this library.

**Notes:** (Read only property)

### 15.4.14 `Handle` as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object handle.

**Notes:** (Read and Write property)

### 15.4.15 `musicFolderLocation` as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The location of the iTunes music folder.

**Notes:** (Read only property)

#### 15.4.16 showContentRating as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to show content rating labels.

**Notes:** (Read only property)

#### 15.4.17 Constants

#### 15.4.18 ITLibExportFeatureNone = 0

Plugin Version: 13.5. **Function:** One of the constants describe the features supported by a given iTunes library.

**Notes:** No features are supported.

## 15.5 class iTunesLibraryMediaEntityMBS

### 15.5.1 class iTunesLibraryMediaEntityMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Abstract superclass for MediaItem and Playlist instances.

**Notes:** This is an abstract class. You can't create an instance, but you can get one from various plugin functions.

### 15.5.2 Methods

### 15.5.3 Constructor

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The private constructor.

### 15.5.4 enumerateValuesExceptForProperties(propertyNames() as string) as dictionary

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries all keys and values for all properties except the given property names.

### 15.5.5 enumerateValuesForAllProperties as dictionary

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries all keys and values.

### 15.5.6 enumerateValuesForProperties(propertyNames() as string) as dictionary

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries all keys and values with the given property names.

### 15.5.7 ITLibMediaEntityPropertyPersistentID as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The property key for the persistent id.



### 15.5.8 valueForProperty(PropertyName as string) as Variant

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Gets the value for a specified media property key.

**Notes:**

The media property keys you can use with this property are listed in this document and in Media Item Property Keys and Playlist Property Keys.

property: The media property key that you want the corresponding value of.

Returns the value for the media property key.

### 15.5.9 Properties

#### 15.5.10 Handle as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object handle.

**Notes:** (Read and Write property)

#### 15.5.11 persistentID as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The unique identifier of this media entity.

**Notes:** (Read only property)

## 15.6 class `iTunesLibraryMediaItemMBS`

### 15.6.1 class `iTunesLibraryMediaItemMBS`

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A media item represents a single piece of media (such as a song, a video, a podcast, etc) in the iTunes library.

**Notes:**

A media item has an overall unique identifier, accessed using the `persistentID` property. The media item metadata may be accessed through its individual properties or via the `iTunesLibraryMediaEntityMBS` general property accessor methods.

Subclass of the `iTunesLibraryMediaEntityMBS` class.

This is an abstract class. You can't create an instance, but you can get one from various plugin functions.

### 15.6.2 Methods

### 15.6.3 Constructor

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The private constructor.

### 15.6.4 `ITLibMediaItemPropertyAddedDate` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.5 `ITLibMediaItemPropertyAlbumArtist` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.6 `ITLibMediaItemPropertyAlbumDiscCount` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.7 ITLibMediaItemPropertyAlbumDiscNumber as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.8 ITLibMediaItemPropertyAlbumIsCompilation as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.9 ITLibMediaItemPropertyAlbumIsGapless as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.10 ITLibMediaItemPropertyAlbumRating as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.11 ITLibMediaItemPropertyAlbumRatingComputed as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.12 ITLibMediaItemPropertyAlbumTitle as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.13 ITLibMediaItemPropertyAlbumTrackCount as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

#### 15.6.14 ITLibMediaItemPropertyArtistName as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

#### 15.6.15 ITLibMediaItemPropertyArtwork as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

#### 15.6.16 ITLibMediaItemPropertyBeatsPerMinute as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

#### 15.6.17 ITLibMediaItemPropertyBitRate as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

#### 15.6.18 ITLibMediaItemPropertyCategory as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

#### 15.6.19 ITLibMediaItemPropertyComments as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

#### 15.6.20 ITLibMediaItemPropertyComposer as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.21 ITLibMediaItemPropertyContentRating as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.22 ITLibMediaItemPropertyDescription as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.23 ITLibMediaItemPropertyFileType as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.24 ITLibMediaItemPropertyGenre as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.25 ITLibMediaItemPropertyGrouping as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.26 ITLibMediaItemPropertyHasArtwork as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.27 ITLibMediaItemPropertyIsDRMProtected as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.28 `ITLibMediaItemPropertyIsPurchased` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.29 `ITLibMediaItemPropertyIsUserDisabled` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.30 `ITLibMediaItemPropertyIsVideo` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.31 `ITLibMediaItemPropertyKind` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.32 `ITLibMediaItemPropertyLastPlayDate` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.33 `ITLibMediaItemPropertyLocation` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.34 `ITLibMediaItemPropertyLocationType` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.35 ITLibMediaItemPropertyLyricsContentRating as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.36 ITLibMediaItemPropertyMediaKind as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.37 ITLibMediaItemPropertyModifiedDate as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.38 ITLibMediaItemPropertyPlayCount as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.39 ITLibMediaItemPropertyRating as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.40 ITLibMediaItemPropertyRatingComputed as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.41 ITLibMediaItemPropertyReleaseDate as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.42 `ITLibMediaItemPropertySampleRate` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.43 `ITLibMediaItemPropertySize` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.44 `ITLibMediaItemPropertySkipDate` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.45 `ITLibMediaItemPropertySortAlbumArtist` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.46 `ITLibMediaItemPropertySortAlbumTitle` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.47 `ITLibMediaItemPropertySortArtistName` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

### 15.6.48 `ITLibMediaItemPropertySortComposer` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.



**15.6.49 ITLibMediaItemPropertySortTitle as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.50 ITLibMediaItemPropertyStartTime as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.51 ITLibMediaItemPropertyStopTime as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.52 ITLibMediaItemPropertyTitle as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.53 ITLibMediaItemPropertyTotalTime as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.54 ITLibMediaItemPropertyTrackNumber as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.55 ITLibMediaItemPropertyUserSkipCount as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.56 ITLibMediaItemPropertyVideoEpisode as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.57 ITLibMediaItemPropertyVideoEpisodeOrder as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.58 ITLibMediaItemPropertyVideoHeight as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.59 ITLibMediaItemPropertyVideoIsHD as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.60 ITLibMediaItemPropertyVideoSeason as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.61 ITLibMediaItemPropertyVideoSeries as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.62 ITLibMediaItemPropertyVideoSortSeries as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.63 ITLibMediaItemPropertyVideoWidth as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.64 ITLibMediaItemPropertyVoiceOverLanguage as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.65 ITLibMediaItemPropertyVolumeAdjustment as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.66 ITLibMediaItemPropertyVolumeNormalizationEnergy as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.67 ITLibMediaItemPropertyYear as string**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the constants for properties.

**15.6.68 Properties****15.6.69 addedDate as Date**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The date and media item this media item was added to the iTunes database.

**Notes:** (Read only property)

### 15.6.70 album as iTunesLibraryAlbumMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The album where this media item belongs.

**Notes:** (Read only property)

### 15.6.71 artist as iTunesLibraryArtistMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The artist associated with this media item.

**Notes:** (Read only property)

### 15.6.72 artwork as iTunesLibraryArtworkMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this media item has artwork.

**Notes:** (Read only property)

### 15.6.73 ArtworkAvailable as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this media item has artwork.

**Notes:** (Read only property)

### 15.6.74 beatsPerMinute as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The BPM (beats per minute) of this media item.

**Notes:** (Read only property)

### 15.6.75 bitrate as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The bitrate of this media item in kbps.

**Notes:** (Read only property)

### 15.6.76 category as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The podcast category of this media item (implies this media item is a podcast).

**Notes:** (Read only property)

### 15.6.77 comments as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Any comments associated with this media item.

**Notes:** (Read only property)

### 15.6.78 composer as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the composer associated with this media item.

**Notes:** (Read only property)

### 15.6.79 contentRating as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The extended content rating of this media item.

**Notes:** (Read only property)

### 15.6.80 description as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Any podcast description of with this media item (implies this media item is a podcast).

**Notes:** (Read only property)

### 15.6.81 DRMProtected as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this media item is DRM protected.

**Notes:** (Read only property)

### 15.6.82 fileType as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The type of the file this media item refers to.

**Notes:** (Read only property)

### 15.6.83 genre as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The genre associated with this media item.

**Notes:** (Read only property)

### 15.6.84 grouping as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The grouping of this media item.

**Notes:** (Read only property)

### 15.6.85 kind as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** This media item's file kind (ex. MPEG audio file).

**Notes:** (Read only property)

### 15.6.86 lastPlayedDate as Date

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The date and time this media item was last played in iTunes, or nil if this media item has not been played.

**Notes:** (Read only property)

### 15.6.87 location as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The location of this media item on disk.

**Notes:** (Read only property)

### 15.6.88 locationFile as FolderItem

Plugin Version: 15.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The location of this media item on disk.

**Notes:**

For your convenience we provide this folderitem if location points to a valid file.  
(Read only property)

### 15.6.89 locationType as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The type of this media item with respect to its location.

**Notes:** (Read only property)

### 15.6.90 lyricsContentRating as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The content rating of this media item's lyrics.

**Notes:** (Read only property)

### 15.6.91 mediaKind as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** This media item's media kind.

**Notes:** (Read only property)

### 15.6.92 modifiedDate as Date

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The date and time this media item was last modified.

**Notes:** (Read only property)

### 15.6.93 playCount as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The number of times this media item has been played in iTunes.

**Notes:** (Read only property)

#### 15.6.94 Purchased as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this media item was purchased.

**Notes:** (Read only property)

#### 15.6.95 rating as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The rating of this media item.

**Notes:** (Read only property)

#### 15.6.96 RatingComputed as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this media item's rating is computed.

**Notes:** (Read only property)

#### 15.6.97 releaseDate as Date

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The date this media item was released.

**Notes:** (Read only property)

#### 15.6.98 sampleRate as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The sample rate of this media item in samples per second.

**Notes:** (Read only property)

#### 15.6.99 size as UInt64

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The size in bytes of this media item on disk.



**Notes:** (Read only property)

### 15.6.100 skipCount as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The number of times this media item has been skipped.

**Notes:** (Read only property)

### 15.6.101 skipDate as Date

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The date and time when this media item was last skipped.

**Notes:** (Read only property)

### 15.6.102 sortComposer as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the composer associated with this media item that should be used for sorting purposes.

**Notes:** (Read only property)

### 15.6.103 sortTitle as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The title of this media item that should be used for sorting purposes.

**Notes:** (Read only property)

### 15.6.104 `startTime` as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The start time of this media item given that the media item is a podcast.

**Notes:** (Read only property)

### 15.6.105 `stopTime` as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The stop time of this media item given that the media item is a podcast.

**Notes:** (Read only property)

### 15.6.106 `title` as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The title of this media item.

**Notes:** (Read only property)

### 15.6.107 `totalTime` as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The length of this media item in seconds.

**Notes:** (Read only property)

### 15.6.108 `trackNumber` as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The position of this media item within its album.

**Notes:** (Read only property)

### 15.6.109 `userDisabled` as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the user has disabled this media item.

**Notes:** (Read only property)

**15.6.110 video as Boolean**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this media item is a video media item (video podcast, movie, etc).

**Notes:** (Read only property)

**15.6.111 videoInfo as iTunesLibraryMediaItemVideoInfoMBS**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The video information of this media item (implies this media item is a video media item).

**Notes:** (Read only property)

**15.6.112 voiceOverLanguage as String**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The voice-over language of this media item.

**Notes:** (Read only property)

**15.6.113 volumeAdjustment as Integer**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The volume adjustment used for this media item if any.

**Notes:** (Read only property)

**15.6.114 volumeNormalizationEnergy as Integer**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The volume normalization energy applied to this media item.

**Notes:** (Read only property)

**15.6.115 year as Integer**

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The year when this media item was released.

**Notes:** (Read only property)

### 15.6.116 Constants

#### 15.6.117 `ITLibMediaItemLocationTypeFile = 1`

Plugin Version: 13.5. **Function:** One of the constants to specify possible the type of a media item with respect to its location.

**Notes:** The media item location refers to a local file.

#### 15.6.118 `ITLibMediaItemLocationTypeRemote = 3`

Plugin Version: 13.5. **Function:** One of the constants to specify possible the type of a media item with respect to its location.

**Notes:** The media item location refers to a remote file.

#### 15.6.119 `ITLibMediaItemLocationTypeUnknown = 0`

Plugin Version: 13.5. **Function:** One of the constants to specify possible the type of a media item with respect to its location.

**Notes:** The media item type is not known.

#### 15.6.120 `ITLibMediaItemLocationTypeURL = 2`

Plugin Version: 13.5. **Function:** One of the constants to specify possible the type of a media item with respect to its location.

**Notes:** The media item location refers to a URL (for example, a podcast).

#### 15.6.121 `ITLibMediaItemLyricsContentRatingClean = 2`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible ratings of media item lyrics.

**Notes:** The media item lyrics do not contain explicit language.

#### 15.6.122 `ITLibMediaItemLyricsContentRatingExplicit = 1`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible ratings of media item lyrics.

**Notes:** The media item lyrics contain explicit language.

**15.6.123 ITLibMediaItemLyricsContentRatingNone = 0**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible ratings of media item lyrics.  
**Notes:** No rating information for the media item lyrics.

**15.6.124 ITLibMediaItemMediaKindAlertTone = 21**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is an audio tone on an iOS device which is not a protected ringtone.

**15.6.125 ITLibMediaItemMediaKindAudiobook = 5**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is an audiobook.

**15.6.126 ITLibMediaItemMediaKindBook = 19**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is an EPUB or iBooks Author book.

**15.6.127 ITLibMediaItemMediaKindDigitalBooklet = 15**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is an iTunes Extra or an iTunes LP.

**15.6.128 ITLibMediaItemMediaKindHomeVideo = 12**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is a non-iTunes Store movie.

**15.6.129 ITLibMediaItemMediaKindInteractiveBooklet = 9**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is a QuickTime movie with embedded flash (deprecated)

**15.6.130 ITLibMediaItemMediaKindIOSApplication = 16**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is an iPhone or iPod touch application.

**15.6.131 ITLibMediaItemMediaKindiTunesU = 18**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is an iTunesU audio or video file.

**15.6.132 ITLibMediaItemMediaKindMovie = 3**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is a movie.

**15.6.133 ITLibMediaItemMediaKindMusicVideo = 7**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is a music video.

**15.6.134 ITLibMediaItemMediaKindPDFBook = 20**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is a PDF treated as Books in the UI unless overridden by the user.

**15.6.135 ITLibMediaItemMediaKindPDFBooklet = 6**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is an unwrapped PDF file that is part of a Music album.

**15.6.136 ITLibMediaItemMediaKindPodcast = 4**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is an audio or video podcast.

**15.6.137 ITLibMediaItemMediaKindRingtone = 14**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is an iOS ringtone.

**15.6.138 ITLibMediaItemMediaKindSong = 2**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is a song.

**15.6.139 ITLibMediaItemMediaKindTVShow = 8**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is a TV show.

**15.6.140 ITLibMediaItemMediaKindUnknown = 1**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item kind is unknown.

**15.6.141 ITLibMediaItemMediaKindVoiceMemo = 17**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible media kinds of a iTunes media item.

**Notes:** The media item is a voice memo recorded on iPod/iPhone.



## 15.7 class iTunesLibraryMediaItemVideoInfoMBS

### 15.7.1 class iTunesLibraryMediaItemVideoInfoMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Encapsulates the video information of a video media item.

**Notes:** This is an abstract class. You can't create an instance, but you can get one from various plugin functions.

### 15.7.2 Methods

### 15.7.3 Constructor

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The private constructor.

### 15.7.4 Properties

### 15.7.5 episode as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The TV episode the video is associated with (implies the track is a TV show).

**Notes:** (Read only property)

### 15.7.6 episodeOrder as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The TV episode order the video is associated with (implies the track is a TV show).

**Notes:** (Read only property)

### 15.7.7 Handle as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal object handle.

**Notes:** (Read and Write property)

### 15.7.8 HD as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the video is high definition.

**Notes:** (Read only property)

### 15.7.9 season as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of TV season the video is associated with (implies the track is a TV show).

**Notes:** (Read only property)

### 15.7.10 series as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of TV series the video is associated with (implies track is a TV show).

**Notes:** (Read only property)

### 15.7.11 sortSeries as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the TV series the video is associated with that should be used for when sorting (implies the track is a TV show).

**Notes:** (Read only property)

### 15.7.12 videoHeight as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The height of the video.

**Notes:** (Read only property)

### 15.7.13 videoWidth as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The width of the video.

**Notes:** (Read only property)

## 15.8 class iTunesLibraryPlaylistMBS

### 15.8.1 class iTunesLibraryPlaylistMBS

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A playlist is a collection of related media items.

**Notes:**

(Media items are described in iTunesLibraryMediaItemMBS Class Reference.)

Each playlist has a name, a set of attributes, and a unique identifier that persists across application launches. Subclass of the iTunesLibraryMediaEntityMBS class.

This is an abstract class. You can't create an instance, but you can get one from various plugin functions.

### 15.8.2 Methods

### 15.8.3 Constructor

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The private constructor.

### 15.8.4 items as iTunesLibraryMediaItemMBS()

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The media items contained within this playlist.

### 15.8.5 ITLibPlaylistPropertyAllItemsPlaylist as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the playlist property.

### 15.8.6 ITLibPlaylistPropertyDistinguishedKind as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the playlist property.

### 15.8.7 `ITLibPlaylistPropertyItems` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the playlist property.

### 15.8.8 `ITLibPlaylistPropertyMaster` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the playlist property.

### 15.8.9 `ITLibPlaylistPropertyName` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the playlist property.

### 15.8.10 `ITLibPlaylistPropertyParentPersistentID` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the playlist property.

### 15.8.11 `ITLibPlaylistPropertyVisible` as string

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** One of the playlist property.

### 15.8.12 Properties

### 15.8.13 `AllItemsPlaylist` as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this playlist is an "all items" playlist.

**Notes:**

i.e. marked items in playlist exceeds the total tracks in the playlist so the playlist is a discreet object.  
(Read only property)

### 15.8.14 DistinguishedKind as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The distinguished kind of this playlist.

**Notes:** (Read only property)

### 15.8.15 Master as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this playlist is a master playlist.

**Notes:** (Read only property)

### 15.8.16 name as String

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name or title of this playlist.

**Notes:** (Read only property)

### 15.8.17 ParentID as Integer

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The unique identifier of this playlist' parent.

**Notes:** (Read only property)

### 15.8.18 Visible as Boolean

Plugin Version: 13.5, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this playlist is visible.

**Notes:** (Read only property)

### 15.8.19 Constants

#### 15.8.20 ITLibDistinguishedPlaylistKind90sMusic = 42

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist is the default 90's music iTunes playlist.

### 15.8.21 `ITLibDistinguishedPlaylistKindBooks = 4`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist contains all the books in the iTunes Library

### 15.8.22 `ITLibDistinguishedPlaylistKindClassicalMusic = 48`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist is the default Classical Music smart playlist generated by iTunes.

### 15.8.23 `ITLibDistinguishedPlaylistKindHomeVideos = 50`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist contains all homes videos in the iTunes Library.

### 15.8.24 `ITLibDistinguishedPlaylistKindiTunesU = 26`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist contains the user's iTunesU items.

### 15.8.25 `ITLibDistinguishedPlaylistKindLibraryMusicVideos = 49`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist contains all music videos in the iTunes Library. This is NOT the same as the default Music Videos smart playlist.

### 15.8.26 `ITLibDistinguishedPlaylistKindMovies = 1`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist contains all the movies in the iTunes Library.

### 15.8.27 `ITLibDistinguishedPlaylistKindMusic = 3`

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist contains all the music items in the iTunes Library.

**15.8.28 ITLibDistinguishedPlaylistKindMusicVideos = 47**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.  
**Notes:** The playlist is the default Music Videos smart playlist generated by iTunes.

**15.8.29 ITLibDistinguishedPlaylistKindMyTopRated = 43**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.  
**Notes:** The playlist is the default Top Rated smart playlist generated by iTunes.

**15.8.30 ITLibDistinguishedPlaylistKindNone = 0**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.  
**Notes:** The playlist is not a distinguished playlist.

**15.8.31 ITLibDistinguishedPlaylistKindPodcasts = 7**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.  
**Notes:** The playlist contains all the podcasts in the iTunes library.

**15.8.32 ITLibDistinguishedPlaylistKindPurchases = 16**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.  
**Notes:** The playlist contains all the user's purchases in the iTunes Store.

**15.8.33 ITLibDistinguishedPlaylistKindRecentlyAdded = 46**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.  
**Notes:** The playlist is the default Recently Added smart playlist generated by iTunes.

**15.8.34 ITLibDistinguishedPlaylistKindRecentlyPlayed = 45**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.  
**Notes:** The playlist is the default Recently Played smart playlist generated by iTunes .

**15.8.35 ITLibDistinguishedPlaylistKindRingtones = 5**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist contains all the ringtones in the iTunes Library.

**15.8.36 ITLibDistinguishedPlaylistKindTop25MostPlayed = 44**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist is the default 25 Most Played smart playlist generated by iTunes.

**15.8.37 ITLibDistinguishedPlaylistKindTVShows = 2**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlists contains all the TV shows in the iTunes Library.

**15.8.38 ITLibDistinguishedPlaylistKindVoiceMemos = 14**

Plugin Version: 13.5. **Function:** One of the constants to specify the possible kinds of playlists.

**Notes:** The playlist contains all voice memos.



# Chapter 16

## Network

### 16.1 class TCMPortMapperMBS

#### 16.1.1 class TCMPortMapperMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A class to establish port mapping via upnp or natpmp

**Notes:**

This plugin class uses the TCMPortMapper.framework from TheCodingMonkeys:

Copyright (c) 2007-2008 TheCodingMonkeys:  
Martin Pittenauer, Dominik Wagner, <<http://codingmonkeys.de>>  
Some rights reserved:  
<http://opensource.org/licenses/mit-license.php>

#### 16.1.2 Methods

#### 16.1.3 addPortMapping(aMapping as TCMPortMappingMBS)

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Adds a port mapping.

**Example:**

```
dim mapper as new TCMPortMapperMBS
```

```
dim t as TCMPortMappingMBS
```

```
t=TCMPortMappingMBS.portMappingWithLocalPort(9080,80,TCMPortMappingMBS.TCMPortMapping-  
TransportProtocolBoth)  
mapper.addPortMapping t
```

### 16.1.4 externalIPAddress as string

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The external IP address of the router.

### 16.1.5 hashUserID(aUserIDToHash as string)

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Sets the user ID using a hash on the given value.

**Notes:**

We provide a half length md5 has for convenience

We could use full length but the description field of the routers might be limited

### 16.1.6 isAtWork as boolean

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the portmapper is working.

### 16.1.7 IsFrameworkLoaded as boolean

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the framework has already been loaded.

### 16.1.8 isRunning as boolean

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the port mapper is running.

### 16.1.9 LoadFramework(path as folderitem) as boolean

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Loads the framework from the given folderitem.

**Example:**

```
dim f as FolderItem

f=GetFolderItem("TCMPortMapper.framework")

if TCMPortMapperMBS.LoadFramework(f) then
  MsgBox "Framework loaded"
else
  MsgBox "TCMPortMapper framework failed to load."
Return
end if
```

**Notes:** Returns true on success and false on failure.

### 16.1.10 localBonjourHostName as string

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The local Bonjour host name.

**Example:**

```
dim mapper as new TCMPortMapperMBS

MsgBox mapper.localBonjourHostName
```

**Notes:** For example "MyMac.local"

### 16.1.11 localIPAddress as string

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The local IP address of the Mac.

**Example:**

```
dim mapper as new TCMPortMapperMBS

MsgBox mapper.localIPAddress
```

**Notes:** For example "192.168.1.80"

### 16.1.12 manufacturerForHardwareAddress(aMACAddress as string) as string

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Returns the manufacturer name for a given MAC Address.

### 16.1.13 portMappings as TCMPortMappingMBS()

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Returns an array of the port mappings.

### 16.1.14 refresh

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Refreshes the port mappings.

### 16.1.15 removeMappingQueue as TCMPortMappingMBS()

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Returns the array of port mappings in the remove queue.

### 16.1.16 removePortMapping(aMapping as TCMPortMappingMBS)

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Removes the port mapping.

### 16.1.17 removeUPNPMappings(aMappingList() as TCMPortMappingMBS)

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Removes all port mappings in the array.

**Notes:** This is mainly for Port Map.app and can remove any mappings that can be removed using UPNP (including mappings from other hosts).

### 16.1.18 requestUPNPMappingTable

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Queries the router for the upnp mapping table.

**Notes:** Will request the complete UPNPMappingTable and deliver it using the DidReceiveUPNPMapping with mappings (if current router is a UPNP router)

### 16.1.19 routerHardwareAddress as string

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The router hardware address.

**Example:**

```
dim mapper as new TCMPortMapperMBS
```

```
MsgBox mapper.routerHardwareAddress
```

**Notes:** For example "12:34:56:78:90:AB"

### 16.1.20 routerIPAddress as string

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The IP address of the router.

**Example:**

```
dim mapper as new TCMPortMapperMBS
```

```
MsgBox mapper.routerIPAddress
```

**Notes:** For example "192.168.1.1"

### 16.1.21 start

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Starts the port mapper.

### 16.1.22 stop

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Stops the port mapper.

### 16.1.23 stopBlocking

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Stops the port mapper synchron.

### 16.1.24 Properties

### 16.1.25 Handle as Integer

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal reference for the TCMPortMapper object.

**Notes:** (Read and Write property)

### 16.1.26 mappingProtocol as string

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The mapping protocol.

**Notes:** (Read and Write computed property)

### 16.1.27 routerName as string

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The name of the router.

**Notes:** (Read and Write computed property)

### 16.1.28 userID as string

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The user ID.

**Example:**

```
dim mapper as new TCMPortMapperMBS
```

```
MsgBox mapper.userID
```

**Notes:**

needed for generating a UPNP port mapping description that differs for each user  
(Read and Write computed property)

### 16.1.29 Events

#### 16.1.30 DidChangeMappingStatus(m as TCMPortMappingMBS)

Plugin Version: 9.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called when a port mapping changed.

#### 16.1.31 DidFinishSearchForRouter

Plugin Version: 9.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called when the mapper finished searching for routers.

#### 16.1.32 DidFinishWork

Plugin Version: 9.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called when the work finished.

#### 16.1.33 DidReceiveUPNPMapping(mappings() as dictionary)

Plugin Version: 9.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called then the upnp mappings are received.

#### 16.1.34 DidStartWork

Plugin Version: 9.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called when the mapper started working.

#### 16.1.35 ExternalIPAddressDidChange

Plugin Version: 9.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called when the external IP address changed.

### 16.1.36 WillStartSearchForRouter

Plugin Version: 9.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called when the mapper starts searching for routers.



## 16.2 class TCMPortMappingMBS

### 16.2.1 class TCMPortMappingMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for a port mapping.

### 16.2.2 Methods

### 16.2.3 Constructor(aPrivatePort as Integer, aPublicPort as Integer, aTransportProtocol as Integer)

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a port mapping based on the given parameters.

**Notes:** On success the handle property is not zero.

### 16.2.4 desiredExternalPort as Integer

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The desired external port for this mapping.

### 16.2.5 localPort as Integer

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The local port.

### 16.2.6 portMappingWithLocalPort(aPrivatePort as Integer, aPublicPort as Integer, aTransportProtocol as Integer) as TCMPortMappingMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a port mapping based on the given parameters.

**Notes:** Returns nil on any failure.

### 16.2.7 Properties

### 16.2.8 Handle as Integer

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal reference for the TCMPortMapping object.

**Notes:** (Read and Write property)

### 16.2.9 externalPort as Integer

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The external port for this mapping.

**Notes:** (Read and Write computed property)

### 16.2.10 mappingStatus as Integer

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The status of the mapping.

**Notes:** (Read and Write computed property)

### 16.2.11 transportProtocol as Integer

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The transport protocol for this mapping.

**Notes:** (Read and Write computed property)

### 16.2.12 Constants

### 16.2.13 TCMPortMappingStatusMapped=2

Plugin Version: 9.1. **Function:** One of the constants for the PortMapping status.

### 16.2.14 TCMPortMappingStatusTrying=1

Plugin Version: 9.1. **Function:** One of the constants for the PortMapping status.

**16.2.15 TCMPortMappingStatusUnmapped=0**

Plugin Version: 9.1. **Function:** One of the constants for the PortMapping status.

**16.2.16 TCMPortMappingTransportProtocolBoth=3**

Plugin Version: 9.1. **Function:** One of the constants for the PortMapping transport protocol.

**16.2.17 TCMPortMappingTransportProtocolTCP=2**

Plugin Version: 9.1. **Function:** One of the constants for the PortMapping transport protocol.

**16.2.18 TCMPortMappingTransportProtocolUDP=1**

Plugin Version: 9.1. **Function:** One of the constants for the PortMapping transport protocol.



# Chapter 17

## SFPassword

### 17.1 class SFPasswordAssistantMBS

#### 17.1.1 class SFPasswordAssistantMBS

Plugin Version: 7.5, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The class to help the user to create a new password.

**Notes:**

This is an Apple internal class with no public interface. It works for Mac OS X 10.4 and should work on 10.3 and 10.5.

You need to keep the reference to the SFPasswordAssistantMBS object in a global property. If the object in Realbasic is destroyed while the panel is still visible, it will crash.

Do not call Close or PerformClose methods to close this window, use BaseWindowWillClose.

Not supported for 64 bit target.

Subclass of the NSPanelMBS class.

#### 17.1.2 Methods

#### 17.1.3 BaseWindowWillClose

Plugin Version: 7.5, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Tells the panel that the base window will close.

**Notes:** If your window which uses the panel will close, you should call that method from the CancelClose method of your window.

### 17.1.4 Constructor

Plugin Version: 8.4, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The constructor to create a new password assistant panel.

### 17.1.5 ShowPanel

Plugin Version: 7.5, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Shows the panel.  
**Notes:**

This method does a bit more than just show.  
It will create the panel, create a new password and run the password quality check.

### 17.1.6 Properties

#### 17.1.7 Password as string

Plugin Version: 7.5, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The current password.  
**Notes:**

If you set the value, the new password is checked for quality and the TextChanged event may be fired.  
(Read and Write computed property)

### 17.1.8 Events

#### 17.1.9 TextChanged(text as string)

Plugin Version: 7.5, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The text was changed.  
**Notes:**

This event fires often.  
It fires if the text changed (e.g. a letter was added) or sometimes it fires if the text was not changed.

So best if you need to update GUI, to check the text parameter and use timer. Restart the timer every time you get an event with a period of maybe 500 ms. So in case you don't get new events and the timer fires, you can update your GUI.

# Chapter 18

## Sparkle

### 18.1 class SUAppcastItemMBS

#### 18.1.1 class SUAppcastItemMBS

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for items in the appcast file.

#### 18.1.2 Methods

#### 18.1.3 Constructor

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The constructor to create a new appcast item object.

See also:

- 18.1.4 Constructor(dict as dictionary) 191
- 18.1.5 Constructor(dict as dictionary, byref error as string) 192

#### 18.1.4 Constructor(dict as dictionary)

Plugin Version: 14.4, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initializes with data from a dictionary provided by the RSS class.

See also:

- 18.1.3 Constructor 191
- 18.1.5 Constructor(dict as dictionary, byref error as string) 192

### 18.1.5 Constructor(dict as dictionary, byref error as string)

Plugin Version: 14.4, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Initializes with data from a dictionary provided by the RSS class.

See also:

- 18.1.3 Constructor 191
- 18.1.4 Constructor(dict as dictionary) 191

### 18.1.6 Properties

#### 18.1.7 CriticalUpdate as Boolean

Plugin Version: 16.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this is a critical update.

**Notes:** (Read only property)

#### 18.1.8 date as date

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The release date for this app cast item.

**Notes:** (Read only property)

#### 18.1.9 DeltaUpdate as Boolean

Plugin Version: 16.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this is a delta update.

**Notes:** (Read only property)

#### 18.1.10 DeltaUpdates as Dictionary

Plugin Version: 14.4, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Dictionary with properties about delta updates.

**Notes:** (Read only property)



### 18.1.11 displayVersionString as string

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The display version number for this app cast item.

**Notes:**

Maybe "1.1de"  
(Read only property)

### 18.1.12 DSASignature as string

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The file signature for this app cast item.

**Notes:** (Read only property)

### 18.1.13 fileURL as string

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The file URL for this app cast item.

**Notes:** (Read only property)

### 18.1.14 Handle as Integer

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal handle used for this object.

**Notes:** (Read and Write property)

### 18.1.15 InformationOnlyUpdate as Boolean

Plugin Version: 16.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether this is only an information only update.

**Notes:**

Only available in newer Sparkle in 64-bit.  
For older version this is always false.  
(Read only property)

### 18.1.16 InfoURL as String

Plugin Version: 14.4, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The info URL.

**Notes:** (Read only property)

### 18.1.17 itemDescription as string

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The description for this app cast item.

**Notes:** (Read only property)

### 18.1.18 MaximumSystemVersion as String

Plugin Version: 14.4, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The maximum system version for this app cast item.

**Notes:**

The update will not be offered to users with newer system versions.

(Read only property)

### 18.1.19 minimumSystemVersion as string

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The minimum system version for this app cast item.

**Notes:**

The update will not be offered to users with older system versions.

(Read only property)

### 18.1.20 propertiesDictionary as dictionary

Plugin Version: 11.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A dictionary with all the properties for this item.

**Notes:** (Read only property)

### 18.1.21 releaseNotesURL as string

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The release notes URL for this app cast item.

**Notes:** (Read only property)

### 18.1.22 title as string

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The title for this app cast item.

**Example:**

```
dim a as SUAppcastItemMBS
```

```
// get item somehow  
MsgBox a.title
```

**Notes:** (Read only property)

### 18.1.23 versionString as string

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The version string for this app cast item.

**Notes:** (Read only property)

## 18.2 class SUAppcastMBS

### 18.2.1 class SUAppcastMBS

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for an appcast.

### 18.2.2 Methods

### 18.2.3 Constructor

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The constructor to create a new appcast object.

### 18.2.4 fetchAppcastFromURL(url as string)

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Fetches the appcast from the given URL.

**Example:**

```
dim a as SUAppcastMBS
```

```
a.fetchAppcastFromURL "http://www.monkeybreadsoftware.de/SparkleTest/appcast.xml"
```

### 18.2.5 incrementalData as Memoryblock

Plugin Version: 11.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The data loaded from the appcast.

**Notes:**

This is the XML data with the appcast.xml file content.  
Only available on 32 bit target.

### 18.2.6 items as SUAppcastItemMBS()

Plugin Version: 11.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The items in this appcast.

### 18.2.7 Properties

#### 18.2.8 Handle as Integer

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal handle for the appcast.

**Notes:** (Read and Write property)

#### 18.2.9 httpHeaders as Dictionary

Plugin Version: 16.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The HTTP headers.

**Notes:**

You can check this dictionary for HTTP headers.

Or make a new dictionary and assign it to this property to set http headers to include in transfer.

(Read and Write property)

#### 18.2.10 UserAgentString as string

Plugin Version: 11.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Which user agent string to use for the http download.

**Notes:** (Read and Write property)

## 18.3 class SUUpdaterMBS

### 18.3.1 class SUUpdaterMBS

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The class for Sparkle.  
**Notes:** This class is for use with the Sparkle 1.5b6 framework and implements the Cocoa classes inside this framework.

### 18.3.2 Methods

#### 18.3.3 checkForUpdateInformation

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Checks for new update information.

**Notes:** This begins a "probing" check for updates which will not actually offer to update to that version. The events, though, (up to didFindValidUpdate and updaterDidNotFindUpdate), are called, so you can use that information in your UI.

#### 18.3.4 checkForUpdates

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Performs a check for updates.

**Notes:** Call this method from a menu item where the user can check for updates manually. Sparkle will check for updates and report back its findings verbosely.

#### 18.3.5 checkForUpdatesInBackground

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** This kicks off an update meant to be programmatically initiated.

**Notes:** That is, it will display no UI unless it actually finds an update, in which case it proceeds as usual. If the fully automated updating is turned on, however, this will invoke that behavior, and if an update is found, it will be downloaded and prepped for installation.

#### 18.3.6 Constructor

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The constructor for the updater.

**Notes:** Please create only one instance of the SUUpdaterMBS class in your application using this constructor.

See also:

- 18.3.7 Constructor(Bundle as folderitem) 199

### 18.3.7 Constructor(Bundle as folderitem)

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The constructor for the updater.

**Notes:**

Targets for the update the bundle you specify. This can be used to update a preference panel for example.

Please create only one instance of the SUUpdaterMBS class in your application using this constructor.

See also:

- 18.3.6 Constructor 198

### 18.3.8 installUpdatesIfAvailable

Plugin Version: 16.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Checks for updates and, if available, immediately downloads and installs them.

**Notes:**

A progress dialog is shown but the user will never be prompted to read the release notes.

You may want to respond to the userDidCancelDownload event in case the user clicks the "Cancel" button while the update is downloading.

Only available in newer Sparkle version for 64-bit.

### 18.3.9 InvokeImmediateInstallation

Plugin Version: 14.4, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** If installation was moved to quit of app, you can call this method to update now.

**Notes:** New in version 1.6 of Sparkle.

### 18.3.10 InvokeUpdate

Plugin Version: 14.0, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Invokes a postponed update.

**Notes:** Call this after you returned true in `shouldPostponeRelaunchForUpdate` event and have time to restart.

### 18.3.11 `IsFrameworkLoaded` as boolean

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the framework has been loaded.

**Notes:** Returns true if the Sparkle framework has been loaded.

### 18.3.12 `LoadFramework(path as folderitem)` as boolean

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Loads the Sparkle framework from the given folderitem.

**Notes:**

Returns false on Windows and Linux or on Mac OS X if the framework failed to load.

Return true if the framework was loaded already or was loaded successfully.

Be aware that the Sparkle Framework needs correct file permissions:

```
$ { APPFILENAME } /Contents/Frameworks/Sparkle.framework/Versions/A/Sparkle”  
$ { APPFILENAME } /Contents/Frameworks/Sparkle.framework/Versions/A/Resources/relaunch”
```

If the permissions are set wrong the relaunch does not work.

### 18.3.13 `resetUpdateCycle`

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Resets the update cycle.

**Notes:** Call this to appropriately schedule or cancel the update checking timer according to the preferences for time interval and automatic checks. This call does not change the date of the next check, but only the internal timer.



### 18.3.14 Properties

#### 18.3.15 automaticallyChecksForUpdates as boolean

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether update checks are performed automatically.

**Notes:** (Read and Write property)

#### 18.3.16 automaticallyDownloadsUpdates as boolean

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether downloads should be downloaded automatically.

**Notes:** (Read and Write property)

#### 18.3.17 feedURL as string

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The URL of the appcast feed.

**Notes:** (Read and Write property)

#### 18.3.18 Handle as Integer

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal handle to the object used.

**Notes:** (Read and Write property)

#### 18.3.19 hostBundle as Variant

Plugin Version: 16.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The target application to update.

**Notes:**

Value is a NSBundleMBS object.

You can query BundleFolder on the NSBundle object to know where your app is.

(Read only property)

### 18.3.20 httpHeaders as Dictionary

Plugin Version: 16.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The HTTP headers to include with fetchAppcastFromURL call.

**Notes:**

You can check this dictionary for HTTP headers.

Or make a new dictionary and assign it to this property to set http headers to include in transfer.

(Read and Write property)

### 18.3.21 lastUpdateCheckDate as date

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The date of the last update check.

**Notes:**

Returns nil if no check has been performed.

(Read only property)

### 18.3.22 sendsSystemProfile as boolean

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the system profile is sent to the server.

**Notes:** (Read and Write property)

### 18.3.23 sparkleBundle as Variant

Plugin Version: 16.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The sparkle bundle.

**Notes:**

Value is a NSBundleMBS object.

You can query BundleFolder on the NSBundle object to know where your app is.

(Read only property)

### 18.3.24 updateCheckInterval as Double

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** After which time the next update check is performed.

**Notes:** (Read and Write property)

### 18.3.25 updateInProgress as boolean

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether an update is in progress.

**Notes:** (Read only property)

### 18.3.26 userAgentString as String

Plugin Version: 14.4, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Which user agent string to use for the http download.

**Notes:** (Read and Write property)

### 18.3.27 Events

### 18.3.28 bestValidUpdateInAppcast(appcast as SUAppcastMBS) as SUAppcastItemMBS

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event called to decide which appcast item is the best to use.

**Notes:**

If you're using special logic or extensions in your appcast, implement this to use your own logic for finding a valid update, if any, in the given appcast.

If you leave this event empty the default handler will be called. If you add code here, the default handle will not be called!

### 18.3.29 didAbortWithError(error as NSErrorMBS)

Plugin Version: 16.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Called after an update is aborted due to an error.

**Notes:**

error: The error that caused the abort

This is a newer event which is only called in 64-bit version.

### 18.3.30 `didCancelInstallUpdateOnQuit(update as SUAppcastItemMBS)`

Plugin Version: 14.4, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Called when an update is scheduled to be silently installed on quit and cancelled.

**Notes:** New in version 1.6 of Sparkle.

### 18.3.31 `didFindValidUpdate(update as SUAppcastItemMBS)`

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called when a valid update is found by the update driver.

**Notes:**

If you leave this event empty the default handler will be called. If you add code here, the default handle will not be called!

Plugin version 8.7 makes sure this method is executed on the main thread.

### 18.3.32 `didFinishLoadingAppcast(update as SUAppcastMBS)`

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event called when the appcast has been loaded.

**Notes:**

Implement this if you want to do some special handling with the appcast once it finishes loading.

If you leave this event empty the default handler will be called. If you add code here, the default handle will not be called!

Plugin version 8.7 makes sure this method is executed on the main thread.

### 18.3.33 `failedToDownloadUpdate(item as SUAppcastItemMBS, error as NSErrorMBS)`

Plugin Version: 16.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Called after the specified update failed to download.

**Notes:**

item: The appcast item corresponding to the update that failed to download.

error: The error generated by the failed download.

This is a newer event which is only called in 64-bit version.

### 18.3.34 feedParametersForUpdater(sendingProfile as boolean) as dictionary()

Plugin Version: 14.0, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Provide additional parameters for updater.

**Notes:** This method allows you to add extra parameters to the appcast URL, potentially based on whether or not Sparkle will also be sending along the system profile. This method should return an array of dictionaries with keys: "key", "value", "displayKey", "displayValue", the latter two being specifically for display to the user.

### 18.3.35 feedURLStringForUpdater as String

Plugin Version: 14.4, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Override this to dynamically specify the entire feed URL.

**Notes:** New in version 1.6 of Sparkle.

### 18.3.36 pathToRelaunchForUpdater as string

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called so you can customize the installation destination of the update.

**Notes:**

This event returns the path which is used to relaunch the client after the update is installed. By default, the path of the host bundle.

If you leave this event empty the default handler will be called. If you add code here, the default handle will not be called!

### 18.3.37 shouldPostponeRelaunchForUpdate(sendingProfile as SUAppcastItemMBS) as boolean

Plugin Version: 14.0, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Return true to delay the relaunch until you do some processing.

**Notes:**

Invoke the update later by calling InvokeUpdate method.

This is not called if the user didn't relaunch on the previous update, in that case it will immediately restart.

### 18.3.38 `updaterDidNotFindUpdate`

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event called when a valid update is not found.

**Notes:** Plugin version 8.7 makes sure this method is executed on the main thread.

### 18.3.39 `updaterDidShowModalAlert`

Plugin Version: 14.4, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Called after an updater shows a modal alert window, to give the host the opportunity to hide attached windows etc. that may get in the way.

**Notes:** New in version 1.6 of Sparkle.

### 18.3.40 `updaterMayCheckForUpdates` as boolean

Plugin Version: 14.4, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Use this to keep Sparkle from popping up e.g. while your setup assistant is showing.

**Notes:** New in version 1.6 of Sparkle.

### 18.3.41 `updaterShouldPromptForPermissionToCheckForUpdates` as boolean

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event to decide whether the updater should prompt for permission to check for updates.

**Notes:**

Use this to override the default behavior for Sparkle prompting the user about automatic update checks.

If you leave this event empty the default handler will be called. If you add code here, the default handle will not be called!

### 18.3.42 `updaterShouldRelaunchApplication` as boolean

Plugin Version: 14.4, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Whether app should be relaunched.

**Notes:**

Some apps *can not* be relaunched in certain circumstances. They can use this method to prevent a re-launch "hard".

New in version 1.6 of Sparkle.

### 18.3.43 updaterWillRelaunchApplication

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The event called immediately before relaunching.

**Notes:**

Plugin version 8.7 makes sure this method is executed on the main thread.

The current Sparkle (1.5b6) implementation seems to force quit the application so this method is the last chance for your application to clean up.

### 18.3.44 updaterWillShowModalAlert

Plugin Version: 14.4, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Called before an updater shows a modal alert window, to give the host the opportunity to hide attached windows etc. that may get in the way.

**Notes:** New in version 1.6 of Sparkle.

### 18.3.45 userDidCancelDownload

Plugin Version: 16.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Called when the user clicks the cancel button while an update is being downloaded.

**Notes:** This is a newer event which is only called in 64-bit version.

### 18.3.46 versionComparatorForUpdater as SUVersionComparisonMBS

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event allows you to provide a custom version comparator.

**Notes:**

If you don't implement this event or return nil, the standard version comparator will be used.

Please make sure that the SUVersionComparisonMBS object lives longer, so it can be used later. e.g. keep a reference in an app property.

### 18.3.47 willDownloadUpdate(item as SUAppcastItemMBS, request as Variant)

Plugin Version: 16.1, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Called immediately before downloading the specified update.

**Notes:**

item: The appcast item corresponding to the update that is proposed to be downloaded.

request: The mutable URL request that will be used to download the update. (NSMutableURLRequestMBS object)

This is a newer event which is only called in 64-bit version.

**18.3.48 willInstallUpdate(update as SUAppcastItemMBS)**

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** This event is called immediately before installing the specified update.

**Notes:**

If you leave this event empty the default handler will be called. If you add code here, the default handle will not be called!

Plugin version 8.7 makes sure this method is executed on the main thread.

**18.3.49 willInstallUpdateOnQuit(update as SUAppcastItemMBS)**

Plugin Version: 14.4, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** Called when an update is scheduled to be silently installed on quit.

**Notes:**

New in version 1.6 of Sparkle.

If you like to install now instead, you can call `InvokeImmediateInstallation` method.

**18.3.50 Constants****18.3.51 SUAppcastError = 1002**

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.

**Notes:** An error occurred in retrieving update information.

**18.3.52 SUAppcastParseError = 1000**

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.

**Notes:**



An error occurred while parsing the update feed.  
The appcast must be valid xml.

### 18.3.53 SUAuthenticationFailure = 4001

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.  
**Notes:** Unable to grant authorization to perform action because it is explicitly turned off.

### 18.3.54 SUDowngradeError = 4006

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.  
**Notes:** The update contains an older version.

### 18.3.55 SUFileCopyFailure = 4000

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.  
**Notes:** File copy failed.

### 18.3.56 SUInstallationError = 4005

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.  
**Notes:** An error occurred while installing the update.

### 18.3.57 SUMissingInstallerToolError = 4003

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.  
**Notes:** The installer tool is missing.

### 18.3.58 SUMissingUpdateError = 4002

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.  
**Notes:**

Couldn't find an appropriate update in the downloaded package.  
App name or bundle ID must match to current app.

**18.3.59 SUNoUpdateError = 1001**

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.

**Notes:** You already have the newest version.

**18.3.60 SURelaunchError = 4004**

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.

**Notes:** Failed to relaunch.

**18.3.61 SURunningFromDiskImageError = 1003**

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.

**Notes:** The app runs from disk image and can't update.

**18.3.62 SUSignatureError = 3001**

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.

**Notes:** The signature doesn't match.

**18.3.63 SUSparkleErrorDomain = "SUSparkleErrorDomain"**

Plugin Version: 16.1. **Function:** The error domain for all Sparkle errors.

**18.3.64 SUSystemPowerOffError = 5000**

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.

**Notes:** The update will not be installed because the user requested for the system to power off.

**18.3.65 SUTemporaryDirectoryError = 2000**

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.

**Notes:** Failed to get temp file.

**18.3.66 SUUnarchivingError = 3000**

Plugin Version: 16.1. **Function:** One of the Sparkle error codes.

**Notes:** Failed to unarchive the update.

**18.3.67 SUUpdaterAppcastItemNotificationKey = "SUUpdaterAppcastItemNotificationKey"**

Plugin Version: 14.4. **Function:** One of the keys for user info dictionary.

**Notes:** Key for the SUAppcastItem object in the SUUpdaterDidFindValidUpdateNotification & SUUpdaterWillInstallUpdateNotification userInfo dictionaries.

**18.3.68 SUUpdaterAppcastNotificationKey = "SUUpdaterAppcastNotificationKey"**

Plugin Version: 14.4. **Function:** Key for the SUAppcast object in the SUUpdaterDidFinishLoadingAppCastNotification userInfo.

**18.3.69 SUUpdaterDidFindValidUpdateNotification = "SUUpdaterDidFindValidUpdateNotification"**

Plugin Version: 14.4. **Function:** One of the notification constants for use with NSNotificationObserverMBS class.

**Notes:** Object for this notification is the updater.

**18.3.70 SUUpdaterDidFinishLoadingAppCastNotification = "SUUpdaterDidFinishLoadingAppCastNotification"**

Plugin Version: 14.4. **Function:** One of the notification constants for use with NSNotificationObserverMBS class.

**Notes:** Object for this notification is the updater.

**18.3.71 SUUpdaterDidNotFindUpdateNotification = "SUUpdaterDidNotFindUpdateNotification"**

Plugin Version: 14.4. **Function:** One of the notification constants for use with NSNotificationObserverMBS class.

**Notes:** Object for this notification is the updater.

### 18.3.72 `SUUpdaterWillInstallUpdateNotification = "SUUpdaterWillInstallUpdateNotification"`

Plugin Version: 14.4. **Function:** One of the notification constants for use with `NSNotificationObserverMBS` class.

**Notes:** Object for this notification is the updater.

### 18.3.73 `SUUpdaterWillRelaunchApplicationNotification = "SUUpdaterWillRelaunchApplicationNotification"`

Plugin Version: 14.4. **Function:** One of the notification constants for use with `NSNotificationObserverMBS` class.

**Notes:** Object for this notification is the updater.

### 18.3.74 `SUUpdaterWillRestartNotification = "SUUpdaterWillRestartNotificationName"`

Plugin Version: 16.1. **Function:** The notification sent when updater will restart app.

## 18.4 class SUVersionComparisonMBS

### 18.4.1 class SUVersionComparisonMBS

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Implement this class to provide version comparison facilities for Sparkle.

**Notes:** Or use the default implementation by not implementing the versionComparatorForUpdater event.

### 18.4.2 Methods

### 18.4.3 Constructor

Plugin Version: 12.5, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The constructor.

### 18.4.4 Destructor

Plugin Version: 12.5, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The destructor.

### 18.4.5 Properties

### 18.4.6 Handle as Integer

Plugin Version: 8.6, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The internal handle for this object.

**Notes:** (Read and Write property)

### 18.4.7 Events

### 18.4.8 compareVersion(VersionA as string, VersionB as string) as Integer

Plugin Version: 8.6, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Function:** The method to compare two version strings.

**Notes:**

Should return NSOrderedAscending if  $b > a$ , NSOrderedDescending if  $b < a$ , and NSOrderedSame if they are equivalent.

This function may be called on the main thread or some other thread, so disable stack checking in your event.

## 18.4.9 Constants

### 18.4.10 `NSOrderedAscending = -1`

Plugin Version: 8.6. **Function:** One of the order constants.

### 18.4.11 `NSOrderedDescending = 1`

Plugin Version: 8.6. **Function:** One of the order constants.

### 18.4.12 `NSOrderedSame = 0`

Plugin Version: 8.6. **Function:** One of the order constants.

# Chapter 19

## Window

### 19.1 class MAAttachedWindowMBS

#### 19.1.1 class MAAttachedWindowMBS

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** A class for attached windows in Cocoa.

**Notes:**

For Mac OS X 10.7 you can use NSPopoverMBS. This class does something similar for Mac OS X 10.4 to 10.7.

Base on MAAttachedWindow code by Matt Gemmell.  
See his website <http://mattgemmell.com/>

Below are the positions the attached window can be displayed at.

ote that these positions are relative to the point passed to the constructor, e.g. MAPositionBottomRight will put the window below the point and towards the right, MAPositionTop will horizontally center the window above the point, MAPositionRightTop will put the window to the right and above the point, and so on.

You can also pass MAPositionAutomatic and the attached window will try to position itself sensibly, based on available screen-space.

Notes regarding automatically-positioned attached windows:

(a) The window prefers to position itself horizontally centered below the specified point. This gives a certain enhanced visual sense of an attachment/relationship.

(b) The window will try to align itself with its parent window (if any); i.e. it will attempt to stay within its parent window's frame if it can.

(c) The algorithm isn't perfect. :) If in doubt, do your own calculations and then explicitly request that the window attach itself to a particular side.

Notes regarding accessor methods:

1. The border is drawn inside the `viewMargin` area, expanding inwards; it does not increase the width/height of the window. You can use the `BorderWidth` and `ViewMargin` methods together to achieve the exact look/geometry you want. (`viewMargin` is the distance between the edge of the view and the window edge.)

2. The specified setter methods are primarily intended to be used `_before_` the window is first shown. If you use them while the window is already visible, be aware that they may cause the window to move and/or resize, in order to stay anchored to the point specified in the initializer. They may also cause the view to move within the window, in order to remain centered there.

Note that the `HasArrow` method can safely be used at any time, and will not cause moving/resizing of the window. This is for convenience, in case you want to add or remove the arrow in response to user interaction. For example, you could make the attached window movable by its background, and if the user dragged it away from its initial point, the arrow could be removed. This would duplicate how Aperture's attached windows behave.

3. `drawsRoundCornerBesideArrow` takes effect when the arrow is being drawn at a corner, i.e. when it's not at one of the four primary compass directions. In this situation, if `drawsRoundCornerBesideArrow` is true (the default), then that corner of the window will be rounded just like the other three corners, thus the arrow will be inset slightly from the edge of the window to allow room for the rounded corner. If this value is false, the corner beside the arrow will be a square corner, and the other three corners will be rounded.

This is useful when you want to attach a window very near the edge of another window, and don't want the attached window's edge to be visually outside the frame of the parent window.

4. Note that to retrieve the background color of the window, you should use the `windowBackgroundColor` method, instead of `backgroundColor`. This is because we draw the entire background of the window (rounded path, arrow, etc) in an `NSColor` pattern image, and set it as the `backgroundColor` of the window. Subclass of the `NSWindowMBS` class.



## 19.1.2 Methods

### 19.1.3 attachedWindow(view as NSViewMBS, point as NSPointMBS = nil, window as NSWindowMBS = nil, onSide as Integer = 12, distance as Double = 0.0) as MAAttachedWindowMBS

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a new attached window.

**Notes:**

view: The view to display in the attached window. Must not be nil.

point: The point to which the attached window should be attached. If you are also specifying a parent window, the point should be in the coordinate system of that parent window. If you are not specifying a window, the point should be in the screen's coordinate space. This value is required.

window: The parent window to attach this one to. Note that no actual relationship is created (particularly, this window is not made a childWindow of the parent window). Default: nil.

onSide: The side of the specified point on which to attach this window. Default: MAPositionAutomatic.

distance: How far from the specified point this window should be. Default: 0.

Returns a new attached window.

### 19.1.4 Constructor(view as NSViewMBS, point as NSPointMBS = nil, window as NSWindowMBS = nil, onSide as Integer = 12, distance as Double = 0.0)

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a new attached window.

**Notes:**

After constructor finished without exception, please check handle property for success. Handle is zero on failure.

view: The view to display in the attached window. Must not be nil.

point: The point to which the attached window should be attached. If you are also specifying a parent window, the point should be in the coordinate system of that parent window. If you are not specifying a window, the point should be in the screen's coordinate space. This value is required.

window: The parent window to attach this one to. Note that no actual relationship is created (particularly, this window is not made a childWindow of the parent window). Default: nil.

onSide: The side of the specified point on which to attach this window. Default: MAPositionAutomatic.

distance: How far from the specified point this window should be. Default: 0.

### 19.1.5 setBackgroundImage(image as NSImageMBS)

Plugin Version: 13.4, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Here you can set the background image.

### 19.1.6 setPoint(point as NSPointMBS, side as Integer)

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Sets the position and redraws window.

### 19.1.7 side as Integer

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Which side the attached window is showing at.

**Notes:** If you passed automatic side mode to Constructor or attachedWindow method, you can query here which side was chosen.

### 19.1.8 Properties

#### 19.1.9 arrowBaseWidth as Double

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The arrow base width.

**Notes:**

Default is 20.

(Read and Write computed property)

#### 19.1.10 arrowHeight as Double

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The height of the arrow.

**Notes:**

Default is 16.

(Read and Write computed property)

### 19.1.11 borderColor as NSColorMBS

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The border color.  
**Notes:**

Default is white.  
(Read and Write computed property)

### 19.1.12 borderWidth as Double

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The border width.  
**Notes:**

Default is 2.  
(Read and Write computed property)

### 19.1.13 cornerRadius as Double

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The corner radius.  
**Notes:**

Default is 8.  
(Read and Write computed property)

### 19.1.14 drawsRoundCornerBesideArrow as boolean

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether to draw round corners beside arrow.  
**Notes:**

Default is true.  
(Read and Write computed property)

### 19.1.15 hasArrow as boolean

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Whether the window shows an arrow.  
**Notes:**

Default is true.  
(Read and Write computed property)

### 19.1.16 viewMargin as Double

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The view margin.  
**Notes:**

Default is 2.  
(Read and Write computed property)

### 19.1.17 windowBackgroundColor as NSColorMBS

Plugin Version: 11.2, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** The window background color.  
**Notes:**

Default is 25% dark gray.  
(Read and Write computed property)

### 19.1.18 Constants

#### 19.1.19 MAPositionAutomatic = 12

Plugin Version: 11.2. **Function:** One of the position constants.  
**Notes:** automatic

#### 19.1.20 MAPositionBottom = 1

Plugin Version: 11.2. **Function:** One of the position constants.  
**Notes:** bottom

#### 19.1.21 MAPositionBottomLeft = 10

Plugin Version: 11.2. **Function:** One of the position constants.  
**Notes:** bottom left

#### 19.1.22 MAPositionBottomRight = 11

Plugin Version: 11.2. **Function:** One of the position constants.  
**Notes:** bottom right

### 19.1.23 MAPositionLeft = 0

Plugin Version: 11.2. **Function:** One of the position constants.

**Notes:** left

### 19.1.24 MAPositionLeftBottom = 5

Plugin Version: 11.2. **Function:** One of the position constants.

**Notes:** left bottom

### 19.1.25 MAPositionLeftTop = 4

Plugin Version: 11.2. **Function:** One of the position constants.

**Notes:** left top

### 19.1.26 MAPositionRight = 2

Plugin Version: 11.2. **Function:** One of the position constants.

**Notes:** right

### 19.1.27 MAPositionRightBottom = 7

Plugin Version: 11.2. **Function:** One of the position constants.

**Notes:** right bottom

### 19.1.28 MAPositionRightTop = 6

Plugin Version: 11.2. **Function:** One of the position constants.

**Notes:** right top

**19.1.29** `MAPositionTop = 3`

Plugin Version: 11.2. **Function:** One of the position constants.

**Notes:** top

**19.1.30** `MAPositionTopLeft = 8`

Plugin Version: 11.2. **Function:** One of the position constants.

**Notes:** top left

**19.1.31** `MAPositionTopRight = 9`

Plugin Version: 11.2. **Function:** One of the position constants.

**Notes:** top right

## Chapter 20

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# Chapter 21

## The FAQ

### 21.0.1 Can anyone help me convert seconds to time in this format hh:mm:ss?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Sure, here's a routine I use (which has an advantage over the previously-posted Date-based solution in that you don't have to rely on the creation of an object – all that happens is some division and string concatenation):

**Example:**

```
Function SecsToTimeString(timeInSecs as Integer, padHours as boolean, padMinutes as boolean) as string
// Given an amount time (in seconds), generates a string representing that amount
// of time. The padHours and padMinutes parameters determine whether to display
// hours and minutes if their values are zero.
```

```
// Examples:
// timeInSecs = 90, padHours = true; returns "00:01:30"
// timeInSecs = 1, padHours = false, padMinutes = true; returns "00:01"
// timeInSecs = 3601, padMinutes = false; returns "01:00:01"
```

```
dim hours, minutes, seconds as Integer
dim hoursString, minutesString as string
```

```
hours = timeInSecs / 3600
minutes = (timeInSecs mod 3600) / 60
seconds = timeInSecs mod 60
```

```
if hours = 0 then
if padHours then
hoursString = "00:"
else
hoursString = ""
end if
else
```

```

hoursString = Format(hours, "# # \:")
end if
if minutes = 0 then
if hours <>0 or padMinutes then
minutesString = "00:"
else
minutesString = ""
end if
else
minutesString = Format(minutes, "00\:")
end if

return hoursString + minutesString + Format(seconds, "00")
End Function

```

**Notes:** (from the rb mailinglist)

### 21.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use functions from NSColor to get proper highlight color in RGB:

**Example:**

```

Function ProperHighlightColor(active as Boolean) As Color
# if TargetCocoa
Dim theColor As NSColorMBS
If active Then
theColor = NSColorMBS.alternateSelectedControlColor
Else
theColor = NSColorMBS.secondarySelectedControlColor
End If

```

```

Dim rgbColor As NSColorMBS = theColor.colorUsingColorSpaceName(NSColorSpaceMBS.NSCalibratedRGBColorSpace)
If rgbColor <> Nil Then
Dim red as Integer = rgbColor.redComponent * 255.0
Dim green as Integer = rgbColor.greenComponent * 255.0
Dim blue as Integer = rgbColor.blueComponent * 255.0
Return RGB(red, green, blue)
Else
Return HighlightColor
End If
# else

```

```
return HighlightColor
# endif
End Function
```

**Notes:** As you see we convert color to Calibrated RGB for best results.  
See also:

- 21.0.3 How to catch delete key? 235
- 21.0.4 How to convert cmyk to rgb? 235
- 21.0.5 How to delete a folder? 237
- 21.0.6 How to detect if CPU if 64bit processor? 238
- 21.0.7 How to refresh a htmlviewer on Windows? 238

### 21.0.3 How to catch delete key?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The following is the code in keydown event catches delete or backspace keys.

**Example:**

```
Function KeyDown(Key As String) As Boolean
if asc(key) = 8 or asc(key) = 127 then
MsgBox "Delete"
Return true
end if
End Function
```

See also:

- 21.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 234
- 21.0.4 How to convert cmyk to rgb? 235
- 21.0.5 How to delete a folder? 237
- 21.0.6 How to detect if CPU if 64bit processor? 238
- 21.0.7 How to refresh a htmlviewer on Windows? 238

### 21.0.4 How to convert cmyk to rgb?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

The following is the code to convert cmyk values to an RGB color datatype.

It's just a basic estimate of the color values. If you are looking for completely color accurate solution, this is not it. It should work for most people. :)

**Example:**

```
Function CMYKToRGB(c as Integer, m as Integer, y as Integer, k as Integer) As color
// converts c,m,y,k values (0-100) to color data type RGB
// place this in a method. Supply C,M,Y,K values-
// it returns color datatype

dim color_RGB as color
dim r, g, b as Integer

r=255-round(2.55*(c+k))
if r<0 then
r=0
end if
g=255-round(2.55*(m+k))
if g<0 then
g=0
end if
b=255-round(2.55*(y+k))
if b<0 then
b=0
end if

color_RGB=RGB(r,g,b)

return color_RGB

End Function
```

**Notes:** (from the rb mailinglist)

See also:

- 21.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 234
- 21.0.3 How to catch delete key? 235
- 21.0.5 How to delete a folder? 237
- 21.0.6 How to detect if CPU is 64bit processor? 238
- 21.0.7 How to refresh a htmlviewer on Windows? 238

### 21.0.5 How to delete a folder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The following is the code deletes a folder recursively.

**Example:**

```
Sub deletefolder(f as folderitem)
dim files(-1) as FolderItem
```

```
if f=nil then Return
```

```
// delete single file
if f.Directory=false then
f.Delete
Return
end if
```

```
// get a list of all items in that folder
dim i,c as Integer
c=F.Count
for i=1 to c
files.Append f.TrueItem(i)
next
```

```
// delete each item
for each fo as FolderItem in files
if fo=nil then
' ignore
elseif fo.Directory then
deletefolder fo
else ' file
fo.Delete
end if
next
```

```
f.Delete
End Sub
```

See also:

- 21.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 234
- 21.0.3 How to catch delete key? 235
- 21.0.4 How to convert cmyk to rgb? 235
- 21.0.6 How to detect if CPU if 64bit processor? 238
- 21.0.7 How to refresh a htmlviewer on Windows? 238

### 21.0.6 How to detect if CPU is 64bit processor?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Via CPUID you can ask CPU:

**Example:**

```
dim c as new CPUIDMBS

if c.Flags(CPUIDMBS.kFeatureLM) then
  MsgBox "64-bit CPU"
else
  MsgBox "32-bit CPU"
end if
```

**Notes:** Should work on all intel compatible CPUs.

See also:

- 21.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 234
- 21.0.3 How to catch delete key? 235
- 21.0.4 How to convert cmyk to rgb? 235
- 21.0.5 How to delete a folder? 237
- 21.0.7 How to refresh a htmlviewer on Windows? 238

### 21.0.7 How to refresh a htmlviewer on Windows?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can ask the browser to reload the website with this code line:

**Example:**

```
call htmlViewer1.IERunJavaScriptMBS("javascript:document.location.reload()")
```

See also:

- 21.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 234
- 21.0.3 How to catch delete key? 235
- 21.0.4 How to convert cmyk to rgb? 235
- 21.0.5 How to delete a folder? 237
- 21.0.6 How to detect if CPU is 64bit processor? 238

### 21.0.8 Is there an example for vector graphics in REALbasic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Try this example inside the paint event of a window:

**Example:**

```

dim v as Group2D
dim r as RectShape
dim s as StringShape

const pi=3.14

s=new StringShape
s.Text="Hello World!"
s.TextFont="Geneva"
s.TextSize=24
s.FillColor=rgb(0,0,255)
s.Italic=true
s.y=5
s.x=0

r=new RectShape

r.X=0
r.y=0
r.Height=100
r.Width=180
r.BorderColor=rgb(255,0,0)
r.FillColor=rgb(0,255,0)
r.BorderWidth=5
r.Border=50

v=new Group2d
v.Append r
v.Append s
v.Rotation=pi*-20.0/180.0
v.x=150
v.y=150

g.DrawObject v

```

### 21.0.9 Picture functions do not preserve resolution values?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, the picture functions return pictures with no/default resolution values.

**Example:**

```
dim l as Picture = LogoMBS(500)
```

```
l.HorizontalResolution = 300
```

```
l.VerticalResolution = 300
```

```
dim r as Picture = l.Rotate90MBS
```

```
MsgBox str(r.HorizontalResolution)+" x "+str(r.VerticalResolution)
```

```
r.HorizontalResolution = l.HorizontalResolution
```

```
r.VerticalResolution = l.VerticalResolution
```

```
MsgBox str(r.HorizontalResolution)+" x "+str(r.VerticalResolution)
```

**Notes:**

So please fix them yourself after calling a function.

Maybe in the future this changes, but currently you can't really set this easily from plugin code.

**21.0.10 A toolbox call needs a rect - how do I give it one?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Fill a memoryblock like this:

**Example:**

```
Dim MB As Memoryblock
```

```
MB = NewMemoryBlock(8)
```

```
MB.Short(0) = window1.Top
```

```
MB.Short(2) = window1.Left
```

```
MB.Short(4) = window1.Height+window1.Top // bottom
```

```
MB.Short(6) = window1.Width+window1.Left // right
```

**21.0.11 API client not supported?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** If you get this exception message on `SQLConnectionMBS.Connect`, we may have a problem.

**Notes:**

First case is that the given thing is not supported (e.g. MS SQL directly on Mac).



Second case is that the plugin compilation went wrong and the support for the database was not linked into the plugin. Like MySQL missing or MS SQL on Windows missing. In that case please contact us to fix the plugin.

### 21.0.12 Can I access Access Database with Java classes?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** You can use ucanaccess to access databases created with Microsoft

#### Example:

```

dim options(-1) as string

// load all the jar files we have in a folder called java:

dim appFolder as FolderItem = GetFolderItem("")

Dim count as Integer = appFolder.Parent.Child("java").Count
dim libjs() as string
For i as Integer = 1 to count
Dim f As FolderItem = appFolder.Parent.Child("java").item(i)
If f <> Nil and f.Exists Then
libjs.append f.NativePath+";"
End If
Next

// now init virtual machine
dim library as string = Join(libjs, "")
dim vm as new JavaVMMBS(library)

if vm.Handle = 0 then
MsgBox "Failed to initialize virtual machine"
else
// now make a new database connection with ucanaccess
dim d as new JavaDatabaseMBS(vm,"net.ucanaccess.jdbc.UcanaccessDriver")
Dim DbFile as FolderItem = appFolder.Parent.Child("Database11.accdb")
dim j as JavaConnectionMBS = d.getConnection("jdbc:ucanaccess://" + DbFile.NativePath)

// select and show values
dim r as JavaResultSetMBS = j.MySelectSQL("Select * From test")
while r.NextRecord
MsgBox r.getString("FirstName") + " " + r.getString("LastName")
wend

end if

Exception e as JavaExceptionMBS

```

```
MsgBox e.message+" errorcode: "+str(e.ErrorNumber)
```

**Notes:**

see website:

<http://ucanaccess.sourceforge.net/site.html>

**21.0.13 Can I create PDF from Real Studio Report using DynaPDF?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Sorry, no. We can't provide a graphics subclass from plugin.

**Notes:**

The is a feature request to allow graphics subclasses:

Feedback case 11391: [feedback://showreport?report\\_id=11391](http://feedback://showreport?report_id=11391)

**21.0.14 Can I use AppleScripts in a web application?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, but they run on the server, not on the client.

**Example:**

```
dim a as new AppleScriptMBS
```

```
// query my application name
```

```
a.Compile "tell application ""System Events"" to return name of current application"
```

```
// run
```

```
a.Execute
```

```
// show result
```

```
label1.text = a.Result
```

```
// shows something like "My Application.fcgi.debug"
```

**Notes:** This can be useful to control the server from remote, if and only if the your sever is running Mac OS X.

### 21.0.15 Can I use graphics class with DynaPDF?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Sorry, no. We can't provide a graphics subclass from plugin.

**Notes:**

The is a feature request to allow graphics subclasses:  
Feedback case 11391: [feedback://showreport?report\\_id=11391](https://feedback.adobe.com/showreport?report_id=11391)

### 21.0.16 Can I use OGG with REALbasic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** There is a QuickTime plugin for OGG which works with REALbasic.

**Notes:** That should be a solution for playback and recording on Mac and Windows.

### 21.0.17 Can I use sockets on a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, but they run on the server, not on the client.

**Notes:**

You can use HTTPSocket, SMTPSocket, POP3Socket, SMTPSecureSocket, SecurePOP3Socket, EasyTCP-Socket, EasyUDPSocket, AutoDiscovery, our Bonjour classes or our CURL\* classes. But all of them work on the server, not on the client.

This means if you search for a printer with Bonjour, you can find the printers in the local network on your server hosting site. Using SMTPSocket may be a good idea for sending emails from the server like notifications.

### 21.0.18 Can I use your ChartDirector plugin on a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, our ChartDirector plugin works just fine on the Real Studio Web Edition.

**Example:**

```
// The data for the pie chart
dim data(-1) as Double=array(55.0, 18.0, 25.0, 22.0, 18.0, 30.0, 35.0)

// The labels for the pie chart, Words are choosen random to check font!
dim labels(-1) as string=array("Germany", "Italy", "France", "Spain", "UK", "Poland", "Russia")

// The colors to use for the sectors
```

```

dim colors(-1) as Integer

colors.Append & h66aaee
colors.Append & heebb22
colors.Append & hbbbbbb
colors.Append & h8844ff

if TargetLinux then
CDBaseChartMBS.SetFontSearchPath "/usr/share/fonts/truetype/msttcorefonts"
end if

// Create a PieChart object of size 360 x 300 pixels
dim c as new CDPieChartMBS(700, 600)

c.setBackground(c.linearGradientColor(0, 0, 0, c.getHeight(), & h0000cc, & h000044))
c.setRoundedFrame(& hffffff, 16)
dim tt as CDTextBoxMBS = c.addTitle("ChartDirector Demonstration", "timesbi.ttf", 18)
tt.setMargin(0, 0, 16, 0)
tt.setFontColor(& hFFFFFFF)

// Set the center of the pie at (180, 140) and the radius to 100 pixels
c.setPieSize 350,300,150
// Set the sector colors
c.setColors(c.kDataColor, colors)

// Draw the pie in 3D with a pie thickness of 20 pixels
c.set3D(20)

dim t as CDTextBoxMBS = c.setLabelStyle("arialbd.ttf", 10, & h000000)
t.setBackground(CDPieChartMBS.kSameAsMainColor, CDPieChartMBS.kTransparent, CDPieChartMBS.soft-
Lighting(CDPieChartMBS.kRight, 0))
t.setRoundedCorners(8)

// Use local gradient shading for the sectors, with 5 pixels wide
// semi-transparent white (bbffffff) borders
c.setSectorStyle(CDPieChartMBS.kLocalGradientShading, & hbbffffff, 0)

// Set the pie data and the pie labels
c.setData data,labels
call c.setLabelStyle "arialbd.ttf",18

dim pic as picture = c.makeChartPicture
dim wp as new WebPicture(pic, Picture.FormatJPEG) // JPEG makes it smaller and faster

ImageView1.Picture=wp

```

**Notes:**

Be aware that our plugin produces pictures for you, which you assign to ImageViews. Transferring those pictures takes time, so you can optimize that with using WebPicture class. There you can decide between different compressions to improve speed (use JPEG instead of PNG).

e.g. if you use ubuntu, you can install the ttf-mscorefonts-installer package and call this method with `"/usr/share/fonts/truetype/msttcorefonts"` as the path. No backslash on the end of a path, please.

**21.0.19 Can I use your DynaPDF plugin on a web application?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, our DynaPDF plugin works just fine on the Real Studio Web Edition.

**Notes:**

PDF files are created on the server. You may want to offer a preview to the user which uses reduced resolution images to reduce the time to download the PDF.

See our Create PDF example for the Real Studio Web Edition.  
<http://www.monkeybreadsoftware.de/realbasic/webapps.shtml>

**21.0.20 Can I use your plugin controls on a web application?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** No.

**21.0.21 Can you get an unique machine ID?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** There is nothing like an unique machine ID.

**Notes:**

1:

You can use the MAC IDs of the network interfaces.

This can be changed by the user with software tools.

And the list of network interfaces changes if user reorder the interfaces.

2:

You can use the system folder creation date/time.

This may stay equal after cloning machines or after migration to new PC.

3:

You can use the Mac Serialnumber.  
Mac only and it can happen that a Mac does not have a serial number.

4:

You can use the x86 CPU ID.  
This is x86 CPU only and does not avoid running on the same CPU in different PCs.

### 21.0.22 ChartDirector: Alignment Specification

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Alignment Specification

#### Notes:

In many ChartDirector objects, you may specify the alignment of the object's content relative to its boundary. For example, for a TextBox object, you may specify the text's alignment relative to the box boundary by using `TextBox.setAlignment`.

The ChartDirector API defines several constants for the alignment options.

ConstantValueDescription

### 21.0.23 ChartDirector: Color Specification

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Color Specification

#### Notes:

Many functions in the ChartDirector API accept colors as parameters. ChartDirector supports colors specified in web and HTML compatible ARGB format, in which ARGB refers to the Alpha transparency, Red, Green and Blue components of the color.

In addition to ARGB colors, ChartDirector supports "dynamic" colors. A dynamic color is a color that changes depending on the position of the pixels. The "dynamic" colors that ChartDirector supports include "pattern colors", "metal colors", "gradient colors", "zone colors" and "dash line colors".

ChartDirector supports specifying colors indirectly using "palette colors". When a "palette color" is used, the color is specified as an index to a palette. The actual color is looked up from the palette. ARGB Color ARGB color consists of 4 components - alpha transparency, red, green and blue. The four components are encoded as a 32-bit number, with each component occupying 8 bits. In hexadecimal notation, it is AAR-

BottomLeft	1	The leftmost point on the bottom line.
BottomCenter	2	The center point on the bottom line.
BottomRight	3	The rightmost point on the bottom line.
Left	4	The leftmost point on the middle horizontal line.
Center	5	The center point on the middle horizontal line.
Right	6	The rightmost point on the middle horizontal line.
TopLeft	7	The leftmost point on the top line.
TopCenter	8	The center point on the top line.
TopRight	9	The rightmost point on the top line.
Bottom	2	The center point on the bottom line. Same as BottomCenter.
Top	8	The center point on the top line. Same as TopCenter.
TopLeft2	10	An alternative top-left position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, TopLeft2 refers to refers to the left of the top side, while TopLeft refers to the top of the left side. The reverse applies for a horizontal axis.
TopRight2	11	An alternative top-right position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, TopRight2 refers to refers to the right of the top side, while TopRight refers to the top of the right side. The reverse applies for a horizontal axis.
BottomLeft2	12	An alternative bottom-left position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, BottomLeft2 refers to refers to the left of the bottom side, while BottomLeft refers to the bottom of the left side. The reverse applies for a horizontal axis.
BottomRight2	13	An alternative bottom-right position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, BottomRight2 refers to refers to the right of the bottom side, while BottomRight refers to the bottom of the right side. The reverse applies for a horizontal axis.

RGGBB, where AA, RR, GG and BB are the alpha transparency, red, green and blue components.

Each component ranges from 00 - FF (0 - 255), representing its intensity. For example, pure red color is 00FF0000, pure green color is 0000FF00, and pure blue color is 000000FF. White color is 00FFFFFF, and black color is 00000000.

Most programming language requires you to put special prefix in front of hexadecimal characters. For C++, the prefix is "0x". For example, the syntax for the hexadecimal number 00FFFFFF is 0x00FFFFFF, or simply 0xFFFFFFFF.

For the alpha transparency component, a zero value means the color is not transparent at all. This is equivalent to traditional RGB colors. A non-zero alpha transparency means the the color is partially transparent. The larger the alpha transparency, the more transparent the color will be. If a partially transparent color is used to draw something, the underlying background can still be seen.

For example, 80FF0000 is a partially transparent red color, while 00FF0000 is a non-transparent red color.

Note that `ChartDirector`'s ARGB color is web and HTML compatible. For example, red is `FF0000`, the same as in HTML. There are many resources on the web that provide tables in which you can click a color and it will show its HTML color code. These color codes can be used in `ChartDirector`.

If alpha transparency is `FF` (255), the color is totally transparent. That means the color is invisible. It does not matter what the RGB components are. So in `ChartDirector`, only one totally transparent color is used - `FF000000`. All other colors of the form `FFnnnnnn` are reserved to represent palette colors and dynamic colors, and should not be interpreted as the normal ARGB colors.

The totally transparent color `FF000000` is often used in `ChartDirector` to disable drawing something. For example, if you want to disable drawing the border of a rectangle, you can set the border color to totally transparent.

For convenience, `ChartDirector` defines a constant called `Transparent`, which is equivalent to `FF000000.Pattern Color`

A pattern color is a dynamic color that changes according to a 2D periodic pattern. When it is used to fill an area, the area will look like being tiled with a wallpaper pattern.

Pattern colors are created using `BaseChart.patternColor`, `BaseChart.patternColor2`, `DrawArea.patternColor` and `DrawArea.patternColor2`. The `patternColor` method creates pattern colors using an array of colors as a bitmap. The `patternColor2` method creates pattern colors by loading the patterns from image files.

These methods return a 32-bit integer acting as a handle to the pattern color. The handle can be used in any `ChartDirector` API that expects a color as its input.`Metal Color`

A metal color is a color of which the brightness varies smoothly across the chart surface as to make the surface look shiny and metallic. `ChartDirector` supports using any color as the base color of the metal color. In particular, using yellow and grey as the base colors will result in metal colors that look gold and silver.

Metal colors are most often used as background colors of charts. They are created using `CDBaseChartMBS.metalColor`, `CDBaseChartMBS.goldColor` and `CDBaseChartMBS.silverColor`. The first method allows you to specify an arbitrary base color. The second and third methods use yellow and grey as the base colors, resulting in gold and silver metal colors.

These methods return a 32-bit integer acting as a handle to the gradient color. The handle can be used in any `ChartDirector` API that expects a color as its input.`Gradient Color`

A gradient color is a color that changes progressively across a direction.

Gradient colors are created using `BaseChart.gradientColor`, `BaseChart.gradientColor2`, `DrawArea.gradientColor` and `DrawArea.gradientColor2`. The `gradientColor` method creates a 2-point gradient color that changes from color A to color B. The `gradientColor2` method creates a multi-point gradient colors that changes from color A to B to C ....



These methods return a 32-bit integer acting as a handle to the gradient color. The handle can be used in any `ChartDirector` API that expects a color as its input.

One common use of multi-point gradient colors is to define colors that have metallic look and feel. Please refer to `DrawArea.gradientColor2` for details.

**Dash Line Colors**  
A dash line color is a color that switches on and off periodically. When used to draw a line, the line will appear as a dash line.

Dash line colors are created using `BaseChart.dashLineColor` and `DrawArea.dashLineColor`. They accept a line color and a dash pattern code as arguments, and return a 32-bit integer acting as a handle to the dash line color. The handle can be used in any `ChartDirector` API that expects a color as its input.

**Zone Colors**  
A zone color is for XY charts only. It is a color that automatically changes upon reaching a data threshold value along the x-axis or y-axis. Zone colors are created using `Layer.xZoneColor`, `Layer.yZoneColor`, `XYChart.xZoneColor` or `XYChart.yZoneColor`.

**Palette Colors**  
Palette colors are colors of the format `FFFFnnnn`, where the least significant 16 bits (`nnnn`) are the index to the palette. A palette is simply an array of colors. For a palette color, the actual color is obtained by looking up the palette using the index. For example, the color `FFFF0001` is the second color in the palette (first color is index 0).

The colors in the palette can be ARGB colors or "dynamic" colors (pattern, gradient and dash line colors).

The first eight palette colors have special significance. The first three palette colors are the background color, default line color, and default text color of the chart. The 4th to 7th palette colors are reserved for future use. The 8th color is a special dynamic color that is equal to the data color of the "current data set".

The 9th color (index = 8) onwards are used for automatic data colors. For example, in a pie chart, if the sector colors are not specified, `ChartDirector` will automatically use the 9th color for the first sector, the 10th color for the second sector, and so on. Similarly, for a multi-line chart, if the line colors are not specified, `ChartDirector` will use the 9th color for the first line, the 10th color for the second line, and so on.

The `ChartDirector` API defines several constants to facilitate using palette colors.

#### ConstantValueDescription

When a chart is created, it has a default palette. You may modify the palette using `BaseChart.setColor`, `BaseChart.setColors`, or `BaseChart.setColors2`.

The advantages of using palette colors are that you can change the color schemes of the chart in one place. `ChartDirector` comes with several built-in palettes represented by the following predefined constants.

Palette	FFFF0000	The starting point of the palette. The first palette color is (Palette + 0). The nth palette color is (Palette + n - 1).
BackgroundColor	FFFF0000	The background color.
LineColor	FFFF0001	The default line color.
TextColor	FFFF0002	The default text color.
[ Reserved ]	FFFF0003 - FFFF0006	These palette positions are reserved. Future versions of ChartDirector may use these palette positions for colors that have special significance.
SameAsMainColor	FFFF0007	A dynamic color that is equal to the data color of the current data set. This color is useful for objects that are associated with data sets. For example, in a pie chart, if the sector label background color is SameAsMainColor, its color will be the same as the corresponding sector color.
DataColor	FFFF0008	The starting point for the automatic data color allocation.

### ConstantDescription

defaultPalette	An array of colors representing the default palette. This palette is designed for drawing charts on white backgrounds (or lightly colored backgrounds).
whiteOnBlackPalette	An array of colors useful for drawing charts on black backgrounds (or darkly colored backgrounds).
transparentPalette	An array of colors useful drawing charts on white backgrounds (or lightly colored backgrounds). The data colors in this palette are all semi-transparent.

## 21.0.24 ChartDirector: Font Specification

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Font Specification

### Notes:

#### Font Name

In ChartDirector, the font name is simply the file name that contains the font. For example, under the Windows platform, the "Arial" font is "arial.ttf", while the "Arial Bold" font is "arialbd.ttf".

#### NOTE: Mac OS X Specific Information

In Mac OS X, in addition to ".ttf", ChartDirector also supports Mac OS X font file formats, such as Font Suitcase files and Datafork files (.dfont). These files often contain multiple fonts. For example, the "GillSans.dfont" file contains 6 fonts.

So in addition to the file name, an index is needed to determine the font. The index is specified by appending a "|" character to the font name, followed by the index number. For example, the third font in "GillSans.dfont" is denoted as "GillSans.dfont | 2". (Note: The first font starts at 0.) If no index number is provided, the first font is assumed.

ChartDirector also supports using Mac OS X Font Manager names. For example, one may use "Gill Sans Light Italic" instead of using "GillSans.dfont | 1" as the font name. However, the Mac OS X Font Manager

is active only if someone has logged into the Mac GUI console, so this method is only recommended for developing applications that run on the GUI console.

The sample programs that come with ChartDirector are designed to run on all operating systems, so they use generic font file names (eg. "arial.ttf") instead of Mac OS X specific names. To allow them to run on Mac OS X, ChartDirector on Mac OS X has a built-in table to map common font file names to Mac OS X font names:

"arial.ttf", "arialbd.ttf", "ariali.ttf" and "arialbi.ttf" are mapped to "Arial | 0" (Arial), "Arial | 1" (Arial Bold), "Arial | 2" (Arial Italic) and "Arial | 3" (Arial Bold Italic)

"times.ttf", "timesbd.ttf", "timesi.ttf" and "timesbi.ttf" are mapped to "Times New Roman | 0" (Times New Roman), "Times New Roman | 1" (Times New Roman Bold), "Times New Roman | 2" (Times New Roman Italic) and "Times New Roman | 3" (Times New Roman Bold Italic)

"cour.ttf", "courbd.ttf", "couri.ttf" and "courbi.ttf" are mapped to "Courier New | 0" (Courier New), "Courier New | 1" (Courier New Bold), "Courier New | 2" (Courier New Italic) and "Courier New | 3" (Courier New Bold Italic)

#### Font Location

ChartDirector on Windows does not come with any font files. It relies on the operating system's font files in the "[ windows ] \Fonts" directory. To see what fonts are installed in your operating system and their file names, use the File Explorer to view that directory.

ChartDirector on Windows will also search for the font files in the "fonts" subdirectory (if it exists) under the directory where the ChartDirector DLL "chartdir.dll" is installed. This is useful for private fonts. Also, for some especially secure web servers, the web anonymous user may not have access to the "[ windows ] \Fonts" directory. In this case, you may copy the font files to the above subdirectory.

ChartDirector on Mac OS X relies on operating system font files in "/Library/Fonts" and "/System/Library/Fonts".

ChartDirector on Linux, FreeBSD and Solaris assume the fonts files are in the "fonts" subdirectory under the directory where the ChartDirector shared object "libchartdir.so" is installed. ChartDirector on Linux, FreeBSD and Solaris come with a number of font files in the "fonts" subdirectory.

To keep the download size small, ChartDirector on Linux, FreeBSD and Solaris only come with some commonly used fonts. You may download additional fonts from the Internet. In particular, the Microsoft fonts at

[http://sourceforge.net/project/showfiles.php?group\\_id=34153&release\\_id=105355](http://sourceforge.net/project/showfiles.php?group_id=34153&release_id=105355)

is highly recommended. Please refer to

<http://www.microsoft.com/typography/faq/faq8.htm>

on how you could use the fonts legally in your system.

ChartDirector supports True Type fonts (.ttf), Type 1 fonts (.pfa and .pfb) and Windows bitmap fonts (.fon). On Mac OS X, ChartDirector also supports Font Suitcase and Datafork (.dfont) files. On Linux, FreeBSD and Solaris, ChartDirector also supports Portable Compiled Fonts (.pcf fonts).

If you want ChartDirector to search other directories for the font files, you may list the directories in an environment variable called "FONTPATH".

If you specify an absolute path name for the font file, ChartDirector will use the absolute path name and will not search other directories.

**Artificial Boldening and Italicizing**  
Whereas most popular font comes with different styles for "normal", "bold", "italic" and "bold italic", some fonts only come with one style (the normal style). For example, the Monotype Corsiva font that comes with MS Office only has the normal style (mtcorsva.ttf). For these cases, you may append the "Bold" and/or "Italic" words after the font file name (separated with a space) to ask ChartDirector to artificially bolden and/or italicize the font. For example, you may specify the font name as "mtcorsva.ttf Bold".

**Font List**  
Instead of specifying a single font file as the font name, you may specify a list of font files as the font name, separated by semi-colons. This is useful when using international characters that are only available in some fonts.

For example, if you would like to use the Arial font ("arial.ttf") for western characters, and the MingLiu font "mingliu.ttc" for Chinese characters (since the Arial font does not have Chinese characters), you may specify the font name as "arial.ttf;mingliu.ttc". In this case, ChartDirector will try the Arial font first. If it cannot find a certain character there, it will try the MingLiu font.

**Indirect Font Names**  
ChartDirector supports several special keywords for specifying the font name indirectly. When these keywords are used as font names, ChartDirector will look up the actual font names from a font table. The keywords are as follows:

KeywordsDescription

"normal"	This default normal font, which is the first font in the font table. This is initially mapped to "arial.ttf" (Arial).
"bold"	The default bold font, which is the second font in the font table. This is initially mapped to "arialbd.ttf" (Arial Bold).
"italic"	The default italic font, which is the third font in the font table. This is initially mapped to "ariali.ttf" (Arial Italic).
"boldItalic"	The default bold-italic font, which is the fourth font in the font table. This is initially mapped to "arialbi.ttf" (Arial Bold Italic).
"fontN"	The (N + 1)th font in the font table (the first font is "font0").

The font table can be modified using BaseChart.setFontTable or DrawArea.setFontTable.

The advantage of using indirect font names is that you can change the fonts in your charts in one place.

#### Font Index

Most font files contain one font. However, it is possible a font file contains multiple fonts (that is, a font collection). For example, in True Type fonts, font files with extension ".ttc" may represent a font collection.

If a font file contains multiple font, the font index can be used to specify which font to use. By default, the font index is 0, which means the first font in the font file will be used.

#### Font Size

The font size decides how big a font will appear in the image. The font size is expressed in a font unit called points. This is the same unit used in common word processors.

Instead of specifying font size, some ChartDirector API (eg. `TextBox.setFontSize`) allow you to specify font height and font width separately. You may use different point sizes for font height and font width to create special effects.

#### Font Color

This is the color to draw the font. (See Color Specification on how colors are represented in ChartDirector.)

#### Font Angle

This is the angle in degrees by which the font should be rotated anti-clockwise.

#### Vertical Layout

By default, text are laid out horizontally, with characters being drawn from left to right.

ChartDirector also supports vertical layout, with characters being drawn from top to bottom. For example, you may use `BaseChart.addText` to add text that are laid out vertically. Vertical layout is common for oriental languages such as Chinese, Japanese and Korean.

## 21.0.25 ChartDirector: Mark Up Language

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Mark Up Language

### Notes:

ChartDirector Mark Up Language (CDML) is a language for including formatting information in text strings by marking up the text with tags.

CDML allows a single text string to be rendered using multiple fonts, with different colors, and even embed images in the text.

#### Font Styles

You can change the style of the text by using CDML tags. For example, the line:

```
<*font=timesi.ttf,size=16,color=FF0000>Hello <*font=arial.ttf,size=12,color=8000*>world!
```

will result in the following text rendered:

In general, all tags in CDML are enclosed by `<*` and `*>`. Attributes within the tags determine the styles of the text following the tags within the same block.

If you want to include `<*` in text without being interpreted as CDML tags, use `<<*` as the escape sequence.

The following table describes the supported font style attributes in CDML. See Font Specification for details on various font attributes.

#### AttributeDescription

font	Starts a new style section, and sets the font name. You may use this attribute without a value (that is, use "font" instead of "font=arial.ttf") to create a new style section without modifying the font name.
size	The font size.
width	The font width. This attribute is used to set the font width and height to different values. If the width and height are the same, use the size attribute.
height	The font height. This attribute is used to set the font width and height to different values. If the width and height are the same, use the size attribute.
color	The text color in hex format.
bgColor	The background color of the text in hex format.
underline	The line width of the line used to underline the following characters. Set to 0 to disable underline.
sub	Set the following text to be in subscript style. This attribute does not need to have a value. (You may use "sub" as the attribute instead of "sub=1".)
super	Set the following text to be in superscript style.

Set the following text to be in superscript style. This attribute does not need to have a value. (You may use "super" as the attribute instead of "super=1".)

xoffset	Draw the following the text by shifting the text horizontally from the original position by the specified offset in pixels.
yoffset	Draw the following the text by shifting the text vertically from the original position by the specified offset in pixels.
advance	Move the cursor forward (to the right) by the number of pixels as specified by the value this attribute.
advanceTo	Move the cursor forward (to the right) to the position as specified by the value this attribute. The position is specified as the number of pixels to the right of the left border of the block. If the cursor has already passed through the specified position, the cursor is not moved.

Note that unlike HTML tags, no double or single quotes are used in the tags. It is because CDML tags are often embedded as string literals in source code. The double or single quotes, if used, will conflict with the string literal quotes in the source code. Therefore in CDML, no quotes are necessary and they must not be

used.

Also, unlike HTML tags, CDML uses the comma character as the delimiter between attributes. It is because certain attributes may contain embed spaces (such as the font file name). So space is not used as the delimiter and the comma character is used instead.

Note the font attribute above starts a new style section, while other attributes just modify the current style section. You may use `<*/font*>` to terminate a style section, which will restore the font styles to the state before the style section.

**Blocks and Lines**  
In CDML, a text string may contain multiple blocks. A block may contain multiple lines of text by separating them with new line characters (`"\n"`) or with `<*br*>`. The latter is useful for programming languages that cannot represent new line characters easily.

For example, the line:

```
<*size=15*><*block*><*color=FF*>BLOCK<*br*>ONE<*/*>and <*block*><*color=FF00*>BLOCK<*br*>TWO
```

will result in the following text rendered:

The above example contains a line of text. The line contains two blocks with the characters " and " in between. Each block in turn contains two lines. The blocks are defined using `<*block*>` as the start tag and `<*/*>` as the end tag.

When a block ends, font styles will be restored to the state before entering the block.

**Embedding Images**  
CDML supports embedding images in text using the following syntax:

```
<*img=my_image_file.png*>
```

where `my_image_file.png` is the path name of the image file.

For example, the line:

```
<*size=20*>A <*img=sun.png*>day
```

will result in the following text rendered:

ChartDirector will automatically detect the image file format using the file extension, which must either `png`, `jpg`, `jpeg`, `gif`, `wbmp` or `wmp` (case insensitive).

Please refer to `BaseChart.setSearchPath` or `DrawArea.setSearchPath` on the directory that ChartDirector will search for the file.

The `<*img*>` tag may optionally contain width and height attributes to specify its pixel width and height. In this case, ChartDirector will stretch or compress the image if necessary to the required width and

## height.Blocks Attributes

CDML supports nesting blocks, that is, a block can contain other sub-blocks. Attributes are supported in the `<*block*>tag` to control the alignment and orientation of the sub-blocks. The `<*img=my_image_file.png*>` is treated as a block for layout purposes.

For example, the line:

```
<*block,valign=absmiddle*><*img=molecule.png*><*block*>Hydrazino\nMolecule<*/*><*/*>
```

will result in the following text rendered:

The the above starts `<*block,valign=absmiddle*>` which specifies its content should align with each others in the vertical direction using the absolute middle alignment. The block contains an image, followed by a space characters, and then another block which has two lines of text.

The following table describes the supported attributes inside `<*block*>tag`:

## AttributeDescription

width	The width of the block in pixels. By default, the width is automatically determined to be the width necessary for the contents of the block. If the width attribute is specified, it will be used as the width of the block. If the width is insufficient for the contents, the contents will be wrapped into multiple lines.
height	The height of the block in pixels. By default, the height is automatically determined to be the height necessary for the contents of the block. If the height attribute is specified, it will be used as the height of the block.
maxwidth	The maximum width of the block in pixels. If the content is wider than maximum width, it will be wrapped into multiple lines.
truncate	The maximum number of lines of the block. If the content requires more than the maximum number of lines, it will be truncated. In particular, if truncate is 1, the content will be truncated if it exceeds the maximum width (as specified by maxwidth or width) without wrapping. The last few characters at the truncation point will be replaced with "...".
linespacing	The spacing between lines as a ratio to the default line spacing. For example, a line spacing of 2 means the line spacing is two times the default line spacing. The default line spacing is the line spacing as specified in the font used.
bgColor	The background color of the block in hex format.
valign	The vertical alignment of sub-blocks. This is for blocks that contain sub-blocks. Supported values are baseline, top, bottom, middle and absmiddle.

The value baseline means the baseline of sub-blocks should align with the baseline of the block. The baseline



is the underline position of text. This is normal method of aligning text, and is the default in CDML. For images or blocks that are rotated, the baseline is the same as the bottom.

The value top means the top line of sub-blocks should align with the top line of the block.

The value bottom means the bottom line of sub-blocks should align with the bottom line of the block.

The value middle means the middle line of sub-blocks should align with the the middle line of the block. The middle line is the middle position between the top line and the baseline.

The value absmiddle means the absolute middle line of sub-blocks should align with the absolute middle line of the block. The absolute middle line is the middle position between the top line and the bottom line.

**halign** The horizontal alignment of lines. This is for blocks that contain multiple lines. Supported values are left, center and right.

The value left means the left border of each line should align with the left border of the block. This is the default.

The value center means the horizontal center of each line should align with the horizontal center of the block.

The value right means the right border of each line should align with the right border of the block.

**angle** Rotate the content of the block by an angle. The angle is specified in degrees in counter-clockwise direction.

### 21.0.26 ChartDirector: Parameter Substitution and Formatting

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Parameter Substitution and Formatting

**Notes:**

ChartDirector charts often contain a lot of text strings. For example, sector labels in pie charts, axis labels for x and y axes, data labels for the data points, HTML image maps, etc, are all text strings.

ChartDirector uses parameter substitution to allow you to configure precisely the information contained in the text and their format.

Format Strings

In parameter substitution, format strings are used to specify the entities to be include into labels and how to format numbers and dates.

For example, when drawing a pie chart with side label layout, the default sector label format string is:

```
" { label } ( { percent } % )"
```

When the sector label is actually drawn, ChartDirector will replace " { label } " with the sector name, and " { percent } " with the sector percentage. So the above label format will result is a sector label similar to "ABC (34.56%)".

You may change the sector label format by changing the format string. For example, you may change it to:

```
" { label } : US$ { value | 2 } K ( { percent } % )"
```

The sector label will then become something like "ABC: US\$ 123.00 (34.56%)".

In general, in ChartDirector parameter substitution, parameters enclosed by curly brackets will be substituted with their actual values when creating the texts.

For parameters that are numbers or dates/times, ChartDirector supports a special syntax in parameter substitution to allow formatting for these values. Please refer to the Number Formatting and Date/Time Formatting sections below for details.

#### Parameter Expressions

ChartDirector supports numeric expressions in format strings. They are denoted by enclosing the expression with curly brackets and using "=" as the first character. For example:

```
"USD { value } (Euro { = { value } *0.9 } )"
```

In the above, " { value } " will be substituted with the actual value of the sector. The expression " { = { value } \*0.9 } " will be substituted with the actual value of the sector multiplied by 0.9.

ChartDirector parameter expressions support operators "+", "-", "\*", "/", "% " (modulo) and "^" (exponentiation). Operators "\*", "/", "% ", "^" is computed first, followed by "+" and "-". Operators of the same precedence are computed from left to right). Parenthesis "(" and ")" can be used to change the computation order.

#### Parameters for Pie Charts

The following table describes the parameters available for pie charts.

#### Parameters for All XY Chart Layers

The followings are parameters that are apply to all XY Chart layers in general. Some layer types may have

Parameter	Description
sector	The sector number. The first sector is 0, while the nth sector is (n-1).
dataSet	Same as { sector } . See above.
label	The text label of the sector.
dataSetName	Same as { label } . See above.
value	The data value of the sector.
percent	The percentage value of the sector.
fieldN	The (N + 1)th extra field. For example, { field0 } means the first extra field. An extra field is an array of custom elements added using <code>BaseChart.addExtraField</code> or <code>BaseChart.addExtraField2</code> .

additional parameters (see below).

Note that certain parameters are inapplicable in some context. For example, when specifying the aggregate label of a stacked bar chart, the { dataSetName } parameter is inapplicable. It is because a stacked bar is composed of multiple data sets. It does not belong to any particular data set and hence does not have a data set name.

{ fieldN } means the extra field is indexed by the data point number. The Pth data point corresponds to the Pth element of the extra field.

#### Additional Parameters for Line Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

#### Additional Parameters for Trend Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

#### Additional Parameters for Box-Whisker Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

#### Additional Parameters for HLOC and CandleStick Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

#### Additional Parameters for Vector Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

#### Parameters for All Polar Layers

The followings are parameters that are apply to all Polar Chart layers in general. Some layer types may have additional parameters (see below).

{ fieldN } means the extra field is indexed by the data point number. The Pth data point corresponds to the Pth element of the extra field.

#### Additional Parameters for PolarVector Layers

The followings are parameters that are in additional to the parameters for all Polar Chart layers.

#### Parameters for Axis

The following table describes the parameters available for pie charts.

#### Number Formatting

For parameters that are numbers, ChartDirector supports a number of formatting options in parameter substitution.

For example, if you want a numeric field { value } to have a precision of two digits to the right of the decimal point, use ',' (comma) as the thousand separator, and use '.' (dot) as the decimal point, and you may use { value | 2,. } . The number 123456.789 will then be displayed as 123,456.79.

For numbers, the formatting options are specified using the following syntax:

```
{ [ param ] | [ a ] [ b ] [ c ] [ d ] }
```

where:

If this field starts with "E" or "e", followed by a number, it means formatting the value using scientific notation with the specified number of decimal places. If the "E" or "e" is not followed by a number, 3 is assumed.

For example, { value | E4 } will format the value 10.3 to 1.0300E+1, and { value | e4 } will format the same value to 1.0300e+1.

If this field starts with "G" or "g", followed by a number, it means formatting the value using the scientific notation only if the value is large and requires more than the specified number of digits, or the value is less than 0.001. If scientific notation is used, the number following "G" or "g" also specifies the number of significant digits to use. If the "G" or "g" is not followed by a number, 4 is assumed.

For example, consider the format string { value | G4 } . The value 10 will be formatted to 10. The value 100000 will be formatted to 1.000E+5. Similarly, for { value | g4 } , the value 10 will be formatted to 10, while the value 100000 will be formatted to 1.000e+5.

If you skip this argument, ChartDirector will display the exact value using at most 6 decimal places.

You may skip [ b ] [ c ] [ d ] . In this case, the default will be used.

#### Date/Time Formatting

For parameters that are dates/times, the formatting options can be specified using the following syntax:

```
{ [ param ] | [ datetime_format_string ] }
```

where [ datetime\_format\_string ] must start with an english character (A-Z or a-z) that is not "G", "g", "E" or "e", and may contain any characters except ' ' . (If it starts with "G", "g", "E" or "e", it will be considered as a number format string.)

Certain characters are substituted according to the following table. Characters that are not substituted will be copied to the output.

For example, a parameter substitution format of { value | mm-dd-yyyy } will display a date as something similar to 09-15-2002. A format of { value | dd/mm/yy hh:nn:ss a } will display a date as something similar to 15/09/02 03:04:05 pm.

If you want to include characters in the format string without substitution, you may enclose the characters in single or double quotes.

For example, the format { value | mmm '<\*color=dd0000\*>'yyyy } will display a date as something like Jan <\*color=dd0000\*>2005 (the <\*color=dd0000\*> is a CDML tag to specify red text color). Note that the <\*color=dd0000\*> tag is copied directly without substitution, even it contains "dd" which normally will be substituted with the day of month.

#### Escaping URL/HTML/CDML characters

Parameter substitution is often used to create HTML image maps. In HTML, some characters has special meanings and cannot be used reliably. For example, the '>' is used to represent the end of an HTML tag.

Furthermore, if the field happens to be used as an URL, characters such as '?', '&' and '+' also have special meanings.

By default, ChartDirector will escape template fields used in URL and query parameters when generating image maps. It will modify URL special characters to the URL escape format "% XX" (eg. "?" will become "% 3F"). After that, it will modify HTML special characters to the HTML escape format "& amps;# nn;" (eg. ">" will become "& amps;# 62;".). Similarly, it will escape other attributes in the image map using HTML escape format (but not URL escape format).

In addition to escaping HTML and URL special characters, ChartDirector will also remove CDML fields in creating image maps. It is because CDML is only interpreted in ChartDirector, should not be useful outside of ChartDirector (such as in browser tool tips).

In some cases, you may not want ChartDirector to escape the special characters. For example, if the parameters have already been escaped before passing to ChartDirector, you may want to disable ChartDirector from escaping them again.

ChartDirector supports the following special fields to control the escape methods - " { escape\_url } ", " { noescape\_url } ", " { escape\_html } ", " { noescape\_html } ", " { escape\_cdml } " and " { noescape\_cdml } ". These fields enable/disable the escape methods used in the template fields that follow them.

### 21.0.27 ChartDirector: Shape Specification

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Shape Specification

#### Notes:

Several ChartDirector API accept shape specification as arguments. For example, BarLayer.setBarShape and BarLayer.setBarShape2 can be used to specify shapes of bars in bar charts, while DataSet.setDataSymbol, DataSet.setDataSymbol4, PolarLayer.setDataSymbol and PolarLayer.setDataSymbol4 can be used to specify shapes for data symbols.

Note that in addition to shapes, in many cases ChartDirector also accepts images or custom draw objects for data representation. For example, see DataSet.setDataSymbol2, DataSet.setDataSymbol3, PolarLayer.setDataSymbol2 and PolarLayer.setDataSymbol3.

#### Built-In Shapes

Built-in shapes are specified as integers. The integers can be explicit constants, or can be generated by a ChartDirector method for parameterized shapes. For example, a circle is represented by an explicit constant CircleShape (=7). On the other hand, the number representing a polygon depends on the number of sides the polygon has, so it is generated by using the PolygonShape method, passing in the number of sides as argument.

The following table illustrates the various ChartDirector shapes:

#### Custom Shapes

In ChartDirector, custom shapes are specified as an array of integers x0, y0, x1, y1, x2, y2 ... representing the coordinates of the vertices of the custom polygonal shape.

The polygon should be defined with a bounding square of 1000 x 1000 units, in which the x-axis is from -500 to 500 going from left to right, and the y-axis is from 0 to 1000 going from bottom to top.

ChartDirector will automatically scale the polygon so that 1000 units will become to the pixel size as requested by the various ChartDirector API.

As an example, the shape of the standard diamond shape in ChartDirector is represented as an array with 8 numbers:

```
0, 0, 500, 500, 0, 1000, -500, 500
```

### 21.0.28 Copy styled text?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** How to quickly copy styled text from one textarea to another?

**Example:**

```
# if TargetWin32 then
TextArea1.WinRTFDataMBS = TextArea2.WinRTFDataMBS
# elseif TargetMacOS then
TextArea1.NSTextViewMBS.textStorage.setAttributedString TextArea2.NSTextViewMBS.textStorage
# else
TextArea1.StyledText = TextArea2.StyledText
# endif
```

**Notes:** The code above uses special plugin functions on Mac and Windows and falls back to framework for Linux.

### 21.0.29 Do you have code to validate a credit card number?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can check the checksum to tell if a credit card number is not valid.

**Example:**

```
Dim strNumber As String
Dim nLength as Integer
Dim nValue as Integer
Dim nChecksum as Integer
Dim nIndex as Integer

strNumber = EditField1.Text
nLength = Len(strNumber)
nChecksum = 0

For nIndex = 0 To nLength - 2
```

```

nValue = Val(Mid(strNumber, nLength - (nIndex + 1), 1)) * (2 - (nIndex Mod 2))
If nValue < 10 Then
nChecksum = nChecksum + nValue
Else
nChecksum = nChecksum + (nValue - 9)
End If
Next

If Val(Mid(strNumber, Len(strNumber), 1)) = (10 - (nChecksum Mod 10)) Mod 10 Then
MsgBox("The credit card number looks valid")
Else
MsgBox("The credit card number is invalid")
End IF

```

**Notes:**

Here's some code that will validate the checksum for a credit card. It works for Visa, MasterCard, American Express and Discover. Not sure about others, but I imagine they use the same basic algorithm. Of course, this doesn't actually mean that the credit card is valid, it's only useful for helping the user catch typos.

The above code doesn't have any error checking and it expects that the credit card number will be entered without spaces, dashes or any other non-numeric characters. Addressing those issues will be an exercise left to the reader. :)

(From Mike Stefanik)

**21.0.30 Do you have plugins for X-Rite EyeOne, eXact or i1Pro?**

Plugin Version: all, Console & Web: No. **Answer:** Our EyeOne plugin is available on request for licensees of the X-Rite SDKs.

**Notes:**

Please first go to X-Rite and get a SDK license. Then we can talk about the plugin.

**21.0.31 Does SQL Plugin handle stored procedures with multiple result sets?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, the plugin can work with multiple recordsets.

**Notes:**

You need to use SQLCommandMBS class. When you get back results, you use FetchNext to walk over all



records in the first result set. Then you simply start again with FetchNext to get the second record set. Even the RecordSet functions should work, just use them twice to get all records from both record sets.

### 21.0.32 Does the plugin home home?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Yes, we like to know who is using the plugin, so the plugin may contact our server.

**Example:**

none.

**Notes:**

Please note that this does not affect your users as the plugin will only do this in the IDE and the relevant plugin part is never included in your applications.

The plugin if used for some hours, does contact our server to provide statistical data about Xojo version and OS versions. This way we know what versions are used. We can return the version number of the current plugin which may be visible in future versions somehow. And we transmit partial licenses data so we can track use of illegal license keys.

If you do not like to have this, you can block Xojo IDE from contacting our website via your Firewall. Blocking the transfer will not disable the plugin or change the features.  
Or contact us for a plugin version which explicitly does not contain this feature.

### 21.0.33 folderitem.absolutePath is limited to 255 chars. How can I get longer ones?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Paths on a Mac are not unique, so use them only to display them to the user.

**Example:**

```
Function AbsolutePath(f as FolderItem) As String
Dim s as string
Dim nf as FolderItem
nf = f
s = ""
while nf<>nil
s = nf.name + ":" + s
nf = nf.parent
wend
Return s
```

[End Function](#)

### 21.0.34 Future of editablemovie class?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** In short, it will go away, so switch to plugin functions soon.

**Notes:**

The editableMovie class has been deprecated.

Deprecated means that Real Software will remove it someday, but as of today (and probably a few more years) the class will be available and running. Just not forever. The reason is that Apple deprecated the old QuickTime APIs and they are not available for 64 bit.

For 64 bit, you can move to our QTKit plugin.

We expect the old QuickTime classes in Real Studio and our plugins will continue to work in 32 bit applications. Even if editableMovie class is removed next year from Real Studio, our plugin still provides movie class extensions to do similar functions.

### 21.0.35 Has anyone played round with using CoreImage to do things like add dissolve transitions say when changing from one tab to another within a window?

Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** This code implements animations for a tabpanel change:

**Example:**

*// in a tabpanel.change event:*

```

dim r as CGSTransitionRequestMBS
dim co as new CGSConnectionMBS
dim cw as CGSWindowMBS
dim ct as CGSTransitionMBS
static OldTab as Integer

cw=co.CGSWindow(window1)
If cw = Nil Then
return // 10.3...
End If
r=new CGSTransitionRequestMBS
r.TransitionType=r.CGSFlip
r.HasBackGround=false
r.HasBackColor=false
r.Win=cw
// watch the value of the clicked tab versus the last tab

```

```

if tabpanel1.Value=0 or tabpanel1.Value <OldTab then
r.TransitionOption=r.CGSLeft
ct=co.NewTransition(r)
if ct<>Nil then
Refresh
ct.Invoke(1)
ct.Wait(1)
ct.Release
else
MsgBox "Error creating the transition."
end if
else
r.TransitionOption=r.CGSRight
ct=co.NewTransition(r)
if ct<>Nil then
Refresh
ct.Invoke(1)
ct.Wait(1)
ct.Release
else
MsgBox "Error creating the transition."
end if
end if
// Keep track of the last tab clicked
OldTab = tabpanel1.Value

```

**Notes:** See CGS\* classes for more details.

### 21.0.36 How about Plugin support for older OS X?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We support in general Mac OS X 10.5 and newer.

**Notes:**

All the 64-bit plugins on Mac require OS X 10.7.  
Intel 32-bit plugins on Mac require OS X 10.5 or newer.

Currently the ChartDirector 6, GraphicsMagick and GameKit plugins requires Mac OS X 10.6.  
Also for SQL Plugin the built in SQLite library requires 10.6.

**21.0.37 How can I detect whether an Intel CPU is a 64bit CPU?**

Plugin Version: all, Console & Web: No. **Answer:** Look on the CPU family returned by sysctl:

**Example:**

Function is64bit() As Boolean

```
# if TargetLittleEndian
```

```
dim m as MemoryBlock = NewMemoryBlock(8)
```

```
dim family as Integer
```

```
dim s as string
```

```
m=SystemControlNameToMIBMBS("hw.cpufamily")
```

```
m=SystemControlMBS(m)
```

```
if m<>nil then
```

```
m.LittleEndian=True
```

```
family=m.Long(0)
```

```
const CPUFAMILY_INTEL_6_14 = & h73d67300 /* "Intel Core Solo" and "Intel Core Duo" (32-bit Pentium-M with SSE3) */
```

```
const CPUFAMILY_INTEL_6_15 = & h426f69ef /* "Intel Core 2 Duo" */
```

```
const CPUFAMILY_INTEL_6_23 = & h78ea4fbc /* Penryn */
```

```
const CPUFAMILY_INTEL_6_26 = & h6b5a4cd2 /* Nehalem */
```

```
Select case family
```

```
case CPUFAMILY_INTEL_6_14
```

```
Return false
```

```
case CPUFAMILY_INTEL_6_15
```

```
Return true
```

```
case CPUFAMILY_INTEL_6_23
```

```
Return true
```

```
case CPUFAMILY_INTEL_6_26
```

```
Return true
```

```
// newer CPUs may be missing here
```

```
end Select
```

```
end if
```

```
# endif
```

```
Return false
```

```
Exception
```

```
Return false
```

```
End Function
```

**Notes:** This code is written for Mac OS X where you only have a limited number of possible CPUs.

### 21.0.38 How can I disable the close box of a window on Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** The following code will remove the close item from the system menu of the window.

**Example:**

```
# if TargetWin32 then
Declare Function GetSystemMenu Lib "user32" (hwnd as Integer, bRevert as Integer) as Integer
Declare Function RemoveMenu Lib "user32" (hMenu as Integer, nPosition as Integer, wFlags as Integer) as Integer
Dim hSysMenu as Integer
hSysMenu = GetSystemMenu(me.WinHWND, 0)
RemoveMenu hSysMenu, & HF060, & H0
# endif
```

**Notes:** The window may not be updated directly.

### 21.0.39 How can I get all the environment variables from Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

**Example:**

```
# if targetWin32
declare function GetEnvironmentStrings Lib "kernel32" () as ptr
dim m as memoryBlock
dim n as Integer

m=GetEnvironmentStrings()

n=0
do
msgBox m.cstring(n)
while m.byte(n)<>0
n=n+1
wend
n=n+1
loop until m.byte(n)=0
# endif
```

**Notes:** The MBS Plugin has an EnvironmentMBS class for this.

#### 21.0.40 How can i get similar behavior to Roxio Toast or iTunes where clicking a 'burn' button allows the next inserted blank CD-R to bypass the Finder and be accepted by my application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You need to get a media reservation.

**Example:**

```
dim d as DRDeviceMBS // get a device
d.AcquireMediaReservation
```

**Notes:**

Use the plugin function AcquireMediaReservation and later release it using ReleaseMediaReservation. See plugin examples on how to use it and check Apples DiscRecording framework documentation for more details.

#### 21.0.41 How can I get text from a PDF?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Crossplatform you can use DynaPDF Pro.

**Notes:**

On Mac OS X you can also use PDFKit for the same job.

While DynaPDF Pro gives you each bit of text with rotation, font information and encoding details, PDFKit gives you only the text string for a PDF page.

#### 21.0.42 How can I get text from a Word Document?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** to get the text string from a doc file, use the NSAttributedStringMBS class.

**Notes:**

The NSAttributedStringMBS class is Mac OS X only and we have currently no solution for Windows or Linux.

Use the NSAttributedStringMBS.initWithDocFormat(data as string) as boolean method.

### 21.0.43 How can I get the item string for a given file creator?

Plugin Version: all, Console & Web: No. **Answer:** Try this function:

**Example:**

```

Sub pullNativeDocs(aCREA As string)
Dim result as Integer
Dim m, k as memoryBlock
Dim f as folderItem
Dim newType as string
Dim anIcon As picture
Dim ofs as Integer

Declare Function GetFileTypesThatAppCanNativelyOpen Lib "Carbon" (appVRefNumHint as Short, appSignature as OSType, nativeTypes as Ptr) as Short Inline68K("701CABFC")
Declare Function GetDocumentKindString Lib "Carbon" (docVRefNum as Short, docType as OSType, docCreator as OSType, kindString as ptr) as Short Inline68K("7016ABFC")

listBox1.deleteAllRows

m = newMemoryBlock(1024)
result = GetFileTypesThatAppCanNativelyOpen(Volume(0).MacVRefNum, aCREA, m)
if result <> 0 then
listBox1.addRow "<Not found.>"
return
end if

do
if m.byte(ofs*4) = 0 then
exit
else
newType = m.OSTypeMBS(ofs*4)
listBox1.addRow newType
k = newMemoryBlock(64)
result = GetDocumentKindString(Volume(0).MacVRefNum, newType, aCREA, k)
if result = 0 then
listBox1.cell(ofs,1) = k.pString(0)
ofs = ofs + 1
else
listBox1.cell(ofs,1) = "(unknown)"
end if

end if
loop

End Sub

```

**Notes:** Change "Translation" to "CarbonLib" for Mac OS X.

#### 21.0.44 How can I launch an app using it's creator code?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Send an AppleEvent "odoc" with the creator code to the Finder ("MACS"):

**Example:**

```
Function LaunchByCreator(C As String) As Boolean
Dim A As AppleEvent
A = NewAppleEvent("aevt","odoc","MACS")
A.ObjectSpecifierParam("—") = GetUniqueIDObjectDescriptor("appf",nil,C)
return A.Send
End Function
```

#### 21.0.45 How can I learn what shared libraries are required by a plugin on Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Please use the ldd command in the terminal.

**Notes:**

You build an app on any platform, but for Linux.

For the resulting .so files in the libs folder, you can run the ldd command with the library path as parameter. It shows you references lib files and you can make sure you have those installed.

This is a sample run of our graphicsmagick plugin:

```
cs@Ubuntu32:
textasciitilde /MeinProgramm/MeinProgramm Libs$ ldd libMBSGraphicsMagickPlugin17744.so
linux-gate.so.1 =>(0xb76ee000)
libdl.so.2 =>/lib/i386-linux-gnu/libdl.so.2 (0xb6f0e000)
libgtk-x11-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgtk-x11-2.0.so.0 (0xb6aa6000)
libpthread.so.0 =>/lib/i386-linux-gnu/libpthread.so.0 (0xb6a8a000)
libstdc++.so.6 =>/usr/lib/i386-linux-gnu/libstdc++.so.6 (0xb69a5000)
libm.so.6 =>/lib/i386-linux-gnu/libm.so.6 (0xb6979000)
libgcc_s.so.1 =>/lib/i386-linux-gnu/libgcc_s.so.1 (0xb695b000)
libc.so.6 =>/lib/i386-linux-gnu/libc.so.6 (0xb67b1000)
/lib/ld-linux.so.2 (0xb76ef000)
libgdk-x11-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgdk-x11-2.0.so.0 (0xb6701000)
libpangocairo-1.0.so.0 =>/usr/lib/i386-linux-gnu/libpangocairo-1.0.so.0 (0xb66f4000)
libX11.so.6 =>/usr/lib/i386-linux-gnu/libX11.so.6 (0xb65c0000)
```



```

libXfixes.so.3 =>/usr/lib/i386-linux-gnu/libXfixes.so.3 (0xb65ba000)
libatk-1.0.so.0 =>/usr/lib/i386-linux-gnu/libatk-1.0.so.0 (0xb659a000)
libcairo.so.2 =>/usr/lib/i386-linux-gnu/libcairo.so.2 (0xb64ce000)
libgdk_pixbuf-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgdk_pixbuf-2.0.so.0 (0xb64ad000)
libgio-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgio-2.0.so.0 (0xb6356000)
libpangoft2-1.0.so.0 =>/usr/lib/i386-linux-gnu/libpangoft2-1.0.so.0 (0xb632a000)
libpango-1.0.so.0 =>/usr/lib/i386-linux-gnu/libpango-1.0.so.0 (0xb62e0000)
libfontconfig.so.1 =>/usr/lib/i386-linux-gnu/libfontconfig.so.1 (0xb62ab000)
libgobject-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgobject-2.0.so.0 (0xb625c000)
libglib-2.0.so.0 =>/lib/i386-linux-gnu/libglib-2.0.so.0 (0xb6163000)
libXext.so.6 =>/usr/lib/i386-linux-gnu/libXext.so.6 (0xb6151000)
libXrender.so.1 =>/usr/lib/i386-linux-gnu/libXrender.so.1 (0xb6147000)
libXinerama.so.1 =>/usr/lib/i386-linux-gnu/libXinerama.so.1 (0xb6142000)
libXi.so.6 =>/usr/lib/i386-linux-gnu/libXi.so.6 (0xb6132000)
libXrandr.so.2 =>/usr/lib/i386-linux-gnu/libXrandr.so.2 (0xb6129000)
libXcursor.so.1 =>/usr/lib/i386-linux-gnu/libXcursor.so.1 (0xb611e000)
libXcomposite.so.1 =>/usr/lib/i386-linux-gnu/libXcomposite.so.1 (0xb611a000)
libXdamage.so.1 =>/usr/lib/i386-linux-gnu/libXdamage.so.1 (0xb6115000)
libfreetype.so.6 =>/usr/lib/i386-linux-gnu/libfreetype.so.6 (0xb607b000)
libxcb.so.1 =>/usr/lib/i386-linux-gnu/libxcb.so.1 (0xb605a000)
libpixman-1.so.0 =>/usr/lib/i386-linux-gnu/libpixman-1.so.0 (0xb5fc2000)
libpng12.so.0 =>/lib/i386-linux-gnu/libpng12.so.0 (0xb5f98000)
libxcb-shm.so.0 =>/usr/lib/i386-linux-gnu/libxcb-shm.so.0 (0xb5f93000)
libxcb-render.so.0 =>/usr/lib/i386-linux-gnu/libxcb-render.so.0 (0xb5f89000)
libz.so.1 =>/lib/i386-linux-gnu/libz.so.1 (0xb5f73000)
libgmodule-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgmodule-2.0.so.0 (0xb5f6e000)
libselinux.so.1 =>/lib/i386-linux-gnu/libselinux.so.1 (0xb5f4f000)
libresolv.so.2 =>/lib/i386-linux-gnu/libresolv.so.2 (0xb5f36000)
libexpat.so.1 =>/lib/i386-linux-gnu/libexpat.so.1 (0xb5f0c000)
libffi.so.6 =>/usr/lib/i386-linux-gnu/libffi.so.6 (0xb5f05000)
libpcre.so.3 =>/lib/i386-linux-gnu/libpcre.so.3 (0xb5ec9000)
librt.so.1 =>/lib/i386-linux-gnu/librt.so.1 (0xb5ec0000)
libXau.so.6 =>/usr/lib/i386-linux-gnu/libXau.so.6 (0xb5ebb000)
libXdmcp.so.6 =>/usr/lib/i386-linux-gnu/libXdmcp.so.6 (0xb5eb4000)
cs@Ubuntu32:
textasciitilde /MeinProgramm/MeinProgramm Libs$

```

As you see all library have been found and their load address is printed behind the na,e.  
If a library is missing, you usually see the address missing there or being zero.

## 21.0.46 How can I validate an email address?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can try this code:  
**Example:**

```

Dim re As RegEx
re = New RegEx
Dim rm As RegExMatch

re.SearchPattern = " [a-z0-9!# $ % & '*+/?^_ ' { | }
textasciitilde - ]+(?:\\. [a-z0-9!# $ % & '*+/?^_ ' { | }
textasciitilde - ]+)*@(?: [a-z0-9] (?: [a-z0-9- ] * [a-z0-9] )?)?\\.)+ [a-z0-9] (?: [a-z0-9- ] * [a-z0-9] )?)"
rm = re.Search(editField1.Text)

if rm = Nil Then
StaticText2.text = editField1.Text + " not valid email"
Else
StaticText2.Text = editField1.Text + " is valid"
End if

```

**Notes:**

Adapted from:  
<http://www.regular-expressions.info/email.html>

### 21.0.47 How do I check if the QuickTime component for the JPEG exporting is available?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** If you want to know if the PictureToString functions will work, you may try this function:

**Example:**

```

Function IsQTJPEGEExporterAvailable() As boolean
dim q as QTComponentInformationMBS

// search for QuickTime JPEG exporter codec
q=new QTComponentInformationMBS

while q.NextComponent
if q.Type="imco" and q.SubType="jpeg" then
Return true
end if
wend

Return false // not found
End Function

```

**Notes:**

It should work like this for other types like:

```
"tiff" ->TIFF
"PNTG" ->Mac Paint
"gif " ->GIF
"WRLE" ->Windows BMP
"tga " ->Targa
"png " ->PNG
etc.
```

### 21.0.48 How do I check if the QuickTime component for the JPEG importing is available?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** If you want to know if the StringToPicture functions will work, you may try this function:

**Example:**

**Function** IsQTJPEGImporterAvailable() **As** boolean  
**dim** q **as** QTComponentInformationMBS

```
// search for QuickTime JPEG importer codec
q=new QTComponentInformationMBS
```

```
while q.NextComponent
if q.Type="imdc" and q.SubType="jpeg" then
Return true
end if
wend
```

```
Return false // not found
End Function
```

**Notes:**

It should work like this for other types like:

```
"tiff" ->TIFF
"PNTG" ->Mac Paint
"gif " ->GIF
"WRLE" ->Windows BMP
"tga " ->Targa
"png " ->PNG
etc.
```

### 21.0.49 How do I check if the QuickTime component for the Sequence grabber is available?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** If you want to know if the QTGrabberClass will work, you can use this code:

**Example:**

```
Function IsQTGrabberAvailable() As boolean
dim q as QTComponentInformationMBS

q=new QTComponentInformationMBS

while q.NextComponent
if q.Type="barg" then
Return true
end if
wend

Return false // not found
End Function
```

**Notes:** Don't forget that you need to check for each other component you use like the compression functions.

### 21.0.50 How do I decode correctly an email subject?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The following code can be used to decode an email subject including several encodings including Base 64.

**Example:**

```
dim src as string // input

dim theRegex as Regex
dim theRegexMatch as RegexMatch
dim result, infoCharset, encodedPart as string
dim theStart as Integer

if instr(src, "=?") >0 then
theRegex = new Regex
theRegex.Options.Greedy = false
theRegex.searchPattern = "(.*)=?(.+)\?(Q | B)\?(.+)\?="
theRegexMatch = theRegex.search(src)
while theRegexMatch <>nil
theStart = theRegexMatch.subExpressionStartB(0) + len(theRegexMatch.subExpressionString(0))

result = result + theRegexMatch.subExpressionString(1)
```

```

infoCharset = theRegexMatch.subExpressionString(2)
encodedPart = theRegexMatch.subExpressionString(4)
if theRegexMatch.subExpressionString(3) = "B" then
encodedPart = DecodeBase64(encodedPart)
elseif theRegexMatch.subExpressionString(3) = "Q" then
encodedPart = DecodeQuotedPrintable(encodedPart)
end if
if right(result, 1) = " " then
result = mid(result, 1, len(result)-1)
end if
encodedPart = encodedPart.DefineEncoding(GetInternetTextEncoding(infoCharset))
result = result + encodedPart

theRegex.SearchStartPosition = theStart
theRegexMatch = theRegex.search()
wend

result = result + mid(src, theStart+1)

else
result = src
end if
// theRegexMatch = theRegex.search

msgbox result

```

**Notes:** May not look nice depending on the controls used.

### 21.0.51 How do I enable/disable a single tab in a tabpanel?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the TabpanelEnabledMBS method.

**Example:**

```
TabpanelEnabledMBS(tabpanel1, 1, false)
```

**Notes:**

Use Carbon for MachO and CarbonLib for Mac Carbon and AppearanceLib for Mac OS Classic as library. For Cocoa, please use enabled property of NSTabViewItemMBS class.

**21.0.52 How do I find the root volume for a file?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Try this function:

**Example:**

```
Function GetRootVolume(f as FolderItem) as FolderItem
dim root, dum as folderItem
if f <> nil then
root = f // f might be the volume
do
dum = root.parent
if dum <> nil then
root = dum
end if
loop until dum = nil
return root
end if
End Function
```

**21.0.53 How do I get the current languages list?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

**Example:**

```
dim p as new CFPreferencesMBS
dim a as CFArrayMBS
dim s as CFStringMBS
dim o as CFObjectMBS
dim sa(-1) as string

o=p.CopyAppValue("AppleLanguages", ".GlobalPreferences")

if o<>Nil then
a=CFArrayMBS(o)

dim i,c as Integer

c=a.Count-1
for i=0 to c
o=a.Item(i)

if o isa CFStringMBS then
s=CFStringMBS(o)
sa.Append s.str
end if
```

```
next
end if
```

```
MsgBox Join(sa,EndOfLine)
```

### Notes:

On Mac OS X you can get the list of current languages like this list:

```
de
en
ja
fr
es
it
pt
pt-PT
nl
sv
nb
da
fi
ru
pl
zh-Hans
zh-Hant
ko
```

Which has German (de) on the top for a German user.

This code has been tested on Mac OS X 10.5 only.

### 21.0.54 How do I get the Mac OS Version?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

#### Example:

```
dim i as Integer
if system.gestalt("sysv", i) then
//do this in an 'If' in case you don't get any value back at all and system.gestalt returns boolean
if i = & h750 then //If OS is 7.5
//do stuff
elseif i = & h761 then //If OS is 7.6.1
//do stuff
end if
```

end if

**Notes:** The MBS Plugin has a function `SystemInformationMBS.OSVersionString` for this.

### 21.0.55 How do I get the printer name?

Plugin Version: all, Console & Web: No. **Answer:** For Mac OS Classic see the code below and for Mac OS X use the Carbon Print Manager Classes from the MBS Plugin.

**Example:**

```
dim s as String
dim i as Integer

s=app.ResourceFork.GetResource("STR ",-8192)
if s<>"" then
i=ascb(leftb(s,1))
s=mid(s,2,i)

MsgBox s
end if
```

**Notes:**

A note from Craig Hoyt:

After looking at your example I had a little deja-vu experience. Several years ago I played around with this same code in FutureBasic. I discovered that it did not and still doesn't provide the 'Printer Name', it does return the print driver name. If it returns 'LaserWriter 8' as the print driver you can look into this file and get the 'PAPA' resource # -8192 to get the actual Printer Name. Unfortunately this does not hold true for other printers. My Epson and HP Printers (the Epson has an Ethernet Card and the HP is USB) do not provide this info in their drivers. As far as I can tell it only returns the name by polling the printer itself.

### 21.0.56 How do I make a metal window if RB does not allow me this?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The following declare turns any window on Mac OS X 10.2 or newer into a metal one.

**Example:**



```
declare sub ChangeWindowAttributes lib "Carbon" (win as windowptr, a as Integer, b as Integer)
```

```
ChangeWindowAttributes window1,256,0
```

**Notes:** May not look nice depending on the controls used.

### 21.0.57 How do I make a smooth color transition?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

I'd like to show in a report some bars, which start with color A and end with color B.

The color change should be very smooth.

My problem: If I would start from 255,0,0 and end by 0,0,0, I would have 255 different colors. If the bars are longer than 255 pixels, would this look nice?

**Example:**

```
// Window.Paint:
Sub Paint(g As Graphics)
dim w,w1,x,p as Integer
dim c1,c2,c as color
dim p1,p2 as Double

c1=rgb(255,0,0) // start color
c2=rgb(0,255,0) // end color

w=g.Width
w1=w-1

for x=0 to w1
p1=x/w1
p2=1.0-p1

c=rgb(c1.red*p1+c2.red*p2, c1.green*p1+c2.green*p2, c1.blue*p1+c2.blue*p2)

g.ForeColor=c
g.DrawLine x,0,x,g.Height

next
End Sub
```

**Notes:** Try the code above in a window paint event handler.

### 21.0.58 How do I read the applications in the dock app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use CFPreferencesMBS class like in this example:

**Example:**

```
// Reads file names from persistent dock applications and puts them into the list

dim pref as new CFPreferencesMBS

dim persistentapps as CFStringMBS = NewCFStringMBS("persistent-apps")
dim ApplicationID as CFStringMBS = NewCFStringMBS("com.apple.dock")
dim tiledata as CFStringMBS = NewCFStringMBS("tile-data")
dim filelabel as CFStringMBS = NewCFStringMBS("file-label")

// get the array of persistent applications from dock preferences
dim o as CObjectMBS = pref.CopyValue(persistentapps, ApplicationID, pref.kCFPreferencesCurrentUser,
pref.kCFPreferencesAnyHost)

if o isa CFArrayMBS then
dim a as CFArrayMBS = CFArrayMBS(o)

// walk over all items in array
dim c as Integer = a.Count-1
for i as Integer = 0 to c

// get dictionary describing item
o = a.Item(i)

if o isa CFDictionaryMBS then
dim d as CFDictionaryMBS = CFDictionaryMBS(o)

// and pick tile data dictionary
o = d.Value(tiledata)
if o isa CFDictionaryMBS then
d = CFDictionaryMBS(o)

// and pick there the file label
o = d.Value(filelabel)
if o isa CFStringMBS then
// and display it
dim name as string = CFStringMBS(o).str
List.AddRow name
```

```

end if
end if
end if

next

else
MsgBox "Failed to read dock preferences."
end if

```

**Notes:** You can use the `CFPreferencesMBS.SetValue` to change a value and `CFPreferencesMBS.Synchronize` to write the values to disc. You may need to restart the `Dock.app` if you modified things.

### 21.0.59 How do I truncate a file?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** In a `binarystream` you can set the `length` property to truncate.

### 21.0.60 How do update a Finder's windows after changing some files?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

**Example:**

```

dim f as folderitem // some file
dim ae as appleevent
ae=newappleevent("fndr", "fupd", "MACS")
ae.folderitemparam("—")=f
if not ae.send then
//something went wrong
end if

```

**Notes:** The `folderitem.finderupdate` from the MBS Plugin does something like this.

### 21.0.61 How to access a USB device directly?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** First, it depends on the device.

**Notes:**

Some devices can be talked directly from user mode code, but some require a kernel driver.

For some devices you can use plugins to access them like:

- Audio and Video sources using the QTGrabberClassMBS
- Mass storage devices using the folderitem class.
- Serial devices using the System.SerialPort function.
- HID USB devices can be used with MacHIDMBS, WinHIDMBS or LinuxHIDInterface class.
- Any USB device may be used with MacUSBMBS or WinUSBMBS classes.

In general it is always the best to take the most high level access to have others do the work for the details.

### 21.0.62 How to add icon to file on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use Folderitem.AddCustomIcon or NSWorkspaceMBS.setIcon functions.

**Notes:** Please close any open stream for the file you want to add an icon.

### 21.0.63 How to ask the Mac for the Name of the Machine?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Using Apple Events you can use this code:

**Example:**

**Function** Computername() *As string*

```
dim theEvent as AppleEvent
dim err as boolean
```

```
theEvent = newAppleEvent("mchn", "getd", "MACS")
```

```
err = theEvent.send
```

```
return theevent.ReplyString
```

**End Function**

**Notes:**

Code above is for Mac OS 9!

Also the MBS Plugin has a function for this which may be faster and work also on Macs without Filesharing (which handles this event).

### 21.0.64 How to automatically enable retina in my apps?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can run a build script on each build with this code:

**Example:**

```
Dim App As String = CurrentBuildLocation + "/" + CurrentBuildAppName + ".app"
Call DoShellCommand("/usr/bin/defaults write " + App + "/Contents/Info ""NSHighResolutionCapable""
YES")
```

**Notes:** This will set the NSHighResolutionCapable flag to YES.

### 21.0.65 How to avoid leaks with Cocoa functions?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can try this code on Mac OS X:

**Example:**

```
// in a Timer Action event:
Sub Action()
static LastPool as NSAutoreleasePoolMBS = nil
static CurrentPool as NSAutoreleasePoolMBS = nil

LastPool = CurrentPool
CurrentPool = new NSAutoreleasePoolMBS
End Sub
```

**Notes:**

With REALbasic 2009r4 the code above should not be needed as REALbasic runtime does automatically handle the NSAutoreleasePools for you. For older REALbasic versions you need to use code with a timer with the action event above to avoid memory leaks.

Please do not use REALbasic 2009r4 and newer with plugins before version 9.5. You can get crashes there which typically show a line with a objc\_msgSend call.

**21.0.66 How to avoid trouble connecting to oracle database with SQL Plugin?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** For oracle the most important thing is to point the plugin to the libraries from oracle.

**Notes:**

In environment variables, the paths like ORACLE\_HOME must be defined.

On Mac OS X you also need to define DYLD\_LIBRARY\_PATH to point to the dylib files from oracle.

For that you need to modify /etc/launchd.conf for Mac OS X 10.8 and newer.

In older versions those variables in .MacOSX/environment.plist file in user's home.

Another way for the case you bundle things inside your app is to use the LSEnvironment key in info.plist. In info.plist it looks like this:

```
<key>LSEnvironment</key>
<dict>
<key>test</key>
<string>Hello World</string>
</dict>
```

**21.0.67 How to avoid \_\_NSAutoreleaseNoPool console messages in threads?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You need to use your own NSAutoreleasePool on a thread like this:

**Example:**

```
sub MyThread.run
dim pool as new NSAutoreleasePoolMBS
// do work here

pool=nil
end sub
```

**Notes:**

For more details read here:

[http://developer.apple.com/mac/library/documentation/Cocoa/Reference/Foundation/Classes/NSAutoreleasePool\\_Class/Reference/Reference.html](http://developer.apple.com/mac/library/documentation/Cocoa/Reference/Foundation/Classes/NSAutoreleasePool_Class/Reference/Reference.html)

### 21.0.68 How to bring app to front?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Mac you can use this code:

**Example:**

```
// First way:
app.FrontMostMBS = true

// second way:
dim p as new ProcessMBS
p.GetCurrentProcess
p.FrontProcess = true

// third way:
NSApplicationMBS.sharedApplication.activateIgnoringOtherApps(true)

// for Windows:
RemoteControlMBS.WinBringWindowToTop
```

**Notes:** This will bring a Mac app to the front layer.

### 21.0.69 How to bring my application to front?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** This makes SimpleText (Code txt) to the frontmost application:

**Example:**

```
Dim A As AppleEvent
A = NewAppleEvent("misc", "actv", "")
If Not A.Send then
  Beep
end if
```

**Notes:** (Code is Mac only)

### 21.0.70 How to catch Control-C on Mac or Linux in a console app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use SignalHandlerMBS class for this.

**Example:**

```
// watch for Control-C on Mac
call SignalHandlerMBS.SetFlagHandler(2)

dim ende as boolean = false
do
if SignalHandlerMBS.IsFlagSet(2) then
Print "Flag 2 set. Existing..."
ende = true
end if

DoEvents 1
loop until ende
```

**Notes:** The signal is caught, a flag is set and you can ask later in your normal application flow for the result.

### 21.0.71 How to change name of application menu?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Use this code to change the application menu name on Mac OS X:

**Example:**

```
dim mb as new MenubarMBS
dim m as MenuMBS = mb.item(1) // 1 is in my tests the app menu
if m<>Nil then
m.MenuTitle = "Hello World"
end if
```

**Notes:** This code is for Carbon only.

### 21.0.72 How to change the name in the menubar of my app on Mac OS X?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

You mean it screws up if the file name of the bundle itself is different than the name of the executable file in the MacOS folder within the bundle? If so, you should find something like this within your Info.plist file (or the 'plst' resource that the RB IDE builds for you):

```
<key>CFBundleExecutable</key>
<string>Executable file name here</string>
```



Just make sure that file name matches.

However, if your question involves how you can change the name of the app that appears in the menu and the dock, that's different. You can make this name different from the file name by changing the CFBundleName key:

```
<key>CFBundleName</key>
<string>Name for menu here</string>
```

Note that if you use my free AppBundler program, this second part is taken care of for you – just fill in a custom name in the right field. You can find AppBundler (from Thomas Reed) at <http://www.bitjuggler.com/products/appbundler/> .

### 21.0.73 How to check if a folder/directory has subfolders?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this to check all items in a folder:

**Example:**

```
Function HasSubFolder(folder as FolderItem) As Boolean
dim c as Integer = folder.Count
```

```
for i as Integer = 1 to c
dim item as FolderItem = folder.TrueItem(i)
```

```
if item<>Nil and item.Directory then
Return true
end if
next
```

```
End Function
```

**Notes:**

We use trueitem() here to avoid resolving alias/link files. Also we check for nil as we may not have permission to see all items. And if one is a directory, we return without checking the rest.

### 21.0.74 How to check if Macbook runs on battery or AC power?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Please use our IOPowerSourcesMBS class like this:

**Example:**

```
Function PowerSourceState() as Integer
dim p as new IOPowerSourcesMBS

// check all power sources
dim u as Integer = p.Count-1
for i as Integer = 0 to u
dim d as CFDictionaryMBS = p.Item(i)
if d<>nil then
// check if they have a power source state key:
dim o as CFObjectMBS = d.Value(NewCFStringMBS("Power Source State"))
if o isa CFStringMBS then
dim s as string = CFStringMBS(o).str

'MsgBox s

if s = "AC Power" then
Return 1
elseif s = "Battery Power" then
Return 2
end if
end if
end if
next
Return 0 // unknown
End Function
```

**Notes:** If you want to check the CFDictionaryMBS content, simply use a line like "dim x as dictionary = d.dictionary" and check the contents in the debugger.

### 21.0.75 How to check if Microsoft Outlook is installed?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** If you need Outlook for Scripting, you should simply check registry for the required Outlook.Application class:

**Example:**

```
Function OutlookInstalled() As Boolean
# if TargetWin32 then

try
```

```

dim r as new RegistryItem("HKEY_CLASSES_ROOT\Outlook.Application\CLSID", false)

Return true

catch r as RegistryAccessErrorException
// not installed
Return false

end try

# else

// Windows only, so false on other platforms
Return false

# endif

End Function

```

### 21.0.76 How to check on Mac OS which country or language is currently selected?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The code below returns a country value.

**Example:**

```

dim result as Integer

IF TargetMacOS THEN

CONST smScriptLang = 28
CONST smSystemScript = -1

DECLARE FUNCTION GetScriptManagerVariable LIB "Carbon" ( selector as Integer) as Integer
DECLARE FUNCTION GetScriptVariable LIB "Carbon" ( script as Integer, selector as Integer) as Integer

result=GetScriptVariable(smSystemScript, smScriptLang)

END IF

```

**Notes:**

Returns values like:

For more values, check "Script.h" in the frameworks.

### 21.0.77 How to code sign my app with plugins?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** When you try to code sign the application with plugin dylibs on Mac OS X, you may see error message that there is actually a signature included.

**Notes:**

Please use the -f command line parameter with codesign utility to overwrite our MBS signature. We sign our plugins for Mac and Windows to make sure they have not been modified.

In terminal, you do like this:

```
cd <Path to folder of app>
```

```
codesign -f -s "Developer ID Application: <Your Name>" "<Appname>.app/Contents/Frameworks/*.dylib"
codesign -f -s "Developer ID Application: <Your Name>" "<Appname>.app/Contents/Frameworks/*.framework"
codesign -f -s "Developer ID Application: <Your Name>" "<Appname>.app"
```

Please use the name of your certificate (See keychain), the name of your app and the path to the app folder. If you have helper apps you need to sign them first. You can use a build step to automatically sign your app on build.

### 21.0.78 How to collapse a window?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use this function (Mac only):

**Example:**

```
Sub CollapseRBwindow(w as window, CollapseStatus as boolean)
dim state, err as Integer
dim wh as MemoryBlock
```

```
Declare Function CollapseWindow Lib "Carbon" (window as Integer, collapse as Integer) as Integer
```

```
IF CollapseStatus THEN
state = 1
ELSE
state = 0
END IF
```

```
err = CollapseWindow(w.MacWindowPtr, state)
```

```
End Sub
```

#### Notes:

Also the MBS Plugin has a `window.collapsedmbs` property you can set. For Windows the MBS Plugin has a `window.isiconicmbs` property.

### 21.0.79 How to compare two pictures?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can try this code:

#### Example:

```
Function ComparePictures(p as picture,q as picture) as Integer
```

```
dim r,u as RGBSurface
```

```
dim x,y,n,m,h,w as Integer
```

```
dim w1,w2,h1,h2,d1,d2 as Integer
```

```
dim c1,c2 as color
```

```
h1=p.Height
```

```
h2=q.Height
```

```
w1=p.Width
```

```
w2=q.Width
```

```
d1=p.Depth
```

```
d2=q.Depth
```

```
if d1<>d2 then
```

```
Return 1
```

```
elseif w1<>w2 then
```

```
return 2
```

```
elseif h1<>h2 then
```

```
Return 3
```

```
else
```

```
r=p.RGBSurface
```

```
u=q.RGBSurface
```

```
if r=nil or u=nil then
```

```
Return -1
```

```
else
```

```
h=h1-1
```

```
w=w1-1
```

```
m=min(w,h)
```

```

for n=0 to m
c1=r.Pixel(n,n)
c2=u.Pixel(n,n)
if c1<>c2 then
Return 4
end if
next

for y=0 to h
for x=0 to w
c1=r.Pixel(x,y)
c2=u.Pixel(x,y)
if c1<>c2 then
Return 5
end if
next
next

// 0 for equal
// -1 for error (no RGBsurface)
// 1 for different depth
// 2 for different width
// 3 for different height
// 4 for different pixels (fast test)
// 5 for different pixels (slow test)
end if
end if

Exception
Return -1
End Function

```

**Notes:** Remember that this only works on bitmap pictures, so the `picture.BitmapMBS` function may be useful.

### 21.0.80 How to compile PHP library?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You have to download the source code and compile a static version of the library.

**Notes:**

This instructions were written based on PHP 5.2.6 on Mac OS X:

- Best take a new Mac with current Xcode version installed.

- Download the source code archive. e.g. "php-5.2.6.tar.bz2"
- Expand that archive on your harddisc.
- Open terminal window
- change directory to the php directory. e.g. "cd /php-5.2.6"
- execute this two lines to define the supported CPU types and the minimum Mac OS X version:
- export CFLAGS="-arch ppc -arch i386 -mmacosx-version-min=10.3"
- export CXXFLAGS="-arch ppc -arch i386 -mmacosx-version-min=10.3"
- the command "./configure help" does show the configure options.
- use configure with a line like this:
- ./configure --enable-embed --with-curl --enable-ftp --enable-zip --enable-sockets --enable-static --enable-soap --with-zlib --with-bz2 --enable-exif --enable-bcmath --enable-calendar
- start the compilation with "make all"
- other option is to use "make install" which first does the same as "make all" and than does some installation scripts.
- you may get an error about a duplicate symbole \_yytext. Search the file "zend\_ini\_scanner.c", search a line with "char \*yytext;" and change it to "extern char \*yytext;".
- On the end you get a lot of error messages, but you have a working library (named libphp5.so) file in the invisible ".libs" folder inside your php source folder.

Possible problems and solutions:

- If the path to your files has spaces, you can get into trouble. e.g. "/RB Plugins/PHP" is bad as files will be searched sometimes in "/RB".
- If you have in /usr/local/lib libraries which conflict with the default libraries, you can get into trouble.
- If you installed some open source tools which compiled their own libraries, you can get into conflicts.
- if you have to reconfigure or after a problem, you may need to use "make clean" before you start "make all" again.

Feel free to install additional libraries and add more packages to the configure line.

**21.0.81 How to convert a `BrowserType` to a `String` with `WebSession.Browser`?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this:

**Example:**

```
Function GetBrowserName(s as WebSession.BrowserType) As string
Select case s
case WebSession.BrowserType.Android
Return "Andriod"
case WebSession.BrowserType.Blackberry
Return "Blackberry"
case WebSession.BrowserType.Chrome
Return "Chrome"
case WebSession.BrowserType.ChromeOS
Return "ChromeOS"
case WebSession.BrowserType.Firefox
Return "Firefox"
case WebSession.BrowserType.InternetExplorer
Return "InternetExplorer"
case WebSession.BrowserType.Opera
Return "Opera"
case WebSession.BrowserType.Safari
Return "Safari"
case WebSession.BrowserType.SafariMobile
Return "SafariMobile"
case WebSession.BrowserType.Unknown
Return "Unknown"
else
Return "Unkown: " +str(integer(s))
end Select

End Function
```

**21.0.82 How to convert a `EngineType` to a `String` with `WebSession.Engine`?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this:

**Example:**

```
Function GetRenderingEngineName(s as WebSession.EngineType) As string
Select case s
case WebSession.EngineType.Gecko
Return "Gecko"
case WebSession.EngineType.Presto
Return "Presto"
case WebSession.EngineType.Trident
```



```

Return "Trident"
case WebSession.EngineType.Unknown
Return "Unknown"
case WebSession.EngineType.WebKit
Return "WebKit"
else
Return "Unkown: " +str(integer(s))
end Select

End Function

```

### 21.0.83 How to convert a PlatformType to a String with WebSession.Platform?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this:

**Example:**

```

Function GetPlatformName(s as WebSession.PlatformType) As string
Select case s
case WebSession.PlatformType.Blackberry
Return "Blackberry"
case WebSession.PlatformType.iPad
Return "iPad"
case WebSession.PlatformType.iPhone
Return "iPhone"
case WebSession.PlatformType.iPodTouch
Return "iPodTouch"
case WebSession.PlatformType.Linux
Return "Linux"
case WebSession.PlatformType.Macintosh
Return "Macintosh"
case WebSession.PlatformType.PS3
Return "PS3"
case WebSession.PlatformType.Unknown
Return "Unknown"
case WebSession.PlatformType.WebOS
Return "WebOS"
case WebSession.PlatformType.Wii
Return "Wii"
case WebSession.PlatformType.Windows
Return "Windows"
else
Return "Unkown: " +str(integer(s))
end Select

End Function

```

### 21.0.84 How to convert a text to iso-8859-1 using the TextEncoder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

This code can help you although it's not perfect.

You need to set lc to the current color you use.

**Example:**

```
dim outstring as string
dim theMac, thePC as textencoding
dim Mac2PC as textconverter

theMac = getTextEncoding(0) // MacRoman
thePC = getTextEncoding(& h0201) // ISOLatin1

Mac2PC = getTextConverter(theMac, thePC)
// if you wanted to do the opposite just create a converter
// PC2Mac = getTextConverter(thePC, theMac)

outstring = Mac2PC.convert("Bjrn, this text should be converted")
Mac2PC.clear
```

**Notes:** You have to call Mac2PC.clear after every conversion to reset the encoding engine.

### 21.0.85 How to convert ChartTime back to Xojo date?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We have this example code:

**Example:**

```
Function ChartTimeToDate(ChartTime as Double) As date
static diff as Double = 0.0

if diff = 0.0 then
dim d2 as Double = CDBaseChartMBS.chartTime(2015, 1, 1)
dim da as new date(2015, 1, 1)
dim ts as Double = da.TotalSeconds

diff = ts - d2
end if
```

```
dim d as new date
d.TotalSeconds = diff + ChartTime
```

```
Return d
End Function
```

**Notes:** As you see we calculate the difference in base date from Date and ChartTime and later use difference to convert.

### 21.0.86 How to convert line endings in text files?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can simply read file with TextInputStream and write with new line endings using TextOutputStream class.

**Example:**

```
dim inputfile as FolderItem = SpecialFolder.Desktop.Child("test.txt")
dim outputfile as FolderItem = SpecialFolder.Desktop.Child("output.txt")
dim it as TextInputStream = TextInputStream.Open(inputfile)
dim ot as TextOutputStream = TextOutputStream.Create(outputfile)
```

```
ot.Delimiter = EndOfLine.Windows // new line ending
while not it.EOF
ot.WriteLine it.ReadLine
wend
```

**Notes:** TextInputStream will read any input line endings and with delimiter property in TextOutputStream you can easily define your new delimiter.

### 21.0.87 How to convert picture to string and back?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use this plugin functions:

**Notes:**

JPEG:

```
JPEGStringToPictureMBS(buf as string) as picture
JPEGStringToPictureMBS(buf as string,allowdamaged as Boolean) as picture
PictureToJPEGStringMBS(pic as picture,quality as Integer) as string
```

PNG:

```
PictureToPNGStringMBS(pic as picture, gamma as single) as string
PictureToPNGStringMBS(pic as picture, mask as picture, gamma as single) as string
PictureToPNGStringMBS(pic as picture, gamma as single, Interlace as Boolean, FilterType as Integer) as string
PictureToPNGStringMBS(pic as picture, mask as picture, gamma as single, Interlace as Boolean, FilterType as Integer) as string
PNGStringToPictureMBS(data as string, gamma as single) as picture
PNGStringToPNGPictureMBS(data as string, gamma as single) as PNGpictureMBS
```

Tiff:

```
TIFFStringToPictureMBS(data as string) as picture
TIFFStringToTiffPictureMBS(data as string) as TiffPictureMBS
```

BMP:

```
BMPStringtoPictureMBS(data as string) as picture
Picture.BMPDataMBS(ResolutionValueDPI as Integer=72) as string
```

GIF:

```
GifStringToGifMBS(data as string) as GIFMBS
GifStringToPictureMBS(data as string) as Picture
```

### 21.0.88 How to copy an array?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use a function like this to copy an array:

**Example:**

```
Function CopyArray(a() as Double) as Double()
dim r() as Double
for each v as Double in a
r.Append v
next
Return r
End Function
```

**Notes:**

If needed make several copies of this method with different data types, not just double.  
For a deep copy of an array of objects, you need to change code to also make a copy of those objects.

**21.0.89 How to copy an dictionary?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use a function like this to copy a dictionary:

**Example:**

```
Function CopyDictionary(d as Dictionary) As Dictionary
dim r as new Dictionary
for each key as Variant in d.keys
r.Value(key) = d.Value(key)
next
Return r
End Function
```

**Notes:**

If needed make several copies of this method with different data types, not just double.  
For a deep copy of an dictionary of objects, you need to change code to also make a copy of those objects.

**21.0.90 How to copy parts of a movie to another one?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** The code below copies ten seconds of the snowman movie to the dummy movie starting at the 5th second.

**Example:**

```
dim f as FolderItem
dim md as EditableMovie
dim ms as EditableMovie

f=SpecialFolder.Desktop.Child("Our First Snowman.mov")
ms=f.OpenEditableMovie

ms.SelectionStartMBS=5
ms.SelectionLengthMBS=10

f=SpecialFolder.Desktop.Child("dummy.mov")
md=f.CreateMovie

msgbox str(md.AddMovieSelectionMBS(ms))
```

**Notes:** If result is not 0, the method fails.

### 21.0.91 How to create a birthday like calendar event?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

**Example:**

```
// start a connection to the calendar database
dim s as new CalCalendarStoreMBS

// needed for the error details
dim e as NSErrorMBS

dim r as CalRecurrenceRuleMBS = CalRecurrenceRuleMBS.initYearlyRecurrence(1, nil) // repeat every
year without end

dim a as new CalAlarmMBS // add alarm
a.action = a.CalAlarmActionDisplay
a.relativeTrigger = -3600*24 // 24 Hours before

// create a new calendar
dim c as new CalEventMBS

dim d as new date(2011, 04, 20) // the date

dim calendars() as CalCalendarMBS = s.calendars

// set properties
c.Title="Test Birthday"
c.startDate=d
c.recurrenceRule = r
c.calendar=calendars(0) // add to first calendar
c.addAlarm(a)
c.endDate = d
c.isAllDay = true

// save event
call s.saveEvent(c,s.CalSpanAllEvents, e)
if e<>nil then
MsgBox e.localizedDescription
else
MsgBox "New event was created."
end if
```

**Notes:** This adds an event to iCal for the given date with alarm to remember you and repeats it every year.

### 21.0.92 How to create a GUID?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the UUIDMBS class for this.

### 21.0.93 How to create a Mac picture clip file?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** You can use code like this one.

**Example:**

```

dim f As FolderItem
dim p As Picture

f=SpecialFolder.Desktop.Child("Test.pictClipping")
if f=nil then Return

p=new Picture(300,200,32) 'Make a sample picture
p.Graphics.ForeColor=RGB(0,255,255)
p.Graphics.FillOval 0,0,99,99
p.Graphics.ForeColor=RGB(255,0,0)
p.Graphics.DrawOval 0,0,99,99

dim r As ResourceFork 'ResourceFork is needed for a clip file

// Please define a file type Any
r=f.CreateResourceFork("Any")

// get PICT data using plugin function
dim pictdata as string = p.PicHandleDataMBS
r.AddResource(pictdata,"PICT",256,"Picture")

dim m as new MemoryBlock(8)

m.LittleEndian = false
m.Int16Value(0) = 0
m.Int16Value(2) = 0
m.Int16Value(4) = p.Width
m.Int16Value(6) = p.Height

```

```
r.AddResource(m,"RECT",256,"")
```

'Values taken from a sample file and irrelevant to the problem

```
dim data as string = DecodeBase64("AQAAAAAAAAAAAAAAAAACAFRDRVIAAABAAAAAAAAAABUQ0IQAAAAA")
r.AddResource(data,"drag",128,"") 'ditto
r.Close
```

**Notes:** In general Apple has deprecated this, but a few application still support clippings.

### 21.0.94 How to create a PDF file in REALbasic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Check our DynaPDF plugin and the examples.

**Notes:**

An alternative can be to use the CoreGraphics and Cocoa functions on Mac OS X. For Windows, we can only suggest our DynaPDF plugin.

### 21.0.95 How to create EmailAttachment for PDF Data in memory?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use code like the one below:

**Example:**

```
Function EmailAttachmentFromPDFData(PDFData as string, filename as string) As EmailAttachment
dim a as new EmailAttachment
```

```
a.data = EncodeBase64(PDFData, 76)
a.ContentEncoding = "base64"
a.MIMEType = "application/pdf"
a.MacType = "PDF "
a.MacCreator = "prvw"
a.Name = filename
```

Return a

End Function

**Notes:**

Compared to sample code from Xojo documentation, we set the mime type correct for PDF. The MacType/MacCreator codes are deprecated, but you can still include them for older Mac email clients. "prvw" is the creator code for Apple's preview app.



### 21.0.96 How to create PDF for image files?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use DynaPDF like this:

**Example:**

```
Function CreatePrintPDF(jpgFiles() as folderitem, pdfFile as FolderItem, PageWidth as Integer, PageHeight
as Integer) As Boolean
// have files?
If pdfFile = Nil Then Return False
If jpgFiles = Nil Then Return False

If jpgFiles.Ubound <0 Then Return False

// new DynaPDF
Dim pdf As New MyDynapdfMBS

// page width/height in MilliMeter
Dim pdfWidth as Integer = PageWidth * 72 / 25.4
Dim pdfHeight as Integer = PageHeight * 72 / 25.4

// put your license here
Call pdf.SetLicenseKey "Starter"

// create pdf
Call pdf.CreateNewPDF pdfFile

// set a couple of options
Call pdf.SetPageCoords(MyDynaPDFMBS.kpcTopDown)
Call pdf.SetResolution(300)
Call pdf.SetUseTransparency(False)
Call pdf.SetSaveNewImageFormat(False)
Call pdf.SetGStateFlags(MyDynaPDFMBS.kgfUseImageColorSpace, False)
Call pdf.SetJPEGQuality(100)

// set page size
Call pdf.SetBBox(MyDynaPDFMBS.kpbMediaBox, 0, 0, pdfWidth, pdfHeight)
Call pdf.SetPageWidth(pdfWidth)
Call pdf.SetPageHeight(pdfHeight)

// append pages with one image per page
For i as Integer = 0 To jpgFiles.Ubound
Call pdf.Append
Call pdf.InsertImageEx(0, 0, pdfWidth, pdfHeight, jpgFiles(i), 1)
Call pdf.EndPage
```

Next

```
// close
Call pdf.CloseFile
```

```
Return True
End Function
```

#### Notes:

This is to join image files in paper size to a new PDF.  
e.g. scans in A4 into an A4 PDF.

### 21.0.97 How to CURL Options translate to Plugin Calls?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Below a few tips on how to translate command line CURL calls to plugin calls.

#### Notes:

```
curl -vX PUT http://localhost:5984/appserials/78569238475/DocumentRegister.docx?rev=3-25634563456
-data-binary @DocumentRegister.docx -H "Content-Type: application/msword"
```

- The option -v means verbose. You can use OptionVerbose and listen for messages in the DebugMessage event.
- The option -X PUT means we want to do a HTTP PUT Request. So set OptionPut to true. Also you will want to set OptionUpload to true as you upload data.
- We have the URL which you put into OptionURL property.
- The -data-binary option tells CURL to pass the given data. With the @ before the data, it is interpreted as a file name, so the data is read from the given file. You'll need to open this file and pass data with the Read event as needed. (See CURLS ftp file upload example project)
- The last option -H specifies an additional header for the upload. Pas this additional header with the SetOptionHTTPHeader method.

```
curl -X PUT http://127.0.0.1:5984/appserials/f2f4e540bf8bb60f61cfd4328001c59 -d '{ "type": "Product", "description": "Application Serial", "acronym": "AppSerial", "dateAdded": "2011-03-21 14:57:36" }'
```

- Option -X PUT like above.
- Pass the URL again in OptionURL
- This time data is passed in command line for CURL. You'd put this data in the quotes into a string and make it available in the Read event. (See CURLS ftp upload example project)

### 21.0.98 How to delete file with ftp and curl plugin?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can set post/pre quotes to have ftp commands executed before or after the download/upload.

**Example:**

```
dim d as CURLMBS // your curl object
```

```
// delete file
```

```
dim ws() As String
```

```
ws.Append "DELE Temp.txt"
```

```
d.SetOptionPostQuote(ws)
```

**Notes:**

Use SetOptionPostQuote, SetOptionPreQuote or SetOptionQuote.

The ftp commands you pass here are native ftp commands and not the commands you use with ftp applications. To delete use DELE and the file path.

### 21.0.99 How to detect display resolution changed?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Mac OS X simply listen for display changed notifications.

**Notes:** Use the "Distribution Notification Center.rbp" example project as a base and use it to listen to notifications with the name "O3DeviceChanged".

### 21.0.100 How to detect retina?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use Window.BackingScaleFactorMBS to query the factor.

**Example:**

```
msgbox str(window1.BackingScaleFactorMBS)
```

### 21.0.101 How to disable force quit?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

Please visit this website and get the control panel for Mac OS 9 there:

<http://www3.sk.sympatico.ca/tinyjohn/DFQ.html>

For Mac OS X use the MBS Plugin with the SetSystemUIModeMBS method.

**Notes:** Please use presentationOptions in NSApplicationMBS for Cocoa applications.

### 21.0.102 How to disable the error dialogs from Internet Explorer on javascript errors?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** You can use this code in the htmlviewer open event:

**Example:**

```
if targetwin32 then
htmlviewer1..ole.Content.value("Silent") = True
end if
```

**Notes:** This disables the error dialogs from Internet Explorer.

### 21.0.103 How to display a PDF file in REALbasic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Mac OS X you can use CoreGraphics or PDFKit to display a PDF.

**Notes:**

An alternative can be to load the PDF into a htmlviewer so the PDF plugin can display it.

On Windows you may need to use the Acrobat ActiveX control from Adobe or launch Acrobat Reader.

### 21.0.104 How to do a lottery in RB?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Try this function:

**Example:**

```
Sub Lotto(max as Integer,count as Integer,z() as Integer)
// Lotto count numbers of max put into the array z beginning at index 0
dim n(0) as Integer ' all the numbers
dim m as Integer ' the highest field in the current array
dim i,a,b,d as Integer ' working variables

'fill the array with the numbers
m=max-1
redim n(m)
```

```

for i=0 to m
n(i)=i+1
next

' unsort them by exchanging random ones
m=max*10
for i=1 to m
a=rnd*max
b=rnd*max

d=n(a)
n(a)=n(b)
n(b)=d
next

' get the first count to the dest array
m=count-1
redim z(m)
for i=0 to m
z(i)=n(i)
next

'sort the result
z.sort
End Sub

Sub Open()
// Test it

dim za(0) as Integer ' the array of the numbers

lotto 49,6,za ' 6 of 49 in Germany

' and display them
staticText1.text=str(za(0))+chr(13)+str(za(1))+chr(13)+str(za(2))+chr(13)+str(za(3))+chr(13)+str(za(4))+chr(13)+str(za(5))+chr(13)+str(za(6))+chr(13)+str(za(7))+chr(13)+str(za(8))+chr(13)+str(za(9))+chr(13)+str(za(10))+chr(13)+str(za(11))+chr(13)+str(za(12))+chr(13)+str(za(13))+chr(13)+str(za(14))+chr(13)+str(za(15))+chr(13)+str(za(16))+chr(13)+str(za(17))+chr(13)+str(za(18))+chr(13)+str(za(19))+chr(13)+str(za(20))+chr(13)+str(za(21))+chr(13)+str(za(22))+chr(13)+str(za(23))+chr(13)+str(za(24))+chr(13)+str(za(25))+chr(13)+str(za(26))+chr(13)+str(za(27))+chr(13)+str(za(28))+chr(13)+str(za(29))+chr(13)+str(za(30))+chr(13)+str(za(31))+chr(13)+str(za(32))+chr(13)+str(za(33))+chr(13)+str(za(34))+chr(13)+str(za(35))+chr(13)+str(za(36))+chr(13)+str(za(37))+chr(13)+str(za(38))+chr(13)+str(za(39))+chr(13)+str(za(40))+chr(13)+str(za(41))+chr(13)+str(za(42))+chr(13)+str(za(43))+chr(13)+str(za(44))+chr(13)+str(za(45))+chr(13)+str(za(46))+chr(13)+str(za(47))+chr(13)+str(za(48))+chr(13)+str(za(49))+chr(13)+str(za(50))+chr(13)+str(za(51))+chr(13)+str(za(52))+chr(13)+str(za(53))+chr(13)+str(za(54))+chr(13)+str(za(55))+chr(13)+str(za(56))+chr(13)+str(za(57))+chr(13)+str(za(58))+chr(13)+str(za(59))+chr(13)+str(za(60))+chr(13)+str(za(61))+chr(13)+str(za(62))+chr(13)+str(za(63))+chr(13)+str(za(64))+chr(13)+str(za(65))+chr(13)+str(za(66))+chr(13)+str(za(67))+chr(13)+str(za(68))+chr(13)+str(za(69))+chr(13)+str(za(70))+chr(13)+str(za(71))+chr(13)+str(za(72))+chr(13)+str(za(73))+chr(13)+str(za(74))+chr(13)+str(za(75))+chr(13)+str(za(76))+chr(13)+str(za(77))+chr(13)+str(za(78))+chr(13)+str(za(79))+chr(13)+str(za(80))+chr(13)+str(za(81))+chr(13)+str(za(82))+chr(13)+str(za(83))+chr(13)+str(za(84))+chr(13)+str(za(85))+chr(13)+str(za(86))+chr(13)+str(za(87))+chr(13)+str(za(88))+chr(13)+str(za(89))+chr(13)+str(za(90))+chr(13)+str(za(91))+chr(13)+str(za(92))+chr(13)+str(za(93))+chr(13)+str(za(94))+chr(13)+str(za(95))+chr(13)+str(za(96))+chr(13)+str(za(97))+chr(13)+str(za(98))+chr(13)+str(za(99))+chr(13)+str(za(100))
End Sub

```

### 21.0.105 How to do an asycron DNS lookup?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** use CFHostMBS class (Mac OS X only).

**Notes:**

REALbasic internal functions and plugin DNS functions are synchronized.

You can use `DNSLookupThreadMBS` class for doing them asynchron.

### 21.0.106 How to draw a dashed pattern line?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can try this code:

**Example:**

*// call like this: DrawDashedPatternLine g,0,0,width,height,10*

```
Sub DrawDashedPatternLine(g as graphics,x1 as Integer,y1 as Integer,x2 as Integer,y2 as Integer, partlen
as Integer)
dim x,y,ox,oy as Double
dim dx,dy as Double
dim w,h,d as Double
dim b as Boolean

w=x2-x1
h=y2-y1

d=sqrt(w*w+h*h)

dx=w/d*partlen
dy=h/d*partlen

b=true
x=x1
while (x<x2) and (y<y2)
ox=x
oy=y

x=x+dx
y=y+dy

if b then
g.DrawLine ox,oy,x,y
end if

b=not b
wend

End Sub
```

**Notes:** It would be possible to add this to the plugin, but I think it's better if you do it in plain Realbasic code, so it even works on Windows.

### 21.0.107 How to draw a nice antialiased line?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

This code can help you although it's not perfect.

You need to set lc to the current color you use.

**Example:**

```
Sub drawLine(xs as Integer, ys as Integer, xe as Integer, ye as Integer, face as RGBSurface, lineColor as
color)
dim intX, intY, count, n, xDiff, yDiff as Integer
dim v, v1, floatX, floatY, xx, yy, xStep, yStep as Double
dim c as color

const st=1.0

xDiff=xe-xs
yDiff=ye-ys
count=max(abs(xDiff), abs(yDiff))
xStep=xDiff/count
yStep=yDiff/count
xx=xs
yy=ys
for n=1 to count
intX=xx
intY=yy
floatX=xx-intX
floatY=yy-intY

v=(1-floatX)*(1-floatY)*st
v1=1-v
c=face.pixel(intX, intY)
face.pixel(intX, intY)=rgb(v*lineColor.red+v1*c.red, v*lineColor.green+v1*c.green, v*lineColor.blue+v1*c.blue)
v=floatX*(1-floatY)*st
v1=1-v
c=face.pixel(intX+1, intY)
face.pixel(intX+1, intY)=rgb(v*lineColor.red+v1*c.red, v*lineColor.green+v1*c.green, v*lineColor.blue+v1*c.blue)
v=(1-floatX)*floatY*st
v1=1-v
c=face.pixel(intX, intY+1)
face.pixel(intX, intY+1)=rgb(v*lineColor.red+v1*c.red, v*lineColor.green+v1*c.green, v*lineColor.blue+v1*c.blue)
v=floatX*floatY*st
v1=1-v
c=face.pixel(intX+1, intY+1)
face.pixel(intX+1, intY+1)=rgb(v*lineColor.red+v1*c.red, v*lineColor.green+v1*c.green, v*lineColor.blue+v1*c.blue)
```

```
xx=xx+xStep
yy=yy+yStep
next
```

End Sub

**Notes:** PS: st should be 1 and face should be a RGBSurface or a Graphics object.

### 21.0.108 How to draw with CGContextMBS using my own handle?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can try this code:

**Example:**

```
Soft Declare Function QDBeginCGContext Lib "Carbon" (port as Integer, ByRef contextHandle as Integer)
as Integer
dim contextRef as Integer
call QDBeginCGContext(g.handle(graphics.HandleTypeCGrafPtr), contextRef)
dim c as new CGContextMBS(contextRef)
```

```
c.BeginPath
c.SetLineWidth(3)
c.SetRGBFillColor(1,0,0,0.5)
c.FillRect(CGMakeRectMBS(0,0,100,100))
c.DrawPath(c.kCGPathFillStroke)
c.Flush // and so on
```

```
Soft Declare Function QDEndCGContext Lib "Carbon" (port as Integer, ByRef contextHandle as Integer)
as Integer
dim h as Integer = c.Handle
call QDEndCGContext(g.handle(graphics.HandleTypeCGrafPtr), h)
c.Handle=0
```

**Notes:** Basicly you can provide your own handle to CGContextMBS. But if you do not set it back to 0 the CGContextMBS destructor will release the handle which can result into a crash. (if the reference count is wrong)

### 21.0.109 How to dump java class interface?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** In terminal you can use "javap -s <classname>" to display the class with the method names and parameters.

**Notes:** For example show ResultSet class: javap -s java.sql.ResultSet



### 21.0.110 How to duplicate a picture with mask or alpha channel?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this function:

**Example:**

```
Function Duplicate(extends p as Picture) As Picture
# if RBVersion >= 2011.04 then
if p.HasAlphaChannel then

// create nw picture and copy content:
dim q as new Picture(p.Width, p.Height)
q.Graphics.DrawPicture p,0,0

Return q

end if
# endif

// create new picture
dim q as new Picture(p.Width, p.Height, 32)

// get mask
dim oldMask as Picture = p.mask(false)
if oldMask = nil then
// no mask, so simple copy
q.Graphics.DrawPicture p,0,0
Return q
end if

// remove mask
p.mask = nil

// copy picture and mask
q.Graphics.DrawPicture p, 0, 0
q.mask.Graphics.DrawPicture oldMask,0,0

// restore mask
p.mask = oldmask

Return q
End Function
```

**Notes:**

Simply copy it to a module and call it like this: `q = p.duplicate`.

The code above works with old Real Studio versions because of the `#` if even if your RS version does not support alpha channel pictures. This way it's future proof.

### 21.0.111 How to enable assistive devices?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use AppleScript code like below:

**Notes:**

```
tell application "System Events"
activate
```

```
set UI elements enabled to true
```

```
return UI elements enabled
end tell
```

You can run this with AppleScriptMBS class.

### 21.0.112 How to encrypt a file with Blowfish?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this:

**Example:**

```
dim fi as FolderItem = SpecialFolder.Desktop.Child("test.xojo_binary_project")
dim fo as FolderItem = SpecialFolder.Desktop.Child("test.encrypted")
```

```
// read input
dim bi as BinaryStream = BinaryStream.Open(fi)
dim si as string = bi.Read(bi.Length)
bi.Close
```

```
// encrypt
dim so as string = BlowfishMBS.Encrypt("MyKey",si)
```

```
// write output
dim bo as BinaryStream = BinaryStream.Create(fo)
bo.Write so
bo.Close
```

**Notes:** Of course you can decrypt same way, just use Decrypt function and of course swap files.

### 21.0.113 How to extract text from HTML?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use both RemoveHTMLTagsMBS and DecodingFromHTMLMBS like this:

**Example:**

```
dim html as string = "<p><B>Gr&uuml;&szlig;e</B></P>"
dim htmltext as string = RemoveHTMLTagsMBS(html)
dim text as string = DecodingFromHTMLMBS(htmltext)
```

MsgBox text // shows: Gre

**Notes:**

You can use it together with RemoveHTMLTagsMBS to remove html tags. What you get will be the text without tags.

DecodingFromHTMLMBS turns HTML escapes back to unicode characters. Like &auml; to .

### 21.0.114 How to find empty folders in a folder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Try this code:

**Example:**

```
dim folder as folderitem // your folder

dim c as Integer = folder.count
for i as Integer = 1 to c
dim item as folderitem = folder.trueitem(i)
if item = nil then
// ignore
elseif item.directory then
// folder
if item.count = 0 then
// found empty folder
end if
end if
next
```

**21.0.115 How to find iTunes on a Mac OS X machine fast?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can try Launch Services.

**Example:**

```
dim f as FolderItem
```

```
f=LaunchServicesFindApplicationForInfoMBS("hook","com.apple.iTunes","iTunes.app")
```

```
MsgBox f.AbsolutePath
```

**21.0.116 How to find network interface for a socket by it's name?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use our plugin to build a lookup table.

**Example:**

```
Function FindNetworkInterface(name as string) As NetworkInterface
name = name.trim
```

```
if name.len = 0 then Return nil
```

```
// search by IP/MAC
```

```
dim u as Integer = System.NetworkInterfaceCount-1
for i as Integer = 0 to u
dim n as NetworkInterface = System.GetNetworkInterface(i)
if n.IPAddress = name or n.MACAddress = name then
Return n
end if
next
```

```
// use MBS Plugin to build a mapping
```

```
dim interfaces() as NetworkInterfaceMBS = NetworkInterfaceMBS.AllInterfaces
dim map as new Dictionary
```

```
for each n as NetworkInterfaceMBS in interfaces
```

```
dim IPv4s() as string = n.IPv4s
```

```
dim IPv6s() as string = n.IPv6s
```

```
for each IPv4 as string in IPv4s
```

```
map.Value(IPv4) = n.Name
```

```
next
```

```
for each IPv6 as string in IPv6s
```

```
map.Value(IPv6) = n.Name
```

```

next
if n.MAC<>>" then
map.Value(n.MAC) = n.Name
end if
next

// now search interfaces by name, IPv4 or IPv6
for i as Integer = 0 to u
dim n as NetworkInterface = System.GetNetworkInterface(i)
if map.Lookup(n.IPAddress, "") = name then
Return n
end if

if map.Lookup(n.MACAddress, "") = name then
Return n
end if
next

End Function

```

**Notes:** The code above uses a lookup table build using NetworkInterfaceMBS class to find the network interface by name.

### 21.0.117 How to find version of Microsoft Word?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this:

**Example:**

```

// find Word
dim f as FolderItem = LaunchServicesFindApplicationForInfoMBS("", "com.microsoft.Word", "")

// open bundle
dim c as new NSBundleMBS(f)

// read info
dim d as Dictionary = c.infoDictionary

// show version
MsgBox d.Lookup("CFBundleVersion", "")

```

**Notes:** Older versions of Word can be found with creator code "MSWD".

**21.0.118 How to fix CURL error 60/53 on connecting to server?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You probably connect with SSL and you have no valid certificate.

**Example:**

```
dim d as new CURLSMBS

// Disable SSL verification
d.OptionSSLVerifyHost = 0 // don't verify server
d.OptionSSLVerifyPeer = 0 // don't proofs certificate is authentic

// With SSL Verification:
dim cacert as FolderItem = Getfolderitem("cacert.pem")
d.OptionCAInfo = cacert.UnixpathMBS
d.OptionSSLVerifyHost = 2 // verify server
d.OptionSSLVerifyPeer = 1 // proofs certificate is authentic
```

**Notes:**

You can either use the code above to disable the SSL verification and have no security. Or you use the cacert file and enable the verification. Than you only get a connection if the server has a valid certificate.

see also:

<http://curl.haxx.se/ca/>

**21.0.119 How to format double with n digits?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use the FormatMBS function for this.

**Example:**

```
dim d as Double = 123.4567890
listbox1.AddRow FormatMBS("% f", d)
listbox1.AddRow FormatMBS("% e", d)
listbox1.AddRow FormatMBS("% g", d)

listbox1.AddRow FormatMBS("% 5.5f", d)
listbox1.AddRow FormatMBS("% 5.5e", d)
listbox1.AddRow FormatMBS("% 5.5g", d)

d = 0.000000123456
listbox1.AddRow FormatMBS("% f", d)
listbox1.AddRow FormatMBS("% e", d)
```

```
listbox1.AddRow FormatMBS("% g", d)

listbox1.AddRow FormatMBS("% 5.5f", d)
listbox1.AddRow FormatMBS("% 5.5e", d)
listbox1.AddRow FormatMBS("% 5.5g", d)
```

**Notes:**

see FormatMBS for details.

In general % f is normal style, % e is scientific and % g is whichever gives best result for given space.

**21.0.120 How to get a time converted to user time zone in a web app?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the WebSession.GMTOffset property.

**Example:**

```
Sub Open()
// current date on server
dim d as new date
dim s as string = d.LongTime

// adjust to client GMT offset
d.GMTOffset = d.GMTOffset + Session.GMTOffset

dim t as string = D.LongTime

MsgBox s+EndOfLine+t
End Sub
```

**21.0.121 How to get an handle to the frontmost window on Windows?**

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This function returns a handle for the frontmost window:

**Example:**

```
Function GetForegroundWindowHandle() as Integer
# if targetwin32 then
declare function GetForegroundWindow Lib "user32.dll" as Integer
Return GetForegroundWindow()
# endif
End Function
```

### 21.0.122 How to get CFAbsoluteTime from date?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Use code like this:

**Example:**

```
dim d as new date
dim t as CFTimeZoneMBS = SystemCFTimeZoneMBS
dim g as new CFGregorianCalendarMBS
g.Day = d.Day
g.Month = d.Month
g.Year = d.Year
g.Minute = d.Minute
g.Hour = d.Hour
g.Second = d.Second

dim at as CFAbsoluteTimeMBS = g.AbsoluteTime(t)
dim x as Double = at.Value
```

```
MsgBox str(x)
```

**Notes:**

As you see we need a timezone and put the date values in a gregorian date record. Now we can query absolute time for the given timezone.

### 21.0.123 How to get client IP address on web app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the `WebSession.RemoteAddress` property.

**Example:**

```
Sub Open()
Title = Session.RemoteAddress
End Sub
```



### 21.0.124 How to get fonts to load in charts on Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use the SetFontSearchPath method in the CDBaseChartMBS class to specify where your fonts are.

**Example:**

```
if TargetLinux then
CDBaseChartMBS.SetFontSearchPath "/usr/share/fonts/truetype"
else
// on Mac and Windows we use system fonts.
end if
```

**Notes:**

On Mac OS X and Windows, the fonts are loaded from the system's font folder.

e.g. if you use ubuntu, you can install the ttf-mscorefonts-installer package and call this method with "/usr/share/fonts/truetype/msttcorefonts" as the path. No backslash on the end of a path, please.

### 21.0.125 How to get fonts to load in DynaPDF on Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use the AddFontSearchPath method in the DynaPDFMBS class to specify where your fonts are.

**Example:**

```
dim d as new DynaPDFMBS
if TargetLinux then
call d.AddFontSearchPath "/usr/share/fonts/truetype", true
else
// on Mac and Windows we use system fonts.
end if
```

**Notes:**

On Mac OS X and Windows, the fonts are loaded from the system's font folder.

e.g. if you use ubuntu, you can install the ttf-mscorefonts-installer package and call this method with "/usr/share/fonts/truetype/msttcorefonts" as the path. No backslash on the end of a path, please.

**21.0.126 How to get GMT time and back?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use the date class and the GMTOffset property.

**Example:**

```
// now
dim d as new date

// now in GMT
dim e as new date
e.GMTOffset = 0

// show
MsgBox str(d.TotalSeconds,"0.0")+ " " +str(e.TotalSeconds, "0.0")

dim GMTTimeStamp as Double = e.TotalSeconds

// restore
dim f as new date

// add GMT offset here
f.TotalSeconds = GMTTimeStamp + f.GMTOffset*3600
// because here it's removed
f.GMTOffset = f.GMTOffset

MsgBox d.ShortTime+ " (" +str(d.GMTOffset)+") " +str(d.TotalSeconds,"0.0")+EndOfLine+_
e.ShortTime+ " (" +str(e.GMTOffset)+") " +str(e.TotalSeconds,"0.0")+EndOfLine+_
f.ShortTime+ " (" +str(f.GMTOffset)+") " +str(f.TotalSeconds,"0.0")
```

**Notes:** It's sometimes a bit tricky with the date class as setting one property often changes the others.

**21.0.127 How to get good crash reports?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Check this website from the webkit website:

**Notes:** <http://webkit.org/quality/crashlogs.html>

**21.0.128 How to get list of all threads?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use the runtime module like in this function:

**Example:**

```

Function Threads() As Thread()
# pragma DisableBackgroundTasks
dim t() as Thread

Dim o as Runtime.ObjectIterator=Runtime.IterateObjects
While o.MoveNext
if o.Current isa Thread then
t.Append thread(o.current)
end if
Wend

Return t
End Function

```

**Notes:**

This returns an array of all thread objects currently in memory.  
The pragma is important here as it avoids thread switches which may cause a thread to be created or deleted.

### 21.0.129 How to get parameters from webpage URL in Real Studio Web Edition?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the Webpage.ParametersReceived event.

**Example:**

```

Sub ParametersReceived(Variables As Dictionary)
for each key as Variant in Variables.keys
MsgBox key+" ->" +Variables.Value(key)
next
End Sub

```

**Notes:** The text encodings of this strings is not defined in Real Studio 2010r5. Please use DefineEncoding.

### 21.0.130 How to get Real Studio apps running Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You need to install some require packages.

**Notes:**

You need CUPS as well as GTK packages. On 64 bit systems also the ia32-libs package.

Please note that you need a x86 compatible Linux. So no PPC, Power, ARM or other CPUs.

### 21.0.131 How to get the color for disabled textcolor?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Ask the appearance manager:

**Example:**

```
Function GetThemeTextColor(inColor as Integer, inDepth as Integer, inColorDev as Boolean) As Color
declare function GetThemeTextColor lib "Carbon" (inColor as Integer, inDepth as Integer, inColorDev as Boolean, outColor as Ptr) as Integer
```

```
dim i as Integer
dim col as MemoryBlock
```

```
col = newMemoryBlock(6)
```

```
i = GetThemeTextColor(inColor, inDepth, inColorDev, col)
```

```
return RGB(col.UShort(0)\256, col.UShort(2)\256, col.UShort(4)\256)
End Function
```

**Notes:**

The color for this is:

```
const kThemeTextColorDialogInactive = 2.
```

```
c = GetThemeTextColor(kThemeTextColorDialogInactive, Screen(0).Depth, true)
```

For Mac OS X you should use "CarbonLib" instead of "AppearanceLib" ...

### 21.0.132 How to get the current free stack space?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can something like the code below:

**Example:**

```

Sub ShowStackSize()
dim threadid as Integer
dim size as Integer

declare function GetCurrentThread lib "Carbon" (byref threadid as Integer) as short
declare function ThreadCurrentStackSize lib "Carbon" (threadid as Integer, byref size as Integer) as short

if GetCurrentThread(threadid)=0 then
if 0=ThreadCurrentStackSize(threadid,size) then
MsgBox str(size)
end if
end if
End Sub

```

**Notes:** For Mac OS 9, use "ThreadLib" instead of "CarbonLib". You can use # if you like for that.

### 21.0.133 How to get the current timezone?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:**

You can use the TimeZoneMBS class or the CTimeZoneMBS class.

Or code like below:

**Example:**

```

Function GMTOffsetInMinutes() as Integer
// Returns the offset of the current time to GMT in minutes.
// supports Mac OS and Windows, but not Linux yet (let me know if
// you have code for that, please)
//
// Note that the offset is not always an even multiple of 60, but
// there are also half hour offsets, even one 5:45h offset

// This version by Thomas Tempelmann (rb@tempel.org) on 25 Nov 2005
// with a fix that should also make it work with future Intel Mac targets.
//
// Using code from various authors found on the RB NUG mailing list

dim result, bias, dayLightbias as Integer
dim info as memoryBlock
dim offset as Integer

# if targetMacOS then

Declare Sub ReadLocation lib "Carbon" (location As ptr)

```

```

info = NewMemoryBlock(12)
ReadLocation info
if false then
// bad, because it does not work on Intel Macs:
`offset = info.short(9) * 256 + info.byte(11)
else
offset = BitwiseAnd (info.long(8), & hFFFFFF)
end

offset = info.short(9) * 256 + info.byte(11)
offset = offset \60
return offset

# endif

# if targetWin32 then

Declare Function GetTimeZoneInformation Lib "Kernel32" ( tzInfoPointer as Ptr ) as Integer
// returns one of
// TIME_ZONE_ID_UNKNOWN 0
// - Note: e.g. New Delhi (GMT+5:30) and Newfoundland (-3:30) return this value 0
// TIME_ZONE_ID_STANDARD 1
// TIME_ZONE_ID_DAYLIGHT 2

info = new MemoryBlock(172)
result = GetTimeZoneInformation(info)

bias = info.Long(0)
// note: the original code I found in the NUG archives used Long(84) and switched to Long(0)
// only for result=1 and result=2, but my tests found that Long(0) is also the right value for result=0

if result = 2 then
daylightBias = info.long(168)
end if
offset = - (bias + dayLightbias)
return offset

# endif

End Function

```

### 21.0.134 How to get the current window title?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The code below returns the current window title for the frontmost window on Mac OS X if Accessibility services are

**Example:**

```

Function CurrentWindowTitle() As string
dim SystemWideElement,FocusedApplicationElement,FocusedWindowElement as AXUIElementMBS
dim FocusedApplication,FocusedWindow,Title as AXValueMBS
dim s as String
dim cs as CFStringMBS

SystemWideElement=AccessibilityMBS.SystemWideAXUIElement
if SystemWideElement<>nil then
FocusedApplication=SystemWideElement.AttributeValue(AccessibilityMBS.kAXFocusedApplicationAttribute)
if FocusedApplication.Type=AccessibilityMBS.kAXUIElementMBSTypeID then
FocusedApplicationElement=new AXUIElementMBS
FocusedApplicationElement.Handle=FocusedApplication.Handle
FocusedApplicationElement.RetainObject

FocusedWindow=FocusedApplicationElement.AttributeValue(AccessibilityMBS.kAXFocusedWindowAttribute)

if FocusedWindow<>nil and AccessibilityMBS.kAXUIElementMBSTypeID=FocusedWindow.Type then

FocusedWindowElement=new AXUIElementMBS
FocusedWindowElement.Handle=FocusedWindow.Handle
FocusedWindowElement.RetainObject

Title=FocusedWindowElement.AttributeValue(AccessibilityMBS.kAXTitleAttribute)
if Title<>nil and Title.Type=kCFStringMBSTypeID then
cs=new CFStringMBS
cs.handle=Title.Handle
cs.RetainObject
Return cs.str
end if
end if
end if
end if
End Function

```

**21.0.135 How to get the cursor blink interval time?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** On Mac OS you can use GetCaretTime from the toolbox.

**Example:**

```

declare function GetCaretTime lib "Carbon" () as Integer

MsgBox str(GetCaretTime()+” ticks”

```

**Notes:** 60 ticks make one second.

### 21.0.136 How to get the list of the current selected files in the Finder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

Use the AppleScript like this one:

```
tell application "finder"
return selection
end tell
```

Which translates into this AppleEvent:

```
Process("Finder").SendAE "core,getd,'—':obj { form:prop, want:type(prop), seld:type(sele), from:'null'() }
"
```

and as Realbasic code it looks like this:

**Example:**

```
dim ae as appleevent
dim o1 as appleeventObjectSpecifier
dim f as folderItem
dim alist as appleeventdescList
dim i as Integer
dim dateiname as string

// setup the AppleEvent
o1=getpropertyObjectDescriptor( nil, "sele")
ae= newappleEvent("core", "getd", "MACS")
ae.objectSpecifierParam("—")=o1

// send it
if ae.send then
// got the list
alist=ae.replyDescList

// now show the list of filename into an editfield:

for i=1 to alist.count
f=alist.folderItem(i)

dateiname=f.name
```



```
// editfield1 with property "multiline=true"!
editfield1.text=editfield1.text + dateiname + chr(13)
next
end if
```

### 21.0.137 How to get the Mac OS system version?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The following code queries the value and displays the version number:

**Example:**

```
dim first as Integer
dim second as Integer
dim third as Integer
dim l as Integer

if System.Gestalt("sysv",l) then

Third=Bitwiseand(l,15)
second=Bitwiseand(l\16,15)
first=Bitwiseand(l\256,15)+10*Bitwiseand(l\256\16,15)
end if

if First>=10 then
msgbox "Mac OS X "+str(First)+". "+str(Second)+". "+str(third)
else
msgbox "Mac OS "+str(First)+". "+str(Second)+". "+str(third)
end if
```

### 21.0.138 How to get the Mac OS Version using System.Gestalt?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

**Example:**

```
Dim s As String
Dim b As Boolean
Dim i, resp as Integer

// Systemversion
b = System.Gestalt("sysv", resp)
If b then
s = Hex(resp)
```

```

For i =Len(s)-1 DownTo 1
s=Left(s,i)+"."+Mid(s,i+1)
Next
MsgBox "Systemversion: Mac OS" + s
end if

```

**Notes:** The MBS Plugin has a SystemInformationMBS.OSVersionString function for this.

### 21.0.139 How to get the screensize excluding the task bar?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

**Notes:** Use the Screen class with the available\* properties.

### 21.0.140 How to get the size of the frontmost window on Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

**Notes:**

Make yourself a class for the WindowRect with four properties:

```

Bottom as Integer
Left as Integer
Right as Integer
Top as Integer

```

Add the following method to your class:

```

Sub GetWindowRect(windowhandle as Integer)
dim err as Integer
dim mem as memoryBlock
# if targetwin32 then
Declare Function GetWindowRect Lib "user32.dll" (hwnd as Integer, ipRect As Ptr) as Integer

mem = newmemoryBlock(16)
err = GetWindowRect(windowhandle, mem)
Left = mem.long(0)
Top = mem.Long(4)
Right = mem.Long(8)
Bottom = mem.Long(12)
# endif

```

End Sub

Good to use for the MDI Master Window!

### 21.0.141 How to get the source code of a HTMLViewer?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

**Example:**

*// for Windows:*

```
msgbox HTMLViewer1.IEHTMLTextMBS
```

*// for Mac OS X:*

```
msgbox HTMLViewer1.mainFrameMBS.dataSource.data
```

### 21.0.142 How to handle really huge images with GraphicsMagick or ImageMagick?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Sometimes it may be better to use an extra application to process images.

**Notes:**

A typical 32 bit app made with Xojo (Real Studio) can use around 1.8 GB on Windows and 3 GB on Mac OS X. Some images may be huge, so that processing them causes several copies of the image to be in memory. With a 500 MB image in memory, doing a scale or rotation may require a temp image. So with source, temp and dest images with each 500 MB plus your normal app memory usage, you may hit the limit of Windows with 1.8 GB.

In that case it may be worth running a tool like gm in the shell class. gm is the command line version of GraphicsMagick. There you can run the 64 bit version which is not limited in memory like your own application. Also you can monitor progress and keep your app responsive.

### 21.0.143 How to handle tab key for editable cells in listbox?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this function:

**Example:**

```
Function HandleTabInList(list as listbox, row as Integer, column as Integer, key as String) As Boolean
// Handle tab character in Listbox.CellKeyDown event
```

```
Select case asc(key)
case 9
if Keyboard.AsyncShiftKey then
// back

// look for column left
for i as Integer = column-1 downto 0
if list.ColumnType(i) >= list.TypeEditable then
list.EditCell(row, i)
Return true
end if
next

// not found, so look in row before
row = row - 1
if row >= 0 then
for i as Integer = list.ColumnCount-1 downto 0
if list.ColumnType(i) >= list.TypeEditable then
list.EditCell(row, i)
Return true
end if
next
end if
else
// forward

// look for column right
for i as Integer = column+1 to list.ColumnCount-1
if list.ColumnType(i) >= list.TypeEditable then
list.EditCell(row, i)
Return true
end if
next

// not found, so look in row below
row = row + 1
if row <list.ListCount then
for i as Integer = 0 to list.ColumnCount-1
if list.ColumnType(i) >= list.TypeEditable then
list.EditCell(row, i)
Return true
end if
next
end if
end if
```

```
end Select
End Function
```

#### Notes:

You call it from CellKeyDown event like this:

```
EventHandler Function CellKeyDown(row as Integer, column as Integer, key as String) As Boolean
if HandleTabInList(me, row, column, key) then Return true
End EventHandler
```

As you see in the code, we handle tab and shift + tab for moving back and forward. Also we wrap to previous/next row if needed. Feel free to extend this to wrap from last to first row or create a new row for editing.

#### 21.0.144 How to hard link MapKit framework?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Our MapKit classes weak link the framework. If you need hard linking it for the App Store, you can add this method to a class:

##### Example:

```
Sub ReferenceMapKit()
// just put this in window or app class

# if TargetMachO and Target64Bit then
Declare sub testing Lib "MapKit" Selector "test" (id as ptr)
testing(nil)
# endif

End Sub
```

#### Notes:

No need to call the method.

Just having it in a window or app, will cause the compiler to hard link the framework.

#### 21.0.145 How to have a PDF downloaded to the user in a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use a WebHTMLViewer control and load the PDF file with the PDF plugin from the browser.

##### Example:

```

dim CurrentFile as WebFile // a property of the WebPage

// define the PDF file
CurrentFile = new WebFile
CurrentFile.Filename = "test.pdf"
CurrentFile.MIMEType = "application/pdf"
CurrentFile.Data = "some pdf data" // MyDynaPDF.GetBuffer
CurrentFile.ForceDownload = true

// start the download
showurl(CurrentFile.url)

```

**Notes:** See our Create PDF example for the Real Studio Web Edition.

### 21.0.146 How to hide all applications except mine?

Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The code below will on Mac OS hide all applications except your one:

**Example:**

```

dim p as new ProcessMBS

p.GetFirstProcess
do
if not p.FrontProcess then
p.Visible=false
end if
loop until not p.GetNextProcess

```

### 21.0.147 How to hide script errors in HTMLViewer on Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Set Internet Explorer to silent mode with code like this:

**Example:**

```

htmlviewer1..ole.Content.value("Silent") = True

```

**Notes:** Simply put this code in the open event of your htmlviewer control (using me instead of htmlviewer1).

### 21.0.148 How to hide the grid/background/border in ChartDirector?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** If you want to hide something in a chart, simply assign the kTransparent constant as color.

### 21.0.149 How to hide the mouse cursor on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this declare:

**Example:**

```
Declare Sub HideCursor Lib "Carbon" () Inline68K("A852")
```

```
HideCursor
```

**Notes:** The MBS Plugin has this function and supports it on Windows, too.

### 21.0.150 How to insert image to NSTextView or TextArea?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** With NSTextViewMBS you can use this code to insert file:

**Example:**

```
// insert a file to textview
```

```
Public Sub InsertFile(textview as NSTextViewMBS, f as FolderItem)
```

```
// read to file
```

```
dim b as BinaryStream = BinaryStream.Open(f)
```

```
dim s as string = b.Read(b.Length)
```

```
// build wrapper
```

```
dim fileWrapper as NSFileWrapperMBS = NSFileWrapperMBS.initRegularFileWithContents(s)
```

```
fileWrapper.preferredFilename = f.name
```

```
// make attachment
```

```
dim fileAttachment as new NSTextAttachmentMBS(fileWrapper)
```

```
dim attributedString as NSAttributedStringMBS = NSAttributedStringMBS.attributedStringWithAttachment(fileAttachment)
```

```
// add to a NSTextViewMBS
```

```
textview.insertText attributedString
```

```
End Sub
```

**Notes:** For TextArea you can query the underlying NSTextViewMBS object via TextArea.NSTextViewMBS method.

### 21.0.151 How to jump to an anchor in a htmlviewer?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** You can use javascript to change the current window's location.

**Example:**

```
// load website
htmlviewer1.LoadURL "http://www.monkeybreadsoftware.net/addressbook-abpersonmbs.shtml"

// later jump to anchor named "16":

if TargetWin32 then
call HTMLViewer1.IERunJavaScriptMBS "window.location = ""# 16""
elseif TargetMacOS then
call HTMLViewer1.EvaluateJavaScriptMBS "window.location = ""# 16""
else
// not supported
end if
```

### 21.0.152 How to keep a movieplayer unclickable?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** To keep the user away from clicking on a playing Movie you can just drop a Canvas in front of the Movieplayer and take the clicks there.

**Example:**

```
Function Canvas1.MouseDown(X as Integer, Y as Integer) as boolean
return true // take it and do nothing
End Function
```

### 21.0.153 How to keep my web app from using 100% CPU time?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Linux and Mac OS X you can use renice command in the terminal. On Windows use the task manager to reduce priority.

**Notes:**



If you launch your app with nohup on Linux or Mac OS X like this from the terminal or a script:

```
nohup /webapps/MyApp/MyApp &
```

you can simply have a second line saying this:

```
renice 20 $ !
```

which tells the system to lower priority to lowest value for the latest background process.

### 21.0.154 How to kill a process by name?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can kill a process (or application) by name if you loop over all the processes and kill the one you need.

**Example:**

```
dim p as new ProcessMBS
p.GetfirstProcess ' get first
do
if p.name = "TextEdit" then
call p.KillProcess
Return
end if
loop until not p.GetNextProcess
```

**Notes:** You may want to check the result of killProcess function. Not every user is allowed to kill every application.

### 21.0.155 How to know how many CPUs are present?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this function:

**Example:**

```
Function GetCPUCount() as Integer
Declare Function MPProcessors Lib "Carbon" () as Integer

Return MPProcessors()
End Function
```

**Notes:** Your app will then need that library to launch on Classic. To avoid this the MBS plugin checks if this library is available and return 1 if it's not available.

### 21.0.156 How to know if a movie is finished?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** This code can help you although it's not perfect:

**Example:**

```
Declare Function IsMovieDone Lib "QuickTime" (theMovie as Integer) as Integer
```

```
if IsMovieDone(moviePlayer1.movie.handle) <>0 then
//movie is finished
end if
```

**Notes:** But be carefull! It crashes sometimes for an unknown reason!?

### 21.0.157 How to know if QuickTime is installed on any target and can play MPEG 4 movies?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Try this code:

**Example:**

```
dim q as QTComponentInformationMBS

q=new QTComponentInformationMBS

// "eat " = Movie importers
while q.NextComponentOfType("eat ")
if q.SubType="MP4 " then
MsgBox "found: "+q.Name+ " codec"
end if
wend
```

**Notes:** If you find a MP4 movie importing codec you can be sure that a MP4 movie can be opened.

### 21.0.158 How to know if QuickTime is installed on any target?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Try this function:

**Example:**

```
Dim theEffect as QTEffect

theEffect=GetQTCrossFadeEffect

if theEffect = nil then
msgBox "QuickTime is not installed."
else
msgBox "Quicktime is installed."
end if
```

**Notes:** The problem with this code is that it checks only if the QuickTime part of the cross fade effect is available. Use the QTComponentInformationMBS to check for the features you really need.

### 21.0.159 How to know the calling function?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Mac you can use a helper function like this this code:

**Example:**

```
Public Function CallingFunction() as string
// Query name of calling function of a function

# Pragma BreakOnExceptions false

try

// raise a dummy exception
dim r as new NilObjectException
raise r

catch x as NilObjectException

// get stack
dim stack() as string = x.Stack

// pick function name and return
dim name as string = stack(2)
Return name

end try
```

**End Function**

**Notes:** You need to include function names in your application.

**21.0.160 How to launch an app using it's creator code?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Send an AppleEvent "oapp" with the creator code to the Finder ("MACS"):

**Example:**

```
Dim a as AppleEvent
dim creator as string

creator = "MSIE" ' here the Internet Explorer

a = NewAppleEvent("aevt", "odoc", "MACS")
a.Timeout = -1

a.ObjectSpecifierParam("—") = GetUniqueIDObjectDescriptor("appf", nil, creator)

if not a.send then
msgBox "An error has occured"
else

end if
```

**21.0.161 How to launch disc utility?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use this code:

**Example:**

```
dim f as FolderItem = LaunchServicesFindApplicationForInfoMBS("", "com.apple.DiskUtility", "")

if f<>Nil then
f.Launch
end if
```

**Notes:** This works even if people renamed the disc utility or moved it to another folder.

### 21.0.162 How to make a lot of changes to a REAL SQL Database faster?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You may try to embed your changes to the database between two transaction calls.

**Example:**

```
dim db as Database // some database

db.SQLExecute "BEGIN TRANSACTION"
// Do some Stuff
db.SQLExecute "END TRANSACTION"
```

**Notes:** This can increase speed by some factors.

### 21.0.163 How to make a NSImage object for my retina enabled app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use code like this:

**Example:**

```
Function NewRetinaImage(pic as Picture, mask as Picture = nil) As NSImageMBS
// first make a NSImageMBS from it
dim n as new NSImageMBS(pic, mask)

// now set to half the size, so we have 2x pixels for the image
n.size = new NSSizeMBS(n.width/2, n.height/2)

// and return
Return n
End Function
```

**Notes:**

The thing to do is to have 2x the pixels, but assign a size to the image which gives it the right size in points. You can pass the NSImageMBS from here to NSMenuItemMBS. For Retina displays, the full resolution is used. For others it will be reduced.

### 21.0.164 How to make a window borderless on Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this declares:

**Example:**

```

// Sets window to borderless popup type, and sets its initial dimensions.
// Call this method, then Win32SetBorderlessPos, and then RB's Show
// method. Use RB Frame type 7 (Global Floating Window).

Const SWP_NOMOVE = & H2
Const SWP_FRAMECHANGED = & H20
Const HWND_TOPMOST = -1
Const GWL_STYLE = -16
Const WS_POPUPWINDOW = & H80880000

Dim styleFlags as Integer

# If TargetWin32 Then

Declare Function SetWindowLong Lib "user32" Alias "SetWindowLongA" (hwnd as Integer, nIndex as Integer, dwNewLong as Integer) as Integer
Declare Function SetWindowPos Lib "user32" (hwnd as Integer, hWndInstertAfter as Integer, x as Integer, y as Integer, cx as Integer, cy as Integer, flags as Integer) as Integer

styleFlags = SetWindowLong( w.WinHWND, GWL_STYLE, WS_POPUPWINDOW )
styleFlags = BitwiseOr( SWP_FRAMECHANGED, SWP_NOMOVE )
styleFlags = SetWindowPos( w.WinHWND, HWND_TOPMOST, 0, 0, wd, ht, styleFlags )

# EndIf

```

### 21.0.165 How to make an alias using AppleEvents?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

**Example:**

```

Sub MakeAlias(folder as folderitem, target as folderitem, aliasname as string)
dim ev as AppleEvent
dim myResult as boolean
dim properties as AppleEventRecord

ev = NewAppleEvent("core", "crel", "MACS")
ev.MacTypeParam("kocl") = "alis"
ev.FolderItemParam("to ") = target
ev.FolderItemParam("insh") = folder

properties=new AppleEventRecord
properties.StringParam("pnam")=aliasname

ev.RecordParam("prdt")=properties

```

```
myResult = ev.send
// true on success, false on error
End Sub
```

**Notes:**

Call it like this:

```
MakeAlias SpecialFolder.Desktop, SpecialFolder.Desktop.Child("Gif Copy.rb"), "test.rb alias"
```

Seems to not work on Mac OS X 10.6

**21.0.166 How to make an application smaller?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

If you use an older copy of REALbasic, you should try to compile for 68k only instead of PPC. It's a little bit slower, but code is much smaller.

On any Mac OS target you can save your images as JPEG and drop the into your application. REALbasic will include them as JPEGs into the Mac applications (convert to BMP for Windows). This will make the resources of your application smaller, but requires that the user has QuickTime 2.5 or newer installed.

**21.0.167 How to make AppleScripts much faster?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** use "ignoring application responses" like in this example:

**Notes:**

```
on run { fn, fpx, fpy }
ignoring application responses
tell app "Finder" to set the position of folder fn to fpx, fpy
end ignoring
end run
```

**21.0.168 How to make double clicks on a canvas?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

Update: Newer Xojo versions support DoubleClick event, so you don't need this code.

Here's my tip from the tips list on how to add a double-click event to the Canvas control. The technique could easily be used for a window or any Rectcontrol:

Because of its built-in drawing methods, the Canvas control is often used to create custom interface controls. But while the Canvas control has event handlers for most mouse events, it doesn't have an event handler for DoubleClick events. Fortunately, you can add a double-click event handler to a Canvas control easily. Basically, you're going to create a new class based on Canvas and add a double-click event to that. You can then use the new class anytime you need a Canvas with a double-click event.

To create a new Canvas class with a DoubleClick event handler, do this:

1. Add a new class to your project.
2. Set the Super property of the new class to "Canvas".
3. Change the name of this new class to "DoubleClickCanvas".

A double-click occurs when two clicks occur within the users double-click time (set in the Mouse control panel on both Macintosh and Windows) and within five pixels of each other. So, you'll need a few properties to store when and where the last click occurred.

4. Add a new property with the following declaration and mark it as private: lastClickTicks as Integer
5. Add a new property with the following declaration and mark it as private: lastClickX as Integer
6. Add a new property with the following declaration and mark it as private: lastClickY as Integer

Since the Canvas control doesn't have a DoubleClick event, you will need to add one.

7. Add a new event to your class by choosing New Event from the Edit menu and enter "DoubleClick" as the event name.

Double-clicks occur on MouseUp. In order for the mouseUp event to fire, you must return True in the MouseDown event.

8. In the MouseDown event, add the following code:  
Return True

In the MouseUp event, you will need to determine what the users double-click time is. This value is represented on both the Mac and Windows in ticks. A tick is 1/60th of a second. Since there isn't a built-in function for this, you'll need to make a toolbox call. The mouseUp event code below makes the appropriate toolbox call for both Macintosh and Windows. It then compares the time of the users last click to the time of the current click and compares the location of the users last click to the location of the current click.

9. Add the following code to the MouseUp event:



```

dim doubleClickTime, currentClickTicks as Integer

# if targetMacOS then
Declare Function GetDbfTime Lib "Carbon" () as Integer
doubleClickTime = GetDbfTime()
# endif

# if targetWin32 then
Declare Function GetDoubleClickTime Lib "User32.DLL" () as Integer
doubleClickTime = GetDoubleClickTime()/60 // convert to ticks from milliseconds
# endif

currentClickTicks = ticks
//if the two clicks happened close enough together in time
if (currentClickTicks - lastClickTicks) <= doubleClickTime then
//if the two clicks occurred close enough together in space
if abs(X - lastClickX) <= 5 and abs(Y - LastClickY) <= 5 then
DoubleClick //a double click has occurred so call the event
end if
end if
lastClickTicks = currentClickTicks
lastClickX = X
lastClickY = Y

```

10. Now to test out your new DoubleClickCanvas, drag the class from the Project window to a window in your project to create an instance of it.

11. Double-click on the canvas you just added to your window to open the Code Editor. Notice that the canvas has a DoubleClick event handler. In this event handler, add the following code:

```
BEEP
```

### 21.0.169 How to make my Mac not sleeping?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Just inform the Mac OS about some system activity with code like this:

**Example:**

```
Sub UpdateSystemActivity()
```

```

# if TargetCarbon
declare function myUpdateSystemActivity lib "Carbon" alias "UpdateSystemActivity" (activity as Integer)
as short

```

```

const OverallAct = 0 // Delays idle sleep by small amount */
const UsrActivity = 1 // Delays idle sleep and dimming by timeout time */
const NetActivity = 2 // Delays idle sleep and power cycling by small amount */
const HDActivity = 3 // Delays hard drive spindown and idle sleep by small amount */
const IdleActivity = 4 // Delays idle sleep by timeout time */

dim e as Integer

e=myUpdateSystemActivity(UsrActivity)

// you may react on an error if e is not 0 after the call.

# endif
End Sub

```

**Notes:**

You may use another constant if you prefer some different behavior. Call it maybe every second.

**21.0.170 How to make my own registration code scheme?**

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** There are excellent articles about how to make a registratin code scheme, but you can also simply use our RegistrationEngineMBS class.

**Notes:** If you need a license text, why not use the one from Real Studio as a starting point?

**21.0.171 How to make small controls on Mac OS X?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can try this code on Mac OS X:

**Example:**

```

'/*
'* Use the control's default drawing variant. This does not apply to
'* Scroll Bars, for which Normal is Large.
'*/
const kControlSizeNormal = 0

'/*
'* Use the control's small drawing variant. Currently supported by
'* the Check Box, Combo Box, Radio Button, Scroll Bar, Slider and Tab
'* controls.

```

```

*/
const kControlSizeSmall = 1

*/
/* Use the control's small drawing variant. Currently supported by
/* the Indeterminate Progress Bar, Progress Bar and Round Button
/* controls.
*/
const kControlSizeLarge = 2

*/
/* Control drawing variant determined by the control's bounds. This
/* ControlSize is only available with Scroll Bars to support their
/* legacy behavior of drawing differently within different bounds.
*/
const kControlSizeAuto = & hFFFF

const kControlSizeTag = "size"

declare function SetControlData lib "Carbon" (controlhandle as Integer, part as short, tagname as OS-
Type, size as Integer, data as ptr) as short

dim m as MemoryBlock

m=NewMemoryBlock(2)
m.UShort(0)=kControlSizeSmall

Title=str(SetControlData(CheckBox1.Handle, 0, kControlSizeTag, 2, m))

```

### 21.0.172 How to mark my Mac app as background only?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can run a build script on each build with this code:

**Example:**

```

Dim App As String = CurrentBuildLocation + "/" + CurrentBuildAppName + ".app"
Call DoShellCommand("/usr/bin/defaults write " + App + "/Contents/Info ""NSUIElement"" YES")

```

**Notes:** This will set the NSUIElement flag to YES.

**21.0.173 How to move a file or folder to trash?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like below:  
**Example:**

```
Function MoveToTrash(f as FolderItem) As Boolean
# if TargetMacOS then
dim r as FolderItem
dim e as Integer = MacFileOperationMBS.MoveObjectToTrashSync(f, r, MacFileOperationMBS.kFSFile-
OperationDefaultOptions)

if e = 0 then
Return true // Ok
end if

# elseif TargetWin32 then
dim w as new WindowsFileCopyMBS

dim flags as Integer = w.FileOperationAllowUndo + w.FileOperationNoErrorUI + w.FileOperationSilent
+ w.FileOperationNoConfirmation
if w.FileOperationDelete(f, flags) then
Return true // OK
end if

flags = w.FileOperationNoErrorUI + w.FileOperationSilent + w.FileOperationNoConfirmation
if w.FileOperationDelete(f, flags) then
Return true // OK
end if
# else
// Target not supported
break
Return false
# endif
End Function
```

**Notes:**

If you want to move a file to trash, you could use `f.movefileto f.trashfolder`, but that will overwrite existing files in the trash. You can use our `MacFileOperationMBS` class to move a file on Mac to the trash. And it uses the same code as the Finder, so files are renamed when the same name is already in use in the trash:

On Windows we use `WindowsFileCopyMBS` class.  
Requires Mac OS X 10.5.

### 21.0.174 How to move an application to the front using the creator code?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** This makes SimpleText (Code ttxt) to the frontmost application:

**Example:**

```
dim a as appleevent

a=newappleEvent("misc","actv","ttxt")

if a.send then
end if
```

**Notes:** (Code is Mac only)

### 21.0.175 How to move file with ftp and curl plugin?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can set post/pre quotes to have ftp commands executed before or after the download/upload.

**Example:**

```
dim d as CURLMBS // your curl object

// rename/move file
dim ws() As String
ws.Append "RNFR Temp.txt"
ws.append "RNTO MyFile.txt"

d.SetOptionPostQuote(ws)
```

**Notes:**

Use SetOptionPostQuote, SetOptionPreQuote or SetOptionQuote.

The ftp commands you pass here are native ftp commands and not the commands you use with ftp applications. So rename is two commands. First RNFR to tell where to rename from and second RNTO with the new file name. To delete use DELE and the file path.

### 21.0.176 How to normalize string on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like below:

**Example:**

```

Function Normalize(t as string) As string
const kCFStringNormalizationFormD = 0 // Canonical Decomposition
const kCFStringNormalizationFormKD = 1 // Compatibility Decomposition
const kCFStringNormalizationFormC = 2 // Canonical Decomposition followed by Canonical Composition
const kCFStringNormalizationFormKC = 3 // Compatibility Decomposition followed by Canonical Composition

dim s as CFStringMBS = NewCFStringMBS(t)
dim m as CFMutableStringMBS = s.Normalize(kCFStringNormalizationFormD)

Return m.str
End Function

```

**Notes:** This uses Apple's CFString functions to normalize unicode variants.

### 21.0.177 How to obscure the mouse cursor on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this declare:

**Example:**

```
Declare Sub ObscureCursor Lib "Carbon" ()
```

```
ObscureCursor
```

**Notes:** The MBS Plugin has this function, but it's not supported for Windows.

### 21.0.178 How to open icon file on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the NSImageMBS class like this:

**Example:**

```
dim f as FolderItem = SpecialFolder.Desktop.Child("test.ico")
dim n as new NSImageMBS(f)
```

```
window1.Backdrop = n.CopyPictureWithMask
```

### 21.0.179 How to open PDF in acrobat reader?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

**Example:**

```
dim pdf as FolderItem = SpecialFolder.Desktop.Child("test.pdf")

// open PDF in Acrobat Reader on Mac:

// find app
dim bundleID as string = "com.adobe.Reader"
dim app as FolderItem = LaunchServicesFindApplicationForInfoMBS("", bundleID, "")

if app<>nil then

// launch app with parameters

dim docs() as FolderItem
docs.Append pdf

dim param as new LaunchServicesLaunchParameterMBS
param.Defaults = true
param.Application = app

dim x as FolderItem = LaunchServicesOpenXMBS(docs, param)

// on failure, simply launch it
if x = nil then
pdf.Launch(true)
end if

else
pdf.Launch(true)
end if
```

**Notes:** On Windows, simply use pdf.launch or WindowsShellExecuteMBS.

### 21.0.180 How to open printer preferences on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use our OpenMacOSXPreferencesPaneMBS function like this:

**Example:**

```
dim e as Integer = OpenMacOSXPreferencesPaneMBS("PrintAndFax")
if 0 = e then
```

```
MsgBox "OK"  
elseif e = -43 then  
MsgBox "File not found."  
else  
MsgBox "Error: " +str(e)  
end if
```

### 21.0.181 How to open special characters panel on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We have functions for that in Cocoa and Carbon.

**Example:**

```
dim a as new NSApplicationMBS  
a.orderFrontCharacterPalette
```

**Notes:**

For Cocoa, you can use `orderFrontCharacterPalette` method in `NSApplicationMBS` class.

Or simply for Carbon and Cocoa the `ShowCharacterPaletteMBS` method.

### 21.0.182 How to optimize picture loading in Web Edition?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the `WebPicture` class.

**Notes:**

Take your picture and create a `WebPicture` object. Store this `WebPicture` in a property of the `WebPage`, `Session` or `app` (as global as possible). On the first time you use this picture on an user session, the browser will load it. Second time you use it, the browser will most likely pick it from the cache.

Having pictures in `App` or some module reuses the same picture for all sessions which reduces memory footprint.

This does not work well with pictures you change very often or use only for one webpage on one user.

If you like to see an example, check our `Map` example:

<http://www.monkeybreadsoftware.de/realbasic/webapps.shtml>



### 21.0.183 How to parse XML?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this:

**Example:**

```
dim s as string = "<test><test /></test>"
```

```
try
dim x as new XmlDocument(s)
MsgBox "OK"
catch xe as XmlException
MsgBox "invalid XML"
end try
```

**Notes:** If you got an exception, you have a parse error.

### 21.0.184 How to play audio in a web app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use the HTML5 audio tag and control it with javascript.

**Notes:**

See our web apps here:

<http://www.monkeybreadsoftware.de/realbasic/webapps.shtml>

This is just another example app I made today. It plays a christmas song. The audio file is provided by the application to the server, so no external web server is needed and this application can run stand alone. To compile and run you need Real Studio 2010r5.

In the open event we search the audio files and open them as binarystreams. We create the two webfile objects. Those webfiles are part of the app class, so we have them globally. There we set the data with the content of our streams. We also define file names and mime types. They are needed so browser know what we have here:

```
audioFileM4V = new WebFile
audioFileM4V.Data = bM.Read(BM.Length)
audioFileM4V.Filename = "music.m4a"
audioFileM4V.MIMETYPE = "audio/m4a"
```

```
audioFileOGG = new WebFile
audioFileOGG.Data = bO.Read(BO.Length)
```

```
audioFileOGG.Filename = "music.ogg"
audioFileOGG.MIMEType = "audio/ogg"
```

Next in the open event of the webpage we have a PageSource control. The location is set to be before content. In the open event we define the html code for this. First we pick the URLs for the audio files. Then we build the html to use the audio tag. As you see, we give it an ID for later use and have it preload automatically. If you add an autoplay tag, you can have the audio play right away. Inside the audio tag we have two sources so we provide audio for both Firefox (OGG) and Safari (MPEG4). Finally we have a text to display if HTML5 audio tag is not supported.

You can set the source in the EditSource event:

```
dim url0 as string = app.audioFileOGG.URL
dim urlm as string = app.audioFileM4V.URL
me.Source = "<audio id=""mymusic"" preload=""auto""><source src="""+url0+""" type=""audio/ogg""
/><source src="""+urlm+""" type=""audio/mpeg"" />Your browser does not support the audio ele-
ment.</audio>"
```

Next in the Play button we execute code to play the audio. This is a short javascript code which searches in the html document for the element with the ID "mymusic" which is the ID of our audio tag above. Once we got the object, we call it's play method to start playback.

```
me.ExecuteJavaScript("document.getElementById('mymusic').play();")
```

same for pause:

```
me.ExecuteJavaScript("document.getElementById('mymusic').pause();")
```

and finally for changing volume:

```
me.ExecuteJavaScript("document.getElementById('mymusic').volume="+str(me.Value/100.0)+"");")
```

### 21.0.185 How to pretty print xml?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the XML Transform method with the right XLS.

#### Notes:

Learn more here:

<http://docs.xojo.com/index.php/XMLDocument.Transform>

### 21.0.186 How to print to PDF?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** This code below shows how to redirect printing to a PDF file on Mac OS X.

**Example:**

```
// get Xojo printer setup
dim p as new PrinterSetup

// now put it into NSPrintInfo to manipulate
dim n as new NSPrintInfoMBS
n.SetupString = p.SetupString

// change destination to file
dim f as FolderItem = SpecialFolder.Desktop.Child("test.pdf")
n.SetSaveDestination(f)

// move back
p.SetupString = n.SetupString

// and print as usual
dim g as Graphics = OpenPrinter(p)
g.DrawString "Hello World", 20, 20
```

**Notes:** And you can use normal graphics class for that.

### 21.0.187 How to query Spotlight's Last Open Date for a file?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use a MDItemMBS objec to query this value:

**Example:**

```
Function LastOpenedDate(Extends F As FolderItem, DefaultOtherDates As Boolean = True) As Date
# If TargetMacOS Then
Dim xMDItem as New MDItemMBS(F)
Dim xDate as Variant

If xMDItem <> Nil Then
xDate = xMDItem.GetAttribute(xMDItem.kMDItemLastUsedDate).DateValue
If xDate IsA Date Then Return xDate
Else
If xDate <> Nil Then Break
End If
# EndIf
```

```

If DefaultOtherDates Then
If F.ModificationDate <>Nil Then Return F.ModificationDate
If F.CreationDate <>Nil Then Return F.CreationDate
End If
End Function

```

**Notes:** Thanks for Josh Hoggan for this example code.

### 21.0.188 How to quit windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

**Example:**

```

# if targetwin32 then
dim i1,i2,r as Integer
declare function ExitWindowsEx lib "user32" (uFlags as Integer, dwReserved as Integer) as Integer
i1 = 2
i2 = 0
r = ExitWindowsEx(i1,i2)
if r<>0 then
' Error()
end if

# endif

```

**Notes:**

uFlags parameters:

```

'4 = EWX_Force
'0 = EWX_Logoff
'2 = EWX_Reboot
'1 = EWX_shutdown, should shut down computer

```

Also check the ExitWindowsMBS method.

### 21.0.189 How to read a CSV file correctly?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** With all the rules for quotes and delimiters, you can simply use the SplitCommaSeparatedValuesMBS method in our plugins like

this:

**Example:**

```

dim f as FolderItem = SpecialFolder.Desktop.Child("test.csv")
dim t as TextInputStream = f.OpenAsTextFile

while not t.EOF
dim s as string = t.ReadLine(encodings.ASCII)

dim items() as string = SplitCommaSeparatedValuesMBS(s, ";", """")

List.AddRow ""
dim u as Integer = UBound(items)
for i as Integer = 0 to u
List.Cell(List.LastIndex,i) = items(i)
next

wend

```

**Notes:** Please make sure you choose the right text encoding.

## 21.0.190 How to read the command line on windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

**Example:**

```

# if targetwin32 then
dim line as string
Dim mem as MemoryBlock

Declare Function GetCommandLineA Lib "kernel32" () As Ptr

mem=GetCommandLineA()
s=mem.cstring(0)

# endif

```

**Notes:** Newer Realbasic versions have a system.commandline property.

**21.0.191 How to render PDF pages with PDF Kit?**

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

**Example:**

```
// choose a file
dim f as FolderItem = SpecialFolder.Desktop.Child("test.pdf")

// open it as PDF Document
dim sourceFile as New PDFDocumentMBS(f)

if sourceFile.handle <>0 then // it is a PDF file

// get upper bound of pages
dim c as Integer = sourceFile.pageCount-1

// from first to last page
for n as Integer = 0 to c

// pick that page
dim page as PDFPageMBS = sourceFile.pageAtIndex(n)

// render to image
dim p as NSImageMBS = page.Render

// and convert to RB picture and display
Backdrop = p.CopyPictureWithMask

next

end if
```

**Notes:** PDFKit works only on Mac OS X.

**21.0.192 How to restart a Mac?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Ask the Finder via Apple Events:

**Example:**

```
dim ae as appleevent
ae=newappleEvent("FNDR", "rest", "MACS")
if not ae.send then
msgBox "The computer couldn't be restarted."
end if
```

### 21.0.193 How to resume ftp upload with curl plugin?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** CURL supports that and you simply need to set the right options.

**Notes:**

First of course OptionUpload must be true. Second OptionFTPAppend must be true so the OptionResumeFrom is used. Store there (or in OptionResumeFromLarge) your start value. Don't forget to implement the read event and return data there as requested.

### 21.0.194 How to rotate a PDF page with CoreGraphics?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** This code opens a PDF and draws the first page into a new PDF with 90 rotation.

**Example:**

```
// Rotate a PDF page

// our files
dim sourcefile as FolderItem = SpecialFolder.Desktop.Child("test.pdf")
dim destfile as FolderItem = SpecialFolder.Desktop.Child("rotated.pdf")

// open PDF
dim pdf as CGPDFDocumentMBS = sourcefile.OpenAsCGPDFDocumentMBS

// query media size of first page
dim r as CGRectMBS = pdf.MediaBox(1)

// create new PDF
dim c as CGContextMBS = destfile.NewCGPDFDocumentMBS(r,"title","Author","Creator")

// create rotated rectangle
dim nr as new CGRectMBS(0,0,r.Height,r.Width)

// create new page
c.BeginPage nr
c.SaveGState

const pi = 3.14159265

// rotate by 90
c.RotateCTM pi*1.5
```

```

// fix origin
c.TranslateCTM -r.width,0

// draw PDF
c.DrawCGPDFDocument pdf,r,1

// cleanup
c.RestoreGState
c.EndPage

c = nil

// show in PDF viewer
destfile.Launch

```

**Notes:** This code is Mac only as it needs CoreGraphics.

### 21.0.195 How to rotate image with CoreImage?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the code like the one below:

**Example:**

```

// Rotate image with CoreImage

// load image
dim f as FolderItem = SpecialFolder.Desktop.Child("test.png")
dim image as new CIImageMBS(f)

// rotate 45 degree
dim n as new NSAffineTransformMBS
n.rotateByDegrees(45)

dim TransformFilter as new CIFilterAffineTransformMBS
TransformFilter.inputImage = image
TransformFilter.inputTransform = n

// get result
dim resultImage as CIImageMBS = TransformFilter.outputImage

// for saving to file
dim outputImage as NSImageMBS = resultImage.RenderNSImage(false)

f = SpecialFolder.Desktop.Child("output.png")
dim b as BinaryStream = BinaryStream.Create(f, true)

```



b. Write `outputImage.PNGRepresentation`

```
// as Real Studio picture object for display
dim pic as Picture = outputImage.CopyPictureWithMask
```

```
Backdrop = pic
```

### 21.0.196 How to run a 32 bit application on a 64 bit Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Install 32 bit compatibility libraries.

**Notes:**

The package is called `ia32-libs` for ubuntu (and others).

Some applications need to be run on a 32 bit system as they need some hardware related libraries. Like `libUSB` or `libHID` for USB devices.

### 21.0.197 How to save a quicktime movie as a reference movie?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Example code is below:

**Example:**

```
// save as reference movie
dim f as FolderItem
dim m as movie

f=SpecialFolder.Desktop.Child("test.mov")
m=f.OpenAsMovie

f=SpecialFolder.Desktop.Child("new movie.mov")

msgbox str(m.SaveMBS(f,false,false))
```

### 21.0.198 How to save HTMLViewer to PDF with landscape orientation?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use `NSPrint-InfoMBS` to change the options for `PrintToPDFFile` function.

**Example:**

```
// make it landscape
dim n as NSPrintInfoMBS = NSPrintInfoMBS.sharedPrintInfo
```

```
n.orientation = n.NSLandscapeOrientation

// save html to file
dim f as FolderItem = SpecialFolder.Desktop.Child("test.pdf")
call HTMLViewer1.PrintToPDFFileMBS(f,10,30,10,30)
```

**Notes:**

You may want to reset options later.  
This code is only for Mac OS X.

**21.0.199 How to save RTFD?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** With NSTextViewMBS you can use this code to save to RTFD:

**Example:**

```
// save text as RTFD including image attachments
dim f as FolderItem = GetSaveFolderItem(FileTypes1.ApplicationRtf, "test.rtf")

if f = nil then Return

dim a as NSAttributedStringMBS = textView.textStorage
dim w as NSFileWrapperMBS = a.RTFDFileWrapperFromRange(0, a.length, DocumentAttributes)

dim e as NSErrorMBS
if w.writeToFile(f, e) then

else
  MsgBox e.LocalizedDescription
end if
```

**Notes:** For TextArea you can query the underlying NSTextViewMBS object via TextArea.NSTextViewMBS method.

**21.0.200 How to scale a picture proportionally with mask?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** For a proportional scaling, we calculate the new picture size relative to the target maximum size.

**Example:**

```

Function ProportionalScaledWithMask(extends pic as Picture, Width as Integer, Height as Integer) As Pic-
ture
// Calculate scale factor

dim faktor as Double = min( Height / Pic.Height, Width / Pic.Width)

// Calculate new size
dim w as Integer = Pic.Width * faktor
dim h as Integer = Pic.Height * faktor

// create new picture
dim NewPic as new Picture(w,h,32)

// check if we have a mask and clear it
dim m as picture = pic.mask(False)
pic.mask = nil

// draw picture in the new size
NewPic.Graphics.DrawPicture Pic, 0, 0, w, h, 0, 0, Pic.Width, Pic.Height

if m <>nil then
// restore mask and scale it
pic.mask = m
NewPic.mask.Graphics.DrawPicture m, 0, 0, w, h, 0, 0, Pic.Width, Pic.Height
end if

// return result
Return NewPic
End Function

```

**Notes:** This version handles mask. As you see we actually have to remove mask in order to copy the picture part correctly.

### 21.0.201 How to scale a picture proportionally?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** For a proportional scaling, we calculate the new picture size relative to the target maximum size.

**Example:**

```

Function ProportionalScaled(extends pic as Picture, Width as Integer, Height as Integer) As Picture
// Calculate scale factor

dim faktor as Double = min( Height / Pic.Height, Width / Pic.Width)

```

```
// Calculate new size
dim w as Integer = Pic.Width * faktor
dim h as Integer = Pic.Height * faktor

// create new picture
dim NewPic as new Picture(w,h,32)

// draw picture in the new size
NewPic.Graphics.DrawPicture Pic, 0, 0, w, h, 0, 0, Pic.Width, Pic.Height

// return result
Return NewPic
End Function
```

**Notes:**

This does not handle mask, but you can scale the mask the same way and assign it to the new picture. (see other FAQ entry with mask)

**21.0.202 How to scale/resize a picture?**

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** There are several ways to scale or resize a picture. The easiest way may be the ScaleMBS function in the Picture class.

**Example:**

```
dim Original,Scaled as Picture

Original=LogoMBS(500)
Scaled=Original.ScaleMBS(100,100,true)
```

**Notes:**

The plugin ways:

- The GWorld class which uses QuickTime. Includes nice Bicubic scaling with QuickTime 6.
- QTGraphicsImporterMBS and QTGraphicsExporterMBS can scale/resize.
- CoreImage scale filter may result in the fastest and best images on Mac OS X 10.4.
- NSImageMBS can scale, but is Mac OS X only.
- CGImageMBS can scale, but is Mac OS X only.
- CIImageMBS can scale, but is Mac OS X only.
- QuickTime Graphics exporter and importer can be connected to scale. (this was used more often a few years ago)
- ImageMagick can scale very nice and crossplatform. But the ImageMagick libraries are big.
- The picture.ScaleMBS function is self written and results in equal output on Mac, Windows and Linux without any additional libraries installed.

- Picture.ScalingMBS does crossplatform scaling with several modes.

with pure REALbasic:

- make a new picture and draw the old one with new size inside.

### 21.0.203 How to search with regex and use unicode codepoints?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can specify unicode characters in search string with backslash x and digits.

**Example:**

```

dim r as RegExMbs
dim s as string
dim c as Integer

s="123 ABC 456"

r=new RegExMBS
if r.Compile(".") then
c=r.Execute(s,0)
MsgBox str(c)+" "+str(r.Offset(0))+" "+str(r.Offset(1))
// shows: 1 4 10
// 1 for ubound of the offset array
// 4 for 4 bytes before the matched pattern
// 10 for the 10 bytes before the end of the matched pattern
end if

r=new RegExMBS
if r.Compile(".\xF6.") then // finds using Unicode codepoint
c=r.Execute(s,0)
MsgBox str(c)+" "+str(r.Offset(0))+" "+str(r.Offset(1))
// shows: 1 4 10
// 1 for ubound of the offset array
// 4 for 4 bytes before the matched pattern
// 10 for the 10 bytes before the end of the matched pattern
end if

```

### 21.0.204 How to see if a file is invisible for Mac OS X?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this function:

**Example:**

```

Function Invisible(F As FolderItem) As Boolean
Dim TIS As TextInputStream
Dim S,All As String
Dim I as Integer
dim g as folderitem

If Left(F.Name,1)="." or not f.visible Then
Return True
End If

g=F.Parent.Child(".hidden")
If g.Exists Then
TIS=g.OpenAsTextFile
if tis<>Nil then
All=TIS.ReadAll
For I=1 to CountFields(All,Chr(11))
S=NthField(All, Chr(11), I)
If S=F.name Then
Return True
End If
Next
end if
End if
End Function

```

### 21.0.205 How to set cache size for SQLite or REALSQLDatabase?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You use the pragma cache\_size command on the database.

#### Example:

```

// set cache size to 20000 pages which is about 20 MB for default page size
dim db as REALSQLDatabase
db.SQLExecute "PRAGMA cache_size = 20000"

```

#### Notes:

Default cache size is 2000 pages which is not much.

You get best performance if whole database fits in memory.

At least you should try to have a cache big enough so you can do queries in memory.

You only need to call this pragma command once after you opened the database.

### 21.0.206 How to set the modified dot in the window?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this declares:

**Example:**

```
window1.ModifiedMBS=true
```

### 21.0.207 How to show a PDF file to the user in a Web Application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use a WebHTMLViewer control and load the

**Example:**

```
dim CurrentFile as WebFile // a property of the WebPage

// define the PDF file
CurrentFile = new WebFile
CurrentFile.Filename = "test.pdf"
CurrentFile.MIMEType = "application/pdf"
CurrentFile.Data = "some pdf data" // MyDynaPDF.GetBuffer

// load into html viewer
HTMLViewer1.URL = CurrentFile.URL
```

**Notes:**

See our Create PDF example for the Real Studio Web Edition.  
<http://www.monkeybreadsoftware.de/realbasic/webapps.shtml>

### 21.0.208 How to show Keyboard Viewer programmatically?

Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use Realbasic or AppleScript to launch the KeyboardViewerServer.app.

**Example:**

```
dim a as new AppleScriptMBS
dim text as string
dim lines(-1) as string

lines.append "set theApplication to ""KeyboardViewerServer""
lines.append "set thePath to ""/System/Library/Components/KeyboardViewer.component/Contents/Shared-Support/KeyboardViewerServer.app""
lines.append ""
```

```

lines.append "set POSIXPath to ((POSIX file thePath) as string)"
lines.append "tell application ""System Events"" to set isRunning to 0 <(count (application processes whose
name is theApplication))"
lines.append "if isRunning then tell application POSIXPath to quit"
lines.append "delay 0.15"
lines.append ""
lines.append "ignoring application responses"
lines.append " tell application POSIXPath to run"
lines.append "end ignoring"

```

```
text=join(lines,EndOfLine.macintosh)
```

```
a.Compile text
```

```
a.Execute
```

### Notes:

AppleScript code:

```

set theApplication to "KeyboardViewerServer"
set thePath to "/System/Library/Components/KeyboardViewer.component/Contents/SharedSupport/Key-
boardViewerServer.app"

```

```

set POSIXPath to ((POSIX file thePath) as string)
tell application "System Events" to set isRunning to 0 <(count (application processes whose name is theAp-
plication))
if isRunning then tell application POSIXPath to quit
delay 0.15

```

```

ignoring application responses
tell application POSIXPath to run
end ignoring

```

### 21.0.209 How to show the mouse cursor on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this declare:

#### Example:

```
Declare Sub ShowCursor Lib "Carbon" ()
```

```
ShowCursor
```



**Notes:** The MBS Plugin has this function and supports it on Windows, too.

### 21.0.210 How to shutdown a Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Ask the Finder via Apple Events:

**Example:**

```
dim ae as appleevent
ae=newappleEvent("FNDR","shut","MACS")
if not ae.send then
msgBox "The computer couldn't be shutdown."
end if
```

**Notes:**

Or toolbox call (Attention: This method will stop the computer immediatly: No document asked to be saved, all applications quitting without knowing).

```
Declare Sub ShutDownPower Lib "Carbon" ()
ShutDownPower
```

### 21.0.211 How to sleep a Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Ask the Finder via Apple Events:

**Example:**

```
dim ae as appleevent
ae=newappleEvent("FNDR","slep","MACS")
if not ae.send then
msgBox "The computer doesn't want to sleep."
end if
```

**21.0.212 How to speed up rasterizer for displaying PDFs with DynaPDF?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Here a few speed tips:  
**Notes:**

- Use the DynaPDFRasterizerMBS function instead of our render functions.
- Reuse DynaPDFRasterizerMBS as long as the target picture size doesn't change.
- Import only the PDF pages you want to display.
- Let DynaPDF do zooming, rotating or other effects instead of you change it.

**21.0.213 How to use PDFLib in my RB application?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The PDFlib plugin was discontinued in favor of our DynaPDF plugin.  
**Notes:** If you need help to move, please contact us.

**21.0.214 How to use quotes in a string?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Just double them.

**Example:**

```
msgbox "This String contains ""quotes""."
```

**21.0.215 How to use Sybase in Web App?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use our MBS Real Studio SQL Plugin to connect to a Sybase Database in your web application.

**Notes:**

If you see db.Connect giving the error message "cs.ctx\_alloc ->CS\_MEM\_ERROR", than some things are not setup right for Sybase.

The Apache process may not have all the SYBASE environment variables being set when the CGI was launched.

Adding these lines to /etc/httpd/conf/httpd.conf stopped the faux memory errors for us:

```
SetEnv LD_LIBRARY_PATH /opt/sybase/OCS-15.0/lib:/opt/sybase/OCS-15.0/lib3p64:/opt/sybase/OCS-15.0/lib3p:
SetEnv SYBROOT /opt/sybase
SetEnv SYBASE_OCS /opt/sybase
```

```
SetEnv SYBASE /opt/sybase
```

### 21.0.216 How to use the Application Support folder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

I was saving a registration code for an app to the Preference folder. People on the list have suggested that it would be better in the ApplicationSupportFolder. How do I save the file called CWWPrefs into that folder using MBS?

I have checked for examples and the docs but can't see how to apply it

```
//f = SpecialFolder.Preferences.child("CWWPrefs")
f = ApplicationSupportFolderMBS(-32768)
```

**Example:**

```
dim folder,file as FolderItem
```

```
folder = createApplicationSupportFolderMBS(-32763)
```

```
if folder=nil then
// Some very old Mac OS Versions may not support it
// or the plugin may fail for any reason
folder=SpecialFolder.Preferences
end if
```

```
file=folder.Child("CWWPrefs")
```

```
MsgBox file.UnixpathMBS
```

**Notes:** You may not be able to write there with a normal user account!

### 21.0.217 How to use the IOPMCopyScheduledPowerEvents function in Real-basic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use the following code which does this using the SoftDeclareMBS class.

**Example:**

```
Sub Open()
dim c as CFDateMBS
```

```

dim t as CFAbsoluteTimeMBS

// get current date
c=NewCFDateMBS

// in absolute time (seconds since x)
t=c.AbsoluteTime

// add 600 seconds (= 10 Minutes)
t.Value=t.Value+600

// Make a Date from it
c=t.Date

// Schedule the event
// 0 on success
// E00002C1 for missing root rights
Title=hex(schedulePowerEvent(c, "wake"))

// Just for information, display the scheduled stuff
CFShowMBS CopyScheduledPowerEvents
End Sub

Function CopyScheduledPowerEvents() As cfarrayMBS
dim s as SoftDeclareMBS
dim m as MemoryBlock

s=new SoftDeclareMBS

if s.LoadLibrary("IOKit.framework") then
if s.LoadFunction("IOPMCopyScheduledPowerEvents") then
if s.CallFunction(0,nil) then
Return NewCFArrayMBSHandle(s.Result,true)
else
MsgBox "Failed to Call IOPMCopyScheduledPowerEvents."
end if
else
MsgBox "Failed to load IOPMCopyScheduledPowerEvents."
end if
else
MsgBox "Failed to load IOKit."
end if

Return nil
End Function

Function SchedulePowerEvent(time_to_wake as CFDateMBS, Type as CFStringMBS) as Integer
dim s as SoftDeclareMBS

```

```

dim m as MemoryBlock

'/*
' * Types of power event
' * These are potential arguments to IOPMSchedulePowerEvent().
' * These are all potential values of the kIOPMPowerEventTypeKey in the CFDictionaryes
' * returned by IOPMCopyScheduledPowerEvents().
' */
'/*!
'@define kIOPMAutoWake
'@abstract Value for scheduled wake from sleep.
' */
'# define kIOPMAutoWake "wake"
,

'/*!
'@define kIOPMAutoPowerOn
'@abstract Value for scheduled power on from off state.
' */
'# define kIOPMAutoPowerOn "poweron"
,

'/*!
'@define kIOPMAutoWakeOrPowerOn
'@abstract Value for scheduled wake from sleep, or power on. The system will either wake OR
'power on, whichever is necessary.
' */
,

'# define kIOPMAutoWakeOrPowerOn "wakepoweron"
'/*!
'@define kIOPMAutoSleep
'@abstract Value for scheduled sleep.
' */
,

'# define kIOPMAutoSleep "sleep"
'/*!
'@define kIOPMAutoShutdown
'@abstract Value for scheduled shutdown.
' */
,

'# define kIOPMAutoShutdown "shutdown"

s=new SoftDeclareMBS

if s.LoadLibrary("IOKit.framework") then
if s.LoadFunction("IOPMSchedulePowerEvent") then

m=NewMemoryBlock(12)
m.Long(0)=time_to_wake.handle
m.Long(4)=0 // nil

```

```

m.Long(8)=type.Handle

if s.CallFunction(3,m) then
Return s.Result
end if
end if
end if

End Function

```

**Notes:** Requires Mac OS X and to execute root rights.

### 21.0.218 How to validate a GUID?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use this function below which uses a regular expression to verify that the string is a valid UUID/GUID:

**Example:**

```

Function IsGUID(guid as string) As Boolean
dim r as new RegEx

```

```

r.SearchPattern = "^(\{ { 0,1 } ( [ 0-9a-fA-F ] ) { 8 } -( [ 0-9a-fA-F ] ) { 4 } -( [ 0-9a-fA-F ] ) { 4 }
-( [ 0-9a-fA-F ] ) { 4 } -( [ 0-9a-fA-F ] ) { 12 } \} { 0,1 } )$"

```

```

Return r.Search(guid)<>nil
End Function

```

**Notes:** Simply parsing the GUID with CFUUIDMBS does not give the same result as CFUUIDMBS will also take a string like "DDDD".

### 21.0.219 How to walk a folder hierarchie non recursively?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this one:

**Example:**

```

Sub Walk(folder as FolderItem)
dim folders() as FolderItem

folders.Append folder

while UBound(folders)>=0

```

```

dim currentFolder as FolderItem = folders.pop

dim c as Integer = currentFolder.Count
for i as Integer = 1 to c
dim item as FolderItem = currentFolder.TrueItem(i)

if item = Nil then
// no permission
elseif item.Visible then // only visible

if item.Directory then
folders.Append item
else
// work with file here
end if

end if

next

wend
End Sub

```

**Notes:**

As you see we go with a long loop which runs until we don't have more folders to process.

We ignore items we can't access due to permission limits.

And we only work visible items.

If you like, check `folderitem.isBundleMBS` on item to handle packages and applications better on Mac OS X.

### 21.0.220 I got this error: PropVal, QDPictMBS.Name (property value), Type mismatch error. Expected CGDataProviderMBS, but got Variant, Name:QDPictMBS

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The plugins MacOSX and MacOSXCF belong together. If you use one part, please also install the other part.

**Notes:** We splitted the plugin because the Real Studio IDE on Windows crashed on compilation.

### 21.0.221 I registered the MBS Plugins in my application, but later the registration dialog is shown.

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** There are two main reasons.

#### Notes:

1. you may use the plugin before registering them. This is often the case if you register in a window open event and use the plugin in a control open event.

On the console on Mac OS X or Windows, you may see a message like this "MBS Plugins were used by the application before the RegisterMBSPlugin function was called. Please fix this in your code!".

2. you may have mixed different plugin versions which are not compatible.

In this case you can see a message "Internal plugin registration error." on the console on Mac OS X. Newer plugins may show a message dialog reporting this. Older version simply think they are not registered.

If the installer just merges old and new applications, users may have libraries of older and newer plugin versions in the libs folder. If your application loads the wrong version, the registration fails.

If you use remote debugging, make sure you clear the temporary files there, too. Otherwise you may have old DLLs on your hard disc which may disturb your application.

You can run into issues if you use your registration code on different places of your app. Please register only once in app.open (or app Constructor). If you have several codes, simply call them one after the other.

Also check that you only call RegisterMBSPlugin with valid serial number. If you later call RegisterMBSPlugin with Demo like in example code above, you remove the license.

Finally make sure you use the right serial number. Not an older one or a misspelled one.

### 21.0.222 I want to accept Drag & Drop from iTunes

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You need to accept AcceptMacDataDrop "itun" and Handle the DropObject.

#### Example:

```
Sub Open()
window1.AcceptMacDataDrop "itun"
End Sub
```

```
Sub DropObject(obj As DragItem)
dim s as string
dim f as folderItem
```



```

dim d as CFDictionaryMBS
dim o as CFOBJECTMBS
dim key as CFStringMBS
dim dl as CFDictionaryListMBS
dim i,c as Integer
dim u as CFURLMBS
dim file as FolderItem

if obj.MacDataAvailable("itun") then
s = obj.MacData("itun")

// Parse XML
o=NewCFOBJECTMBSFromXML(NewCFBinaryDataMBSStr(s))

// Make dictionary
if o isa CFDictionaryMBS then
d=CFDictionaryMBS(o)

// get Tracks Dictionary
key=NewCFStringMBS("Tracks")
o=d.Value(key)

if o isa CFDictionaryMBS then
d=CFDictionaryMBS(o)
dl=d.List

// Walk over all entries in the Tracks dictionary
c=dl.Count-1
for i=0 to c
o=dl.Value(i)

if o isa CFDictionaryMBS then
d=CFDictionaryMBS(o)

key=NewCFStringMBS("Location")
o=d.Value(key)
if o isa CFStringMBS then
u=NewCFURLMBS CFStringMBS(CFStringMBS(o),nil)

file=u.file
if file<>nil then
MsgBox file.UnixpathMBS
end if
end if
end if
next
end if
end if

```

```
end if
End Sub
```

**Notes:** The code above inside a window on Realbasic 5.5 with MBS Plugin 5.3 will do it nice and show the paths.

### 21.0.223 I'm drawing into a listbox but don't see something.

Plugin Version: all, Console & Web: No. **Answer:** If you draw this in a listbox cellbackground, you need to draw on the correct position

**Example:**

```
Function CellBackgroundPaint(g As Graphics, row as Integer, column as Integer) As Boolean
dim f as FolderItem
f=SpecialFolder.Desktop
f.DrawWideIconMBS(g,listbox1.left,listbox1.top+row*20,16)
Return true
End Function
```

**Notes:** Try this in a listbox. The Graphics object there has a clipping and an offset which the plugin doesn't know about.

### 21.0.224 I'm searching for a method or so to move a window from position x.y to somewhere else on the screen.

Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

The code I produced in RB isn't smooth enough. Is there a call in MBS, if not, can it be done? The speed of it has to be like the show of a DrawerWindow.

Try the declare below for Carbon. With WindowLib it will work on Mac OS 8.5 and newer.

**Notes:** See Window.Transition functions.

**21.0.225** If I use one of your plug-ins under windows, would this then impose the use of dll after compilation or my would my compiled soft still be a stand-alone single file software?

Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Stand alone.

**Notes:**

REALbasic compiles all used plugins into the application binary.

Some plugin parts need external dlls but you will find that in the documentation. (e.g. pdflib for some classes)

**21.0.226** Is the fn key on a powerbook keyboard down?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** I am unable to figure out how or if it is possible to detect if the fn key is down on a powerbook keyboard. Is it possible?

**Example:**

' Window.Open Event of a blank project:

```
dim i as Integer
```

```
for i=0 to 127
```

```
if keyboard.asynckeydown(i) then
```

```
title=str(i) // found
```

```
return
```

```
end if
```

```
next
```

```
title="" // not found
```

**Notes:** This test application shows the keycode (decimal) 63 for the fn key.

**21.0.227** Is there a case sensitive Dictionary?

Plugin Version: all, Console & Web: No. **Answer:** The MBS Plugin has several classes which can work as a replacement.

**Notes:**

First you could use VariantToVariantHashMapMBS or VariantToVariantOrderedMapMBS.

If you know that all keys are Strings or Integers only, you can use the specialized classes which are a little bit faster due to avoiding variants:

IntegerToIntegerHashMapMBS class

IntegerToIntegerOrderedMapMBS class

IntegerToStringHashMapMBS class  
 IntegerToStringOrderedMapMBS class  
 IntegerToVariantHashMapMBS class  
 IntegerToVariantOrderedMapMBS class  
 StringToStringHashMapMBS class  
 StringToStringOrderedMapMBS class  
 StringToVariantHashMapMBS class  
 StringToVariantOrderedMapMBS class

### 21.0.228 Is there a way to use the MBS plugin to get only the visible item and folder count on a volume?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use the DirectorySizeMBS class for this as in the example below:

**Example:**

```
dim d as DirectorySizeMBS

d=new DirectorySizeMBS

// volume(1) as my boot volume is very full
if d.update(volume(1),true,0) then
  MsgBox str(d.VisibleItemCount)+" visible items, "+str(d.HiddenItemCount)+" invisible items."
end if
```

**Notes:**

Complete Question: Is there a way to use the MBS plugin to get only the visible item and folder count on a volume? The FileCount and FolderCount properties of VolumeInformationMBS seem to provide the total # of items including invisible items such as .DS\_Store and more importantly .Trashes which is causing me a great amount of difficulty during a recursive scan of a volume. I've got a progress bar which uses the total of the filecount and foldercount properties as the maximum value, but my routine needs to filter out all invisible items, as it is creating a catalog of a volume for archiving purposes. Any thoughts how I could get accurate number.

### 21.0.229 Is there an easy way I can launch the Displays preferences panel?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the code below:

**Example:**

```

dim error as Integer

error=OpenMacOSXPreferencesPaneMBS("Displays")
if error<>0 then
MsgBox "Failed to launch QuickTime System Preferences panel."
end if

```

### 21.0.230 Is there an easy way I can launch the Quicktime preferences panel?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the code below:  
**Example:**

```

dim error as Integer

error=OpenMacOSXPreferencesPaneMBS("QuickTime")
if error<>0 then
MsgBox "Failed to launch QuickTime System Preferences panel."
end if

```

### 21.0.231 List of Windows Error codes?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We have a list of windows error codes on our website.

**Notes:** <http://www.monkeybreadsoftware.de/xojo/winerror.shtml>

### 21.0.232 Midi latency on Windows problem?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The issue is system related, not a problem with RB or the plugin.

**Notes:**

Two things will adversely affect the timing:

(1) latency of the software synthesizer output driver. The default Windows wavetable synthesizer has considerable latency. I don't know how many milliseconds, but it is noticeable.

(2) latency of the digital audio output driver. Different systems have different drivers for different audio hardware. My Dell laptop has a minimum 15ms latency in the audio driver.

These two things put together were causing a very sluggish MIDI response. I was able to verify these as the culprits by routing MIDI directly out of RB into a sample player, which only introduces the latency of (2) and does not include latency of (1).

I don't know how widely known are these facts, if not then you may want to add this information to the documentation, since Windows programmers using the MIDI plugin may not know those problems, and might mistakenly blame your plugin, as I did :) Sorry about that!

(From Aaron Andrew Hunt)

### 21.0.233 My Xojo Web App does not launch. Why?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Here is a list of checks to do for linux apache installations with Xojo or Real Studio Web applications:

**Notes:**

Just a list of checks to do for linux apache installations:

- You have 64bit linux? Than you need 32 bit compatibility libraries.
- The folder of your app is writable? Set permissions to 777.
- The cgi script is executable? Set permissions to 755.
- The app file itself is executable? Set permissions to 755.
- You uploaded cgi file as text, so it has unix line endings? (this often gives error "Premature end of script headers" in apache log)
- You uploaded config.cfg file and made it writable? Set permissions to 666.
- Your apache allows execution of cgi scripts? You enabled cgi for apache and uncommented addhandler command for CGI on a new apache installation?
- You uploaded the app file and libraries as binary files? Upload as text breaks them.
- You did upload the libs folder?
- You don't have code in app.open, session.open and other events which crashes app right at launch?
- You don't have a print command in your app.open event? (see feedback case 23817)
- You allowed htaccess file to overwrite permissions?

**21.0.234 Pictures are not shown in my application. Why?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:**

On Mac OS Classic, please check the memory partition size which may be too low.  
Else (most times on Windows) you are simple missing the part of QuickTime to load images.

**21.0.235 Realbasic doesn't work with your plugins on Windows 98.**

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Upgrade your Windows version or complain to Realsoftware.

**21.0.236 REALbasic or my RB application itself crashes on launch on Mac OS Classic. Why?**

Plugin Version: all, Console & Web: No. **Answer:**

You may check if the application has enough memory to be loaded.  
RB should have on Mac OS Classic more than 20 MB of RAM.  
I preferred to use 50 MB and for an application a 10 MB partition is a good way to start.

**21.0.237 SQLiteDatabase not initialized error?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Before you can use SQLiteDatabaseMBS, it must be initialized.

**Example:**

```
dim d as new SQLiteDatabaseMBS
```

**Notes:**

This happens normally when you use "new SQLiteDatabaseMBS".  
But if you just have a SQLConnectionMBS and get a recordset there, the initialization may not have happened, yet.  
So please simply add a line "dim d as new SQLiteDatabaseMBS" to your app.open code after registration, so the plugin part can initialize and late provide recordsets.

**21.0.238 Textconverter returns only the first x characters. Why?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

Some older REALbasic versions limit the Textconverter to around 1024 characters in input and output. This should be fixed with RB5.

**Notes:** REALbasic seems not to support Textconverters at all on Windows.

### 21.0.239 The type translation between CoreFoundation/Foundation and Realbasic data types.

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The plugin does conversion between Cocoa/Carbon data types and native REALbasic data types. The following list help you knowing what the current plugins support:

**Notes:**

Cocoa NSObject to Variant:

```

nil ->nil
NSDictionary ->Dictionary
NSData ->MemoryBlock
NSString ->String
NSAttributedString ->NSAttributedStringMBS
NSDate ->Date
NSNumber ->double/integer/Int64/UInt64/UInt32/Boolean
NSURL ->String
NSValue with NSRect ->NSRectMBS
NSValue with NSPoint ->NSPointMBS
NSValue with NSSize ->NSSizeMBS
NSValue with NSRange ->NSRangeMBS
NSValue with QTTime ->QTTimeMBS
NSValue with QTTimeRange ->QTTimeRangeMBS
NSArray ->Array of Variant
QuartzFilter ->QuartzFilterMBS

```

- ->\*MBS

Variant to Cocoa NSObject:

```

nil ->nil
Dictionary ->NSDictionary
Boolean ->NSNumber
Integer ->NSNumber
Color ->NSColor
Int64 ->NSNumber
Single ->NSNumber
Double ->NSNumber
Date ->NSDate

```



MemoryBlock ->NSData  
 String ->NSString  
 NSImageMBS ->NSImage  
 NSAttributedStringMBS ->NSAttributedString  
 NSColorMBS ->NSColor  
 NSRectMBS ->NSValue with NSRect  
 NSSizeMBS ->NSValue with NSSize  
 NSPointMBS ->NSValue with NSPoint  
 NSRangeMBS ->NSValue with NSRange  
 NSBurnMBS ->NSBurn  
 NSViewMBS ->NSView  
 NSFontMBS ->NSFont  
 NSParagraphStyleMBS ->NSParagraphStyle  
 NSAttributedStringMBS ->NSAttributedString  
 WebPolicyDelegateMBS ->WebPolicyDelegate  
 WebUIDelegateMBS ->WebUIDelegate  
 WebFrameLoadDelegateMBS ->WebFrameLoadDelegate  
 WebResourceLoadDelegateMBS ->WebResourceLoadDelegate  
 NSIndexSetMBS ->NSIndexSet  
 QTTimeMBS ->QTTime  
 QTTimeRangeMBS ->QTTimeRange  
 Array of Variant ->NSArray  
 Array of String ->NSArray  
 CFStringMBS ->NSString  
 CFNumberMBS ->NSNumber  
 CFDataMBS ->NSData  
 CFURLMBS ->NSURL  
 CFArrayMBS ->NSArray  
 CFDictionaryMBS ->NSDictionary  
 CFBinaryDataMBS ->NSData

Carbon CFTypeRef to Variant:

CFDictionaryRef ->Dictionary  
 CFStringRef ->String  
 CFDataRef ->String  
 CFURL ->String  
 CFNumber ->Integer/Double/Int64  
 CFArray ->Array  
 CFDate ->date  
 nil ->nil  
 CGColorSpace ->CGColorSpaceMBS  
 CGColor ->CGColorMBS  
 CGImage ->CGImageMBS  
 CF\* ->CF\*MBS

Variant to Carbon CTypeRef:

Dictionary ->CFDictionaryRef  
 Boolean ->CFBooleanRef  
 Color ->CFNumberRef  
 Integer ->CFNumberRef  
 Int64 ->CFNumberRef  
 Single ->CFNumberRef  
 Double ->CFNumberRef  
 String ->CFStringRef  
 Color ->CGColorRef  
 Date ->CFDateRef  
 nil ->nil  
 Memoryblock ->CFDataRef  
 Folderitem ->CFURLRef  
 Dictionary ->CFDictionaryRef  
 Array of Variant/String/Date/Double/Single/Int64/Integer ->CFArray  
 CGRectMBS ->CGRect as CFDataRef  
 CGSizeMBS ->CGSize as CFDataRef  
 CGPointMBS ->CGPoint as CFDataRef  
 CGColorMBS ->CGColor  
 CGColorSpaceMBS ->CGColorSpace  
 CGImageMBS ->CGImage  
 CGDataConsumerMBS ->CGDataConsumer  
 CGDataProviderMBS ->CGDataProvider  
 CF\*MBS ->CF\*

Strings without encodings should be put into dictionaries as memoryblocks.

### 21.0.240 Uploaded my web app with FTP, but it does not run on the server!

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** If you see errors like a simple "Segmentation Fault" on Linux or some other wired errors, you may want to check your FTP upload mode. It must be binary for web apps. ASCII mode corrupts the application.

### 21.0.241 What classes to use for hotkeys?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use CarbonHotKeyMBS class on Mac and WindowsKeyFilterMBS on Windows.

**Notes:** CarbonHotKeyMBS will also work fine in Cocoa apps.

### 21.0.242 What do I need for Linux to get picture functions working?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** In order to get our plugins working on Linux systems without GUI, the plugin loads graphics libraries dynamically.

**Notes:**

To get it working, the plugin tries to load gtk with this paths:

- libgtk-x11-2.0.so”
- libgtk-x11-2.0.so.0”
- /usr/lib/libgtk-x11-2.0.so”
- /usr/lib32/libgtk-x11-2.0.so”
- /usr/lib/libgtk-x11-2.0.so.0”
- /usr/lib32/libgtk-x11-2.0.so.0”

gdk is loaded with this paths:

- libgdk-x11-2.0.so”
- libgdk-x11-2.0.so.0”
- /usr/lib/libgdk-x11-2.0.so”
- /usr/lib32/libgdk-x11-2.0.so”
- /usr/lib/libgdk-x11-2.0.so.0”
- /usr/lib32/libgdk-x11-2.0.so.0”

For the paths without explicit path, the system will search in /lib, /usr/lib and all directories in the LD\_LIBRARY\_PATH environment variable.

### 21.0.243 What does the NAN code mean?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

**21.0.244** What font is used as a 'small font' in typical Mac OS X apps?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

REALbasic 4.5 has a constant "SmallSystem" to use for a font name.

For older versions try this code:

**Example:**

```
Sub GetThemeFont(fontType as Integer, ByRef fontName as String, ByRef fontSize as Integer, ByRef
fontName as Integer)
dim err as Integer
dim theFont, theFontSize, theFontStyle as MemoryBlock
```

```
const smSystemScript = -1
```

```
Declare Function GetThemeFont Lib "Carbon" (inFontID as Integer, inScript as Integer, outFontName
as Ptr, outFontSize as Ptr, outStyle as Ptr) as Integer
```

```
theFont = NewMemoryBlock(256) //Str255
theFontSize = NewMemoryBlock(2) //SInt16
theFontStyle = NewMemoryBlock(1) //Style
```

```
err = GetThemeFont(fontType, smSystemScript, theFont, theFontSize, theFontStyle)
```

```
if err = 0 then
fontName = theFont.PString(0)
fontSize = theFontSize.UShort(0)
fontStyle = theFontStyle.Byte(0)
else
fontName = ""
fontSize = 0
fontStyle = 0
end if
End Sub
```

**21.0.245** What is last plugin version to run on Mac OS X 10.4?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Last Version with 10.4 support is version 15.4.

**Notes:**

With version 15.4 you can build applications for OS X 10.4 and newer.

For Version 16.0 we disabled 10.4 and moved minimum to 10.5. We may be able to enable it again to build a version of 16.x, but may need to charge for this by hour.

### 21.0.246 What is last plugin version to run on PPC?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Last Version with PPC is 15.4.

**Notes:**

With version 15.4 you can build PPC applications for OS X 10.4 and newer.

For Version 16.0 we disabled PPC. We may be able to enable it again to build a PPC version of 16.x, but may need to charge for this by hour.

### 21.0.247 What is the difference between Timer and WebTimer?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Time is server side and WebTimer client side.

**Notes:** Timer is the normal timer class in Real Studio. It runs on the server. On the side the WebTimer runs on the client. It triggers a request to the server to perform the action. So a WebTimer is good to keep the connection running and the website updated regularly. A timer on the server is good to make regular jobs like starting a database backup every 24 hours.

### 21.0.248 What is the list of Excel functions?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Below a list of function names known by LibXL.

**Notes:**

LibXL parses the functions and writes tokens to the excel file. So even if Excel can do more functions, we can only accept the ones known by LibXL.

ABS, ABSREF, ACOS, ACOSH, ACTIVE.CELL, ADD.BAR, ADD.COMMAND, ADD.MENU, ADD.TOOLBAR, ADDRESS, AND, APP.TITLE, AREAS, ARGUMENT, ASC, ASIN, ASINH, ATAN, ATAN2, ATANH, AVEDEV, AVERAGE, AVERAGEA, BAHTTEXT, BETADIST, BETAINV, BINOMDIST, BREAK, CALL, CALLER, CANCEL.KEY, CEILING, CELL, CHAR, CHECK.COMMAND, CHIDIST, CHIINV, CHITEST, CHOOSE, CLEAN, CODE, COLUMN, COLUMNS, COMBIN, CONCATENATE, CONFIDENCE, CORREL, COS, COSH, COUNT, COUNTA, COUNTBLANK, COUNTIF, COVAR, CREATE.OBJECT, CRITBINOM, CUSTOM.REPEAT, CUSTOM.UNDO, DATE, DATEDIF, DATESTRING, DATEVALUE, DAVERAGE, DAY, DAYS360, DB, DBCS, DCOUNT, DCOUNTA, DDB, DEGREES, DELETE.BAR, DELETE.COMMAND, DELETE.MENU, DELETE.TOOLBAR, Deref, DEVSQ, DGET, DIALOG.BOX, DIRECTORY, DMAX, DMIN, DOCUMENTS, DOLLAR, DPRODUCT, DSTDEV, DSTDEVP, DSUM, DVAR, DVARP, ECHO, ELSE, ELSE.IF, ENABLE.COMMAND, ENABLE.TOOL, END.IF, ERROR, ERROR.TYPE, EVALUATE, EVEN, EXACT, EXEC, EXECUTE, EXP, EXPONDIST, FACT, FALSE, FCLOSE, FDIST, FILES, FIND, FINDB, FINV, FISHER, FISHERINV, FIXED, FLOOR, FOPEN, FOR, FOR.CELL, FORECAST, FORMULA.CONVERT, FPOS, FREAD, FREADLN, FREQUENCY, FSIZE, FTEST, FV, FWRITE, FWRITELN, GAMMADIST, GAMMAINV, GAMMALN, GEOMEAN, GET.BAR, GET.CELL, GET.CHART.ITEM, GET.DEF, GET.DOCUMENT, GET.FORMULA, GET.LINK.INFO, GET.MOVIE, GET.NAME, GET.NOTE,

GET.OBJECT, GET.PIVOT.FIELD, GET.PIVOT.ITEM, GET.PIVOT.TABLE, GET.TOOL, GET.TOOLBAR, GET.WINDOW, GET.WORKBOOK, GET.WORKSPACE, GETPIVOTDATA, GOTO, GROUP, GROWTH, HALT, HARMEAN, HELP, HLOOKUP, HOUR, HYPERLINK, HYPGEOMDIST, IF, INDEX, INDIRECT, INFO, INITIATE, INPUT, INT, INTERCEPT, IPMT, IRR, ISBLANK, ISERR, ISERROR, ISLOGICAL, ISNA, ISNONTEXT, ISNUMBER, ISPMT, ISREF, ISTEXT, ISTHAIDIGIT, KURT, LARGE, LAST.ERROR, LEFT, LEFTB, LEN, LENB, LINEST, LINKS, LN, LOG, LOG10, LOGEST, LOGINV, LOGNORMDIST, LOOKUP, LOWER, MATCH, MAX, MAXA, MDETERM, MEDIAN, MID, MIDB, MIN, MINA, MINUTE, MINVERSE, MIRR, MMULT, MOD, MODE, MONTH, MOVIE.COMMAND, N, NA, NAMES, NEGBINOMDIST, NEXT, NORMDIST, NORMINV, NORMSDIST, NORMSINV, NOT, NOTE, NOW, NPER, NPV, NUMBERSTRING, ODD, OFFSET, OPEN.DIALOG, OPTIONS.LISTS.GET, OR, PAUSE, PEARSON, PERCENTILE, PERCENTRANK, PERMUT, PHONETIC, PI, PIVOT.ADD.DATA, PMT, POISSON, POKE, POWER, PPMT, PRESS.TOOL, PROB, PRODUCT, PROPER, PV, QUARTILE, RADIANS, RAND, RANK, RATE, REFTTEXT, REGISTER, REGISTER.ID, RELREF, RENAME.COMMAND, REPLACE, REPLACEB, REPT, REQUEST, RESET.TOOLBAR, RESTART, RESULT, RESUME, RETURN, RIGHT, RIGHTB, ROMAN, ROUND, ROUNDBAHTDOWN, ROUNDBAHTUP, ROUNDDOWN, ROUNDUP, ROW, ROWS, RSQ, RTD, SAVE.DIALOG, SAVE.TOOLBAR, SCENARIO.GET, SEARCH, SEARCHB, SECOND, SELECTION, SERIES, SET.NAME, SET.VALUE, SHOW.BAR, SIGN, SIN, SINH, SKEW, SLN, SLOPE, SMALL, SPELLING.CHECK, SQRT, STANDARDIZE, STDEV, STDEVA, STDEVP, STDEVPA, STEP, STEYX, SUBSTITUTE, SUBTOTAL, SUM, SUMIF, SUMPRODUCT, SUMSQ, SUMX2MY2, SUMX2PY2, SUMXMY2, SYD, T, TAN, TANH, TDIST, TERMINATE, TEXT, TEXT.BOX, TEXTREF, THAIDAYOFWEEK, THAIDIGIT, THAIMONTHOFYEAR, THAINUMSOUND, THAINUMSTRING, THAISTRINGLENGTH, THAIYEAR, TIME, TIMEVALUE, TINV, TODAY, TRANSPOSE, TREND, TRIM, TRIMMEAN, TRUE, TRUNC, TTEST, TYPE, UNREGISTER, UPPER, USDOLLAR, USERDEFINED, VALUE, VAR, VARA, VARP, VARPA, VDB, VIEW.GET, VLOOKUP, VOLATILE, WEEKDAY, WEIBULL, WHILE, WINDOW.TITLE, WINDOWS, YEAR and ZTEST.

### 21.0.249 What is the replacement for PluginMBS?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the SoftDeclareMBS class to load libraries dynamically.

### 21.0.250 What to do on Realbasic reporting a conflict?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

I get an error like "This item conflicts with another item of the same name" when using one of the plugin functions.

REALbasic just wants to tell you that you dropped something in the plugins folder what is not a plugin.

**Notes:** Some users dropped the examples, the documentation or other files into the plugins folder. Don't do it.

### 21.0.251 What to do with a NSImageCacheException?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** You need to add exception handlers for NSExcptionMBS in order to catch this exception.

**Notes:**

You may also add code to write the stack of the exception into a log file for later locating the error source.

A NSImage has several image representations in memory. So basicly you pass in the base image and for whatever size an image is needed, the NSImage class will create a cache image representation of the requested size so on the next query it can use that cache for the same requested size.

### 21.0.252 What to do with MySQL Error 2014?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can get this error on MySQL if you have a recordset open while you create another one.

### 21.0.253 What ways do I have to ping?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** You have different ways

**Notes:**

1. Use the shell class and the ping utility.
2. Use the MBS Network Plugin and there the SuperSocket part:
  - a) On Windows the ICMPPingMBS works to ping.
  - b) On Mac OS X it uses OpenTransport and needs root rights. You need to use sudo to run this application. This does not work on Intel Macs, because the plugin is not endian safe.

3. The DarwinPingMBS.Ping method:

Compiled for Mac OS X Macho target it works as a synchronized ping method.  
The Windows version had a bug and was fixed in plugin version 8.2pr4. So it works now.

4. The DarwinPingMBS.SimplePing method:

Works on Mac OS X Macho target.

But this method can be called from a thread to make it working in background.

### 21.0.254 Where is `CGGetActiveDisplayListMBS`?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now `CGDisplayMBS.GetActiveDisplayList`.

### 21.0.255 Where is `CGGetDisplaysWithPointMBS`?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now `CGDisplayMBS.GetDisplaysWithPoint`.

### 21.0.256 Where is `CGGetDisplaysWithRectMBS`?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now `CGDisplayMBS.GetDisplaysWithRect`.

### 21.0.257 Where is `CGGetOnlineDisplayListMBS`?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now `CGDisplayMBS.GetOnlineDisplayList`.

### 21.0.258 Where is `GetObjectClassNameMBS`?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use this replacement method:

**Example:**

```
Function GetObjectClassNameMBS(o as Object) As string
dim t as Introspection.TypeInfo = Introspection.GetType(o)
Return t.FullName
End Function
```

**Notes:** `GetObjectClassNameMBS` was removed from the plugins.



### 21.0.259 Where is NetworkAvailableMBS?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We removed NetworkAvailableMBS some versions ago. It was not working right and basically it's not useful. If you want to check whether you have a network, then do a DNS resolve:

**Example:**

```
// two independent domain names
const domain1 = "www.google.com"
const domain2 = "www.macs.w.de"

// resolve IPs
dim ip1 as string = DNSNameToAddressMBS(Domain1)
dim ip2 as string = DNSNameToAddressMBS(Domain2)

// if we got IPs and not the same IPs (error/login pages)
if len(ip1)=0 or len(ip2)=0 or ip1=ip2 then
  MsgBox "no connection"
else
  MsgBox "have connection"
end if
```

**Notes:** This way you can detect whether you got something from DNS. And you can make sure that a DNS redirection to a login page won't catch you.

### 21.0.260 Where is StringHeight function in DynaPDF?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Use the function GetFTextHeight or GetFTextHeightEx.

**Notes:** Be aware that GetFTextHeight works with format commands and you may want to escape your text if you don't use them.

### 21.0.261 Where is XLSDocumentMBS class?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** This class has been removed in favor of XLBookMBS class.

**Notes:** These classes have been removed XLSCellMBS, XLSDocumentMBS, XLSFormatRecordMBS, XLSMergedCellsMBS, XLSRowMBS and XLSSheetMBS.

**21.0.262 Where to get information about file formats?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

Please visit this web page:

<http://www.wotsit.org>

**21.0.263 Where to register creator code for my application?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

Register at Apple:

<http://developer.apple.com/dev/cftype/information.html>

**21.0.264 Which Mac OS X frameworks are 64bit only?**

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Some frameworks from Mac OS X do not support 32 bit applications, so we can't provide plugins for Xojo until 64bit target is available.

**Notes:**

For Mac OS X 10.8:

- Accounts
- EventKit
- GLKit
- Social

and in 10.9:

- Accounts
- AVKit
- EventKit
- GameController
- GLKit
- MapKit

- MediaLibrary
- Social
- SpriteKit

In general Apple makes all new frameworks being 64 bit only.

### 21.0.265 Which plugins are 64bit only?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Some of our plugins work only in 64 bit modes as operation systems do not provide 32 bit code.

**Notes:** This effects currently: EventKit, Accounts, Social frameworks from Apple and our matching plugins.

### 21.0.266 Why application doesn't launch because of a missing ddraw.dll!?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Some RB versions require that you install DirectX from Microsoft on your Windows.

### 21.0.267 Why application doesn't launch because of a missing shlwapi.dll!?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Some RB versions require that you install the Internet Explorer from Microsoft on your Windows.

**Notes:** This bug is for several older Windows 95 editions.

### 21.0.268 Why do I hear a beep on keydown?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** When the user presses a key, RB goes through all keydown event handlers till on returns true.

**Notes:** If no keydown event handler returns true for the key, a beep is performed.

### 21.0.269 Why does folderitem.item return nil?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Because Realbasic fails to make a folderitem for you. Reason may be an alias file which can't be resolved or simply that you don't have enough access rights to read the folder content.

**Notes:** A more rarely reason is that the directory changed and the file with the given index or name does no longer exist.

### 21.0.270 Why doesn't showurl work?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

There are three main reasons:

1. showurl is not supported by REALbasic in 68k applications.
2. there is now application defined for the protocol (e.g. http) in the Internet Control panel.
3. You don't have Internet Config installed.

You can use the InternetConfigMBS class to check for this stuff.

### 21.0.271 Why have I no values in my chart?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** You have no data points visible, there may be several reasons:

**Notes:**

For example one of the data values may be infinite or invalid.  
Or the scaling may be out of range, so you simply see nothing.

### 21.0.272 Will application size increase with using plugins?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** All plugins used by your application will be included in the application.

**Notes:**

If you use no plugins, your application will not change size.  
And if you use one class from the plugins, your application size will increase by a few kilobytes.  
The documentation of the plugins include a list of all plugin parts and their sizes for the different platforms.

### 21.0.273 XLS: Custom format string guidelines

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You have to download the source code and compile a static version of the library.

**Notes:**

Up to four sections of format codes can be specified. The format codes, separated by semicolons, define the formats for positive numbers, negative numbers, zero values, and text, in that order. If only two sections are specified, the first is used for positive numbers and zeros, and the second is used for negative numbers. If only one section is specified, it is used for all numbers. Four sections example:

# ,# # # .00-); [ Red ] (# ,# # # .00);0.00;"sales"@

The following table describes the different symbols that are available for use in custom number formats.

#### Specify colors

To set the text color for a section of the format, type the name of one of the following eight colors in square brackets in the section. The color code must be the first item in the section.

Instead of using the name of the color, the color index can be used, like this [ Color3 ] for Red. Valid numeric indexes for color range from 1 to 56, which reference by index to the legacy color palette.

#### Specify conditions

To set number formats that will be applied only if a number meets a specified condition, enclose the condition in square brackets. The condition consists of a comparison operator and a value. Comparison operators include: = Equal to; >Greater than; <Less than; >= Greater than or equal to, <= Less than or equal to, and <>Not equal to. For example, the following format displays numbers that are less than or equal to 100 in a red font and numbers that are greater than 100 in a blue font.

[ Red ] [ <=100 ] ; [ Blue ] [ >100 ]

If the cell value does not meet any of the criteria, then pound signs ("# ") are displayed across the width of the cell.

#### Dates and times

#### Examples

Parameter	Description
x	The x value of the data point. For an enumerated x-axis (see <code>Axis.setLabels</code> on what is an enumerated axis), the first data point is 0, and the nth data point is (n-1).
xLabel	The bottom x-axis label of the data point.
x2Label	The top x-axis label of the data point.
value	The value of the data point.
accValue	The sum of values of all data points that are in the same x position and same data group as the current data point, and with data set number less than or equal to the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
totalValue	The sum of values of all data points that are in the same x position and same data group as the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
percent	The percentage of the data point based on the total value of all data points that are in the same x position and same data group as the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
accPercent	The accumulated percentage of the data point based on the total value of all data points that are in the same x position and same data group as the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
gpercent	The percentage of the data point based on the total value of all data points in a layer.
dataSet	The data set number to which the data point belongs. The first data set is 0. The nth data set is (n-1).
dataSetName	The name of the data set to which the data point belongs.
dataItem	The data point number within the data set. The first data point is 0. The nth data point is (n-1).
dataGroup	The data group number to which the data point belongs. The first data group is 0. The nth data group is (n-1).
dataGroupName	The name of the data group to which the data point belongs.
layerId	The layer number to which the data point belongs. The first layer is 0. The nth layer is (n-1).
fieldN	The (N + 1)th extra field. For example, { field0 } means the first extra field. An extra field is an array of custom elements added using <code>Layer.addExtraField</code> , <code>Layer.addExtraField2</code> , <code>BaseChart.addExtraField</code> or <code>BaseChart.addExtraField2</code> .

diFieldN	Same as fieldN. See above.
dsFieldN	Similar to fieldN, except that dsFieldN means the extra field is indexed by data set number. The Pth data set corresponds to the Pth element of the extra field.
dsdiFieldN	Similar to fieldN, except that dsdiFieldN means the extra fields are indexed by both the data set number and data point number. The Pth data item of the Qth data set corresponds to the Pth element of the (N + Q)th extra field.

Parameter	Description
zx	The symbol scale in the x dimension. Applicable for layers with symbol scales set by <code>LineStyle.setSymbolScale</code> .
zy	The symbol scale in the y dimension. Applicable for layers with symbol scales set by <code>LineStyle.setSymbolScale</code> .
z	The symbol scale without distinguishing the dimension to use. Applicable for layers with symbol scales set by <code>LineStyle.setSymbolScale</code> .

Parameter	Description
slope	The slope of the trend line.
intercept	The y-intercept of the trend line.
corr	The correlation coefficient in linear regression analysis.
stderr	The standard error in linear regression analysis.

Parameter	Description
top	The value of the top edge of the box-whisker symbol.
bottom	The value of the bottom edge of the box-whisker symbol.
max	The value of the maximum mark of the box-whisker symbol.
min	The value of the minimum mark of the box-whisker symbol.
med	The value of the median mark of the box-whisker symbol.

Parameter	Description
high	The high value.
low	The low value.
open	The open value.
close	The close value.

Parameter	Description
dir	The direction of the vector.
len	The length of the vector.

Parameter	Description
radius	The radial value of the data point.
value	Same as { radius } . See above.
angle	The angular value of the data point.
x	Same as { angle } . See above.
label	The angular label of the data point.
xLabel	Same as { label } . See above.
name	The name of the layer to which the data point belongs.
dataSetName	Same as { name } . See above.
i	The data point number. The first data point is 0. The nth data point is (n-1).
dataItem	Same as { i } . See above.
z	The symbol scale. Applicable for layers with symbol scales set by Polar-Layer.setSymbolScale.
fieldN	The (N + 1)th extra field. For example, { field0 } means the first extra field. An extra field is an array of custom elements added using Layer.addExtraField, Layer.addExtraField2, BaseChart.addExtraField or BaseChart.addExtraField2.
diFieldN	Same as fieldN. See above.
dsFieldN	Similar to fieldN, except that dsFieldN means the extra field is indexed by layer index. The Pth layer corresponds to the Pth element of the extra field.
dsdiFieldN	Similar to fieldN, except that dsdiFieldN means the extra fields are indexed by both the data set number and data point number. The Pth data item of the Qth layer corresponds to the Pth element of the (N + Q)th extra field.
Parameter	Description
dir	The direction of the vector.
len	The length of the vector.
Parameter	Description
value	The axis value at the tick position.
label	The axis label at the tick position.
Parameter	Description
[ param ]	The name of the parameter
[ a ]	If this field a number, it specifies the number of decimal places (digits to the right of the decimal point).



[ b ]	The thousand separator. Should be a non-alphanumeric character (not 0-9, A-Z, a-z). Use ' '.
textasciitilde ' for no thousand separator. The default is ' '.	
textasciitilde ' , which can be modified using BaseChart.setNumberFormat.	
[ c ]	The decimal point character. The default is '.', which can be modified using BaseChart.setNumberFormat.
[ d ]	The negative sign character. Use ' '.
textasciitilde ' for no negative sign character. The default is '-', which can be modified using BaseChart.setNumberFormat.	

Parameter	Description
yyyy	The year in 4 digits (e.g. 2002)
yyy	The year showing only the least significant 3 digits (e.g. 002 for the year 2002)
yy	The year showing only the least significant 2 digits (e.g. 02 for the year 2002)
y	The year showing only the least significant 1 digits (e.g. 2 for the year 2002)
mmm	The month formatted as its name. The default is to use the first 3 characters of the english month name (Jan, Feb, Mar ...). The names can be configured using BaseChart.setMonthNames.
mm	The month formatted as 2 digits from 01 - 12, adding leading zero if necessary.
m	The month formatted using the minimum number of digits from 1 - 12.
MMM	The first 3 characters of the month name converted to upper case. The names can be configured using BaseChart.setMonthNames.
MM	The first 2 characters of the month name converted to upper case. The names can be configured using BaseChart.setMonthNames.
M	The first character of the month name converted to upper case. The names can be configured using BaseChart.setMonthNames.
dd	The day of month formatted as 2 digits from 01 - 31, adding leading zero if necessary.
d	The day of month formatted using the minimum number of digits from 1 - 31.
w	The name of the day of week. The default is to use the first 3 characters of the english day of week name (Sun, Mon, Tue ...). The names can be configured using BaseChart.setWeekDayNames.
hh	The hour of day formatted as 2 digits, adding leading zero if necessary. The 2 digits will be 00 - 23 if the 'a' option (see below) is not specified, otherwise it will be 01 - 12.
h	The hour of day formatted using the minimum number of digits. The digits will be 0 - 23 if the 'a' option (see below) is not specified, otherwise it will be 01 - 12.
nn	The minute formatted as 2 digits from 00 - 59, adding leading zero if necessary.
n	The minute formatted using the minimum number of digits from 00 - 59.
ss	The second formatted as 2 digits from 00 - 59, adding leading zero if necessary.
s	The second formatted using the minimum number of digits from 00 - 59.
a	Display either 'am' or 'pm', depending on whether the time is in the morning or afternoon. The text 'am' and 'pm' can be modified using BaseChart.setAMPM.

Shape Id	Value	Description
SquareShape	1	Square shape. See (1, 1) above.
DiamondShape	2	Diamond shape. See (2, 1) above.
TriangleShape	3	Triangle shape pointing upwards. See (3, 1) above.
RightTriangleShape	4	Triangle shape pointing rightwards. See (4, 1) above.
LeftTriangleShape	5	Triangle shape pointing leftwards. See (5, 1) above.
InvertedTriangleShape	6	Triangle shape pointing downwards. See (1, 2) above.
CircleShape	7	Circle shape. See (2, 2) above.
StarShape	[ Method ]	Star shapes of various points. See (2, 3), (2, 4), (2, 5), (3, 1), (3, 2), (3, 3), (3, 4), (3, 5) above for stars with 3 to 10 points.
PolygonShape	[ Method ]	Polygon shapes symmetrical about a vertical axis with a vertex at the top center position. See (4, 1), (4, 3), (4, 5), (5, 1) for polygons of 5 to 8 sides.
Polygon2Shape	[ Method ]	Polygon shapes symmetrical about a vertical axis but without any vertex at the top center position. See (4, 2), (4, 4) for polygons of 5 and 6 sides.
CrossShape	[ Method ]	'+' shapes. See (5, 2), (5, 3), (5, 4), (5, 5), (6, 1), (6, 2), (6, 3) for '+' shape with arm width of 0.1 - 0.7.
Cross2Shape	[ Method ]	'X' shapes. See (6, 4), (6, 5), (7, 1), (7, 2), (7, 3), (7, 4), (7, 5) for 'X' shapes with arm width of 0.1 - 0.7.

langEnglish	0	Roman script
langFrench	1	Roman script
langGerman	2	Roman script
langItalian	3	Roman script
langDutch	4	Roman script
langSwedish	5	Roman script
langSpanish	6	Roman script
langDanish	7	Roman script
langPortuguese	8	Roman script
langNorwegian	9	Roman script
langHebrew	10	Hebrew script
langJapanese	11	Japanese script
langArabic	12	Arabic script
langFinnish	13	Roman script
langGreek	14	Greek script using smRoman script code
langIcelandic	15	modified smRoman/Icelandic script
langMaltese	16	Roman script
langTurkish	17	modified smRoman/Turkish script
langCroatian	18	modified smRoman/Croatian script
langTradChinese	19	Chinese (Mandarin) in traditional characters
langUrdu	20	Arabic script
langHindi	21	Devanagari script
langThai	22	Thai script
langKorean	23	Korean script

Nan	Meaning
1	Invalid square root (negative number, usually)
2	Invalid addition (indeterminate such as infinity + (-infinity))
4	Invalid division (indeterminate such as 0/0)
8	Invalid multiplication (indeterminate such as 0*infinity)
9	Invalid modulo such as (a mod 0)
17	Try to convert invalid string to a number like val("x7")
33	Invalid argument in a trig function
34	Invalid argument in an inverse trig function
36	Invalid argument in a log function
37	Invalid argument in Pow function
38	Invalid argument in toolbox financial function
40	Invalid argument in hyperbolic function
42	Invalid argument in a gamma function

Symbol	Description and result
0	Digit placeholder. For example, if the value 8.9 is to be displayed as 8.90, use the format #.00
#	Digit placeholder. This symbol follows the same rules as the 0 symbol. However, the application shall not display extra zeros when the number typed has fewer digits on either side of the decimal than there are # symbols in the format. For example, if the custom format is #.# #, and 8.9 is in the cell, the number 8.9 is displayed.
?	Digit placeholder. This symbol follows the same rules as the 0 symbol. However, the application shall put a space for insignificant zeros on either side of the decimal point so that decimal points are aligned in the column. For example, the custom format 0.0? aligns the decimal points for the numbers 8.9 and 88.99 in a column.
. (period)	Decimal point.
%	Percentage. If the cell contains a number between 0 and 1, and the custom format 0% is used, the application shall multiply the number by 100 and add the percentage symbol in the cell.
, (comma)	Thousands separator. The application shall separate thousands by commas if the format contains a comma that is enclosed by number signs (#) or by zeros. A comma that follows a placeholder scales the number by one thousand. For example, if the format is #.0,, and the cell value is 12,200,000 then the number 12.2 is displayed.
E- E+ e- e+	Scientific format. The application shall display a number to the right of the "E" symbol that corresponds to the number of places that the decimal point was moved. For example, if the format is 0.00E+00, and the value 12,200,000 is in the cell, the number 1.22E+07 is displayed. If the number format is #0.0E+0, then the number 12.2E+6 is displayed.
\$ -+/( ):space	Displays the symbol. If it is desired to display a character that differs from one of these symbols, precede the character with a backslash (\). Alternatively, enclose the character in quotation marks. For example, if the number format is (000), and the value 12 is in the cell, the number (012) is displayed.
\	Display the next character in the format. The application shall not display the backslash. For example, if the number format is 0\!, and the value 3 is in the cell, the value 3! is displayed.
*	Repeat the next character in the format enough times to fill the column to its current width. There shall not be more than one asterisk in one section of the format. If more than one asterisk appears in one section of the format, all but the last asterisk shall be ignored. For example, if the number format is 0*x, and the value 3 is in the cell, the value 3xxxxxx is displayed. The number of x characters that are displayed in the cell varies based on the width of the column.
_ (underline)	Skip the width of the next character. This is useful for lining up negative and positive values in different cells of the same column. For example, the number format _(0.0.);(0.0) aligns the numbers 2.3 and -4.5 in the column even though the negative number is enclosed by parentheses.
"text"	Display whatever text is inside the quotation marks. For example, the format 0.00 "dollars" displays 1.23 dollars when the value 1.23 is in the cell.
@	Text placeholder. If text is typed in the cell, the text from the cell is placed in the format where the at symbol (@) appears. For example, if the number format is "Bob "@ Smith" (including quotation marks), and the value "John" is in the cell, the value Bob John Smith is displayed.

[ Black ] [ Green ] [ White ] [ Blue ] [ Magenta ] [ Yellow ] [ Cyan ] [ Red ]

To display	As	Use this code
Months	1-12	m
Months	01-12	mm
Months	Jan-Dec	mmm
Months	January-December	mmmm
Months	J-D	mmmmm
Days	1-31	d
Days	01-31	dd
Days	Sun-Sat	ddd
Days	Sunday-Saturday	dddd
Years	00-99	yy
Years	1900-9999	yyyy
Hours	0-23	h
Hours	00-23	hh
Minutes	0-59	m
Minutes	00-59	mm
Seconds	0-59	s
Seconds	00-59	ss
Time	4 AM	h AM/PM
Time	4:36 PM	h:mm AM/PM
Time	4:36:03 P	h:mm:ss A/P
Time	4:36:03.75	h:mm:ss.00
Elapsed time	1:02	[ h ] :mm
Elapsed time	62:16	[ mm ] :ss
Elapsed time	3735.80	[ ss ] .00

To display	As	Use this code
1234.59	1234.6	# # # # .#
8.9	8.900	# .000
.631	0.6	0.#
12	12.0	# .0#
1234.568	1234.57	# .0#
44.398	44.398	???.???
102.65	102.65	???.???
2.8	2.8	???.???
5.25	5 1/4	# ??/??
5.3	5 3/10	# ??/??
12000	12,000	# ,# # #
12000	12	# ,
12400000	12.4	0.0,,