

# MBS Cameras Plugin Documentation

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## 0.1 Introduction

This is the PDF version of the documentation for the Xojo Plug-in from Monkeybread Software Germany.  
Plugin part: MBS Cameras Plugin

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## Chapter 3

### List of all modules

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# Chapter 4

## Canon EOS Digital

### 4.1 class EdsBaseMBS

#### 4.1.1 class EdsBaseMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The base object class.

#### 4.1.2 Methods

#### 4.1.3 ChildCount as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets the number of child objects of the designated object.

**Notes:** Example: Number of files in a directory.

Lasterror is set.

#### 4.1.4 GetPropertyData(PropertyID as UInt32, Param as Int32 = 0) as Memoryblock

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.  
Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.5 GetPropertyDataBool(PropertyID as UInt32, Param as Int32 = 0) as Boolean

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.  
Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.6 GetPropertyDataInt32(PropertyID as UInt32, Param as Int32 = 0) as Int32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.7 GetPropertyDataInt32Array(PropertyID as UInt32, Param as Int32 = 0) as Integer()

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.8 GetPropertyDataPoint(PropertyID as UInt32, Param as Int32 = 0) as EdsPointMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.9 GetPropertyDataRational(PropertyID as UInt32, Param as Int32 = 0) as EdsRationalMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.10 GetPropertyDataRationalArray(PropertyID as UInt32, Param as Int32 = 0) as EdsRationalMBS()

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.11 GetPropertyDataRect(PropertyID as UInt32, Param as Int32 = 0) as EdsRectMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.12 GetPropertyDataSize(PropertyID as UInt32, Param as Int32 = 0) as EdsSizeMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.13 GetPropertyDataString(PropertyID as UInt32, Param as Int32 = 0) as String

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.14 GetPropertyDataType(PropertyID as UInt32, Param as Int32 = 0) as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So

please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.15 GetPropertyDataUInt32(PropertyID as UInt32, Param as Int32 = 0) as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Example:**

```
// we set bit for redirecting output to PC, leave other bits as they are.
Var device as UInt32 = camera.GetPropertyDataUInt32(camera.kEdsPropID_Evf_OutputDevice)
if camera.lasterror = EDSModuleMBS.EDS_ERR_OK then

device = Bitwise.BitOr(device, EDSModuleMBS.kEdsEvfOutputDevice_PC)
camera.SetPropertyDataUInt32 camera.kEdsPropID_Evf_OutputDevice, 0, device
end if
```

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.16 GetPropertyDataUInt32Array(PropertyID as UInt32, Param as Int32 = 0) as UInt32()

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.17 GetPropertyDataUInt8(PropertyID as UInt32, Param as Int32 = 0) as UInt8

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets property information from the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.

Values that can be designated for each property are as follows.

Lasterror is set.

The plugin queries size first, allocates storage and queries value and returns it to you as function result. So please check Lasterror after calling so you know whether an error occurred.

Returns EDS\_ERR\_OK on normal completion. Otherwise, see the EDS Error Lists for error codes. See Also

Regarding retrieval of the camera property data in particular, the conditions that can be retrieved vary depending on the values of other property data. For further information, see Properties in SDK Manual.

#### 4.1.18 GetPropertyDesc(PropertyID as UInt32) as Memoryblock

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets a list of property data that can be set for the object, as well as maximum and minimum values.

**Notes:** PropertyID: Designate a property ID.



Lasterror is set.

Returns a memoryblock with EdsPropertyDesc structure data.

This structure has:

form	Int32(0)	Reserved (currently, always 0)
access	Int32(4)	Reserved (currently, always 0)
numElements	Int32(8)	Indicates the number of property data list elements stored in the PropDesc array.
propDesc	Int32(12+n*4)	A property data array. The meaning of PropDesc array elements varies depending on the property type.

For details on properties and the meaning of array elements that can be set in the data list, see the Properties section in SDK manual.

#### 4.1.19 GetPropertyElementCount(PropertyID as UInt32) as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Queries property description and returns the number of items for a property.

#### 4.1.20 GetPropertySize(PropertyID as UInt32, Param as Int32 = 0) as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets the byte size and data type of a designated property from a camera object or image object.

**Notes:** PropertyID: Designate the property ID.

Param: Additional information of the property. Used to designate multiple additional items of information, if the property has such information that can be set or retrieved. For descriptions of values that can be designated for each property, see the description of Param for GetPropertyData.

Returns the property size. The data type and value returned varies depending on the property ID. See "Property Details" for further information in the SDK manual.

Lasterror is set.

#### 4.1.21 SetProgress(progress as EdsProgressMBS, options as Integer)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets progress events.

**Notes:** An event is received as notification of progress during processing that takes a relatively long time,

such as downloading files from a remote camera. If you register the callback function, the EDS SDK calls the callback function during execution or on completion of the following APIs. This timing can be used in updating on-screen progress bars, for example.

#### 4.1.22 SetPropertyData(PropertyID as UInt32, Param as Int32, data as Memoryblock)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for SetPropertyData in the manual SDK.

Property size is automatically taken from data.size by plugin and passed for you.

Lasterror is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.23 SetPropertyDataBool(PropertyID as UInt32, Param as Int32, data as Boolean)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for SetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.

Lasterror is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.24 SetPropertyDataInt32(PropertyID as UInt32, Param as Int32, data as Int32)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for GetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.

Lasterror is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.25 SetPropertyDataInt32Array(PropertyID as UInt32, Param as Int32, data() as Integer)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for GetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.

Lasterror is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.26 SetPropertyDataPoint(PropertyID as UInt32, Param as Int32, data as EdsPointMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for GetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.

Lasterror is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.27 SetPropertyDataRational(PropertyID as UInt32, Param as Int32, data as EdsRationalMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for SetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.  
LastError is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.28 SetPropertyDataRationalArray(PropertyID as UInt32, Param as Int32, data() as EdsRationalMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for SetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.  
LastError is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.29 SetPropertyDataRect(PropertyID as UInt32, Param as Int32, data as EdsRectMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for GetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.  
LastError is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.30 SetPropertyDataSize(PropertyID as UInt32, Param as Int32, data as EdsSizeMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for GetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.  
LastError is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.31 SetPropertyDataString(PropertyID as UInt32, Param as Int32, data as String)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for GetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.  
LastError is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

### 4.1.32 SetPropertyDataUInt32(PropertyID as UInt32, Param as Int32, data as UInt32)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Example:**

```
// we set bit for redirecting output to PC, leave other bits as they are.
Var device as UInt32 = camera.GetPropertyDataUInt32(camera.kEdsPropID_Evf_OutputDevice)
if camera.lasterror = EDSModuleMBS.EDS_ERR_OK then

device = Bitwise.BitOr(device, EDSModuleMBS.kEdsEvfOutputDevice_PC)
camera.SetPropertyDataUInt32 camera.kEdsPropID_Evf_OutputDevice, 0, device
end if
```

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for SetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.  
Lasterror is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

### 4.1.33 SetPropertyDataUInt32Array(PropertyID as UInt32, Param as Int32, data() as UInt32)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for SetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.  
Lasterror is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.34 SetPropertyDataUInt8(PropertyID as UInt32, Param as Int32, data as UInt8)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets property data for the object.

**Notes:** PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property. For descriptions of values that can be designated for each property, see the description of Param for SetPropertyData in the manual SDK.

Property size is automatically calculated by plugin and passed for you.

Lasterror is set.

Note: When you set properties of an image object (EdsImageRef), this API maintains the change internally.

#### 4.1.35 Properties

#### 4.1.36 DataRef as String

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The reference to stream data.

**Notes:** (Read only property)

#### 4.1.37 Handle as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The internal object reference.

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

#### 4.1.38 Lasterror as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The last error code of last command.

**Notes:** See EDS\_ERR\_\* constants in EDSModuleMBS.

(Read and Write property)

#### 4.1.39 MemoryRef as Memoryblock

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The reference to stream data.

**Notes:** (Read only property)

#### 4.1.40 Progress as EdsProgressMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Register a progress event.

**Notes:** (Read only property)

#### 4.1.41 Constants

Constants



Constant	Value	Description
kEdsPropID_AEBracket	&h0000040e	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_AEMode	&h00000400	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_AEModeSelect	&h00000436	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta New in 2.11 SDK.
kEdsPropID_AFMode	&h00000404	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_Artist	&h00000418	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_AtCapture_Flag	&h80000000	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_Av	&h00000405	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_AvailableShots	&h0000040a	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_BatteryLevel	&h00000008	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_BatteryQuality	&h00000010	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_BodyIDEx	&h00000015	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_Bracket	&h0000040b	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_CFn	&h00000009	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_ClickWBPoint	&h00000301	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_ColorMatrix	&h00000113	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_ColorSaturation	&h0000010a	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_ColorSpace	&h0000010d	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_ColorTemperature	&h00000107	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_ColorTone	&h0000010b	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_Contrast	&h00000109	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_Copyright	&h00000419	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_CurrentFolder	&h0000000d	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_CurrentStorage	&h0000000c	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_DateTime	&h00000006	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_DepthOfField	&h0000041b	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_DigitalExposure	&h00000105	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_DriveMode	&h00000401	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_EFCompensation	&h0000041e	One of the proeprerty constants. Please check the EDS SDK API Programming Reference for deta
kEdsPropID_Evf_AFMode	&h0000050E	One of the proeprerty constants.

## Data Type Constants

Constant	Value	Description
kEdsDataType_Bool	1	Boolean
kEdsDataType_Bool_Array	30	Array of Boolean
kEdsDataType_ByteBlock	14	Bytes (use memoryblock)
kEdsDataType_Double	13	Double
kEdsDataType_Float	12	Float
kEdsDataType_FocusInfo	101	Focus info. Use EdsFocusInfoMBS.
kEdsDataType_Int16	4	Int16
kEdsDataType_Int16_Array	32	Array of Int16
kEdsDataType_Int32	8	Int32
kEdsDataType_Int32_Array	33	Array of Int32
kEdsDataType_Int64	10	Int64
kEdsDataType_Int8	3	Int8
kEdsDataType_Int8_Array	31	Array of Int8
kEdsDataType_PictureStyleDesc	102	A Picture style description. Use EdsPictureStyleDescMBS.
kEdsDataType_Point	21	Point (use EdsPointMBS)
kEdsDataType_Rational	20	Rational value
kEdsDataType_Rational_Array	37	Array of rational numbers (Use EdsRationalMBS)
kEdsDataType_Rect	22	Rectangle (use EdsRectMBS)
kEdsDataType_String	2	String value
kEdsDataType_Time	23	Time (use EdsTimeMBS)
kEdsDataType_UInt16	7	UInt16
kEdsDataType_UInt16_Array	35	Array of UInt16
kEdsDataType_UInt32	9	UInt32
kEdsDataType_UInt32_Array	36	Array of UInt32
kEdsDataType_UInt64	11	UInt64
kEdsDataType_UInt8	6	UInt8
kEdsDataType_UInt8_Array	34	Array of UInt8
kEdsDataType_Unknown	0	Unknown

## Progress Option Constants

Constant	Value	Description
kEdsProgressOption_Done	1	Call a progress callback function when the progress reaches 100%.
kEdsProgressOption_NoReport	0	Do not call a progress callback function.
kEdsProgressOption_Periodically	2	Call a progress callback function periodically.

## 4.2 class EdsCameraAddedHandlerMBS

### 4.2.1 class EdsCameraAddedHandlerMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class is to monitor for cameras being added.

**Notes:** Constructor registers callback for event and sets lasterror code.

### 4.2.2 Events

### 4.2.3 CameraAdded as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: .

**Function:** This event is called when a new camera is added.

**Notes:** Returns EDS\_ERR\_OK if successful. Otherwise, ensure the implementation returns an appropriate error code.

## 4.3 class EdsCameraListMBS

### 4.3.1 class EdsCameraListMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The object for a list of cameras.

**Notes:** This object represents an enumeration of the cameras remotely connected to the host PC by USB interface. This object can be used to select the camera to be controlled from among the cameras currently connected with EDS SDK client application. This object can also be used when getting an EdsCameraMBS child object.

Subclass of the EdsBaseMBS class.

### 4.3.2 Methods

### 4.3.3 Child(index as UInt32) as EdsCameraMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets an indexed child object of the designated object.

**Notes:** Index is 0 based and range from 0 to ChildCount-1.

Lasterror is set.

## 4.4 class EdsCameraMBS

### 4.4.1 class EdsCameraMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This object represents a remotely connected camera.

**Notes:** This object is used to control the camera or to get an EdsVolumeMBS object when accessing the memory card, which is a child object of the camera.

Subclass of the EdsBaseMBS class.

**Blog Entries**

- [MBS Real Studio Plugins, version 12.5pr5](#)

### 4.4.2 Methods

### 4.4.3 Child(index as UInt32) as EdsVolumeMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets an indexed child object of the designated object.

**Notes:** Index is 0 based and range from 0 to ChildCount-1.

Lasterror is set.

### 4.4.4 CloseSession

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Closes a logical connection with a remote camera.

**Notes:** Lasterror is set.

### 4.4.5 DateTime as EdsTimeMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Convenience function to query date and time values.

**Notes:** Calls GetPropertyData for you with kEdsPropID\_DateTime.

Lasterror is set.

#### 4.4.6 DeviceInfo as EdsDeviceInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets device information, such as the device name.

**Notes:** Because device information of remote cameras is stored on the host computer, you can use this API before the camera object initiates communication (that is, before a session is opened).

Lasterror is set.

Returns nil on any error.

#### 4.4.7 DownloadEvfImage(image as EdsEvfImageMBS, OldSDK as boolean)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Downloads the live view image data set for a camera currently in live view mode.

**Notes:** Live view can be started by using the property ID:kEdsPropertyID\_Evf\_OutputDevice and data:EdsOutputDevice\_PC to call SetPropertyData.

In addition to image data, information such as zoom, focus position, and histogram data is included in the image data set. Image data is saved in a stream maintained by EdsEvfImageMBS. GetPropertyData can be used to get information such as the zoom, focus position, etc.

Although the information of the zoom and focus position can be obtained from EdsEvfImageMBS, settings are applied to EdsCameraMBS.

Lasterror is set.

If you use 2.11 SDK, please pass OldSDK=false. If you use 2.10 SDK, please pass OldSDK=true. The two SDKs handle this function differently, so you need to tell the plugin which SDK you use. Using wrong value will likely lead to a crash.

#### 4.4.8 FocusInfo as EdsFocusInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Convenience function to query focus information.

**Notes:** Lasterror is set.

This queries kEdsPropID\_FocusInfo with GetPropertyData for you and returns an EdsFocusInfoMBS object.

#### 4.4.9 OpenSession

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Establishes a logical connection with a remote camera.

**Notes:** Use this API after getting the camera's EdsCamera object.

Lasterror is set.

#### 4.4.10 Parent as EdsCameraListMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets the parent object of the designated object.

**Notes:** Lasterror is set.

#### 4.4.11 PictureStyleDesc as EdsPictureStyleDescMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Convenience function to query Picture Style Description information.

**Notes:** Calls GetPropertyData for you with kEdsPropID\_PictureStyleDesc and returns object with values. Lasterror is set.

#### 4.4.12 SendCommand(command as Integer, param as Integer = 0)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sends a command such as "Shoot" to a remote camera.

**Example:**

```
Var camera as EdsCameraMBS // your camera object
```

```
camera.SendCommand camera.kEdsCameraCommand_TakePicture
```

**Notes:** Command: The command ID to send to the object. See kEdsCameraCommand\* constants.

Param: Specify the x-coordinate in the upper 16 bit and the y-coordinate in the lower 16 bit for kEdsCameraCommand\_DoClickWBEvf only.

Lasterror is set.

Please check SDK manual for details.

#### 4.4.13 SendStatusCommand(command as Integer, param as Integer = 0)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets the remote camera state or mode.

**Notes:** command: Designate the particular mode ID to set the camera to. See kEdsCameraStatusCom-

mand\* constants.

Param: Currently unused. Designate 0.

Lasterror is set.

Please check SDK manual for details.

#### 4.4.14 SetCapacity(numberOfFreeClusters as Integer, bytesPerSector as Integer, reset as boolean)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Sets the remaining HDD capacity on the host computer(excluding the portion from image transfer),as calculated by subtracting the portion from the previous time.

**Notes:** Set a reset flag initially and designate the cluster length and number of free clusters.

Some cameras can display the number of shots left on the camera based on the available disk capacity of the host computer.

For these cameras, after the storage destination is set to the computer,use this API to notify the camera of the available disk capacity of the host computer.

Lasterror is set.

#### 4.4.15 Constants

Camera Command Constants



Constant	Value	Description
kEdsCameraCommand_BulbEnd	3	Lock the UI before bulb shooting. An exposure time event is generated at the end of the exposure (see the Event _BulbExposureTime)
kEdsCameraCommand_BulbStart	2	Starts bulb shooting/ Ends bulb shooting
kEdsCameraCommand_DoClickWBEvf	&h00000104	Adjusts the white balance of the live view
kEdsCameraCommand_DoEvfAf	&h00000102	This command is supported only in live view mode. Controls auto focus in live view mode. This command is supported by the EOS cameras, and only in live view mode.
kEdsCameraCommand_DriveLensEvf	&h00000103	Drives the lens and adjusts focus This command is supported only in live view mode.
kEdsCameraCommand_EvfAf_OFF	0	
kEdsCameraCommand_EvfAf_ON	1	
kEdsCameraCommand_ExtendShutDownTimer	1	Requests to extend the time for the auto shutter
kEdsCameraCommand_PressShutterButton	4	Controls shutter button operations. This command is supported by the EOS cameras.
kEdsCameraCommand_ShutterButton_Completely	3	
kEdsCameraCommand_ShutterButton_Completely_NonAF	&h00010003	
kEdsCameraCommand_ShutterButton_Halfway	1	
kEdsCameraCommand_ShutterButton_Halfway_NonAF	&h00010001	
kEdsCameraCommand_ShutterButton_OFF	0	
kEdsCameraCommand_TakePicture	0	Requests the camera to shoot.

## Camera Status Command Constants

Constant	Value	Description
kEdsCameraStatusCommand_EnterDirectTransfer	2	
kEdsCameraStatusCommand_ExitDirectTransfer	3	
kEdsCameraStatusCommand_UILock	0	
kEdsCameraStatusCommand_UIUnLock	1	

## Progress Option Constants

Constant	Value	Description
kEdsProgressOption_Done	1	Call a progress callback function when the progress reaches 100%.
kEdsProgressOption_NoReport	0	Do not call a progress callback function.
kEdsProgressOption_Periodically	2	Call a progress callback function periodically.

## 4.5 class EdsCameraStateEventHandlerMBS

### 4.5.1 class EdsCameraStateEventHandlerMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The class to receive camera state events.

### 4.5.2 Methods

#### 4.5.3 Add(camera as EdsCameraMBS, CameraStateEvent as UInt32)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Designate event for receiving events related to camera object states.

**Notes:** Lasterror is set.

### 4.5.4 Constructor

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates an event handler object.

**Notes:** You can later add objects to it.

See also:

- 4.5.5 Constructor(camera as EdsCameraMBS, CameraStateEvent as UInt32) 42

#### 4.5.5 Constructor(camera as EdsCameraMBS, CameraStateEvent as UInt32)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Designate event for receiving events related to camera object states.

**Notes:** Lasterror is set.

See also:

- 4.5.4 Constructor 42

### 4.5.6 Events

#### 4.5.7 StateChanged(StateEvent as UInt32, EventData as UInt32) as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: .

**Function:** Called when the state changed.

**Notes:** StateEvent: Indicate the event type supplemented. Designate one of the event types subject to supplementation, as designated by Constructor/Add. Events that occur can be determined based on the event type.

Returns EDS\_ERR\_OK if successful. In other cases, see the EDS Error Lists.

## 4.6 class EdsDeviceInfoMBS

### 4.6.1 class EdsDeviceInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The class for device information.

### 4.6.2 Properties

### 4.6.3 DeviceDescription as String

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The device name.

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

### 4.6.4 deviceSubType as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The device subtype.

**Notes:** Canon PTP cameras: 1

Canon PTP-IP cameras: 2

If the camera involved in PTP communication is connected to a Windows computer on which WIA is installed, 0 is specified in DeviceSubType, representing standard Windows PTP.

(Read and Write property)

### 4.6.5 PortName as String

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The port name.

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

### 4.6.6 reserved as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

4.6. CLASS EDSDEVICEINFOMBS

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**Function:** Reserved for the future.

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

## 4.7 class EdsDirectoryItemInfoMBS

### 4.7.1 class EdsDirectoryItemInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class represents directory item information for the memory card in the camera.

### 4.7.2 Properties

### 4.7.3 DateTime as UInt32

Plugin Version: 12.5, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The date and time value.

**Notes:** New in 2.11 SDK.

(Read and Write property)

### 4.7.4 FileName as String

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Returns the directory name or file name if successful.

**Notes:** Example: ”\_MG\_0060.JPG”

(Read and Write property)

### 4.7.5 Format as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Returns the directory item type.

**Notes:** See kEdsImageType\* constants.

(Read and Write property)

### 4.7.6 GroupID as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The group ID for this file.

**Notes:** A non-zero integer. The same group ID is assigned to files that belong to the same group, such as RAW+JPEG images or RAW+AVI images.

(Read and Write property)

#### 4.7.7 IsFolder as Boolean

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Whether this is a folder.

**Notes:** If a folder: True

If not a folder: False

(Read and Write property)

#### 4.7.8 Option as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The option property.

**Notes:** An option when a direct transfer request is received (a kEdsObjectEvent\_DirItemRequestTransferDT event). kEdsTransferOptionToDesktop is set when [ Wallpaper ] in the direct transfer is executed by means of camera operations.

Prohibit it under other timing conditions.

(Read and Write property)

#### 4.7.9 Size as UInt64

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The file size.

**Notes:** For folders, the file size is indicated as 0.

(Read and Write property)

#### 4.7.10 Constants

Image Type constants.

Constant	Value	Description
kEdsImageType_CR2	6	CR2
kEdsImageType_CRW	2	CRW
kEdsImageType_Jpeg	1	JPEG
kEdsImageType_RAW	4	RAW
kEdsImageType_Unknown	0	Unknown

## 4.8 class EdsDirectoryItemMBS

### 4.8.1 class EdsDirectoryItemMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This object represents a file or folder on the camera.

**Notes:** When files are downloaded from the camera, each file to be downloaded is treated as one of these objects.

Subclass of the EdsBaseMBS class.

### 4.8.2 Methods

### 4.8.3 Child(index as UInt32) as EdsDirectoryItemMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets an indexed child object of the designated object.

**Notes:** Index is 0 based and range from 0 to ChildCount-1.

Lasterror is set.

### 4.8.4 DeleteDirectoryItem

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Deletes a camera folder or file.

**Notes:** If folders with subdirectories are designated, all files are deleted except protected files.

Don't use the object after you deleted it.

Lasterror is set.

### 4.8.5 DirectoryInfo as EdsDirectoryItemInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets information about the directory or file objects on the memory card (volume) in a remote camera.

**Notes:** Lasterror is set.

Returns nil on any error.



### 4.8.6 Download(ReadSize as UInt64, stream as EdsStreamMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Downloads a file on a remote camera (in the camera memory or on a memory card) to the host computer.

**Notes:** The downloaded file is sent directly to a file stream created in advance.

When dividing the file being retrieved, call this API repeatedly. Also in this case, make the data block size a multiple of 512 (bytes), excluding the final block.

ReadSize: Designate the size in bytes to download.

stream: Specifies the destination stream.

Lasterror is set.

### 4.8.7 DownloadCancel

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Must be executed when downloading of a directory item is canceled.

**Notes:** Calling this API makes the camera cancel file transmission. It also releases resources.

This operation need not be executed when using DownloadThumbnail.

Lasterror is set.

In applications that take locally released images on the camera and load them on host computer, if the application receives a file transfer request from the camera when the file is not needed (by means of `kEdsObjectEvent_DirItemRequestTransfer` or `kEdsObjectEvent_DirItemRequestTransferDT`), this API must be called to notify the camera that transmission has been canceled.

Normally, delete callback function registration at the moment an event is not needed.

### 4.8.8 DownloadComplete

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Must be called when downloading of directory items is complete.

**Notes:** Executing this API makes the camera recognize that file transmission is complete.

This operation need not be executed when using DownloadThumbnail.

Lasterror is set.

If transfer of a file that was divided is canceled, call DownloadCancel instead of this API to notify the camera that downloading of the directory item has been canceled.

### 4.8.9 DownloadThumbnail(stream as EdsStreamMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Extracts and downloads thumbnail information from image files in a camera.

**Notes:** Thumbnail information in the camera's image files is downloaded to the host computer. Downloaded thumbnails are sent directly to a file stream created in advance.

stream: Designate the stream for saving extracted thumbnails.  
Lasterror is set.

### 4.8.10 Parent as EdsDirectoryItemMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets the parent object of the designated object.

**Notes:** Lasterror is set.

### 4.8.11 Properties

#### 4.8.12 FileAttributes as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets attributes of files on a camera.

**Example:**

```
Var d as EdsDirectoryItemMBS // your directory item
Var a as Integer = d.FileAttributes
if bitwiseAnd(a, d.kEdsFileAttribute_ReadOnly) <> 0 then
msgbox "Readonly."
end if
```

**Notes:** Returns the file attributes.

As for the file attributes, OR values of the value defined by kEdsFileAttribute\* constants can be retrieved. Thus, when determining the file attributes, you must check if an attribute flag is set for target attributes. Use BitwiseAnd to check for different flags.

Lasterror is set.

If you assign value, this property changes attributes of files on a camera.  
(Read and Write computed property)

### 4.8.13 Constants

#### File Attribute Constants

Constant	Value	Description
kEdsFileAttribute_Archive	&h20	Archive attribute
kEdsFileAttribute_Hidden	2	Hidden attribute
kEdsFileAttribute_Normal	0	A standard file
kEdsFileAttribute_ReadOnly	1	Read-only
kEdsFileAttribute_System	4	System attribute

## 4.9 class EdsEvfImageMBS

### 4.9.1 class EdsEvfImageMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This object represents PC live view image data.

**Notes:** When using a camera model that supports live view, live view image data set can be downloaded from the camera. Information such as zoom and histogram data is included with image data.

Subclass of the EdsBaseMBS class.

#### Blog Entries

- [MBS Real Studio Plugins, version 12.5pr5](#)

### 4.9.2 Methods

### 4.9.3 Constructor(stream as EdsStreamMBS, OldSDK as boolean = false)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates an object used to get the live view image data set.

**Notes:** Lasterror is set.

See EdsCreateEvfImageRef in the SDK documentation.

If you use 2.11 SDK, please pass OldSDK=false. If you use 2.10 SDK, please pass OldSDK=true. The two SDKs handle this function differently, so you need to tell the plugin which SDK you use. Using wrong value will likely lead to a crash.

## 4.10 class EdsFocusInfoMBS

### 4.10.1 class EdsFocusInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class represents focus information.

**Notes:** It stores kEdsPropID\_FocusInfo property data.

**Blog Entries**

- [MBS Xojo Plugins, version 18.3pr1](#)

### 4.10.2 Methods

#### 4.10.3 FocusPoint(index as Integer) as EdsFocusPointMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The array of focus points.

**Notes:** Index from 0 to 127, but of course lower than PointNumber.

### 4.10.4 Properties

#### 4.10.5 ExecuteMode as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The execute mode.

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

#### 4.10.6 ImageRect as EdsRectMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The rectangle of the image.

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

#### 4.10.7 PointNumber as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Number of frames.

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

## 4.11 class EdsFocusPointMBS

### 4.11.1 class EdsFocusPointMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class represents the AF frame information of focus information.

**Notes:** It stores AF frame information of the kEdsPropID\_FocusInfo property.

### 4.11.2 Properties

#### 4.11.3 JustFocus as Boolean

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Whether the frame is just focus.

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

#### 4.11.4 Rect as EdsRectMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The rectangle of the frame.

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

#### 4.11.5 Reserved as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Reserved.

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

#### 4.11.6 Selected as Boolean

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Whether the point is selected.

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

#### 4.11.7 Valid as Boolean

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** True if the frame is valid.

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



## 4.12 class EdsImageInfoMBS

### 4.12.1 class EdsImageInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class represents various information found in image data.

### 4.12.2 Properties

#### 4.12.3 componentDepth as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Bits per sample.

**Notes:** Either 8 or 16.

Note: Image files may contain image data of mixed resolutions.

(Read and Write property)

#### 4.12.4 effectiveRect as EdsRectMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The effective image rectangle.

**Notes:** This means the area excluding the black bands on the top and bottom of the thumbnail image.

(Read and Write property)

#### 4.12.5 height as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The image height in pixels.

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

#### 4.12.6 numOfComponents as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Number of color components in image.

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

#### 4.12.7 reserved1 as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Reserved.

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

#### 4.12.8 reserved2 as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Reserved.

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

#### 4.12.9 width as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The image width in pixels.

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

## 4.13 class EdsImageMBS

### 4.13.1 class EdsImageMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This object represents image data.

**Notes:** This data is obtained from image files. This object is used to retrieve and control information included with an image such as thumbnails and parameters.

Subclass of the EdsBaseMBS class.

### 4.13.2 Methods

#### 4.13.3 CacheImage(UseCache as boolean)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Switches a setting on and off for creation of an image cache in the SDK for a designated image object during extraction (processing) of the image data.

**Notes:** Creating the cache increases the processing speed, starting from the second time.

UseCache: Image Cache on/off.

Lasterror is set.

#### 4.13.4 Constructor(stream as EdsImageMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates an image object from an image file.

**Notes:** Without modification, stream objects cannot be worked with as images. Thus, when extracting images from image files, you must use this API to create image objects.

The image object created this way can be used to get image information (such as the height and width, number of color components, and resolution), thumbnail image data, and the image data itself.

Lasterror is set.

#### 4.13.5 DateTime as EdsTimeMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Convenience function to query date and time values.

**Notes:** Calls GetPropertyData for you with kEdsPropID\_DateTime.

Lasterror is set.

### 4.13.6 FocusInfo as EdsFocusInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Convenience function to query focus information.

**Notes:** Lasterror is set.

This queries kEdsPropID\_FocusInfo with GetPropertyData for you and returns an EdsFocusInfoMBS object.

### 4.13.7 Image(ImageSource as Integer, TargetImageType as Integer, Source as EdsRectMBS, Dest as EdsSizeMBS, DestStream as EdsStreamMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets designated image data from an image file, in the form of a designated rectangle.

**Notes:** Returns uncompressed results for JPEG compressed images and processed results in the designated pixel order (RGB, Top-down BGR, and so on) for RAW images. Additionally, by designating the input/output rectangle, it is possible to get reduced, enlarged, or partial images. However, because images corresponding to the designated output rectangle are always returned by the SDK, the SDK does not take the aspect ratio into account. To maintain the aspect ratio, you must keep the aspect ratio in mind when designating the rectangle.

Lasterror is set.

**ImageSource:** Designate the type of image data to get from the image file (thumbnail, preview, and so on). Designate values as defined in kEdsImageSrc\* constants.

**TargetImageType:** Designate the output image type. Because the output format of EdsGetImage may only be RGB, only kEdsTargetImageType\_RGB or kEdsTargetImageType\_RGB16 can be designated.

However, image types exceeding the resolution of ImageSource cannot be designated.

Example: Suppose the source image resolution (componentDepth) retrieved by means of ImageInfo() is 8 bits

->The resolution that can be retrieved by means of Image () is also 8 bits

->Thus, only kEdsTargetImageType\_RGB is available.

**Source:** Designate the coordinates and size of the rectangle to be retrieved (processed) from the source image.

**Dest:** Designate the rectangle size for output.

**DestStream:** Designate the memory or file stream for output of the image.

Lasterror is set.

- To maintain the aspect ratio, you must keep the aspect ratio in mind when designating a rectangle.
- In calculating the data size of the output file, the original image data resolution is not used.

Instead, the resolution of the image type designated by inImageType is used. For example, the calculation

for `kEdsTargetImageType_RGB` is 3 (R, G, and B) x 8 (resolution) x width x height  $\sqrt{8}$  (bytes). Similarly, `kEdsTargetImageType_RGB16` is calculated by 3 x 16 x width x height  $\sqrt{8}$  (bytes).

### 4.13.8 ImageInfo(ImageSource as Integer) as EdsImageInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets image information from a designated image object.

**Notes:** Here, image information means the image width and height, number of color components, resolution, and effective image area.

Lasterror is set.

### 4.13.9 PictureStyleDesc as EdsPictureStyleDescMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Convenience function to query Picture Style Description information.

**Notes:** Calls `GetPropertyData` for you with `kEdsPropID_PictureStyleDesc` and returns object with values.

Lasterror is set.

### 4.13.10 ReflectImageProperty

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Incorporates image object property changes (effected by means of `EdsSetPropertyData`) in the stream.

**Notes:** Lasterror is set.

### 4.13.11 SaveImage(TargetImageType as Integer, DestStream as EdsStreamMBS, JPEGQuality as Integer = 0, iccProfileStream as EdsStreamMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Saves as a designated image type after RAW processing.

**Notes:** `TargetImageType`: Designate the image type to produce. Designate the following image types. See `kEdsTargetImageType*` constants.

`JPEGQuality`: Image quality for JPEG compression

`iccProfileStream`: ICC profile stream.

Lasterror is set.

**4.13.12 Constants**

## Image Source Constants

Constant	Value	Description
kEdsImageSrc_FullView	0	The image itself (a full-sized image)
kEdsImageSrc_Preview	2	A preview image
kEdsImageSrc_RAWFullView	4	A RAW full-sized image
kEdsImageSrc_RAWThumbnail	3	A RAW thumbnail image
kEdsImageSrc_Thumbnail	1	A thumbnail image

## Image Target Type Constants

Constant	Value	Description
kEdsTargetImageType_DIB	11	Device Independent Bitmap
kEdsTargetImageType_JPEG	1	JPEG
kEdsTargetImageType_RGB	9	8-bit RGB, chunky format
kEdsTargetImageType_RGB16	10	16-bit RGB, chunky format
kEdsTargetImageType_TIFF	7	8-bit TIFF
kEdsTargetImageType_TIFF16	8	16-bit TIFF
kEdsTargetImageType_Unknown	0	Folder, or unknown image type

## 4.14 module EDSModuleMBS

### 4.14.1 module EDSModuleMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The main module for the EDS SDK.

**Notes:** Please get a copy of the SDK with the manual, so you can lookup some details.

The documentation coming with the plugin shows the classes and some specifics for Xojo, but not all the details.

Typically SDK functions return a EdsError value. The plugin gives you that value by lasterror properties.

### 4.14.2 Methods

#### 4.14.3 GetCameraList as EdsCameraListMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets camera list objects.

**Notes:** Lasterror is set.

Returns the camera list object or nil.

#### 4.14.4 GetEvent

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This function acquires an event.

**Notes:** In console application, please call this function regularly to acquire the event from a camera. Lasterror is set.

#### 4.14.5 Initialize

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Initializes the libraries.

**Notes:** When using the EDSDK libraries, you must call this API once before using EDSDK APIs. Lasterror is set.

#### 4.14.6 Lasterror as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The last error code of any EDS function in all the classes.

#### 4.14.7 LoadLibrary(file as folderitem, IsVersion2 as Boolean) as boolean

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Loads the SDK.

**Example:**

```

Var file as FolderItem

// find DLL in application folder
if TargetWin32 then
file = GetFolderItem("EDSDK.dll")
elseif TargetMacOS then
// find Framework in inside frameworks folder in app bundle
Var frameworks as FolderItem = app.ExecutableFile.Parent.parent.Child("Frameworks")

file = frameworks.Child("EDSDK.framework")
else
MsgBox "not supported."
end if

// load framework or DLL
if EDModuleMBS.LoadLibrary(file) then
// continue
end if

```

**Notes:** Pass folderitem for framework on Mac or DLL on Windows.

Returns true on success.

After loading, you need to call Initialize method.

If you use 2.x SDK, please set IsVersion2 to true.

For 3.x SDK, please set IsVersion2 to false.

The 3.x SDK uses 64-bit integer, while the older one uses 32-bit integers.

Using wrong switch, you get wrong numbers.

See also:

- 4.14.8 LoadLibrary(path as string, IsVersion2 as Boolean) as boolean



### 4.14.8 LoadLibrary(path as string, IsVersion2 as Boolean) as boolean

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Loads the SDK.

**Notes:** Pass path for framework on Mac or DLL on Windows.

Returns true on success.

After loading, you need to call Initialize method.

If you use 2.x SDK, please set IsVersion2 to true.

For 3.x SDK, please set IsVersion2 to false.

The 3.x SDK uses 64-bit integer, while the older one uses 32-bit integers.

Using wrong switch, you get wrong numbers.

See also:

- 4.14.7 LoadLibrary(file as folderitem, IsVersion2 as Boolean) as boolean

### 4.14.9 Terminate

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Terminates use of the libraries.

**Notes:** Calling this function releases all resources allocated by the libraries.

Lasterror is set.

### 4.14.10 Constants

Constants

Constant	Value	Description
EDS_CMP_ID_CLIENT_COMPONENTID	&h01000000	One of the ED-SDK Base Component IDs.
EDS_CMP_ID_HLSDK_COMPONENTID	&h03000000	One of the ED-SDK Base Component IDs.
EDS_CMP_ID_LLSDK_COMPONENTID	&h02000000	One of the ED-SDK Base Component IDs.
EDS_MAX_NAME	256	The maximum file name length is limited to EDS_MAX_NAME.
EDS_TRANSFER_BLOCK_SIZE	512	The transfer block size.
kEdsETTL2ModeAverage	1	One of the ETTL2 Mode evaluative constants. Average
kEdsETTL2ModeEvaluative	0	One of the ETTL2 Mode evaluative constants. Evaluative
kEdsPropertyEvent_All	&h00000100	One of the property event constants. One of the state events for EdsPropertyEventHandlerMBSEvents. EDSDK API Programming Reference for details.
kEdsPropertyEvent_PropertyChanged	&h00000101	One of the property event constants. One of the state events for EdsPropertyEventHandlerMBSEvents. EDSDK API Programming Reference for details.
kEdsPropertyEvent_PropertyDescChanged	&h00000102	One of the property event constants. One of the state events for EdsPropertyEventHandlerMBSEvents. EDSDK API Programming Reference for details.
kEdsStateEvent_AfResult	&h00000309	One of the state event constants. One of the state events for EdsCameraStateEventHandlerMBSEvents. check EDSDK API Programming Reference for details.
kEdsStateEvent_All	&h00000300	One of the state event constants. One of the state events for EdsCameraStateEventHandlerMBSEvents. check EDSDK API Programming Reference for details.
kEdsStateEvent_BulbExposureTime	&h00000310	One of the state event constants. One of the state events for EdsCameraStateEventHandlerMBSEvents. check EDSDK API Programming Reference for details.
kEdsStateEvent_CaptureError	&h00000305	One of the state event constants. One of the state events for EdsCameraStateEventHandlerMBSEvents. check EDSDK API Programming Reference for details.
kEdsStateEvent_InternalError	&h00000306	One of the state event constants. One of the state events for EdsCameraStateEventHandlerMBSEvents. check EDSDK API Programming Reference for details.
kEdsStateEvent_JobStatusChanged	&h00000302	One of the state event constants. One of the state events for EdsCameraStateEventHandlerMBSEvents. check EDSDK API Programming Reference for details.
kEdsStateEvent_Shutdown	&h00000301	One of the state event constants. One of the state events for EdsCameraStateEventHandlerMBSEvents. check EDSDK API Programming Reference for details.
kEdsStateEvent_ShutDownTimerUpdate	&h00000304	One of the state event constants. One of the state events for EdsCameraStateEventHandlerMBSEvents. check EDSDK API Programming Reference for details.
kEdsStateEvent_WillSoonShutDown	&h00000303	One of the state event constants. One of the state events for EdsCameraStateEventHandlerMBSEvents. check EDSDK API Programming Reference for details.

Image Quality Constants

Constant	Value	Description
EdsImageQuality_CR	&h0063ff0f	CRAW
EdsImageQuality_CRLJ	&h00630010	CRAW + Jpeg Large
EdsImageQuality_CRLJF	&h00630013	CRAW + Jpeg Large Fine
EdsImageQuality_CRLJN	&h00630012	CRAW + Jpeg Large Normal
EdsImageQuality_CRM1J	&h00630510	CRAW + Jpeg Middle1
EdsImageQuality_CRM1JF	&h00630513	CRAW + Jpeg Middle1 Fine
EdsImageQuality_CRM1JN	&h00630512	CRAW + Jpeg Middle1 Normal
EdsImageQuality_CRM2J	&h00630610	CRAW + Jpeg Middle2
EdsImageQuality_CRM2JF	&h00630613	CRAW + Jpeg Middle2 Fine
EdsImageQuality_CRM2JN	&h00630612	CRAW + Jpeg Middle2 Normal
EdsImageQuality_CRMJF	&h00630113	CRAW + Jpeg Middle Fine
EdsImageQuality_CRMJN	&h00630112	CRAW + Jpeg Middle Normal
EdsImageQuality_CRS1JF	&h00630E13	CRAW + Jpeg Small1 Fine
EdsImageQuality_CRS1JN	&h00630E12	CRAW + Jpeg Small1 Normal
EdsImageQuality_CRS2JF	&h00630F13	CRAW + Jpeg Small2 Fine
EdsImageQuality_CRS3JF	&h00631013	CRAW + Jpeg Small3 Fine
EdsImageQuality_CRSJ	&h00630210	CRAW + Jpeg Small
EdsImageQuality_CRSJF	&h00630213	CRAW + Jpeg Small Fine
EdsImageQuality_CRSJN	&h00630212	CRAW + Jpeg Small Normal
EdsImageQuality_LJ	&h0010ff0f	Jpeg Large
EdsImageQuality_LJF	&h0013ff0f	Jpeg Large Fine
EdsImageQuality_LJN	&h0012ff0f	Jpeg Large Normal
EdsImageQuality_LR	&h0064ff0f	RAW
EdsImageQuality_LRLJ	&h00640010	RAW + Jpeg Large
EdsImageQuality_LRLJF	&h00640013	RAW + Jpeg Large Fine
EdsImageQuality_LRLJN	&h00640012	RAW + Jpeg Large Normal
EdsImageQuality_LRM1J	&h00640510	RAW + Jpeg Middle1
EdsImageQuality_LRM2J	&h00640610	RAW + Jpeg Middle2
EdsImageQuality_LRMJF	&h00640113	RAW + Jpeg Middle Fine
EdsImageQuality_LRMJN	&h00640112	RAW + Jpeg Middle Normal
EdsImageQuality_LRS1JF	&h00640E13	RAW + Jpeg Small1 Fine
EdsImageQuality_LRS1JN	&h00640E12	RAW + Jpeg Small1 Normal
EdsImageQuality_LRS2JF	&h00640F13	RAW + Jpeg Small2
EdsImageQuality_LRS3JF	&h00641013	RAW + Jpeg Small3
EdsImageQuality_LRSJ	&h00640210	RAW + Jpeg Small
EdsImageQuality_LRSJF	&h00640213	RAW + Jpeg Small Fine
EdsImageQuality_LRSJN	&h00640212	RAW + Jpeg Small Normal
EdsImageQuality_M1J	&h0510ff0f	Jpeg Middle1
EdsImageQuality_M2J	&h0610ff0f	Jpeg Middle2
EdsImageQuality_MJF	&h0113ff0f	Jpeg Middle Fine
EdsImageQuality_MJN	&h0112ff0f	Jpeg Middle Normal
EdsImageQuality_MR	&h0164ff0f	MRAW(SRAW1)
EdsImageQuality_MRLJ	&h01640010	MRAW(SRAW1) + Jpeg Large
EdsImageQuality_MRLJF	&h01640013	MRAW(SRAW1) + Jpeg Large Fine
EdsImageQuality_MRLJN	&h01640012	MRAW(SRAW1) + Jpeg Large Normal
EdsImageQuality_MRM1J	&h01640510	MRAW(SRAW1) + Jpeg Middle1
EdsImageQuality_MRM2J	&h01640610	MRAW(SRAW1) + Jpeg Middle2
EdsImageQuality_MRMJF	&h01640113	MRAW(SRAW1) + Jpeg Middle Fine
EdsImageQuality_MRMJN	&h01640112	MRAW(SRAW1) + Jpeg Middle Normal
EdsImageQuality_MRS1JF	&h01640E13	MRAW(SRAW1) + Jpeg Small1 Fine
EdsImageQuality_MRS1JN	&h01640E12	MRAW(SRAW1) + Jpeg Small1 Normal
EdsImageQuality_MRS2JF	&h01640F13	MRAW(SRAW1) + Jpeg Small2
EdsImageQuality_MRS3JF	&h01641013	MRAW(SRAW1) + Jpeg Small3
EdsImageQuality_MRSJ	&h01640210	MRAW(SRAW1) + Jpeg Small
EdsImageQuality_MRSJF	&h01640213	MRAW(SRAW1) + Jpeg Small Fine
EdsImageQuality_MRSJN	&h01640212	MRAW(SRAW1) + Jpeg Small Normal
EdsImageQuality_S1JF	&h0E13ff0f	Jpeg Small1 Fine
EdsImageQuality_S1JN	&h0E12ff0f	Jpeg Small1 Normal

## Error Code Masks Constants

Constant	Value	Description
EDS_COMPONENTID_MASK	&h7F000000	
EDS_ERRORID_MASK	&h0000FFFF	
EDS_ISSPECIFIC_MASK	&h80000000	
EDS_RESERVED_MASK	&h00FF0000	

## Error Constants

Constant	Value	Description
EDS_ERR_CANNOT_MAKE_OBJECT	&h0000A104	
EDS_ERR_CAPTURE_ALREADY_TERMINATED	&h00002018	
EDS_ERR_COMM_BUFFER_FULL	&h000000C3	
EDS_ERR_COMM_DEVICE_INCOMPATIBLE	&h000000C2	
EDS_ERR_COMM_DISCONNECTED	&h000000C1	
EDS_ERR_COMM_PORT_IS_IN_USE	&h000000C0	
EDS_ERR_COMM_USB_BUS_ERR	&h000000C4	
EDS_ERR_DEVICEPROP_NOT_SUPPORTED	&h0000200A	
EDS_ERR_DEVICE_BUSY	&h00000081	
EDS_ERR_DEVICE_CF_GATE_CHANGED	&h00000089	
EDS_ERR_DEVICE_DIAL_CHANGED	&h0000008A	
EDS_ERR_DEVICE_DISK_ERROR	&h00000088	
EDS_ERR_DEVICE_EMERGENCY	&h00000083	
EDS_ERR_DEVICE_INTERNAL_ERROR	&h00000085	
EDS_ERR_DEVICE_INVALID	&h00000082	
EDS_ERR_DEVICE_INVALID_PARAMETER	&h00000086	
EDS_ERR_DEVICE_MEMORY_FULL	&h00000084	
EDS_ERR_DEVICE_NOT_FOUND	&h00000080	
EDS_ERR_DEVICE_NOT_INSTALLED	&h0000008B	
EDS_ERR_DEVICE_NOT_LAUNCHED	&h000000E4	
EDS_ERR_DEVICE_NOT_RELEASED	&h0000008D	
EDS_ERR_DEVICE_NO_DISK	&h00000087	
EDS_ERR_DEVICE_STAY_AWAKE	&h0000008C	
EDS_ERR_DIR_ENTRY_EXISTS	&h00000043	
EDS_ERR_DIR_ENTRY_NOT_FOUND	&h00000042	
EDS_ERR_DIR_IO_ERROR	&h00000041	
EDS_ERR_DIR_NOT_EMPTY	&h00000044	
EDS_ERR_DIR_NOT_FOUND	&h00000040	
EDS_ERR_ENUM_NA	&h000000F0	
EDS_ERR_FILE_ALREADY_EXISTS	&h0000002B	
EDS_ERR_FILE_CLOSE_ERROR	&h00000024	
EDS_ERR_FILE_DATA_CORRUPT	&h0000002D	
EDS_ERR_FILE_DISK_FULL_ERROR	&h0000002A	
EDS_ERR_FILE_FORMAT_UNRECOGNIZED	&h0000002C	
EDS_ERR_FILE_IO_ERROR	&h00000020	
EDS_ERR_FILE_NAMING_NA	&h0000002E	
EDS_ERR_FILE_NOT_FOUND	&h00000022	
EDS_ERR_FILE_OPEN_ERROR	&h00000023	
EDS_ERR_FILE_PERMISSION_ERROR	&h00000029	
EDS_ERR_FILE_READ_ERROR	&h00000027	
EDS_ERR_FILE_SEEK_ERROR	&h00000025	
EDS_ERR_FILE_TELL_ERROR	&h00000026	
EDS_ERR_FILE_TOO_MANY_OPEN	&h00000021	
EDS_ERR_FILE_WRITE_ERROR	&h00000028	
EDS_ERR_HANDLE_NOT_FOUND	&h000000F2	
EDS_ERR_INCOMPATIBLE_VERSION	6	
EDS_ERR_INCOMPLETE_TRANSFER	&h00002007	
EDS_ERR_INTERNAL_ERROR	2	
EDS_ERR_INVALID_CODE_FORMAT	&h00002016	
EDS_ERR_INVALID_DEVICEPROP_FORMAT	&h0000201B	
EDS_ERR_INVALID_DEVICEPROP_VALUE	&h0000201C	
EDS_ERR_INVALID_FN_CALL	&h000000F1	
EDS_ERR_INVALID_FN_POINTER	&h00000065	
EDS_ERR_INVALID_HANDLE	&h00000061	
EDS_ERR_INVALID_ID	&h000000F3	
EDS_ERR_INVALID_INDEX	&h00000063	
EDS_ERR_INVALID_LENGTH	&h00000064	
EDS_ERR_INVALID_OBJECTFORMATCODE	&h0000200B	

## AF Mode Constants

Constant	Value	Description
Evf_AFMode_Live	1	Live Mode
Evf_AFMode_LiveFace	2	Live Face Mode
Evf_AFMode_Quick	0	Quick Mode

## Shooting mode Constants

Constant	Value	Description
kEdsAEMode_Av	2	Aperture Priority AE
kEdsAEMode_A_DEP	5	Auto Depth-of-Field AE
kEdsAEMode_BacklitScenes	24	Backlit Scenes
kEdsAEMode_Bulb	4	Bulb
kEdsAEMode_CandlelightPortraits	28	Candlelight Portraits
kEdsAEMode_Children	26	Children
kEdsAEMode_Closeup	14	Close-Up
kEdsAEMode_CreativeAuto	19	Creative Auto
kEdsAEMode_CreativeFilter	29	Creative Filter
kEdsAEMode_Custom	7	Camera settings registered
kEdsAEMode_DEP	6	Depth-of-Field AE
kEdsAEMode_Fisheye	33	Fisheye
kEdsAEMode_FlashOff	15	Flash Off
kEdsAEMode_Food	27	Food
kEdsAEMode_Green	9	Auto
kEdsAEMode_GroupPhoto	46	Group Photo
kEdsAEMode_Hdr_Bold	38	HDR Bold
kEdsAEMode_Hdr_Embossed	39	HDR Embossed
kEdsAEMode_Hdr_Standard	36	HDR Standard
kEdsAEMode_Hdr_Vivid	37	HDR Vivid
kEdsAEMode_Landscape	13	Landscape
kEdsAEMode_Lock	8	Lock
kEdsAEMode_Manual	3	Manual Exposure
kEdsAEMode_Miniature	35	Miniature
kEdsAEMode_Movie	20	Not documented.
kEdsAEMode_Movie_DirectMono	43	Movie Direct Mono
kEdsAEMode_Movie_Fantasy	40	Movie Fantasy
kEdsAEMode_Movie_Memory	42	Movie Memory
kEdsAEMode_Movie_Mini	44	Movie Mini
kEdsAEMode_Movie_Old	41	Movie Old
kEdsAEMode_Myself	50	Myself
kEdsAEMode_NightPortrait	10	Night Scene Portrait
kEdsAEMode_NightScenes	23	NightScenes
kEdsAEMode_PanningAssist	45	PanningAssist
kEdsAEMode_PhotoInMovie	21	Photo In Movie (This value is valid for only Image.)
kEdsAEMode_Portrait	12	Portrait
kEdsAEMode_Program	0	Program AE
kEdsAEMode_RoughMonoChrome	30	RoughMonoChrome
kEdsAEMode_SceneIntelligentAuto	22	Auto New in 2.11 SDK.
kEdsAEMode_SCN	25	SCN
kEdsAEMode_SmoothSkin	52	SmoothSkin
kEdsAEMode_SoftFocus	31	Soft Focus
kEdsAEMode_Sports	11	Sports
kEdsAEMode_ToyCamera	32	Toy Camera
kEdsAEMode_Tv	1	Shutter-Speed Priority AE
kEdsAEMode_Unknown	&hfffffff	Not valid/no settings changes
kEdsAEMode_WaterColor	34	Water Color



## Battery level Constants

Constant	Value	Description
kEdsBatteryLevel2_AC	&hFFFFFFF	AC
kEdsBatteryLevel2_BCLevel	0	BCLevel
kEdsBatteryLevel2_Empty	0	Empty
kEdsBatteryLevel2_Error	0	Error
kEdsBatteryLevel2_Half	49	Half
kEdsBatteryLevel2_Hi	69	Hi
kEdsBatteryLevel2_Low	9	Low
kEdsBatteryLevel2_Normal	80	Normal
kEdsBatteryLevel2_Quarter	19	Quarter
kEdsBatteryLevel2_Unknown	&hFFFFFFE	Unknown

## Bracket Constants

Constant	Value	Description
kEdsBracket_AEB	&h01	AE bracket
kEdsBracket_FEB	&h08	FE bracket
kEdsBracket_ISO	&h02	ISO bracket
kEdsBracket_Unknown	&hffffff	Bracket off
kEdsBracket_WBB	&h04	WB bracket

## Color Matrix Constants

Constant	Value	Description
kEdsColorMatrix_1	1	
kEdsColorMatrix_2	2	
kEdsColorMatrix_3	3	
kEdsColorMatrix_4	4	
kEdsColorMatrix_5	5	
kEdsColorMatrix_6	6	
kEdsColorMatrix_7	7	
kEdsColorMatrix_Custom	0	

## Colorspace Constants

Constant	Value	Description
kEdsColorSpace_AdobeRGB	2	
kEdsColorSpace_sRGB	1	
kEdsColorSpace_Unknown	&hffffff	

## Depth of Field Preview Constants

Constant	Value	Description
kEdsEvfDepthOfFieldPreview_OFF	&h00000000	Off
kEdsEvfDepthOfFieldPreview_ON	&h00000001	On

## Drive Lens Constants

Constant	Value	Description
kEdsEvfDriveLens_Far1	&h00008001	
kEdsEvfDriveLens_Far2	&h00008002	
kEdsEvfDriveLens_Far3	&h00008003	
kEdsEvfDriveLens_Near1	&h00000001	
kEdsEvfDriveLens_Near2	&h00000002	
kEdsEvfDriveLens_Near3	&h00000003	

## Output Device Constants

Constant	Value	Description
kEdsEvfOutputDevice_PC	2	The live view image can be transferred to the PC.
kEdsEvfOutputDevice_TFT	1	Live view is displayed on the camera's TFT.

## Zoom Constants

Constant	Value	Description
kEdsEvfZoom_Fit	1	Entire screen
kEdsEvfZoom_x10	10	10 times.
kEdsEvfZoom_x5	5	5 times

## Filter Effect Constants

Constant	Value	Description
kEdsFilterEffect_Green	4	Green
kEdsFilterEffect_None	0	No effect
kEdsFilterEffect_Orange	2	Orange
kEdsFilterEffect_Red	3	Red
kEdsFilterEffect_Yellow	1	Yellow

## Legacy Image Quality Constants

Constant	Value	Description
kEdsImageQualityForLegacy_LJ	&h001f000f	Jpeg Large
kEdsImageQualityForLegacy_LJF	&h00130000	Jpeg Large Fine
kEdsImageQualityForLegacy_LJN	&h00120000	Jpeg Large Normal
kEdsImageQualityForLegacy_LR	&h00240000	RAW
kEdsImageQualityForLegacy_LR2	&h002f000f	RAW
kEdsImageQualityForLegacy_LR2LJ	&h002f001f	RAW + Jpeg Large
kEdsImageQualityForLegacy_LR2M1J	&h002f051f	RAW + Jpeg Middle1
kEdsImageQualityForLegacy_LR2M2J	&h002f061f	RAW + Jpeg Middle2
kEdsImageQualityForLegacy_LR2SJ	&h002f021f	RAW + Jpeg Small
kEdsImageQualityForLegacy_LRLJF	&h00240013	RAW + Jpeg Large Fine
kEdsImageQualityForLegacy_LRLJN	&h00240012	RAW + Jpeg Large Normal
kEdsImageQualityForLegacy_LRMJF	&h00240113	RAW + Jpeg Middle Fine
kEdsImageQualityForLegacy_LRMJN	&h00240112	RAW + Jpeg Middle Normal
kEdsImageQualityForLegacy_LRSJF	&h00240213	RAW + Jpeg Small Fine
kEdsImageQualityForLegacy_LRSJN	&h00240212	RAW + Jpeg Small Normal
kEdsImageQualityForLegacy_M1J	&h051f000f	Jpeg Middle1
kEdsImageQualityForLegacy_M2J	&h061f000f	Jpeg Middle2
kEdsImageQualityForLegacy_MJF	&h01130000	Jpeg Middle Fine
kEdsImageQualityForLegacy_MJN	&h01120000	Jpeg Middle Normal
kEdsImageQualityForLegacy_SJ	&h021f000f	Jpeg Small
kEdsImageQualityForLegacy_SJF	&h02130000	Jpeg Small Fine
kEdsImageQualityForLegacy_SJN	&h02120000	Jpeg Small Normal
kEdsImageQualityForLegacy_Unknown	&hfffffff	Unknown

## Image Size Constants

Constant	Value	Description
kEdsImageSize_Large	0	Large
kEdsImageSize_Middle	1	Middle
kEdsImageSize_Middle1	5	Middle
kEdsImageSize_Middle2	6	Middle
kEdsImageSize_Small	2	Small
kEdsImageSize_Small1	14	Small
kEdsImageSize_Small2	15	Small
kEdsImageSize_Small3	16	Small
kEdsImageSize_Unknown	&hfffffff	Unknown

## Object event Constants

Constant	Value	Description
kEdsObjectEvent_All	&h00000200	
kEdsObjectEvent_DirItemCancelTransferDT	&h0000020a	
kEdsObjectEvent_DirItemContentChanged	&h00000207	
kEdsObjectEvent_DirItemCreated	&h00000204	
kEdsObjectEvent_DirItemInfoChanged	&h00000206	
kEdsObjectEvent_DirItemRemoved	&h00000205	
kEdsObjectEvent_DirItemRequestTransfer	&h00000208	
kEdsObjectEvent_DirItemRequestTransferDT	&h00000209	
kEdsObjectEvent_FolderUpdateItems	&h00000203	
kEdsObjectEvent_VolumeAdded	&h0000020c	
kEdsObjectEvent_VolumeInfoChanged	&h00000201	
kEdsObjectEvent_VolumeRemoved	&h0000020d	
kEdsObjectEvent_VolumeUpdateItems	&h00000202	

## Photo Effect Constants

Constant	Value	Description
kEdsPhotoEffect_Monochrome	5	Black and white
kEdsPhotoEffect_Off	0	Off (Color Effect deactivated. Normal shooting.)

## Picture Style Constants

Constant	Value	Description
kEdsPictureStyle_Auto	&h0087	Auto
kEdsPictureStyle_Faithful	&h0085	Faithful
kEdsPictureStyle_Landscape	&h0083	Landscape
kEdsPictureStyle_Monochrome	&h0086	Monochrome
kEdsPictureStyle_Neutral	&h0084	Neutral
kEdsPictureStyle_PC1	&h0041	PC1
kEdsPictureStyle_PC2	&h0042	PC2
kEdsPictureStyle_PC3	&h0043	PC3
kEdsPictureStyle_Portrait	&h0082	Portrait
kEdsPictureStyle_Standard	&h0081	Standard
kEdsPictureStyle_User1	&h0021	User defined
kEdsPictureStyle_User2	&h0022	User defined
kEdsPictureStyle_User3	&h0023	User defined

## SaveTo Constants

Constant	Value	Description
kEdsSaveTo_Both	3	Save both ways (memory card of a remote camera and by downloading to a host computer)
kEdsSaveTo_Camera	1	Save on a memory card of a remote camera.
kEdsSaveTo_Host	2	Save by downloading to a host computer.

## Strobo Mode Constants

Constant	Value	Description
kEdsStroboModeExternalATTL	2	
kEdsStroboModeExternalAuto	4	
kEdsStroboModeExternalETTL	1	
kEdsStroboModeExternalManual	5	
kEdsStroboModeExternalTTL	3	
kEdsStroboModeInternal	0	
kEdsStroboModeManual	6	

## Toning Effect Constants

Constant	Value	Description
kEdsToningEffect_Blue	2	
kEdsToningEffect_Green	4	
kEdsToningEffect_None	0	
kEdsToningEffect_Purple	3	
kEdsToningEffect_Sepia	1	

## Transfer Option Constants

Constant	Value	Description
kEdsTransferOption_ByDirectTransfer	1	
kEdsTransferOption_ByRelease	2	
kEdsTransferOption_ToDesktop	&h00000100	

## White Balance Constants

Constant	Value	Description
kEdsWhiteBalance_Auto	0	Auto
kEdsWhiteBalance_Click	-1	Setting the white balance by clicking image coordinates.
kEdsWhiteBalance_Cloudy	2	Cloudy
kEdsWhiteBalance_ColorTemp	9	Color temperature
kEdsWhiteBalance_Daylight	1	Daylight
kEdsWhiteBalance_Fluorescent	4	Fluorescent
kEdsWhiteBalance_Pasted	-2	White balance copied from another image.
kEdsWhiteBalance_PCSet1	10	Custom white balance: PC-1
kEdsWhiteBalance_PCSet2	11	Custom white balance: PC-2
kEdsWhiteBalance_PCSet3	12	Custom white balance: PC-3
kEdsWhiteBalance_PCSet4	20	Custom white balance: PC-4
kEdsWhiteBalance_PCSet5	21	Custom white balance: PC-5
kEdsWhiteBalance_Shade	8	Shade
kEdsWhiteBalance_Strobe	5	Flash
kEdsWhiteBalance_Tungsten	3	Tungsten
kEdsWhiteBalance_WhitePaper	6	Manual (set by shooting a white card or paper)
kEdsWhiteBalance_WhitePaper2	15	Manual 2
kEdsWhiteBalance_WhitePaper3	16	Manual 3
kEdsWhiteBalance_WhitePaper4	18	Manual 4
kEdsWhiteBalance_WhitePaper5	19	Manual 5

## 4.15 class EdsObjectEventHandlerMBS

### 4.15.1 class EdsObjectEventHandlerMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The class to watch for object events.

**Blog Entries**

- [MBS Real Studio Plugins, version 12.2pr7](#)

### 4.15.2 Methods

#### 4.15.3 Add(camera as EdsBaseMBS, ObjectEvent as UInt32)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Registers event handler to listen for object events.

**Notes:** Lasterror is set.

### 4.15.4 Constructor

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Constructor to create object event handler.

**Notes:** You can add objects to watch for events later.

See also:

- 4.15.5 Constructor(camera as EdsBaseMBS, ObjectEvent as UInt32)

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#### 4.15.5 Constructor(camera as EdsBaseMBS, ObjectEvent as UInt32)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates object event handler and registers it to listen object events.

**Notes:** Lasterror is set.

See also:

- 4.15.4 Constructor

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#### 4.15.6 Events

#### 4.15.7 ObjectChanged(EventCode as Integer, obj as EdsBaseMBS) as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: .

**Function:** The event called when an object changed.

**Notes:** obj: The target object.

Return EDS\_ERR\_OK if successful. In other cases, see the EDS Error Lists.



## 4.16 class EdsPictureStyleDescMBS

### 4.16.1 class EdsPictureStyleDescMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Use this class when retrieving picture styles.

### 4.16.2 Properties

#### 4.16.3 ColorTone as Int32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The Color tone.

**Notes:** An integer from -4 to 4  
(Read and Write property)

#### 4.16.4 Contrast as Int32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The Contrast setting.

**Notes:** An integer from -4 to 4.  
(Read and Write property)

#### 4.16.5 FilterEffect as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The Monochrome filter effect

**Notes:** 0: None

1: Yellow

2: Orange

3: Red

4: Green

&hFFFFFFFF: Unknown

(Read and Write property)

#### 4.16.6 Saturation as Int32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The saturation value.

**Notes:** An integer from -4 to 4  
(Read and Write property)

#### 4.16.7 sharpFineness as UInt32

Plugin Version: 16.4, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The sharp fineness value.

**Notes:** Only for 3.x SDK.  
(Read and Write property)

#### 4.16.8 Sharpness as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The Sharpness value.

**Notes:** An integer from 0 to 7.  
(Read and Write property)

#### 4.16.9 sharpThreshold as UInt32

Plugin Version: 16.4, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The sharp threshold value.

**Notes:** Only for 3.x SDK.  
(Read and Write property)

#### 4.16.10 ToningEffect as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Monochrome tone.

**Notes:** 0: None

- 1: Sepia
- 2: Blue
- 3: Violet

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(Read and Write property)

## 4.17 class EdsPointMBS

### 4.17.1 class EdsPointMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class is generally used to represent a set of coordinates.

### 4.17.2 Properties

#### 4.17.3 X as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The x value.

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

#### 4.17.4 Y as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The y value.

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

## 4.18 class EdsProgressMBS

### 4.18.1 class EdsProgressMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The class for progress event.

**Notes:** Please make subclass or put it on a window to receive events.

### 4.18.2 Events

### 4.18.3 Progress(Percent as UInt32, byref Cancel as boolean) as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: .

**Function:** The progress event.

**Notes:** Percent: Indicates the progress in a range of 0 - 100%.

Cancel: To cancel processing in progress, set this variable to true.

For example, if this argument is set to true during file transfer from the camera, the EDSDK notifies the camera that file transfer has been canceled, and transfer of those files is canceled.

Return EDS\_ERR\_OK (0) if everything is okay.

### 4.18.4 Constants

Progress Option Constants

Constant	Value	Description
kEdsProgressOption_Done	1	Call a progress callback function when the progress reaches 100%.
kEdsProgressOption_NoReport	0	Do not call a progress callback function.
kEdsProgressOption_Periodically	2	Call a progress callback function periodically.

## 4.19 class EdsPropertyEventHandlerMBS

### 4.19.1 class EdsPropertyEventHandlerMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The class for a property event handler.

### 4.19.2 Methods

#### 4.19.3 Add(camera as EdsCameraMBS, PropertyEvent as UInt32)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Registers this event handler to report property events for the given camera.

**Notes:** Lasterror is set.

#### 4.19.4 Constructor

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Constructor to create property event handler.

**Notes:** You can add cameras to watch for properties later.

See also:

- 4.19.5 Constructor(camera as EdsCameraMBS, PropertyEvent as UInt32)

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#### 4.19.5 Constructor(camera as EdsCameraMBS, PropertyEvent as UInt32)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Constructor to create property event handler and registers this event handler to report property events for the given camera.

**Notes:** Lasterror is set.

See also:

- 4.19.4 Constructor

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#### 4.19.6 Events

#### 4.19.7 PropertyChanged(PropertyEvent as UInt32, PropertyID as UInt32, Param as UInt32) as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: .

**Function:** Event for receiving property-related camera events.

**Notes:** PropertyEvent: Indicate the event type supplemented. Designate one of the event types subject to supplementation, as designated by EdsSetPropertyEventHandler. Events that occur can be determined based on the event type.

PropertyID: Returns the property ID created by the event.

Param: Used to identify information created by the event for custom function (CF) properties or other properties that have multiple items of information.

Returns EDS\_ERR\_OK if successful. In other cases, see the EDS Error Lists.

## 4.20 class EdsRationalMBS

### 4.20.1 class EdsRationalMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class is generally used to represent fractions.

**Notes:** It is used with many properties such as kEdsPropID\_Av and kEdsPropID\_Tv.

### 4.20.2 Properties

### 4.20.3 denominator as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The denominator part of the fraction.

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

### 4.20.4 numerator as Int32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The numerator part of the fraction.

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



## 4.21 class EdsRectMBS

### 4.21.1 class EdsRectMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class is generally used to indicate the coordinates of a rectangle.

### 4.21.2 Properties

### 4.21.3 Height as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The height of the rectangle.

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

### 4.21.4 Point as EdsPointMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Get or set the location of the rectangle.

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

### 4.21.5 Size as EdsSizeMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Get or set the size of the rectangle.

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

### 4.21.6 Width as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The width of the rectangle.

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

#### 4.21.7 X as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The x position.

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

#### 4.21.8 Y as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The y position.

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

## 4.22 class EdsSizeMBS

### 4.22.1 class EdsSizeMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class generally represents the width and height of a rectangle.

### 4.22.2 Properties

### 4.22.3 Height as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The height value.

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

### 4.22.4 Width as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The width value.

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

## 4.23 class EdsStreamMBS

### 4.23.1 class EdsStreamMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The class for a file/data stream.

**Notes:** Use it to specify a destination for downloading image data or as source for reading data. Subclass of the EdsBaseMBS class.

### 4.23.2 Methods

#### 4.23.3 Constructor(data as string)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a stream from the memory buffer you prepared.

**Notes:** Unlike the buffer size of streams created by means of EdsCreateMemoryStream, the buffer size you prepare for streams created this way does not expand.

Lasterror is set.

See also:

- 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0) 92
- 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) 93
- 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer) 93
- 4.23.7 Constructor(size as UInt64) 94

#### 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a stream from the memory buffer you prepare.

**Notes:** Unlike the buffer size of streams created by means of CreateMemoryStream, the buffer size you prepare for streams created this way does not expand.

Lasterror is set.

See also:

- 4.23.3 Constructor(data as string) 92
- 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) 93
- 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer) 93
- 4.23.7 Constructor(size as UInt64) 94

### 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a new file on a host computer (or opens an existing file) and creates a file stream for access to the file.

**Notes:** If a new file is designated before executing this API, the file is actually created following the timing of writing by means of EdsWrite or the like with respect to an open stream.

path: Designate the file name of a new file or a file to open.

CreateDisposition: Designate how the file is handled (that is, its disposition) if it exists or does not exist. Designate a value defined in kEdsFileCreateDisposition\*.

DesiredAccess: Pass kEdsAccess\_Read, kEdsAccess\_Write or kEdsAccess\_ReadWrite.

Lasterror is set.

See also:

- 4.23.3 Constructor(data as string) 92
- 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0) 92
- 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer) 93
- 4.23.7 Constructor(size as UInt64) 94

### 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a new file on a host computer (or opens an existing file) and creates a file stream for access to the file.

**Notes:** If a new file is designated before executing this API, the file is actually created following the timing of writing by means of EdsWrite or the like with respect to an open stream.

path: Designate the file name of a new file or a file to open.

CreateDisposition: Designate how the file is handled (that is, its disposition) if it exists or does not exist. Designate a value defined in kEdsFileCreateDisposition\*.

DesiredAccess: Pass kEdsAccess\_Read, kEdsAccess\_Write or kEdsAccess\_ReadWrite.

Lasterror is set.

See also:

- 4.23.3 Constructor(data as string) 92
- 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0) 92
- 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) 93
- 4.23.7 Constructor(size as UInt64) 94

### 4.23.7 Constructor(size as UInt64)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a stream in the memory of a host computer.

**Notes:** In the case of writing in excess of the allocated buffer size, the memory is automatically extended. Lasterror is set.

See also:

- 4.23.3 Constructor(data as string) 92
- 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0) 92
- 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) 93
- 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer) 93

### 4.23.8 CopyData(WriteSize as UInt64, outStream as EdsStreamMBS)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Copies data from the copy source stream to the copy destination stream.

**Notes:** The read or write position of the data to copy is determined from the current file read or write position of the respective stream.

After this API is executed, the read or write positions of the copy source and copy destination streams are moved an amount corresponding to WriteSize in the positive direction.

Lasterror is set.

### 4.23.9 CreateEvfImageRef as EdsEvfImageMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates an object used to get the live view image data set.

**Notes:** Lasterror is set.

See EdsCreateEvfImageRef in the SDK documentation.

### 4.23.10 CreateFileStream(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) as EdsStreamMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a new file on a host computer (or opens an existing file) and creates a file stream for access to the file.

**Notes:** If a new file is designated before executing this API, the file is actually created following the timing

of writing by means of EdsWrite or the like with respect to an open stream.

path: Designate the file name of a new file or a file to open.

CreateDisposition: Designate how the file is handled (that is, its disposition) if it exists or does not exist.

Designate a value defined in kEdsFileCreateDisposition\*.

DesiredAccess: Pass kEdsAccess\_Read, kEdsAccess\_Write or kEdsAccess\_ReadWrite.

Lasterror is set.

See also:

- 4.23.11 CreateFileStream(path as string, CreateDisposition as Integer, DesiredAccess as Integer) as EdsStreamMBS 95

#### 4.23.11 CreateFileStream(path as string, CreateDisposition as Integer, DesiredAccess as Integer) as EdsStreamMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a new file on a host computer (or opens an existing file) and creates a file stream for access to the file.

**Notes:** If a new file is designated before executing this API, the file is actually created following the timing of writing by means of EdsWrite or the like with respect to an open stream.

path: Designate the file name of a new file or a file to open.

CreateDisposition: Designate how the file is handled (that is, its disposition) if it exists or does not exist.

Designate a value defined in kEdsFileCreateDisposition\*.

DesiredAccess: Pass kEdsAccess\_Read, kEdsAccess\_Write or kEdsAccess\_ReadWrite.

Lasterror is set.

See also:

- 4.23.10 CreateFileStream(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) as EdsStreamMBS 94

#### 4.23.12 CreateImage as EdsImageMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates an image object from an image file.

**Notes:** Without modification, stream objects cannot be worked with as images. Thus, when extracting images from image files, you must use this API to create image objects.

The image object created this way can be used to get image information (such as the height and width, number of color components, and resolution), thumbnail image data, and the image data itself.

Lasterror is set.

#### 4.23.13 CreateMemoryStream(size as UInt32) as EdsStreamMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a stream in the memory of a host computer.

**Notes:** In the case of writing in excess of the allocated buffer size, the memory is automatically extended. Lasterror is set.

#### 4.23.14 CreateMemoryStreamFromMemoryblock(Memory as Memoryblock, size as Integer = -1, offset as Integer = 0) as EdsStreamMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a stream from the memory buffer you prepare.

**Notes:** Unlike the buffer size of streams created by means of CreateMemoryStream, the buffer size you prepare for streams created this way does not expand. Lasterror is set.

#### 4.23.15 CreateMemoryStreamFromstring(data as string) as EdsStreamMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Creates a stream from the memory buffer you prepared.

**Notes:** Unlike the buffer size of streams created by means of CreateMemoryStream, the buffer size you prepare for streams created this way does not expand. Lasterror is set.

#### 4.23.16 Length as UInt64

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets the stream size.

**Notes:** Returns the number of bytes of the stream. Lasterror is set.

#### 4.23.17 Pointer as Ptr

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets the pointer to the start address of memory managed by the memory stream.

**Notes:** As the EDSDK automatically resizes the buffer, the memory stream provides you with the same



access methods as for the file stream. If access is attempted that is excessive with regard to the buffer size for the stream, data before the required buffer size is allocated is copied internally, and new writing occurs. Thus, the buffer pointer might be switched on an unknown timing. Caution in use is therefore advised.

Lasterror is set.

#### 4.23.18 Position as UInt64

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets the current read or write position of the stream (that is, the file position indicator).

**Notes:** Returns the current read or write position of the stream (that is, to the offset position from the beginning of the stream). (The beginning of the stream is 0.)

Lasterror is set.

The stream's initial read or write position is 0. If Write or Read is used to write or read from the stream, the indicator is moved an amount corresponding to that size in the positive direction. When intentionally changing the read or write position of the stream, use Seek.

#### 4.23.19 Read(size as UInt64) as string

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Reads data with given maximum length into the buffer, starting at the current read or write position of the stream.

**Notes:** The size of data actually read can be slower.

Lasterror is set.

#### 4.23.20 Seek(Offset as Int64, origin as Integer)

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Moves the read or write position of the stream (that is, the file position indicator).

**Notes:** Offset: Designate the number of bytes to move the file position indicator.

Origin: Designate the origin for moving from the read or write position. Designate any of the following, as defined in constant kEdsSeek\*.

Lasterror is set.

### 4.23.21 Write(Data as string) as UInt64

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Writes data of a designated buffer to the current read or write position of the stream.

**Notes:** Lasterror is set.

Returns number of bytes written.

### 4.23.22 Constants

#### File Access Constants

Constant	Value	Description
kEdsAccess_Error	-1	Error
kEdsAccess_Read	0	Open a read-only stream.
kEdsAccess_ReadWrite	2	Allow reading and writing.
kEdsAccess_Write	1	Open a write-only stream.

#### File Create Disposition Constants

Constant	Value	Description
kEdsFileCreateDisposition_CreateAlways	1	Creates a new file. If the designated file already exists, that file and existing attributes is erased.
kEdsFileCreateDisposition_CreateNew	0	Creates a new file. An error occurs if the designated file already exists.
kEdsFileCreateDisposition_OpenAlways	3	If the file exists, it is opened. If the designated file does not exist, it is created.
kEdsFileCreateDisposition_OpenExisting	2	Opens a file. An error occurs if the designated file does not exist.
kEdsFileCreateDisposition_TruncateExisting	4	Opens a file and sets the file size to 0 bytes.

#### Seek Origin Constants

Constant	Value	Description
kEdsSeek_Begin	1	Moves the file position indicator from the beginning of the stream forward by inOffset bytes.
kEdsSeek_Cur	0	Moves the file position indicator from the current position in the stream forward by inOffset bytes.
kEdsSeek_End	2	Moves the file position indicator from the end of the stream by offset bytes. To move toward the beginning, designate a negative value. Positive values will move the indicator beyond the end of the file.

## 4.24 class EdsTimeMBS

### 4.24.1 class EdsTimeMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** This class represents the camera time or the shooting date of an image.

**Notes:** It is used to store kEdsPropID\_DateTime property data.

### 4.24.2 Methods

### 4.24.3 Date as Date

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop, Console & Web.

**Function:** Convenience function to return the same date as a Xoho date object.

### 4.24.4 Properties

### 4.24.5 Day as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The day value.

**Notes:** Value from 1 to 31.

(Read and Write property)

### 4.24.6 Hour as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The hour value.

**Notes:** Value from 0 to 23.

(Read and Write property)

### 4.24.7 Milliseconds as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The millisecond value.

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

#### 4.24.8 Minute as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The minute value.

**Notes:** Value from 0 to 59.

(Read and Write property)

#### 4.24.9 Month as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The month value.

**Notes:** 1=January, 2=February, ...

Value from 1 to 12.

(Read and Write property)

#### 4.24.10 Second as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The second value.

**Notes:** Value from 0 to 59.

(Read and Write property)

#### 4.24.11 Year as UInt32

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The year value.

**Notes:** This is a 4 digit year number.

(Read and Write property)

## 4.25 class EdsVolumeInfoMBS

### 4.25.1 class EdsVolumeInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The class for volume information.

### 4.25.2 Properties

### 4.25.3 Access as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The access rights.

**Notes:** See kEdsAccess\* constants.

(Read and Write property)

### 4.25.4 FreeSpaceInBytes as UInt64

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Available capacity (in bytes)

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

### 4.25.5 MaxCapacity as UInt64

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Maximum size (in bytes)

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

### 4.25.6 StorageType as Integer

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The storage type.

**Notes:** See kEdsStorage\* constants.

(Read and Write property)

### 4.25.7 VolumeLabel as String

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Volume name.

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

### 4.25.8 Constants

Access Mode

Constant	Value	Description
kEdsAccess_Error	-1	
kEdsAccess_Read	0	
kEdsAccess_ReadWrite	2	
kEdsAccess_Write	1	

Storage Type Constants

Constant	Value	Description
kEdsStorageType_CF	1	Compact flash
kEdsStorageType_HD	4	HD card
kEdsStorageType_Non	0	No memory card inserted
kEdsStorageType_SD	2	SD card

## 4.26 class EdsVolumeMBS

### 4.26.1 class EdsVolumeMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** The class for a volume on the camera's recording media

**Notes:** This object represents the memory card inside the camera. If the camera model allows two memory cards to be installed at once, the EdsVolumeRef object represents one memory card each. This object is used to get an EdsDirectoryItemRef object, which is a child object, when performing operations on a file or folder on the memory card.

Subclass of the EdsBaseMBS class.

### 4.26.2 Methods

### 4.26.3 Child(index as UInt32) as EdsDirectoryItemMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets an indexed child object of the designated object.

**Notes:** Index is 0 based and range from 0 to ChildCount-1.

Lasterror is set.

### 4.26.4 FormatVolume

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Formats volumes of memory cards in a camera.

**Notes:** Lasterror is set.

Be careful to avoid doing this when the camera is not in the right mode. Lock the UI, for example.

### 4.26.5 Parent as EdsCameraMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets the parent object of the designated object.

**Notes:** Lasterror is set.

#### 4.26.6 VolumeInfo as EdsVolumeInfoMBS

Plugin Version: 12.1, Platforms: macOS, Linux, Windows, Targets: Desktop only.

**Function:** Gets volume information for a memory card in the camera.

**Notes:** Lasterror is set.

Returns nil on any error.



# Chapter 5

## Nikon Cameras

### 5.1 class NikonCapInfoMBS

#### 5.1.1 class NikonCapInfoMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The class for Capability Information.

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

#### 5.1.2 Methods

#### 5.1.3 Constructor

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The private constructor.

#### 5.1.4 Properties

#### 5.1.5 Description as String

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The description of this capability.

**Notes:** (Read only property)

### 5.1.6 ID as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The ID of this property.

**Notes:** See eNkMAIDCapability in Nikon's documentation.  
(Read only property)

### 5.1.7 Operations as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The supported operations for this capability.

**Notes:** See eNkCapOperations in Nikon's documentation.  
(Read only property)

### 5.1.8 OperationsString as String

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The operation value as a string for displaying.

**Notes:** (Read only property)

### 5.1.9 Type as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The type of this capability.

**Notes:** See eNkMAIDCapabilityType in Nikon's documentation.  
(Read only property)

### 5.1.10 TypeString as String

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The type value as a string for displaying.

**Notes:** (Read only property)

### 5.1.11 Visibility as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The visibility of this capability.

**Notes:** See eNkCapVisibility in Nikon's documentation.

(Read only property)

### 5.1.12 VisibilityString as String

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The visibility value as a string for displaying.

**Notes:** (Read only property)

## 5.2 class NikonFileInfoMBS

### 5.2.1 class NikonFileInfoMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The class for the File Data Delivery Structure.

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

### 5.2.2 Methods

### 5.2.3 Constructor

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The private constructor.

### 5.2.4 Properties

### 5.2.5 DiskFile as Boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** True if the file is delivered on disk.

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

### 5.2.6 FileDataType as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** One of eNkMAIDFileDataTypes.

**Notes:** Possible values:

kNkMAIDFileDataType_NotSpecified	0
kNkMAIDFileDataType_JPEG	1
kNkMAIDFileDataType_TIFF	2
kNkMAIDFileDataType_FlashPix	3
kNkMAIDFileDataType_NIF	4
kNkMAIDFileDataType_QuickTime	5
kNkMAIDFileDataType_UserType	&h100

(Read and Write property)

### 5.2.7 Length as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Number of bytes in this delivery.

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

### 5.2.8 RemoveObject as Boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** True if the object should be removed.

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

### 5.2.9 Start as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Index of starting byte (0-based)

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

### 5.2.10 TotalLength as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Total number of bytes to be transferred.

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

## 5.3 class NikonImageInfoMBS

### 5.3.1 class NikonImageInfoMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The class for the Image Data Delivery structure.

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

### 5.3.2 Methods

#### 5.3.3 Bits(index as Integer) as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Number of bits per plane per pixel.

**Notes:** Index from 0 to 3.

#### 5.3.4 Constructor

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The private constructor.

#### 5.3.5 Properties

#### 5.3.6 ColorSpace as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The colorspace.

**Notes:** Possible values:

(Read and Write property)

#### 5.3.7 Plane as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

kNkMAIDColorSpace_LineArt	0
kNkMAIDColorSpace_Grey	1
kNkMAIDColorSpace_RGB	2
kNkMAIDColorSpace_sRGB	3
kNkMAIDColorSpace_CMYK	4
kNkMAIDColorSpace_Lab	5
kNkMAIDColorSpace_LCH	6
kNkMAIDColorSpace_AppleRGB	7
kNkMAIDColorSpace_ColorMatchRGB	8
kNkMAIDColorSpace_NTSCRGB	9
kNkMAIDColorSpace_BruceRGB	10
kNkMAIDColorSpace_AdobeRGB	11
kNkMAIDColorSpace_CIERGB	12
kNkMAIDColorSpace_AdobeWideRGB	13
kNkMAIDColorSpace_AppleRGB_Compensated	14

**Function:** The plane configuration.

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

### 5.3.8 Rect as NikonRectMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The rectangle.

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

### 5.3.9 RemoveObject as Boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** True if the object should be removed.

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

### 5.3.10 RowBytes as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Number of bytes per row of pixels.

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

### 5.3.11 TotalPixels as NikonSizeMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Total size of image to be transferred.

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



## 5.4 class NikonLiveImageMBS

### 5.4.1 class NikonLiveImageMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The class for the live image data structure.

**Notes:** As there are 5 variants of the data structure for the different camera SDKs, some fields may not be filled for the camera you have.

**Blog Entries**

- [MBS Xojo / Real Studio Plugins, version 13.5pr10](#)

### 5.4.2 Methods

### 5.4.3 AFframes(index as UInt32) as NikonRectMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The auto focus frames array.

**Notes:** Index from 0 to 34 (fixed to 0 for D5100)

Area of the AF frame size and the AF frame center coordinates for thirty-five persons

### 5.4.4 Properties

### 5.4.5 AFAreaIndex as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The Autofocus area index.

**Notes:** From 0 to 34 (fixed to 0 for D5100)

(Read and Write property)

### 5.4.6 AFstate as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** AF mode status of the face detection system.

**Notes:** 0: The face detection system is not set to AF.

1: The face detection system is set to AF.

(Read and Write property)

### 5.4.7 Aperture as Double

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The aperture value.

**Notes:** Aperture = F number\*100

Only for type 2 and 3.

(Read only property)

### 5.4.8 AutoFocusHeight as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The height of the auto focus area.

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

### 5.4.9 AutoFocusWidth as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The width of the auto focus area.

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

### 5.4.10 AutoFocusX as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The x coordinate of the auto focus area.

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

### 5.4.11 AutoFocusY as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The y coordinate of the auto focus area.

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

### 5.4.12 CountdownTime as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The Countdown time.

**Notes:** Countdown every one second starting from 3600 (one hour); countdown starting from thirty seconds with a rise in temperature.

(Read and Write property)

#### 5.4.13 DirectionOfRotation as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The Rotation direction.

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

#### 5.4.14 DisplayCenterX as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Display center coordinate.

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

#### 5.4.15 DisplayCenterY as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Display center coordinate.

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

#### 5.4.16 DisplayHeight as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The height of the display area size.

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

#### 5.4.17 DisplayWidth as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The width of the display area size.

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

### 5.4.18 FaceDetectionCount as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The number of persons whose faces are detected by the system.

**Notes:** From 0 to 35 (Thirty-five is the maximum number of persons for D5100.)  
(Read and Write property)

### 5.4.19 FacePriorityAFMode as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Face priority AF mode.

**Notes:** 0: Face priority AF is not active.

1: Face priority AF is active.

(Read and Write property)

### 5.4.20 FocusDriveState as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Focus driving status.

**Notes:** 0: Not driving

1: Driving

(Read and Write property)

### 5.4.21 FocusResult as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Focusing judgment result.

**Notes:** 0: No information

1: Not focused

2: Focused

(Read and Write property)

### 5.4.22 Height as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Height of the JPEG image.

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

### 5.4.23 JPEGData as MemoryBlock

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The JPEG data of the live image.

**Notes:** You can use JPEGStringToPictureMBS to decode it.

(Read and Write property)

### 5.4.24 MovieRecordingInformation as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Movie recording information.

**Notes:** 0: During LV execution

1: During movie recording

(Read and Write property)

### 5.4.25 RawData as MemoryBlock

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The raw data used to build this image object and the fill the properties.

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

### 5.4.26 RemainingMovieRecordingTime as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Remaining time of movie recording.

**Notes:** From 0 to 1200000 [ msec ] .

It is valid during the movie recording state.

(Read and Write property)

### 5.4.27 SelectedFocusPoint as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The number of the selected focus area.

**Notes:** Range from 0 to 11.

(Read and Write property)

#### 5.4.28 ShutterSpeed as Double

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The shutter speed.

**Notes:** Only for type 2 and 3.

(Read only property)

#### 5.4.29 TotalHeight as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The total size of the image.

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

#### 5.4.30 TotalWidth as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The total size of the image.

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

#### 5.4.31 Width as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Width of the JPEG image.

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

#### 5.4.32 Constants

Constants

Constant	Value	Description
kAFStateDriveImpossibility	0	One of the values for state that AF can be driven. AF drive impossibility.
kAFStateDrivePossible	1	One of the values for state that AF can be driven. AF drive possible.

## Rotation Direction

Constant	Value	Description
kDirectionClockWise	2	Rotate clockwise
kDirectionCounterClockWise	1	Rotate counterclockwise
kDirectionNone	0	No rotation

## Auto Focus Mode

Constant	Value	Description
kFacePriorityAFModeActive	1	Active
kFacePriorityAFModeNotActive	0	Inactive

## Focus Driving

Constant	Value	Description
kFocusDriveStateDriving	0	Driving
kFocusDriveStateNotDriving	1	Not driving.

## Focus Result

Constant	Value	Description
kFocusResultInFocus	2	In Focus
kFocusResultNoInformation	0	Focused
kFocusResultOutOfFocus	1	Not focused.

## 5.5 class NikonMBS

### 5.5.1 class NikonMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The class to talk to a Nikon camera.

**Notes:** You need to get the SDKs yourself for the various cameras, so you have the PDF manuals, the C header files and the shared libraries.

**Blog Entries**

- [MBS Xojo Plugins, version 17.4pr4](#)
- [MBS Xojo / Real Studio Plugins, version 13.4pr1](#)

### 5.5.2 Methods

#### 5.5.3 Acquire as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Acquires an image.

#### 5.5.4 Async\_\_ as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Performs an asynchronously operation.

#### 5.5.5 AutoFocus as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Performs autofocus.

**Notes:** Performs operation `kNkMAIDCapability_AutoFocus`.

#### 5.5.6 AvailableDatatypes as UInt32

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Returns available data types.



### 5.5.7 Capabilities(what as Integer) as NikonCapInfoMBS()

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the list of capabilities.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.8 CapabilitiesCount(what as Integer) as UInt32

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Returns the number of capabilities.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.9 Capability(what as Integer, ID as Integer) as NikonCapInfoMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the capability with given ID.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.10 Capture as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Performs a capture.

**Notes:** Performs operation kNkMAIDCapability\_Capture.

### 5.5.11 CloseData

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Closes current data object.

### 5.5.12 CloseItem

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Closes current item.

### 5.5.13 CloseModule

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Closes current module.

### 5.5.14 CloseSource

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Closes current source.

### 5.5.15 GetCapBoolean(what as Integer, ID as Integer) as Boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with a boolean value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.16 GetCapDefaultBoolean(what as Integer, ID as Integer) as Boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the default value for a capability with a boolean value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.17 GetCapDefaultDouble(what as Integer, ID as Integer) as Double

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the default value for a capability with a double value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.18 GetCapDefaultInt32(what as Integer, ID as Integer) as Int32

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the default value for a capability with an Int32 value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

**5.5.19 GetCapDefaultPoint(what as Integer, ID as Integer) as NikonPointMBS**

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the default value for a capability with a point value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

**5.5.20 GetCapDefaultRect(what as Integer, ID as Integer) as NikonRectMBS**

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the default value for a capability with a rectangle value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

**5.5.21 GetCapDefaultSize(what as Integer, ID as Integer) as NikonSizeMBS**

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the default value for a capability with a size value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

**5.5.22 GetCapDefaultString(what as Integer, ID as Integer) as String**

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the default value for a capability with a string value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

**5.5.23 GetCapDefaultUInt32(what as Integer, ID as Integer) as UInt32**

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with an UInt32 value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

**5.5.24 GetCapDouble(what as Integer, ID as Integer) as Double**

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with a double value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.25 GetCapEnumPacketString(what as Integer, ID as Integer, byref current as UInt32) as string()

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with a packet string enum value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.26 GetCapEnumString(what as Integer, ID as Integer, byref current as UInt32) as string()

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with a string enum value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.27 GetCapEnumUInt32(what as Integer, ID as Integer, byref current as UInt32) as UInt32()

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with an enum UInt32 value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.28 GetCapInt32(what as Integer, ID as Integer) as Int32

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with an Int32 value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.29 GetCapPoint(what as Integer, ID as Integer) as NikonPointMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with a point value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.30 GetCapRange(what as Integer, ID as Integer, byref Value as Double, byref DefaultValue as Double, byref ValueIndex as UInt32, byref DefaultIndex as UInt32, byref LowerValue as Double, byref UpperValue as Double, byref Steps as UInt32) as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with a range value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.31 GetCapRect(what as Integer, ID as Integer) as NikonRectMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with a rectangle value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.32 GetCapSize(what as Integer, ID as Integer) as NikonSizeMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with a size value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.33 GetCapString(what as Integer, ID as Integer) as String

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with a string value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.34 GetCapUInt32(what as Integer, ID as Integer) as UInt32

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a capability with an UInt32 value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.35 GetItemCount as UInt32

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries number of items.

### 5.5.36 GetLiveViewImage(type as Integer) as NikonLiveImageMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries a live image.

**Notes:** Performs kNkMAIDCapability\_GetLiveViewImage and decodes data returned into a NikonLiveImageMBS object.

Type: Which type of device you have. Value from 1 to 5.

### 5.5.37 GetSourceCount as UInt32

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries the number of sources (cameras).

### 5.5.38 GetVideoImageData(Offset as UInt32, BlockSize as UInt32) as String

Plugin Version: 13.3, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries data of a video file.

**Notes:** Please use OpenData before to open the video.

### 5.5.39 GetVideoImageDataSize as UInt32

Plugin Version: 13.3, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Queries data size of a video.

**Notes:** Please use OpenData before to open the video.

### 5.5.40 LoadLibrary(file as folderitem) as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Loads the Nikon shard library.

**Notes:** Returns true on success.

Please pass folderitem pointing to dll on Windows and dylib on Mac OS X.

See also:

- 5.5.41 LoadLibrary(path as string) as boolean

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### 5.5.41 LoadLibrary(path as string) as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Loads the Nikon shard library.

**Notes:** Returns true on success.

Please pass string path pointing to dll on Windows and dylib on Mac OS X.

See also:

- 5.5.40 LoadLibrary(file as folderitem) as boolean

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### 5.5.42 OpenData(type as UInt32) as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Opens data of given type.

### 5.5.43 OpenItem(index as UInt32) as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Opens the item with the given index.

**Notes:** Index is zero based.

### 5.5.44 OpenModule as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Opens the module.

### 5.5.45 `OpenSource(index as UInt32)` as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Opens the source with the given index.

**Notes:** Index is zero based.

### 5.5.46 `PreCapture` as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Prepares a capture.

**Notes:** Performs operation `kNkMAIDCapability_PreCapture`.

### 5.5.47 `SetCapBoolean(what as Integer, ID as Integer, value as Boolean)`

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with a boolean value.

**Notes:** What: Selects what to query. Can be `kModule`, `kSource`, `kItem` or `kData`.

### 5.5.48 `SetCapDouble(what as Integer, ID as Integer, value as Double)`

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with an double value.

**Notes:** What: Selects what to query. Can be `kModule`, `kSource`, `kItem` or `kData`.

### 5.5.49 `SetCapEnumPackedString(what as Integer, ID as Integer, EnumIndex as UInt32)` as boolean

Plugin Version: 13.3, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with an enum of `PacketString` values.

**Notes:** What: Selects what to query. Can be `kModule`, `kSource`, `kItem` or `kData`.

You first query the enum to get the list of options, than you can set a new one by passing index here.



### 5.5.50 SetCapEnumUInt32(what as Integer, ID as Integer, Value as UInt32) as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with an enum UInt32 value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.51 SetCapInt32(what as Integer, ID as Integer, value as Int32)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with an Int32 value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.52 SetCapPoint(what as Integer, ID as Integer, value as NikonPointMBS)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with a point value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.53 SetCapRange(what as Integer, ID as Integer, Value as Double, ValueIndex as UInt32) as boolean

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with a range value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.54 SetCapRect(what as Integer, ID as Integer, value as NikonRectMBS)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with a rectangle value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.55 SetCapSize(what as Integer, ID as Integer, value as NikonSizeMBS)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with an size value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.56 SetCapString(what as Integer, ID as Integer, value as String)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with a string value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.57 SetCapUInt32(what as Integer, ID as Integer, value as UInt32)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Sets a capability with an UInt32 value.

**Notes:** What: Selects what to query. Can be kModule, kSource, kItem or kData.

### 5.5.58 Properties

### 5.5.59 FunctionPtr as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The main entry function pointer for the Nikon library.

**Notes:** (Read only property)

### 5.5.60 Lasterror as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The last error code.

**Notes:** (Read only property)

### 5.5.61 LoadErrorMessage as String

Plugin Version: 17.4, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The error message from loading library.

**Notes:** Set by LoadLibrary methods to help debugging.

Windows error 193 means that 64-bit Xojo app tried to load 32-bit library or 32-bit Xojo app tried to load 64-bit library. The bit level must match between app and library. For Mac OS X the error message will tell you about wrong architecture.

(Read only property)

### 5.5.62 Events

#### 5.5.63 FileDownloadComplete(info as NikonFileInfoMBS, data as Memoryblock, length as Integer)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: .

**Function:** Informs you about a finished file download.

#### 5.5.64 ImageDownloadComplete(info as NikonImageInfoMBS, data as Memoryblock, length as Integer)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: .

**Function:** This event informs you about a finished event.

#### 5.5.65 Progress(Command as Integer, Param as Integer, Done as UInt32, Total as UInt32, Percent as Double)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: .

**Function:** This event informs you about progress of an ongoing operation.

### 5.5.66 Constants

Selector Constants

Constant	Value	Description
kData	8	Apply to data.
kDevice	2	Apply to device/source.
kItem	4	Apply to item.
kModule	1	Apply to module.
kSource	2	Apply to device/source.

#### Data Object Types

Constant	Value	Description
kDataObjTypeFile	16	Other file
kDataObjTypeImage	1	Image file
kDataObjTypeSound	2	Sound file
kDataObjTypeThumbnail	8	Picture thumbnail
kDataObjTypeVideo	4	Video file

## 5.6 class NikonPointMBS

### 5.6.1 class NikonPointMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The class for a point.

### 5.6.2 Methods

#### 5.6.3 Constructor(x as Integer = 0, y as Integer = 0)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The constructor.

#### 5.6.4 Operator\_Convert as String

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Converts the point to a string for displaying.

### 5.6.5 Properties

#### 5.6.6 x as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The x coordinate.

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

#### 5.6.7 y as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The y coordinate.

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

## 5.7 class NikonRectMBS

### 5.7.1 class NikonRectMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The class for a rectangle.

### 5.7.2 Methods

#### 5.7.3 Constructor(x as Integer = 0, y as Integer = 0, w as Integer = 0, h as Integer = 0)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The constructor.

#### 5.7.4 Operator\_Convert as String

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Converts the rectangle to a string for displaying.

### 5.7.5 Properties

#### 5.7.6 h as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The height of the rectangle.

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

#### 5.7.7 w as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The width of the rectangle.

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

### 5.7.8 x as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The x coordinate of the rectangle.

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

### 5.7.9 y as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The y coordinate of the rectangle.

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

## 5.8 class NikonSizeMBS

### 5.8.1 class NikonSizeMBS

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The class for a size.

### 5.8.2 Methods

### 5.8.3 Constructor(w as Integer = 0, h as Integer = 0)

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The constructor.

### 5.8.4 Operator\_Convert as String

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** Converts the size to a string for displaying.

### 5.8.5 Properties

### 5.8.6 h as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The height of the size object.

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

### 5.8.7 w as Integer

Plugin Version: 13.1, Platforms: macOS, Windows, Targets: Desktop only.

**Function:** The width of the size object.

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



## Chapter 6

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# Chapter 7

## The FAQ

### 7.0.1 Can anyone help me convert seconds to time in this format hh:mm:ss?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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"
```

```
Var hours, minutes, seconds as Integer
Var 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)

### 7.0.2 Do you have plugins for Android?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Since there is no plugin SDK for Android, we have no way to make a plugin for Android.

**Notes:** We support macOS, Windows, Linux and iOS.

### 7.0.3 How do I get the proper highlight color on Mac OS X for active/inactive selection?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use functions from NSColor to get proper highlight color in RGB:

**Example:**

```

Function ProperHighlightColor(active as Boolean) As Color
#if TargetCocoa
Var theColor As NSColorMBS
If active Then
theColor = NSColorMBS.alternateSelectedControlColor
Else
theColor = NSColorMBS.secondarySelectedControlColor
End If

```

```

Var rgbColor As NSColorMBS = theColor.colorUsingColorSpaceName(NSColorSpaceMBS.NSCalibratedRGB-
BColorSpace)

```

```

If rgbColor <>Nil Then
Var red as Integer = rgbColor.redComponent * 255.0
Var green as Integer = rgbColor.greenComponent * 255.0
Var 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:

- 7.0.4 How to catch delete key? 149
- 7.0.5 How to convert cmyk to rgb? 150
- 7.0.6 How to delete a folder? 151
- 7.0.7 How to detect if CPU if 64bit processor? 152
- 7.0.8 How to query variant type string for a variant? 153
- 7.0.9 How to refresh a htmlviewer on Windows? 154

## 7.0.4 How to catch delete key?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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:

- 7.0.3 How do I get the proper highlight color on Mac OS X for active/inactive selection? 148
- 7.0.5 How to convert cmyk to rgb? 150
- 7.0.6 How to delete a folder? 151

- 7.0.7 How to detect if CPU is 64bit processor? 152
- 7.0.8 How to query variant type string for a variant? 153
- 7.0.9 How to refresh a htmlviewer on Windows? 154

### 7.0.5 How to convert cmyk to rgb?

Plugin Version: all, Platforms: macOS, Linux, Windows.

#### 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
```

```
Var color_RGB as color
Var 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:

	151
• 7.0.3 How do I get the proper highlight color on Mac OS X for active/inactive selection?	148
• 7.0.4 How to catch delete key?	149
• 7.0.6 How to delete a folder?	151
• 7.0.7 How to detect if CPU is 64bit processor?	152
• 7.0.8 How to query variant type string for a variant?	153
• 7.0.9 How to refresh a htmlviewer on Windows?	154

## 7.0.6 How to delete a folder?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** The following is the code that deletes a folder recursively.

**Example:**

```
Sub deletefolder(f as folderitem)
```

```
Var 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
```

```
Var 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
```

```
fo.delete
```

```
else ' file
```

```
fo.Delete
```

```
end if
```

```
next
```

```
f.Delete
```

End Sub

See also:

- 7.0.3 How do I get the proper highlight color on Mac OS X for active/inactive selection? 148
- 7.0.4 How to catch delete key? 149
- 7.0.5 How to convert cmyk to rgb? 150
- 7.0.7 How to detect if CPU is 64bit processor? 152
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### 7.0.7 How to detect if CPU is 64bit processor?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Via CPUID you can ask CPU:

**Example:**

```
Var 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:

- 7.0.3 How do I get the proper highlight color on Mac OS X for active/inactive selection? 148
- 7.0.4 How to catch delete key? 149
- 7.0.5 How to convert cmyk to rgb? 150
- 7.0.6 How to delete a folder? 151
- 7.0.8 How to query variant type string for a variant? 153
- 7.0.9 How to refresh a htmlviewer on Windows? 154



## 7.0.8 How to query variant type string for a variant?

Plugin Version: 20.5, Platforms: macOS, Linux, Windows.

**Answer:** The following example function returns type string for variant.

**Example:**

```
Public Function VariantTypeString(v as Variant) as string
// Xojo's VarType doesn't know Unsigned integers
'Dim type As Integer = VarType(v)

// MBS VarType can detect unsigned integer
Var type As Integer = GetVariantTypeMBS(v)

Var IsArray As Boolean = BitwiseAnd(type, Variant.TypeArray) = Variant.TypeArray

// type without array
type = BitwiseAnd(type, Bitwise.OnesComplement(Variant.TypeArray))

// build a dictionary to map types on first call
Static TypeMap As Dictionary
If TypeMap = Nil Then
TypeMap = New Dictionary
TypeMap.Value(Variant.TypeBoolean) = "Boolean"
TypeMap.Value(Variant.TypeCFStringRef) = "CFStringRef"
TypeMap.Value(Variant.TypeColor) = "Color"
TypeMap.Value(Variant.TypeCString) = "CString"
TypeMap.Value(Variant.TypeCurrency) = "Currency"
TypeMap.Value(Variant.TypeDate) = "Date"
TypeMap.Value(Variant.TypeDateTime) = "DateTime"
TypeMap.Value(Variant.TypeDouble) = "Double"
TypeMap.Value(Variant.TypeInt32) = "Int32"
TypeMap.Value(Variant.TypeInt64) = "Int64"
TypeMap.Value(Variant.TypeInteger) = "Integer"
TypeMap.Value(Variant.TypeNil) = "Nil"
TypeMap.Value(Variant.TypeObject) = "Object"
TypeMap.Value(Variant.TypeOSType) = "OSType"
TypeMap.Value(Variant.TypePString) = "PString"
TypeMap.Value(Variant.TypePtr) = "Ptr"
TypeMap.Value(Variant.TypeSingle) = "Single"
TypeMap.Value(Variant.TypeString) = "String"
TypeMap.Value(Variant.TypeStructure) = "Structure"
TypeMap.Value(Variant.TypeText) = "Text"
TypeMap.Value(Variant.TypeWindowPtr) = "WindowPtr"
TypeMap.Value(Variant.TypeWString) = "WString"

// MBS extra types
TypeMap.Value(Variant.TypeInt32+100) = "UInt32"
TypeMap.Value(Variant.TypeInt64+100) = "UInt64"
```

End If

```
// lookup type

#if DebugBuild then
If Not TypeMap.HasKey(type) Then
Break // missing type
End If
#endif

If IsArray Then
Return "Array of " + TypeMap.Lookup(type,"?")
Else
Return TypeMap.Lookup(type,"?")
End If
End Function
```

See also:

- 7.0.3 How do I get the proper highlight color on Mac OS X for active/inactive selection? 148
- 7.0.4 How to catch delete key? 149
- 7.0.5 How to convert cmyk to rgb? 150
- 7.0.6 How to delete a folder? 151
- 7.0.7 How to detect if CPU is 64bit processor? 152
- 7.0.9 How to refresh a htmlviewer on Windows? 154

## 7.0.9 How to refresh a htmlviewer on Windows?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can ask the browser to reload the website with this code line:

**Example:**

```
call htmlViewer1.IERunJavaScriptMBS("javascript:document.location.reload()")
```

See also:

- 7.0.3 How do I get the proper highlight color on Mac OS X for active/inactive selection? 148
- 7.0.4 How to catch delete key? 149
- 7.0.5 How to convert cmyk to rgb? 150
- 7.0.6 How to delete a folder? 151

- 7.0.7 How to detect if CPU is 64bit processor? 155
- 7.0.8 How to query variant type string for a variant? 153

### 7.0.10 Is there an example for vector graphics in Xojo?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Try this example inside the paint event of a window:

**Example:**

```
Var v as Group2D
Var r as RectShape
Var 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
```

### 7.0.11 Picture functions do not preserve resolution values?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Yes, the picture functions return pictures with no/default resolution values.

**Example:**

```
Var l as Picture = LogoMBS(500)
```

```
l.HorizontalResolution = 300
```

```
l.VerticalResolution = 300
```

```
Var 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.

### 7.0.12 A toolbox call needs a rect - how do I give it one?

Plugin Version: all, Platforms: macOS, Windows.

**Answer:** Fill a memoryblock like this:

**Example:**

```
Var 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
```

### 7.0.13 API client not supported?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.14 Can I access Access Database with Java classes?

Plugin Version: all, Platform: Windows.

**Answer:** You can use ucanaccess to access databases created with Microsoft

**Example:**

```

Var options(-1) as string

// load all the jar files we have in a folder called java:

Var appFolder as FolderItem = GetFolderItem("")

Var count as Integer = appFolder.Parent.Child("java").Count
Var libjs() as string
For i as Integer = 1 to count
Var 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
Var library as string = Join(libjs, "")
Var 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
Var d as new JavaDatabaseMBS(vm,"net.ucanaccess.jdbc.UcanaccessDriver")
Var DbFile as FolderItem = appFolder.Parent.Child("Database11.accdb")
Var j as JavaConnectionMBS = d.getConnection("jdbc:ucanaccess://" + DbFile.NativePath)

// select and show values
Var 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>

### 7.0.15 Can I create PDF from Xojo Report using DynaPDF?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Yes, we have a graphics class integration for DynaPDF.

**Notes:** Since MBS Plugin in version 19.2, we can integrate reports with Xojo.

### 7.0.16 Can I use AppleScripts in a web application?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Yes, but they run on the server, not on the client.

**Example:**

`Var 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.

### 7.0.17 Can I use graphics class with DynaPDF?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.apple.com/showreport?report_id=11391)

### 7.0.18 Can I use sockets on a web application?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Yes, but they run on the server, not on the client.

**Notes:** You can use `HTTPSocket`, `SMTPSocket`, `POP3Socket`, `SMTPSecureSocket`, `SecurePOP3Socket`, `EasyTCPSocket`, `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.

### 7.0.19 Can I use your ChartDirector plugin on a web application?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Yes, our ChartDirector plugin works just fine on the Xojo Web Edition.

**Example:**

```
// The data for the pie chart
Var 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!
Var labels(-1) as string=array("Germany", "Italy", "France", "Spain", "UK", "Poland", "Russia")

// The colors to use for the sectors
Var colors(-1) as Integer

colors.Append &h66aaee
colors.Append &heebb22
colors.Append &hbbsbbb
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
Var c as new CDPieChartMBS(700, 600)

c.setBackground(c.linearGradientColor(0, 0, 0, c.getHeight(), &h0000cc, &h000044))
```

```

c.setRoundedFrame(&hffffff, 16)
Var 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)

Var 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

Var pic as picture = c.makeChartPicture
Var 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.

### 7.0.20 Can I use your DynaPDF plugin on a web application?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Yes, our DynaPDF plugin works just fine on the Xojo 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 Xojo Web Edition.

### 7.0.21 Can I use your plugin controls on a web application?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** No.

### 7.0.22 Can you get an unique machine ID?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.23 ChartDirector: Alignment Specification

Plugin Version: 8.2, Platforms: macOS, Linux, Windows.

**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

<code>BottomLeft</code>	1	The leftmost point on the bottom line.
<code>BottomCenter</code>	2	The center point on the bottom line.
<code>BottomRight</code>	3	The rightmost point on the bottom line.
<code>Left</code>	4	The leftmost point on the middle horizontal line.
<code>Center</code>	5	The center point on the middle horizontal line.
<code>Right</code>	6	The rightmost point on the middle horizontal line.
<code>TopLeft</code>	7	The leftmost point on the top line.
<code>TopCenter</code>	8	The center point on the top line.
<code>TopRight</code>	9	The rightmost point on the top line.
<code>Bottom</code>	2	The center point on the bottom line. Same as <code>BottomCenter</code> .
<code>Top</code>	8	The center point on the top line. Same as <code>TopCenter</code> .
<code>TopLeft2</code>	10	An alternative top-left position used in <code>Axis.setTitlePos</code> for axis title positioning only. For a vertical axis, <code>TopLeft2</code> refers to the left of the top side, while <code>TopLeft</code> refers to the top of the left side. The reverse applies for a horizontal axis.
<code>TopRight2</code>	11	An alternative top-right position used in <code>Axis.setTitlePos</code> for axis title positioning only. For a vertical axis, <code>TopRight2</code> refers to the right of the top side, while <code>TopRight</code> refers to the top of the right side. The reverse applies for a horizontal axis.
<code>BottomLeft2</code>	12	An alternative bottom-left position used in <code>Axis.setTitlePos</code> for axis title positioning only. For a vertical axis, <code>BottomLeft2</code> refers to the left of the bottom side, while <code>BottomLeft</code> refers to the bottom of the left side. The reverse applies for a horizontal axis.
<code>BottomRight2</code>	13	An alternative bottom-right position used in <code>Axis.setTitlePos</code> for axis title positioning only. For a vertical axis, <code>BottomRight2</code> refers to the right of the bottom side, while <code>BottomRight</code> refers to the bottom of the right side. The reverse applies for a horizontal axis.

### 7.0.24 `ChartDirector`: Color Specification

Plugin Version: 8.2, Platforms: macOS, Linux, Windows.

**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-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 0xFFFFFF.

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 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

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.

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.

#### 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.

## 7.0.25 ChartDirector: Font Specification

Plugin Version: 8.2, Platforms: macOS, Linux, Windows.

**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 "FONTSPATH".

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.



## 7.0.26 ChartDirector: Mark Up Language

Plugin Version: 8.2, Platforms: macOS, Linux, Windows.

**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

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.

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 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.

## 7.0.27 ChartDirector: Parameter Substitution and Formatting

Plugin Version: 8.2, Platforms: macOS, Linux, Windows.

**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.

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 BaseChart.addExtraField or BaseChart.addExtraField2.

### 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 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 "&#nn;" (eg. ">" will become "&#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.

## 7.0.28 ChartDirector: Shape Specification

Plugin Version: 8.2, Platforms: macOS, Linux, Windows.

**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
```

### 7.0.29 Copy styled text?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.30 Do you have code to validate a credit card number?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can check the checksum to tell if a credit card number is not valid.

**Example:**

```

Var strNumber As String
Var nLength as Integer
Var nValue as Integer
Var nChecksum as Integer
Var 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)

### 7.0.31 Do you have plugins for X-Rite EyeOne, eXact or i1Pro?

Plugin Version: all.

**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.

### 7.0.32 Does SQL Plugin handle stored procedures with multiple result sets?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.33 Does the plugin home home?

Plugin Version: all, Platform: macOS.

**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.

### 7.0.34 folderitem.absolutepath is limited to 255 chars. How can I get longer ones?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var s as string
Var nf as FolderItem
nf = f
s = ""
while nf<>nil
s = nf.name + "." + s
nf = nf.parent
wend
Return s
End Function

```

### 7.0.35 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?

Platform: macOS.

**Answer:** This code implements animations for a tabpanel change:

**Example:**

```

// in a tabpanel.change event:

Var r as CGSTransitionRequestMBS
Var co as new CGSConnectionMBS
Var cw as CGSWindowMBS
Var 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.

### 7.0.36 How about Plugin support for older OS X?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.37 How can I detect whether an Intel CPU is a 64bit CPU?

Plugin Version: all.

**Answer:** Look on the CPU family returned by sysctl:

**Example:**

Function is64bit() As Boolean

```
#if TargetLittleEndian
```

```

Var m as MemoryBlock = NewMemoryBlock(8)
Var family as Integer
Var 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.

### 7.0.38 How can I disable the close box of a window on Windows?

Plugin Version: all, Platform: Windows.

**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
Var hSysMenu as Integer
hSysMenu = GetSystemMenu(me.WinHWND, 0)
RemoveMenu hSysMenu, &HF060, &H0
#endif

```

**Notes:** The window may not be updated directly.

### 7.0.39 How can I get all the environment variables from Windows?

Plugin Version: all, Platform: Windows.

**Answer:** Try this code:

**Example:**

```

#if targetWin32
declare function GetEnvironmentStrings Lib "kernel32" () as ptr
Var m as memoryBlock
Var 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.



### 7.0.40 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, Platform: macOS.

**Answer:** You need to get a media reservation.

**Example:**

```
Var 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.

### 7.0.41 How can I get text from a PDF?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.42 How can I get text from a Word Document?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.43 How can I get the item string for a given file creator?

Plugin Version: all.

**Answer:** Try this function:

**Example:**

```

Sub pullNativeDocs(aCREA As string)
  Var result as Integer
  Var m, k as memoryBlock
  Var f as folderItem
  Var newType as string
  Var anIcon As picture
  Var 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
  end if
loop

End Sub

```

**Notes:** Change "Translation" to "CarbonLib" for Mac OS X.

## 7.0.44 How can I launch an app using it's creator code?

Plugin Version: all, Platform: macOS.

**Answer:** Send an AppleEvent "odoc" with the creator code to the Finder ("MACS"):

**Example:**

```
Function LaunchByCreator(C As String) As Boolean
Var A As AppleEvent
A = NewAppleEvent("aevt","odoc","MACS")
A.ObjectSpecifierParam("—") = GetUniqueIDObjectDescriptor("appf",nil,C)
return A.Send
End Function
```

## 7.0.45 How can I learn what shared libraries are required by a plugin on Linux?

Plugin Version: all, Platform: macOS.

**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)
libpixmap-1.so.0 =>/usr/lib/i386-linux-gnu/libpixmap-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.

## 7.0.46 How can I validate an email address?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can try this code:

**Example:**

```

Var re As RegEx
re = New RegEx
Var 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>

## 7.0.47 How do I decode correctly an email subject?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** The following code can be used to decode an email subject including several encodings including Base 64.

**Example:**

```
Var src as string // input

Var theRegex as Regex
Var theRegexMatch as RegexMatch
Var result, infoCharset, encodedPart as string
Var 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.  
This is no longer needed when using MimeEmailMBS class which decodes for you.

#### 7.0.48 How do I enable/disable a single tab in a tabpanel?

Plugin Version: all, Platform: macOS.

**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.

#### 7.0.49 How do I find the root volume for a file?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Try this function:

**Example:**

```

Function GetRootVolume(f as FolderItem) as FolderItem
Var 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

```

### 7.0.50 How do I get the current languages list?

Plugin Version: all, Platform: macOS.

**Answer:** Try this code:

**Example:**

```

Var p as new CFPREFERENCESMBS
Var a as CFArrayMBS
Var s as CFStringMBS
Var o as CFOBJECTMBS
Var sa(-1) as string

o=p.CopyAppValue("AppleLanguages",".GlobalPreferences")

if o<>Nil then
a=CFArrayMBS(o)

Var 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.

### 7.0.51 How do I get the Mac OS Version?

Plugin Version: all, Platform: macOS.

**Answer:** Try this code:

**Example:**

```
Var 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.



### 7.0.52 How do I get the printer name?

Plugin Version: all.

**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:**

```
Var s as String
Var 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.

### 7.0.53 How do I make a metal window if RB does not allow me this?

Plugin Version: all, Platform: macOS.

**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.

### 7.0.54 How do I make a smooth color transition?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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)
  Var w,w1,x,p as Integer
  Var c1,c2,c as color
  Var 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.

### 7.0.55 How do I read the applications in the dock app?

Plugin Version: all, Platform: macOS.

**Answer:** Use CFPREFERENCESMBS class like in this example:

**Example:**

```
// Reads file names from persistent dock applications and puts them into the list

Var pref as new CFPREFERENCESMBS

Var persistentapps as CFStringMBS = NewCFStringMBS("persistent-apps")
Var ApplicationID as CFStringMBS = NewCFStringMBS("com.apple.dock")
Var tiledata as CFStringMBS = NewCFStringMBS("tile-data")
Var filelabel as CFStringMBS = NewCFStringMBS("file-label")

// get the array of persistent applications from dock preferences
Var o as CFOBJECTMBS = pref.CopyValue(persistentapps, ApplicationID, pref.kCFPreferencesCurrentUser,
pref.kCFPreferencesAnyHost)

if o isa CFArrayMBS then
  Var a as CFArrayMBS = CFArrayMBS(o)

  // walk over all items in array
  Var 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
      Var 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
          Var name as string = CFStringMBS(o).str
          List.AddRow name
        end if
      end if
    end if
  next
end if
```

```
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.

### 7.0.56 How do I truncate a file?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** In a `binarystream` you can set the `length` property to truncate.

### 7.0.57 How do update a Finder's windows after changing some files?

Plugin Version: all, Platform: macOS.

**Answer:** Try this code:

**Example:**

```
Var f as folderitem // some file
Var 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.

### 7.0.58 How to access a USB device directly?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.59 How to add icon to file on Mac?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.60 How to ask the Mac for the Name of the Machine?

Plugin Version: all, Platform: macOS.

**Answer:** Using Apple Events you can use this code:

**Example:**

**Function** Computername() *As string*

*Var* theEvent *as* AppleEvent

*Var* 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).

### 7.0.61 How to automatically enable retina in my apps?

Plugin Version: all, Platform: macOS.

**Answer:** You can run a build script on each build with this code:

**Example:**

```
Var 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.

### 7.0.62 How to avoid leaks with Cocoa functions?

Plugin Version: all, Platform: macOS.

**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 Xojo 2009r4 the code above should not be needed as Xojo runtime does automatically handle the NSAutoreleasePools for you. For older Xojo versions you need to use code with a timer with the action event above to avoid memory leaks.

Please do not use Xojo 2009r4 and newer with plugins before version 9.5. You can get crashes there which typically show a line with a objc\_msgSend call.

### 7.0.63 How to avoid trouble connecting to oracle database with SQL Plugin?

Plugin Version: all, Platform: macOS.

**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>
```

### 7.0.64 How to avoid \_\_\_NSAutoreleaseNoPool console messages in threads?

Plugin Version: all, Platform: macOS.

**Answer:** You need to use your own NSAutoreleasePool on a thread like this:

**Example:**

```
sub MyThread.run
  Var 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)

### 7.0.65 How to bring app to front?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** On Mac you can use this code:

**Example:**

```
// First way:
app.FrontMostMBS = true

// second way:
Var 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.

### 7.0.66 How to bring my application to front?

Plugin Version: all, Platform: macOS.

**Answer:** This makes SimpleText (Code ttxt) to the frontmost application:

**Example:**

```
Var A As AppleEvent
A = NewAppleEvent("misc", "actv", "")
If Not A.Send then
Beep
end if
```

**Notes:** (Code is Mac only)

### 7.0.67 How to catch Control-C on Mac or Linux in a console app?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use SignalHandlerMBS class for this.

**Example:**

```
// watch for Control-C on Mac
call SignalHandlerMBS.SetFlagHandler(2)

Var 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.



### 7.0.68 How to change name of application menu?

Plugin Version: all, Platforms: macOS, Windows.

**Answer:** Use this code to change the application menu name on Mac OS X:

**Example:**

```
Var mb as new MenubarMBS
Var 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.

### 7.0.69 How to change the name in the menubar of my app on Mac OS X?

Plugin Version: all, Platform: macOS.

**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/> .

### 7.0.70 How to check if a folder/directory has subfolders?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use code like this to check all items in a folder:

**Example:**

```
Function HasSubFolder(folder as FolderItem) As Boolean
  Var c as Integer = folder.Count
```

```
  for i as Integer = 1 to c
    Var 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.

### 7.0.71 How to check if Macbook runs on battery or AC power?

Plugin Version: all, Platform: macOS.

**Answer:** Please use our IOPowerSourcesMBS class like this:

**Example:**

```
Function PowerSourceState() as Integer
  Var p as new IOPowerSourcesMBS
```

```
  // check all power sources
  Var u as Integer = p.Count-1
  for i as Integer = 0 to u
    Var d as CFDictionaryMBS = p.Item(i)
    if d<>nil then
      // check if they have a power source state key:
      Var o as CFObjectMBS = d.Value(NewCFStringMBS("Power Source State"))
      if o isa CFStringMBS then
        Var 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.

## 7.0.72 How to check if Microsoft Outlook is installed?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var 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

```

### 7.0.73 How to check on Mac OS which country or language is currently selected?

Plugin Version: all, Platform: macOS.

**Answer:** The code below returns a country value.

**Example:**

```
Var 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.

### 7.0.74 How to code sign my app with plugins?

Plugin Version: all, Platform: macOS.

**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 MacOS, iOS and Windows to make sure they have not been modified.

In terminal, you do like this:

```
cd <Path to folder of app>
```

```
xattr -cr <Appname>.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.

### 7.0.75 How to collapse a window?

Plugin Version: all, Platform: macOS.

**Answer:** Use this function (Mac only):

**Example:**

```
Sub CollapseRBwindow(w as window, CollapseStatus as boolean)
  Var state, err as Integer
  Var 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.

### 7.0.76 How to compare two pictures?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can try this code:

**Example:**

```
Function ComparePictures(p as picture, q as picture) as Integer
  Var r, u as RGBSurface
  Var x, y, n, m, h, w as Integer
  Var w1, w2, h1, h2, d1, d2 as Integer
  Var 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.

## 7.0.77 How to compile PHP library?

Plugin Version: all, Platform: macOS.

**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.

### 7.0.78 How to convert a `BrowserType` to a String with `WebSession.Browser`?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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

### 7.0.79 How to convert a EngineType to a String with WebSession.Engine?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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

### 7.0.80 How to convert a PlatformType to a String with WebSession.Platform?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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

### 7.0.81 How to convert a text to iso-8859-1 using the TextEncoder?

Plugin Version: all, Platforms: macOS, Linux, Windows.

#### Answer:

This code can help you although it's not perfect.  
You need to set lc to the current color you use.

#### Example:

```

Var outstring as string
Var theMac, thePC as textencoding
Var 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("Bj√rn, this text should be converted")
Mac2PC.clear

```

#### Notes:

You have to call Mac2PC.clear after every conversion to reset the encoding engine.

See also newer TextConverterMBS class.

### 7.0.82 How to convert ChartTime back to Xojo date?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var d2 as Double = CDBaseChartMBS.chartTime(2015, 1, 1)
Var da as new date(2015, 1, 1)
Var ts as Double = da.TotalSeconds

diff = ts - d2
end if

Var 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.

### 7.0.83 How to convert line endings in text files?

Plugin Version: all, Platform: macOS.

**Answer:** You can simply read file with TextInputStream and write with new line endings using TextOutputStream class.

**Example:**

```
Var inputfile as FolderItem = SpecialFolder.Desktop.Child("test.txt")
Var outputfile as FolderItem = SpecialFolder.Desktop.Child("output.txt")
Var it as TextInputStream = TextInputStream.Open(inputfile)
Var 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.

### 7.0.84 How to convert picture to string and back?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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

### 7.0.85 How to copy an array?

Plugin Version: all, Platform: macOS.

**Answer:** You can use a function like this to copy an array:

**Example:**

```
Function CopyArray(a() as Double) as Double()
  Var 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.

### 7.0.86 How to copy a dictionary?

Plugin Version: all, Platform: macOS.

**Answer:** You can use a function like this to copy a dictionary:

**Example:**

```
Function CopyDictionary(d as Dictionary) As Dictionary
  Var 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 a dictionary of objects, you need to change code to also make a copy of those objects.

### 7.0.87 How to copy parts of a movie to another one?

Plugin Version: all, Platforms: macOS, Windows.

**Answer:** The code below copies ten seconds of the snowman movie to the dummy movie starting at the 5th second.

**Example:**

```

Var f as FolderItem
Var md as EditableMovie
Var 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.

### 7.0.88 How to create a birthday like calendar event?

Plugin Version: all, Platform: macOS.

**Answer:** Try this code:

**Example:**

```

// start a connection to the calendar database
Var s as new CalCalendarStoreMBS

// needed for the error details
Var e as NSErrorMBS

Var r as CalRecurrenceRuleMBS = CalRecurrenceRuleMBS.initYearlyRecurrence(1, nil) // repeat every
year without end

Var a as new CalAlarmMBS // add alarm
a.action = a.CalAlarmActionDisplay
a.relativeTrigger = -3600*24 // 24 Hours before

// create a new calendar
Var c as new CalEventMBS

Var d as new date(2011, 04, 20) // the date

```

```

Var 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.

### 7.0.89 How to create a GUID?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Use the UUIDMBS class for this.

### 7.0.90 How to create a Mac picture clip file?

Plugin Version: all, Platform: Windows.

**Answer:** You can use code like this one.

**Example:**

```

Var f As FolderItem
Var 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
```

**Var 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
Var pictdata as string = p.PicHandleDataMBS
r.AddResource(pictdata,"PICT",256,"Picture")
```

**Var 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

```
Var data as string = DecodeBase64("AQAAAAAAAAAAAAAAAAACAFRDRVIAAAAABAAAAAAAAAAAAAAAAABUQ0IQAAAAA")
r.AddResource(data,"drag",128,"") 'ditto
r.Close
```

**Notes:** In general Apple has deprecated this, but a few application still support clippings.

### 7.0.91 How to create a PDF file in Xojo?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.92 How to create EmailAttachment for PDF Data in memory?

Plugin Version: all, Platform: macOS.

**Answer:** You can use code like the one below:

**Example:**



```
Function EmailAttachmentFromPDFData(PDFData as string, filename as string) As EmailAttachment
Var 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.

### 7.0.93 How to create PDF for image files?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var pdf As New MyDynapdfMBS

// page width/height in MilliMeter
Var pdfWidth as Integer = PageWidth * 72 / 25.4
Var 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.

### 7.0.94 How to CURL Options translate to Plugin Calls?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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. Pass 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)

### 7.0.95 How to delete file with ftp and curl plugin?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can set post/pre quotes to have ftp commands executed before or after the download/upload.

**Example:**

```
Var d as CURLMBS // your curl object
```

```
// delete file
```

```
Var 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.

### 7.0.96 How to detect display resolution changed?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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".

### 7.0.97 How to detect retina?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Please use `Window.BackingScaleFactorMBS` to query the factor.

**Example:**

```
msgbox str(window1.BackingScaleFactorMBS)
```

### 7.0.98 How to disable force quit?

Plugin Version: all, Platform: macOS.

**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.

### 7.0.99 How to disable the error dialogs from Internet Explorer on javascript errors?

Plugin Version: all, Platform: Windows.

**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.

### 7.0.100 How to display a PDF file in Xojo?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.101 How to do a lottery in RB?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var n(0) as Integer ' all the numbers
Var m as Integer ' the highest field in the current array
Var 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

```



```

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 Xojo code, so it even works on Windows.

#### 7.0.104 How to draw a nice antialiased line?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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)
Var intX, intY, count, n, xDiff, yDiff as Integer
Var v, v1, floatX, floatY, xx, yy, xStep, yStep as Double
Var 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.

### 7.0.105 How to dump java class interface?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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

### 7.0.106 How to duplicate a picture with mask or alpha channel?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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:
    Var q as new Picture(p.Width, p.Height)
    q.Graphics.DrawPicture p,0,0

  Return q

  end if
  #endif

  // create new picture
  Var q as new Picture(p.Width, p.Height, 32)

  // get mask
  Var 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 Xojo versions because of the #if even if your RS version does not support alpha channel pictures. This way it's future proof.

**7.0.107 How to enable assistive devices?**

Plugin Version: all, Platform: macOS.

**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.

### 7.0.108 How to encrypt a file with Blowfish?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use code like this:

**Example:**

```
Var fi as FolderItem = SpecialFolder.Desktop.Child("test.xojo_binary_project")
Var fo as FolderItem = SpecialFolder.Desktop.Child("test.encrypted")
```

```
// read input
Var bi as BinaryStream = BinaryStream.Open(fi)
Var si as string = bi.Read(bi.Length)
bi.Close

// encrypt
Var so as string = BlowfishMBS.Encrypt("MyKey",si)

// write output
Var 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.

### 7.0.109 How to extract text from HTML?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Use both RemoveHTMLTagsMBS and DecodingFromHTMLMBS like this:

**Example:**

```

Var html as string = "<p><B>Gr&uuml;&szlig;e</B></P>"
Var htmltext as string = RemoveHTMLTagsMBS(html)
Var text as string = DecodingFromHTMLMBS(htmltext)

```

MsgBox text // shows: Gr√üë

**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 √§.

### 7.0.110 How to find empty folders in a folder?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Try this code:

**Example:**

```

Var folder as folderitem // your folder

Var c as Integer = folder.count
for i as Integer = 1 to c
  Var 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
end if
next

```

### 7.0.111 How to find iTunes on a Mac OS X machine fast?

Plugin Version: all, Platform: macOS.

**Answer:** You can try Launch Services.

**Example:**

```

Var f as FolderItem

f=LaunchServicesFindApplicationForInfoMBS("hook","com.apple.iTunes","iTunes.app")

MsgBox f.NativePath

```

**7.0.112 How to find network interface for a socket by it's name?**

Plugin Version: all, Platform: macOS.

**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
Var u as Integer = System.NetworkInterfaceCount-1
for i as Integer = 0 to u
Var 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
Var interfaces() as NetworkInterfaceMBS = NetworkInterfaceMBS.AllInterfaces
Var map as new Dictionary

for each n as NetworkInterfaceMBS in interfaces
Var IPv4s() as string = n.IPv4s
Var 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
Var 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.

### 7.0.113 How to find version of Microsoft Word?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use code like this:

**Example:**

```
// find Word
Var f as FolderItem = LaunchServicesFindApplicationForInfoMBS("", "com.microsoft.Word", "")

// open bundle
Var c as new NSBundleMBS(f)

// read info
Var d as Dictionary = c.infoDictionary

// show version
MsgBox d.Lookup("CFBundleVersion", "")
```

**Notes:** Older versions of Word can be found with creator code "MSWD".

### 7.0.114 How to fix CURL error 60/53 on connecting to server?

Plugin Version: all, Platform: macOS.

**Answer:** You probably connect with SSL and you have no valid certificate.

**Example:**

```
Var 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:
Var cacert as FolderItem = Getfolderitem("cacert.pem")
```

```
d.OptionCAInfo = cacert.NativePath
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/>

### 7.0.115 How to format double with n digits?

Plugin Version: all, Platform: macOS.

**Answer:** You can use the FormatMBS function for this.

**Example:**

```
Var 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.

### 7.0.116 How to get a time converted to user time zone in a web app?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Use the `WebSession.GMTOffset` property.

**Example:**

```
Sub Open()
// current date on server
Var d as new date
Var s as string = d.LongTime

// adjust to client GMT offset
d.GMTOffset = d.GMTOffset + Session.GMTOffset

Var t as string = D.LongTime

MsgBox s+EndOfLine+t
End Sub
```

### 7.0.117 How to get an handle to the frontmost window on Windows?

Plugin Version: all, Platform: Windows.

**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
```

### 7.0.118 How to get `CFAbsoluteTime` from date?

Plugin Version: all, Platforms: macOS, Windows.

**Answer:** Use code like this:

**Example:**

```
Var d as new date
Var t as CFTimeZoneMBS = SystemCFTimeZoneMBS
Var 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
```

```
Var at as CFAbsoluteTimeMBS = g.AbsoluteTime(t)
Var 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.

### 7.0.119 How to get client IP address on web app?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Use the `WebSession.RemoteAddress` property.

**Example:**

```
Sub Open()
Title = Session.RemoteAddress
End Sub
```

### 7.0.120 How to get fonts to load in charts on Linux?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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;/usr/share/fonts/truetype/msttcorefonts"
else
// on Mac and Windows we use system fonts.
end if

// also you can later switch default fonts:

Var Chart as CDBaseChartMBS // your chart

#If TargetARM And TargetLinux Then
// use specific fonts on Linux on Raspberry Pi
Call Chart.setDefaultFonts("/usr/share/fonts/truetype/piboto/PibotoLt-Regular.ttf", "/usr/share/fonts/truetype/piboto/Pi
#EndIf
```

**Notes:** On macOS, iOS 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.

### 7.0.121 How to get fonts to load in DynaPDF on Linux?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Please use the `AddFontSearchPath` method in the `DynaPDFMBS` class to specify where your fonts are.

**Example:**

```
Var 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.

### 7.0.122 How to get GMT time and back?

Plugin Version: all, Platform: macOS.

**Answer:** You can use the `date` class and the `GMTOffset` property.

**Example:**

```
// now
Var d as new date

// now in GMT
Var e as new date
e.GMTOffset = 0

// show
MsgBox str(d.TotalSeconds, "0.0")+ " " +str(e.TotalSeconds, "0.0")

Var GMTTimeStamp as Double = e.TotalSeconds

// restore
```

```
Var 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.

### 7.0.123 How to get good crash reports?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Check this website from the webkit website:

**Notes:** <http://webkit.org/quality/crashlogs.html>

### 7.0.124 How to get list of all threads?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use the runtime module like in this function:

**Example:**

```
Function Threads() As Thread()
#pragma DisableBackgroundTasks
Var t() as Thread

Var 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.

### 7.0.125 How to get parameters from webpage URL in Xojo Web Edition?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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 Xojo 2010r5. Please use DefineEncoding.

### 7.0.126 How to get the color for disabled textcolor?

Plugin Version: all, Platform: macOS.

**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

Var i as Integer
Var 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" ...

**7.0.127 How to get the current free stack space?**

Plugin Version: all, Platform: macOS.

**Answer:** You can something like the code below:

**Example:**

```
Sub ShowStackSize()
  Var threadid as Integer
  Var 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 if you like for that.

**7.0.128 How to get the current timezone?**

Plugin Version: all, Platforms: macOS, Windows.

**Answer:**

You can use the TimeZoneMBS class or the CFTimeZoneMBS 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

  Var result, bias, dayLightbias as Integer
```

```

Var info as memoryBlock
Var 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

```

**7.0.129 How to get the current window title?**

Plugin Version: all, Platform: macOS.

**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
// your application needs permissions for accessibility to make this work!

Var SystemWideElement,FocusedApplicationElement,FocusedWindowElement as AXUIElementMBS
Var FocusedApplication,FocusedWindow,Title as AXValueMBS
Var s as String
Var 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 Function
```

### 7.0.130 How to get the cursor blink interval time?

Plugin Version: all, Platform: macOS.

**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.

### 7.0.131 How to get the list of the current selected files in the Finder?

Plugin Version: all, Platform: macOS.

**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 Xojo code it looks like this:

**Example:**

```
Var ae as appleEvent
Var o1 as appleEventObjectSpecifier
Var f as folderItem
Var aList as appleEventdescList
Var i as Integer
Var 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

```

### 7.0.132 How to get the Mac OS system version?

Plugin Version: all, Platform: macOS.

**Answer:** The following code queries the value and displays the version number:

**Example:**

```

Var first as Integer
Var second as Integer
Var third as Integer
Var 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

```

### 7.0.133 How to get the Mac OS Version using System.Gestalt?

Plugin Version: all, Platform: macOS.



**Answer:** Try this code:

**Example:**

```

Var s As String
Var b As Boolean
Var 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.

### 7.0.134 How to get the screensize excluding the task bar?

Plugin Version: all, Platform: Windows.

**Answer:** Try this code:

**Notes:** Use the Screen class with the available\* properties.

### 7.0.135 How to get the size of the frontmost window on Windows?

Plugin Version: all, Platform: Windows.

**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)
Var err as Integer
Var 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!

### 7.0.136 How to get the source code of a HTMLViewer?

Plugin Version: all, Platform: macOS.

**Answer:** Try this code:

**Example:**

```
// for Windows:
```

```
msgbox HTMLViewer1.IEHTMLTextMBS
```

```
// for MacOS with WebKit 2.x:
```

```
msgbox HTMLViewer1.WKWebViewMBS.HTMLText
```

### 7.0.137 How to get Xojo apps running Linux?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.138 How to handle really huge images with GraphicsMagick or ImageMagick?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Sometimes it may be better to use an extra application to process images.

**Notes:** A typical 32 bit app made with Xojo 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.

### 7.0.139 How to handle tab key for editable cells in listbox?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.140 How to hard link MapKit framework?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.141 How to have a PDF downloaded to the user in a web application?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use a WebHTMLViewer control and load the PDF file with the PDF plugin from the browser.

**Example:**

```

Var 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 Xojo Web Edition.

### 7.0.142 How to hide all applications except mine?

Platform: macOS.

**Answer:** The code below will on Mac OS hide all applications except your one:

**Example:**

```

Var p as new ProcessMBS

```

```
p.GetFirstProcess
do
if not p.FrontProcess then
p.Visible=false
end if
loop until not p.GetNextProcess
```

### 7.0.143 How to hide script errors in HTMLViewer on Windows?

Plugin Version: all, Platform: Windows.

**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).

### 7.0.144 How to hide the grid/background/border in ChartDirector?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** If you want to hide something in a chart, simply assign the kTransparent constant as color.

### 7.0.145 How to hide the mouse cursor on Mac?

Plugin Version: all, Platform: macOS.

**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.

### 7.0.146 How to insert image to NSTextView or TextArea?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var b as BinaryStream = BinaryStream.Open(f)
Var s as string = b.Read(b.Length)

// build wrapper
Var fileWrapper as NSFileWrapperMBS = NSFileWrapperMBS.initRegularFileWithContents(s)
fileWrapper.preferredFilename = f.name

// make attachment
Var fileAttachment as new NSTextAttachmentMBS(fileWrapper)
Var 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.

### 7.0.147 How to jump to an anchor in a htmlviewer?

Plugin Version: all, Platforms: macOS, Windows.

**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""
end if
```

### 7.0.148 How to keep a movieplayer unclickable?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
```

### 7.0.149 How to keep my web app from using 100% CPU time?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** On Linux and MacOS 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.

### 7.0.150 How to kill a process by name?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can kill a process (or application) by name if you loop over all the processes and kill the one you need.

**Example:**

```
Var 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.

### 7.0.151 How to know how many CPUs are present?

Plugin Version: all, Platform: macOS.

**Answer:** Try this function:

**Example:**

```
Function GetCPUCount() as Integer
Declare Function MPPProcessors Lib "Carbon" () as Integer
```

```
Return MPPProcessors()
End Function
```

**Notes:** Your app will than 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.

### 7.0.152 How to know the calling function?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var r as new NilObjectException
raise r
```

```
catch x as NilObjectException
```

```
// get stack
Var stack() as string = x.Stack
```

```
// pick function name and return
Var name as string = stack(2)
Return name
```

```
end try
End Function
```

**Notes:** You need to include function names in your application.

### 7.0.153 How to launch an app using it's creator code?

Plugin Version: all, Platform: macOS.

**Answer:** Send an AppleEvent "oapp" with the creator code to the Finder ("MACS"):

**Example:**

```
Var a as AppleEvent
Var 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
```

### 7.0.154 How to launch disc utility?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use this code:

**Example:**

```
Var 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.

### 7.0.155 How to make a lot of changes to a REAL SQL Database faster?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You may try to embed your changes to the database between two transaction calls.

**Example:**

```
Var db as Database // some database

db.SQLExecute "BEGIN TRANSACTION"
// Do some Stuff
db.SQLExecute "END TRANSACTION"
```

**Notes:** This can increase speed by some factors.

### 7.0.156 How to make a NSImage object for my retina enabled app?

Plugin Version: all, Platform: macOS.

**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
Var 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.

**7.0.157 How to make a window borderless on Windows?**

Plugin Version: all, Platform: Windows.

**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

Var 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
```

**7.0.158 How to make an alias using AppleEvents?**

Plugin Version: all, Platform: macOS.

**Answer:** Try this code:

**Example:**

```
Sub MakeAlias(folder as folderitem, target as folderitem, aliasname as string)
Var ev as AppleEvent
Var myResult as boolean
Var 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

### 7.0.159 How to make AppleScripts much faster?

Plugin Version: all, Platform: macOS.

**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

```

### 7.0.160 How to make double clicks on a canvas?

Plugin Version: all, Platform: macOS.

**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:

```
Var 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

### 7.0.161 How to make my Mac not sleeping?

Plugin Version: all, Platform: macOS.

**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 */

```

```
Var 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.

### 7.0.162 How to make my own registration code scheme?

Plugin Version: all, Platform: Windows.

**Answer:** There are excellent articles about how to make a registration code scheme, but you can also simply use our RegistrationEngineMBS class.

**Notes:** If you need a license text, why not use the one from Xojo as a starting point?

### 7.0.163 How to make small controls on Mac OS X?

Plugin Version: all, Platform: macOS.

**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

Var m as MemoryBlock

m=NewMemoryBlock(2)
m.UShort(0)=kControlSizeSmall

Title=str(SetControlData(CheckBox1.Handle, 0, kControlSizeTag, 2, m))

```

### 7.0.164 How to mark my Mac app as background only?

Plugin Version: all, Platform: macOS.

**Answer:** You can run a build script on each build with this code:

**Example:**

```

Var 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.

### 7.0.165 How to move a file or folder to trash?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Use code like below:

**Example:**

```

Function MoveToTrash(f as FolderItem) As Boolean
#If TargetMacOS then
Var r as FolderItem
Var e as Integer = MacFileOperationMBS.MoveObjectToTrashSync(f, r, MacFileOperationMBS.kFSFile-
OperationDefaultOptions)

```

```

if e = 0 then
Return true // Ok
end if

#elseif TargetWin32 then
Var w as new WindowsFileCopyMBS

Var 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.

### 7.0.166 How to move an application to the front using the creator code?

Plugin Version: all, Platform: macOS.

**Answer:** This makes SimpleText (Code ttxt) to the frontmost application:

**Example:**

```

Var a as appleevent

a=newappleEvent("misc","actv","ttxt")

if a.send then

```

```
end if
```

**Notes:** (Code is Mac only)

### 7.0.167 How to move file with ftp and curl plugin?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can set post/pre quotes to have ftp commands executed before or after the download/upload.

**Example:**

```
Var d as CURLMBS // your curl object
```

```
// rename/move file
```

```
Var ws() As String
```

```
ws.Append "RNFR Temp.txt"
```

```
ws.append "RNT0 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 RNT0 with the new file name. To delete use DELE and the file path.

### 7.0.168 How to normalize string on Mac?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
```

```
Var s as CFStringMBS = NewCFStringMBS(t)
```

```
Var m as CFMutableStringMBS = s.Normalize(kCFStringNormalizationFormD)
```

```
Return m.str
```

```
End Function
```

**Notes:** This uses Apple's CFString functions to normalize unicode variants.

### 7.0.169 How to obscure the mouse cursor on Mac?

Plugin Version: all, Platform: macOS.

**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.

### 7.0.170 How to open icon file on Mac?

Plugin Version: all, Platform: macOS.

**Answer:** Use the NSImageMBS class like this:

**Example:**

```
Var f as FolderItem = SpecialFolder.Desktop.Child("test.ico")
```

```
Var n as new NSImageMBS(f)
```

```
window1.Backdrop = n.CopyPictureWithMask
```

### 7.0.171 How to open PDF in acrobat reader?

Plugin Version: all, Platform: macOS.

**Answer:** Try this code:

**Example:**

```
Var pdf as FolderItem = SpecialFolder.Desktop.Child("test.pdf")
```

```
// open PDF in Acrobat Reader on Mac:
```

```
// find app
```

```
Var bundleID as string = "com.adobe.Reader"
```

```
Var app as FolderItem = LaunchServicesFindApplicationForInfoMBS("", bundleID, "")
```

```

if app<>nil then

// launch app with parameters

Var docs() as FolderItem
docs.Append pdf

Var param as new LaunchServicesLaunchParameterMBS
param.Defaults = true
param.Application = app

Var 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.

### 7.0.172 How to open printer preferences on Mac?

Plugin Version: all, Platform: macOS.

**Answer:** You can use our OpenMacOSXPreferencesPaneMBS function like this:

**Example:**

```

Var 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

```

### 7.0.173 How to open special characters panel on Mac?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** We have functions for that in Cocoa and Carbon.

**Example:**

```
Var 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.

### 7.0.174 How to optimize picture loading in Web Edition?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.175 How to parse XML?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use code like this:

**Example:**

```
Var s as string = "<test><test /></test>"
```

```
try
Var 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.

### 7.0.176 How to play audio in a web app?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use the HTML5 audio tag and control it with javascript.

**Notes:** 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 Xojo 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. Than 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:

```
Var urlo as string = app.audioFileOGG.URL
Var urlm as string = app.audioFileM4V.URL
me.Source = "<audio id=""mymusic"" preload=""auto""><source src="""+urlo+""" 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)+"");")
```

### 7.0.177 How to pretty print xml?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Use the XML Transform method with the right XLS.

**Notes:** Learn more here:

<http://docs.xojo.com/index.php/XMLDocument.Transform>

### 7.0.178 How to print to PDF?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** This code below shows how to redirect printing to a PDF file on Mac OS X.

**Example:**

```
// get Xojo printer setup
Var p as new PrinterSetup

// now put it into NSPrintInfo to manipulate
Var n as new NSPrintInfoMBS
n.SetupString = p.SetupString

// change destination to file
Var f as FolderItem = SpecialFolder.Desktop.Child("test.pdf")
n.SetSaveDestination(f)

// move back
p.SetupString = n.SetupString

// and print as usual
Var g as Graphics = OpenPrinter(p)
g.DrawString "Hello World", 20, 20
```



**Notes:** And you can use normal graphics class for that.

### 7.0.179 How to query Spotlight's Last Open Date for a file?

Plugin Version: all, Platform: macOS.

**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
Var xMDItem as New MDItemMBS(F)
Var 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.

### 7.0.180 How to quit windows?

Plugin Version: all, Platform: Windows.

**Answer:** Try this code:

**Example:**

```
#if targetwin32 then
Var 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.

### 7.0.181 How to read a CSV file correctly?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** With all the rules for quotes and delimiters, you can simply use the SplitCommaSeparatedValuesMBS method in our plugins like this:

**Example:**

```
Var f as FolderItem = SpecialFolder.Desktop.Child("test.csv")
Var t as TextInputStream = f.OpenAsTextFile

while not t.EOF
  Var s as string = t.ReadLine(encodings.ASCII)

  Var items() as string = SplitCommaSeparatedValuesMBS(s, ";", """")

  List.AddRow ""
  Var 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.

### 7.0.182 How to read the command line on windows?

Plugin Version: all, Platform: Windows.

**Answer:** Try this code:

**Example:**

```
#if targetwin32 then
Var line as string
Var mem as MemoryBlock

Declare Function GetCommandLineA Lib "kernel32" () As Ptr

mem=GetCommandLineA()
s=mem.cstring(0)

#endif
```

**Notes:** Newer Xojo versions have a system.commandline property.

### 7.0.183 How to render PDF pages with PDF Kit?

Plugin Version: all, Platform: Windows.

**Answer:** Try this code:

**Example:**

```
// choose a file
Var f as FolderItem = SpecialFolder.Desktop.Child("test.pdf")

// open it as PDF Document
Var sourceFile as New PDFDocumentMBS(f)

if sourceFile.handle <> 0 then // it is a PDF file

// get upper bound of pages
Var c as Integer = sourceFile.pageCount-1

// from first to last page
for n as Integer = 0 to c

// pick that page
Var page as PDFPageMBS = sourceFile.pageAtIndex(n)

// render to image
Var 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.

### 7.0.184 How to restart a Mac?

Plugin Version: all, Platform: macOS.

**Answer:** Ask the Finder via Apple Events:

**Example:**

```
Var ae as appleevent
ae=newappleEvent("FNDR","rest","MACS")
if not ae.send then
msgBox "The computer couldn't be restarted."
end if
```

### 7.0.185 How to resume ftp upload with curl plugin?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.186 How to rotate a PDF page with CoreGraphics?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var sourcefile as FolderItem = SpecialFolder.Desktop.Child("test.pdf")
Var destfile as FolderItem = SpecialFolder.Desktop.Child("rotated.pdf")

// open PDF
Var pdf as CGPDFDocumentMBS = sourcefile.OpenAsCGPDFDocumentMBS
```

```

// query media size of first page
Var r as CGRectMBS = pdf.MediaBox(1)

// create new PDF
Var c as CGContextMBS = destfile.NewCGPDFDocumentMBS(r,"title","Author","Creator")

// create rotated rectangle
Var 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.

### 7.0.187 How to rotate image with CoreImage?

Plugin Version: all, Platform: macOS.

**Answer:** Use the code like the one below:

**Example:**

```

// Rotate image with CoreImage

// load image

```

```

Var f as FolderItem = SpecialFolder.Desktop.Child("test.png")
Var image as new CIIImageMBS(f)

// rotate 45 degree
Var n as new NSAffineTransformMBS
n.rotateByDegrees(45)

Var TransformFilter as new CIFilterAffineTransformMBS
TransformFilter.inputImage = image
TransformFilter.inputTransform = n

// get result
Var resultImage as CIIImageMBS = TransformFilter.outputImage

// for saving to file
Var outputImage as NSImageMBS = resultImage.RenderNSImage(false)

f = SpecialFolder.Desktop.Child("output.png")
Var b as BinaryStream = BinaryStream.Create(f, true)
b.Write outputImage.PNGRepresentation

// as Xojo picture object for display
Var pic as Picture = outputImage.CopyPictureWithMask

Backdrop = pic

```

### 7.0.188 How to run a 32 bit application on a 64 bit Linux?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.189 How to save HTMLViewer to PDF with landscape orientation?

Plugin Version: all, Platform: macOS.

**Answer:** You can use NSPrintInfoMBS to change the options for PrintToPDFFile function.

**Example:**

```

// make it landscape
Var n as NSPrintInfoMBS = NSPrintInfoMBS.sharedPrintInfo
n.orientation = n.NSLandscapeOrientation

```

```
// save html to file
Var 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.

### 7.0.190 How to save RTFD?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** With NSTextViewMBS you can use this code to save to RTFD:

**Example:**

```
// save text as RTFD including image attachments
Var f as FolderItem = GetSaveFolderItem(FileTypes1.ApplicationRtf, "test.rtf")

if f = nil then Return

Var a as NSAttributedStringMBS = textView.textStorage
Var w as NSFileWrapperMBS = a.RTFDFileWrapperFromRange(0, a.length, DocumentAttributes)

Var 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.

### 7.0.191 How to save RTFD?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** How to load PDF to htmlviewer on desktop?

**Example:**

```
Public Sub LoadPDFData(viewer as HTMLViewer, PDFData as string)
Var base64string As String = EncodeBase64(PDFData)

// remove line endings to make it a big line
```

```

base64string = ReplaceLineEndings(base64string, "")

// build data URL
// https://en.wikipedia.org/wiki/Data_URI_scheme
Var dataURL As String = "data:application/pdf;base64," + base64string

// show in webviewer
HTMLViewer1.LoadURL(dataURL)

// may not work everywhere due to URL length limit
// for Web projects, use WebFile instead!
End Sub

```

**Notes:** This avoids a temporary file, which may also work.  
For Web Apps, please use WebFile.

### 7.0.192 How to scale a picture proportionally with mask?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** For a proportional scaling, we calculate the new picture size relative to the target maximum size.

**Example:**

```

Function ProportinalScaledWithMask(extends pic as Picture, Width as Integer, Height as Integer) As Pic-
ture
// Calculate scale factor

Var faktor as Double = min( Height / Pic.Height, Width / Pic.Width)

// Calculate new size
Var w as Integer = Pic.Width * faktor
Var h as Integer = Pic.Height * faktor

// create new picture
Var NewPic as new Picture(w,h,32)

// check if we have a mask and clear it
Var 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.

### 7.0.193 How to scale a picture proportionally?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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

Var faktor as Double = min( Height / Pic.Height, Width / Pic.Width)

// Calculate new size
Var w as Integer = Pic.Width * faktor
Var h as Integer = Pic.Height * faktor

// create new picture
Var 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)

**7.0.194 How to scale/resize a CIIImageMBS?**

Plugin Version: all, Platform: Windows.

**Answer:** Use the CIFilterLanczosScaleTransform filter to scale down a picture to a specific size.

**Example:**

```

Var pic As Picture = LogoMBS(500)
Var image As CIIImageMBS = CIIImageMBS.imageWithPicture(pic)

Var filter As New CIFilterLanczosScaleTransformMBS

Const targetWidth = 600.0
Const targetHeight = 400.0

Var scale As Double = targetHeight / image.Extent.Height
Var aspect As Double = targetWidth / (image.Extent.Width * scale)

filter.inputImage = image
filter.inputScale = scale
filter.inputAspectRatio = aspect

Var result As Picture = filter.outputImage.RenderPicture

Backdrop = result

```

**Notes:** This is same code as our scaleTo convenience method.

**7.0.195 How to scale/resize a picture?**

Plugin Version: all, Platform: Windows.

**Answer:** There are several ways to scale or resize a picture. The easiest way may be the ScaleMBS function in the Picture class.

**Example:**

```

Var Original,Scaled as Picture

Original=LogoMBS(500)
Scaled=Original.ScaleMBS(100,100,true)

```

**Notes:** The plugin ways:

- GraphicsMagick 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.

- CImageMBS 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 Xojo:

- make a new picture and draw the old one with new size inside.

### 7.0.196 How to search with regex and use unicode codepoints?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can specify unicode characters in search string with backslash x and digits.

**Example:**

```
Var r as RegExMbs
Var s as string
Var 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
```

**7.0.197 How to see if a file is invisible for Mac OS X?**

Plugin Version: all, Platform: macOS.

**Answer:** Try this function:

**Example:**

```
Function Invisible(F As FolderItem) As Boolean
Var TIS As TextInputStream
Var S,All As String
Var I as Integer
Var 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
```

**7.0.198 How to set cache size for SQLite or REALSQLDatabase?**

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var 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.

### 7.0.199 How to set the modified dot in the window?

Plugin Version: all, Platform: macOS.

**Answer:** Try this declares:

**Example:**

```
window1.ModifiedMBS=true
```

### 7.0.200 How to show a PDF file to the user in a Web Application?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use a WebHTMLViewer control and load the

**Example:**

```
Var 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 Xojo Web Edition.

### 7.0.201 How to show Keyboard Viewer programmatically?

Platform: macOS.

**Answer:** Use Xojo or AppleScript to launch the KeyboardViewerServer.app.

**Example:**

```
Var a as new AppleScriptMBS
Var text as string
Var 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

```

### 7.0.202 How to show the mouse cursor on Mac?

Plugin Version: all, Platform: macOS.

**Answer:** Try this declare:

**Example:**

```
Declare Sub ShowCursor Lib "Carbon" ()
```

```
ShowCursor
```

**Notes:** The MBS Plugin has this function and supports it on Windows, too.

### 7.0.203 How to shutdown a Mac?

Plugin Version: all, Platform: macOS.

**Answer:** Ask the Finder via Apple Events:

**Example:**

```
Var 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 ShutDwnPower Lib "Carbon" ()
ShutDwnPower
```

### 7.0.204 How to sleep a Mac?

Plugin Version: all, Platform: macOS.

**Answer:** Ask the Finder via Apple Events:

**Example:**

```
Var ae as appleevent
ae=newappleEvent("FNDR","slep","MACS")
if not ae.send then
msgBox "The computer doesn't want to sleep."
end if
```

### 7.0.205 How to speed up rasterizer for displaying PDFs with DynaPDF?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.206 How to use PDFlib in my RB application?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** The PDFlib plugin was discontinued in favor of our DynaPDF plugin.

**Notes:** If you need help to move, please contact us.

### 7.0.207 How to use quotes in a string?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Just double them.

**Example:**

```
msgbox "This String contains ""quotes"""
```

### 7.0.208 How to use Sybase in Web App?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Please use our MBS Xojo 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
```



### 7.0.209 How to use the Application Support folder?

Plugin Version: all, Platform: macOS.

**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:**

```
Var 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.NativePath
```

**Notes:**

You may not be able to write there with a normal user account!

### 7.0.210 How to use the IOPMCopyScheduledPowerEvents function in Xojo?

Plugin Version: all, Platform: macOS.

**Answer:** You can use the following code which does this using the SoftDeclareMBS class.

**Example:**

```
Sub Open()
Var c as CFDateMBS
Var 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
Var s as SoftDeclareMBS
Var 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
Var s as SoftDeclareMBS
Var 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.

### 7.0.211 How to validate a GUID?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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
Var 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".

### 7.0.212 How to walk a folder hierarchie non recursively?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Use code like this one:

**Example:**

```

Sub Walk(folder as FolderItem)
Var folders() as FolderItem

```

```

folders.Append folder

```

```

while UBound(folders)>=0

```

```

Var currentFolder as FolderItem = folders.pop

Var c as Integer = currentFolder.Count
for i as Integer = 1 to c
Var 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.

### 7.0.213 I got this error: PropVal, QDPictMBS.Name (property value), Type mismatch error. Expected CGDataProviderMBS, but got Variant, Name:QDPictMBS

Plugin Version: all, Platform: macOS.

**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 Xojo IDE on Windows crashed on compilation.

### 7.0.214 I registered the MBS Plugins in my application, but later the registration dialog is shown.

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

Next check if you can clear the Xojo caches and that helps. This includes the Xojo Scratch folder and the Plugins & Project caches. Simply locate those folders and delete them. For Windows look in hidden AppData folder in your user folder. For Mac, please check `~/Library/Caches` and your temp folders.

Finally make sure you use the right serial number. Not an older one or a misspelled one.

### 7.0.215 I want to accept Drag & Drop from iTunes

Plugin Version: all, Platform: macOS.

**Answer:** You need to accept AcceptMacDataDrop "itun" and Handle the DropObject.

**Example:**

```
Sub Open()
window1.AcceptMacDataDrop "itun"
End Sub
```

```
Sub DropObject(obj As DragItem)
Var s as string
```

```

Var f as folderItem
Var d as CFDictionaryMBS
Var o as CFObjectMBS
Var key as CFStringMBS
Var dl as CFDictionaryListMBS
Var i,c as Integer
Var u as CFURLMBS
Var 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.NativePath
end if
end if
end if
next
end if

```

```

end if
end if
End Sub

```

**Notes:** The code above inside a window on Xojo 5.5 with MBS Plugin 5.3 will do it nice and show the paths.

### 7.0.216 I'm drawing into a listbox but don't see something.

Plugin Version: all.

**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
Var 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.

### 7.0.217 I'm searching for a method or so to move a window from position x.y to somewhere else on the screen.

Platform: macOS.

**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.



### 7.0.218 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?

Platforms: macOS, Linux, Windows.

**Answer:** Stand alone.

**Notes:** Xojo 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)

### 7.0.219 Is the fn key on a powerbook keyboard down?

Plugin Version: all, Platform: macOS.

**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](#):

Var 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.

### 7.0.220 Is there a case sensitive Dictionary?

Plugin Version: all.

**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

### 7.0.221 Is there a way to use the MBS plugin to get only the visible item and folder count on a volume?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can use the DirectorySizeMBS class for this as in the example below:

**Example:**

```
Var 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.

### 7.0.222 Is there an easy way I can launch the Displays preferences panel?

Plugin Version: all, Platform: macOS.

**Answer:** Use the code below:

**Example:**

```
Var error as Integer
```

```
error=OpenMacOSXPreferencesPaneMBS("Displays")
if error<>0 then
MsgBox "Failed to launch QuickTime System Preferences panel."
end if
```

### 7.0.223 List of Windows Error codes?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** We have a list of windows error codes on our website.

**Notes:** <http://www.monkeybreadsoftware.de/xojo/winerror.shtml>

### 7.0.224 Midi latency on Windows problem?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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)

### 7.0.225 My Xojo Web App does not launch. Why?

Plugin Version: all, Platform: macOS.

**Answer:** Here is a list of checks to do for linux apache installations with Xojo or Xojo 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.cgi 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?

### 7.0.226 SQLiteDatabase not initialized error?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Before you can use SQLiteDatabaseMBS, it must be initialized.

**Example:**

```
Var 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.

### 7.0.227 Textconverter returns only the first x characters. Why?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:**

Some older Xojo versions limit the Textconverter to around 1024 characters in input and output. This should be fixed with RB5.

**Notes:**

Xojo seems not to support Textconverters at all on Windows.

### 7.0.228 The type translation between CoreFoundation/Foundation and Xojo data types.

Plugin Version: all, Platform: macOS.

**Answer:** The plugin does conversion between Cocoa/Carbon data types and native Xojo 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 ->NSDate

Carbon CTypeRef 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 CFTypeRef:

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.

### 7.0.229 Uploaded my web app with FTP, but it does not run on the server!

Plugin Version: all, Platform: Windows.

**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.

### 7.0.230 What classes to use for hotkeys?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Please use CarbonHotKeyMBS class on Mac and WindowsKeyFilterMBS on Windows.

**Notes:** CarbonHotKeyMBS will also work fine in Cocoa apps.

**7.0.231 What do I need for Linux to get picture functions working?**

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

**7.0.232 What does the NAN code mean?**

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:**



### 7.0.233 What font is used as a 'small font' in typical Mac OS X apps?

Plugin Version: all, Platform: macOS.

**Answer:**

Xojo 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
fontStyle as Integer)
  Var err as Integer
  Var 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
```

### 7.0.234 What is last plugin version to run on Mac OS X 10.4?

Plugin Version: all, Platform: Windows.

**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.

**7.0.235 What is last plugin version to run on PPC?**

Plugin Version: all, Platform: Windows.

**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.

**7.0.236 What is last version of the plugins for macOS 32-bit?**

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Please use version 23.0 or older.

**Notes:** We stopped including 32-bit code for macOS in version 23.1.

Please use older versions if you use an old Xojo.

Xojo 2017r3 and newer load our 64-bit plugins.

**7.0.237 What is the difference between Timer and WebTimer?**

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Time is server side and WebTimer client side.

**Notes:** Timer is the normal timer class in Xojo. 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.

**7.0.238 What is the list of Excel functions?**

Plugin Version: all, Platforms: macOS, Linux, Windows.

**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.

### 7.0.239 What is the replacement for PluginMBS?

Plugin Version: all, Platform: macOS.

**Answer:** Use the SoftDeclareMBS class to load libraries dynamically.

### 7.0.240 What to do on Xojo reporting a conflict?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:**

I get an error like "This item conflicts with another item of the same name" when using one of the plugin functions.

Xojo 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.

### 7.0.241 What to do with a NSRangeCacheException?

Plugin Version: all, Platforms: macOS, Windows.

**Answer:** You need to add exception handlers for NSRangeCacheException 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 NSRange has several image representations in memory. So basically you pass in the base image and for whatever size an image is needed, the NSRange 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.

### 7.0.242 What to do with MySQL Error 2014?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** You can get this error on MySQL if you have a recordset open while you create another one.

### 7.0.243 What to do with SQL Plugin reporting Malformed string as error?

Plugin Version: all, Platform: macOS.

**Answer:** Please make sure the table and/or database fields have a text encoding set.

**Notes:** For Firebird our plugin tries to use UTF-8 encoding if possible and to correctly convert between various tables, the tables and their fields need to have a text encoding defined.

e.g. if the text field in the table is windows-1252 and the other ISO 8859-5, then the Firebird database can convert them to UTF-8 and deliver texts to the plugin.

If encoding is set to none, it may get confused for non-ascii text.

**7.0.244 Where is CGGetActiveDisplayListMBS?**

Plugin Version: all, Platform: Windows.

**Answer:** This is now CGDisplayMBS.GetActiveDisplayList.

**7.0.245 Where is CGGetDisplaysWithPointMBS?**

Plugin Version: all, Platform: Windows.

**Answer:** This is now CGDisplayMBS.GetDisplaysWithPoint.

**7.0.246 Where is CGGetDisplaysWithRectMBS?**

Plugin Version: all, Platform: Windows.

**Answer:** This is now CGDisplayMBS.GetDisplaysWithRect.

**7.0.247 Where is CGGetOnlineDisplayListMBS?**

Plugin Version: all, Platform: Windows.

**Answer:** This is now CGDisplayMBS.GetOnlineDisplayList.

**7.0.248 Where is GetObjectClassNameMBS?**

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** Please use this replacement method:

**Example:**

```
Function GetObjectClassNameMBS(o as Object) As string
  Var t as Introspection.TypeInfo = Introspection.GetType(o)
  Return t.FullName
End Function
```

**Notes:** GetObjectClassNameMBS was removed from the plugins.

### 7.0.249 Where is NetworkAvailableMBS?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:** We removed NetworkAvailableMBS some versions ago. It was not working right and basicly it's not useful. If you want to check whether you have a network, than do a DNS resolve:

**Example:**

```
// two independend domain names
const domain1 = "www.google.com"
const domain2 = "www.macs.w.de"

// resolve IPs
Var ip1 as string = DNSNameToAddressMBS(Domain1)
Var 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.

### 7.0.250 Where is StringHeight function in DynaPDF?

Plugin Version: all, Platform: Windows.

**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.

### 7.0.251 Where is XLSDocumentMBS class?

Plugin Version: all, Platform: macOS.

**Answer:** This class has been removed in favor of XLBookMBS class.

**Notes:** This classes have been removed XLSCellMBS, XLSDocumentMBS, XLSFormatRecordMBS, XLSMergedCellsMBS, XLSRowMBS and XLSSheetMBS.

**7.0.252 Where to get information about file formats?**

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:**

Please visit this web page:  
<http://www.wotsit.org>

**7.0.253 Where to register creator code for my application?**

Plugin Version: all, Platform: macOS.

**Answer:**

Register at Apple:  
<http://developer.apple.com/dev/cftype/information.html>

**7.0.254 Which Mac OS X frameworks are 64bit only?**

Plugin Version: all, Platform: macOS.

**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.

### 7.0.255 Which plugins are 64bit only?

Plugin Version: all, Platform: macOS.

**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.

### 7.0.256 Why application doesn't launch because of a missing ddraw.dll!?

Plugin Version: all, Platform: Windows.

**Answer:** Some RB versions require that you install DirectX from Microsoft on your Windows.

### 7.0.257 Why application doesn't launch because of a missing shlwapi.dll!?

Plugin Version: all, Platform: Windows.

**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.

### 7.0.258 Why do I hear a beep on keydown?

Plugin Version: all, Platform: Windows.

**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.

### 7.0.259 Why does folderitem.item return nil?

Plugin Version: all, Platforms: macOS, Linux, Windows.



**Answer:** Because Xojo 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.

### 7.0.260 Why doesn't showurl work?

Plugin Version: all, Platforms: macOS, Linux, Windows.

**Answer:**

There are three main reasons:

1. showurl is not supported by Xojo 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.

### 7.0.261 Why don't the picture functions not work on Linux?

Plugin Version: all, Platform: macOS.

**Answer:** Please make sure libcairo is installed.

**Notes:** For accessing pictures on Linux, the MBS Plugin relays on the cairo library. Please install the package if you don't have it already.

Our plugin looks for library called libcairo.so or libcairo.so.2.

### 7.0.262 Why have I no values in my chart?

Plugin Version: all, Platforms: macOS, Windows.

**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.

### 7.0.263 Will application size increase with using plugins?

Plugin Version: all, Platform: Windows.

**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.

### 7.0.264 XLS: Custom format string guidelines

Plugin Version: all, Platform: macOS.

**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

**7.0.265 Xojo doesn't work with your plugins on Windows 98.**

Plugin Version: all, Platform: Windows.

**Answer:** Please upgrade your Windows version.

**7.0.266 Xojo or my RB application itself crashes on launch on Mac OS Classic.  
Why?**

Plugin Version: all.

**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.

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,,