

MBS LargePicture Plugin Documentation

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0.1 Introduction

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

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Chapter 2

List of all classes

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Chapter 3

Large Picture

3.1 class PictureFactoryMBS

3.1.1 class PictureFactoryMBS

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The factory class for pictures.

Notes:

This class gives you a global event where you can provide your own pictures.

Whenever the plugin needs a new PictureMBS object for the result of a function or for temporary storage, you can provide one.

This is mainly for the case where you use virtual memory or you want to reuse pictures.

3.1.2 Methods

3.1.3 SetFactory(factory as PictureFactoryMBS)

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets the global factory object.

Notes: You can set to nil to delete the existing factory.

3.1.4 Events

3.1.5 NewPictureMBS(Width as Integer, Height as Integer, ImageFormat as Integer) as PictureMBS

Plugin Version: 9.0, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The factory event.

Example:

```
function NewPictureMBS(Width as Integer, Height as Integer, ImageFormat as Integer) as PictureMBS
return new PictureMBS(width, height, ImageFormat)
end function
```

Notes:

This event is called whenever a picture is requested.

Return an picture you created.

The plugin will check the Valid property for this picture and use it only if Valid is true.

3.2 class PictureMBS

3.2.1 class PictureMBS

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The MBS picture class for really large pictures.

Example:

```

dim fSource as FolderItem = SpecialFolder.Desktop.Child("test.png") // some png with alpha
dim oPNGInput as new PNGReaderMBS

If oPNGInput.OpenFile(fSource) Then
If oPNGInput.ApplyOptions(0) Then

dim imgSource as New PictureMBS(oPNGInput.Width, oPNGInput.Height, PictureMBS.ImageFormatRGBA)

' Read row by row the file and puts it in a PictureMBS instance

dim nMax as Integer = oPNGInput.Height - 1
For nInd as Integer = 0 To nMax
imgSource.RowInFormat(nInd, PictureMBS.ImageFormatRGBA, true) = oPNGInput.ReadRow()
Next

' show only alpha/mask channel
Backdrop=imgSource.AlphaChannel.CopyPicture

' show Picture without mask
Backdrop=imgSource.CopyPicture

' show picture with mask
Backdrop=imgSource.CopyPictureWithMask

End If
End If

```

Notes:

Using virtual memory you are only limited to hard disc space for swapping.

The REALbasic picture class is limited to 2 GB and to width/height being in platform specific ranges. This class works with pictures up to 100 million pixels width and 2 billion pixels height.

3.2.2 Methods

3.2.3 AlphaChannel as PictureMBS

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The alpha channel as a new PictureMBS object.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
dim r as PictureMBS = p.AlphaChannel
r.fillrect(100) // fill only alpha channel
```

Notes:

Returns nil if this channel does not exist.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.4 ApplyMatrix(dest as PictureMBS, MatrixDimension as Integer, matrix() as Integer) as PictureMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies a 5x5 matrix to the picture.

Example:

```
dim matrix(24) as Integer
dim x,y as Integer
dim value as Integer

for y=0 to 4
for x=0 to 4
matrix(x+y*5)=value // fill matrix
next
next

dim s,d as PictureMBS // make source and dest somewhere

d=s.ApplyMatrix(d, 5, matrix)
```

Notes:

MatrixDimension: Size of the matrix: 1 to 50. This is the width and height of the matrix.

matrix: The matrix array must contain exactly MatrixDimension*MatrixDimension values. (ubound(ma-

trix)=MatrixDimension*MatrixDimension-1)

delta: Optional value. Default is 0.

ScaleFactor: Optional value. Default is 1.0.

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

For each pixel in the dest image the following operation is done:

- Make sum of all source pixels multiplied with their matrix entry.
- add to the sum the delta value
- multiply the sum by ScaleFactor

See the example project for several example matrices.

A matrix value of 255 or more leaves the dest pixel away from the sum.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.5 ApplyMatrix(dest as PictureMBS, MatrixDimension as Integer, matrix() as Integer, delta as Integer) as PictureMBS 19
- 3.2.6 ApplyMatrix(dest as PictureMBS, MatrixDimension as Integer, matrix() as Integer, delta as Integer, ScaleFactor as Double) as PictureMBS 20

3.2.5 ApplyMatrix(dest as PictureMBS, MatrixDimension as Integer, matrix() as Integer, delta as Integer) as PictureMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies a 5x5 matrix to the picture.

Example:

```
dim matrix(24) as Integer
dim x,y as Integer
dim value as Integer
```

```
for y=0 to 4
for x=0 to 4
matrix(x+y*5)=value // fill matrix
next
```

[next](#)

```
dim s,d as PictureMBS // make source and dest somewhere
```

```
d=s.ApplyMatrix(d, 5, matrix, 5)
```

Notes:

MatrixDimension: Size of the matrix: 1 to 50. This is the width and height of the matrix.

matrix: The matrix array must contain exactly MatrixDimension*MatrixDimension values. (ubound(matrix)=MatrixDimension*MatrixDimension-1)

delta: Optional value. Default is 0.

ScaleFactor: Optional value. Default is 1.0.

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

For each pixel in the dest image the following operation is done:

- Make sum of all source pixels multiplied with their matrix entry.
- add to the sum the delta value
- multiply the sum by ScaleFactor

See the example project for several example matrices.

A matrix value of 255 or more leaves the dest pixel away from the sum.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.4 ApplyMatrix(dest as PictureMBS, MatrixDimension as Integer, matrix() as Integer) as PictureMBS 18
- 3.2.6 ApplyMatrix(dest as PictureMBS, MatrixDimension as Integer, matrix() as Integer, delta as Integer, ScaleFactor as Double) as PictureMBS 20

3.2.6 ApplyMatrix(dest as PictureMBS, MatrixDimension as Integer, matrix() as Integer, delta as Integer, ScaleFactor as Double) as PictureMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies a 5x5 matrix to the picture.

Example:

```

dim matrix(24) as Integer
dim x,y as Integer
dim value as Integer

for y=0 to 4
for x=0 to 4
matrix(x+y*5)=1 // fill matrix
next
next

dim s,d as PictureMBS // make source and dest somewhere

s = new PictureMBS(LogoMBS(500))
d = new PictureMBS(500, 500, PictureMBS.ImageFormatRGB)

// Blur with 5x5 Matrix
d=s.ApplyMatrix(d, 5, matrix, 1, 1.0/25.0)

Backdrop = d.CopyPicture

```

Notes:

MatrixDimension: Size of the matrix: 1 to 50. This is the width and height of the matrix.

matrix: The matrix array must contain exactly MatrixDimension*MatrixDimension values. (ubound(matrix)=MatrixDimension*MatrixDimension-1)

delta: Optional value. Default is 0.

ScaleFactor: Optional value. Default is 1.0.

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

For each pixel in the dest image the following operation is done:

- Make sum of all source pixels multiplied with their matrix entry.
- add to the sum the delta value
- multiply the sum by ScaleFactor

See the example project for several example matrices.

A matrix value of 255 or more leaves the dest pixel away from the sum.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.4 ApplyMatrix(dest as PictureMBS, MatrixDimension as Integer, matrix() as Integer) as PictureMBS 18
- 3.2.5 ApplyMatrix(dest as PictureMBS, MatrixDimension as Integer, matrix() as Integer, delta as Integer) as PictureMBS 19

3.2.7 AutoLevel as boolean

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies auto levels on the picture.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
call p.AutoLevel
window1.Backdrop = p.CopyPicture
```

Notes:

The histogram is built, white and black points are searched and all pixels adjusted.
Returns true on success and false on any error.

Works only with RGB pictures.

See also:

- 3.2.8 AutoLevel(x as Integer, y as Integer, w as Integer, h as Integer) as boolean 22

3.2.8 AutoLevel(x as Integer, y as Integer, w as Integer, h as Integer) as boolean

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies auto levels on the picture.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
call p.AutoLevel(0,0,50,50)
window1.Backdrop = p.CopyPicture
```

Notes:

The histogram is built, white and black points are searched and all pixels adjusted.
Returns true on success and false on any error.

Works only with RGB pictures.
See also:

- 3.2.7 AutoLevel as boolean

3.2.9 BlackChannel as PictureMBS

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The black channel of a CMYK picture as a new PictureMBS object.

Notes:

Returns nil if this channel does not exist.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.
Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.10 BlueChannel as PictureMBS

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The blue channel as a new PictureMBS object.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
dim r as PictureMBS = p.BlueChannel
r.fillrect(100) // fill only blue channel
```

Notes:

Returns nil if this channel does not exist.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.
Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.11 BoxBlurFilter(dest as PictureMBS, Radius as Double, Iterations as Integer, Vertical as boolean = true, Horizontal as boolean = true) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The box blur filter.

Example:

```
Dim boxPic,tempObj As PictureMBS
dim logo as Picture = LogoMBS(500)
dim pictureObj as new PictureMBS(logo)
```

```
tempObj = New PictureMBS(pictureObj.Width, pictureObj.Height, pictureObj.ImageFormat)
boxPic = pictureObj.BoxBlurFilter(tempObj, 3.0, 3)
```

```
Backdrop=boxpic.CopyPicture
```

Notes:

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Vertical and Horizontal define whether effect is applied horizontal and/or vertical.

Returns nil on any error.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.12 BoxBlurFilter(dest as PictureMBS, Radius as Double, Vertical as boolean = true, Horizontal as boolean = true) as PictureMBS 24

3.2.12 BoxBlurFilter(dest as PictureMBS, Radius as Double, Vertical as boolean = true, Horizontal as boolean = true) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The box blur filter.

Notes:

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Vertical and Horizontal define whether effect is applied horizontal and/or vertical.

Returns nil on any error.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.11 BoxBlurFilter(dest as PictureMBS, Radius as Double, Iterations as Integer, Vertical as boolean = true, Horizontal as boolean = true) as PictureMBS 23

3.2.13 BoxBlurFractionalFilter(dest as PictureMBS, Radius as Double) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The box blur filter for the radius fraction.

Notes:

If you call BoxBlurFilter and BoxBlurFractionalFilter with a radius of 3.5 the BoxBlurFilter does the 3.0 and BoxBlurFractionalFilter does the 0.5.

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Returns nil on any error.

3.2.14 CalculateMemory(width as Integer, height as Integer, theImageFormat as Integer) as Int64

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Calculates the memory needed for allocating the image.

Example:

```
dim n as int64 = PictureMBS.CalculateMemory(1000, 1000, PictureMBS.ImageFormatRGB)
MsgBox str(n)
```

Notes: Returns number of bytes needed.

3.2.15 CanAllocateImage(width as Integer, height as Integer, theImageFormat as Integer) as boolean

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Can the image with this size be allocated?

Example:

```
dim n as Boolean = PictureMBS.CanAllocateImage(1000, 1000, PictureMBS.ImageFormatRGB)
MsgBox str(n)
dim x as Boolean = PictureMBS.CanAllocateImage(100000, 100000, PictureMBS.ImageFormatRGB)
MsgBox str(x)
```

Notes:

Retruns true if possible and false if the size is too big.

To figure out if allocation will work, we simply allocate and release memory and see if that worked.

3.2.16 Channel(index as Integer) as PictureMBS

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Returns the channel with the given index as a new picture object.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
dim r as PictureMBS = p.Channel(0)
r.fillrect(100) // fill only red channel
```

Notes:

Returns nil on any error. May raise an out of bounds exception on invalid index. Index is zero based.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.17 ClearRect

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Clears all pixels.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.ClearRect
window1.Backdrop = p.CopyPicture
```

Notes:

Writes zeros over all pixels and all channels.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.18 ClearRect(x as Integer, y as Integer, width as Integer, height as Integer)

3.2.18 ClearRect(x as Integer, y as Integer, width as Integer, height as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Clears all pixels in the given area.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.ClearRect(0,0,100,100)
window1.Backdrop = p.CopyPicture
```

Notes:

Writes zeros over all pixels and all channels.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.17 ClearRect

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3.2.19 ClipImage as PictureMBS

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new PictureMBS object for the same picture content.

Notes: This may be useful if you need a second PictureMBS object. For example if two threads work on different rows.

See also:

- 3.2.20 ClipImage(x as Integer, y as Integer, width as Integer, height as Integer) as PictureMBS

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3.2.20 ClipImage(x as Integer, y as Integer, width as Integer, height as Integer) as PictureMBS

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new PictureMBS object which draws only into a portion of the existing image.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)

// clip it
dim c as PictureMBS = p.ClipImage(100, 100, 300, 300)

// clone it
dim q as PictureMBS = c.Clone
```

```
// and see result in debugger
dim pic as Picture = q.CopyPicture
```

Break

Notes: This may be useful to apply an effect only on a portion of an existing image.
See also:

- 3.2.19 ClipImage as PictureMBS

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3.2.21 Clone as PictureMBS

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a copy of a picture.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)

// clip it
dim c as PictureMBS = p.ClipImage(100, 100, 300, 300)

// clone it
dim q as PictureMBS = c.Clone

// and see result in debugger
dim pic as Picture = q.CopyPicture
```

Break

Notes:

Does not work for pictures using virtual memory.
(Fails if IsMapping=True)
Copies the whole picture even if you clone just one channel.

Returns nil on low memory.

3.2.22 Close

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Closes the picture by releasing all memory.

Notes: This calls the destructor internally.

3.2.23 CMYKChannels as PictureMBS

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The CMYK channels as a new PictureMBS object.

Notes:

Returns nil if the image is not a CMYK picture.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the CMYK pixels directly without modifying an alpha channel

The resulting PictureMBS object is a CMYK picture.

3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Example:

```
dim DestImage As PictureMBS
dim Image As PictureMBS
dim Mask As PictureMBS
dim DestX as Integer=100
dim DestY as Integer=100
dim SourceX as Integer=0
dim SourceY as Integer=0
dim Width as Integer=500
dim Height as Integer=500
```

```
image=new PictureMBS(LogoMBS(500))
Mask=nil
DestImage=new PictureMBS(700,700,PictureMBS.ImageFormatRGB)
```

```
// this will only copy the pixels
if DestImage.Combine(image,Mask, DestX, DestY, SourceX, SourceY, Width, Height, false) then
window1.Backdrop=DestImage.CopyPicture
end if
```

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.
2. But if there is a mask, the pixels are copied with applying the mask.
3. If the mask color is not defined, the pixels are filled with the fore color applying the mask.
4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the PictureMBS.RGBChannels function and pass that new PictureMBS.

See also:

- 3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 31
- 3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 33
- 3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer,

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SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 35

- 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 37
- 3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 39
- 3.2.30 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 41
- 3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 43
- 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 45
- 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 47
- 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean 49

3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.
2. But if there is a mask, the pixels are copied with applying the mask.

3. If the mask color is not defined, the the pixels are filled with the fore color applying the mask.
4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the PictureMBS.RGBChannels function and pass that new PictureMBS.

See also:

- 3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 29
- 3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 33
- 3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 35
- 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 37
- 3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 39

- 3.2.30 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 41
- 3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 43
- 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 45
- 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 47
- 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean 49

3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Example:

```
dim DestImage As PictureMBS
dim Image As PictureMBS
dim Mask As PictureMBS
dim DestX as Integer=100
dim DestY as Integer=100
dim SourceX as Integer=0
dim SourceY as Integer=0
dim Width as Integer=500
dim Height as Integer=500
```

```
image=new PictureMBS(LogoMBS(500))
Mask=nil
DestImage=new PictureMBS(700,700,PictureMBS.ImageFormatRGB)
```

```
if DestImage.Combine(image,Mask, DestX, DestY, SourceX, SourceY, Width, Height, true, & cFF0000, & cFF0000)
then
window1.Backdrop=DestImage.CopyPicture
end if
```

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.
2. But if there is a mask, the pixels are copied with applying the mask.
3. If the mask color is not defined, the pixels are filled with the fore color applying the mask.
4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the PictureMBS.RGBChannels function and pass that new PictureMBS.

See also:

- 3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 29
- 3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean,

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ForeColour As color) as boolean	31
• 3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean	35
• 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean	37
• 3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean	39
• 3.2.30 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean	41
• 3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean	43
• 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean	45
• 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean	47
• 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean	49

3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.

2. But if there is a mask, the pixels are copied with applying the mask.
3. If the mask color is not defined, the the pixels are filled with the fore color applying the mask.
4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the PictureMBS.RGBChannels function and pass that new PictureMBS.

See also:

- 3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 29
- 3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 31
- 3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 33
- 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 37
- 3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX

as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 39

- 3.2.30 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 41
- 3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 43
- 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 45
- 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 47
- 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean 49

3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.
2. But if there is a mask, the pixels are copied with applying the mask.
3. If the mask color is not defined, the pixels are filled with the fore color applying the mask.
4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the `PictureMBS.RGBChannels` function and pass that new `PictureMBS`.

See also:

- 3.2.24 `Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean` 29
- 3.2.25 `Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean` 31
- 3.2.26 `Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean` 33
- 3.2.27 `Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean` 35
- 3.2.29 `Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean` 39
- 3.2.30 `Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean` 41
- 3.2.31 `Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean` 43

- 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 45
- 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 47
- 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean 49

3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Example:

```

dim DestImage As PictureMBS
dim Image As PictureMBS
dim Mask As PictureMBS
dim DestX as Integer=100
dim DestY as Integer=100
dim SourceX as Integer=0
dim SourceY as Integer=0
dim Width as Integer=500
dim Height as Integer=500

// we create a little mask for a smooth fade
dim m as Picture = NewPicture(500,500,32)
dim g as Graphics = m.Graphics

for y as Integer = 0 to 499
dim n as Integer = y*255/499
g.ForeColor = rgb(n, n, n)
g.DrawLine 0,y,499,y
next

// uncomment to see our mask:
'Backdrop = m
'return

image=new PictureMBS(LogoMBS(500))
Mask=new PictureMBS(m)
DestImage=new PictureMBS(700,700,PictureMBS.ImageFormatRGB)

```

```
// this will only copy the pixels
if DestImage.Combine(image,false,Mask,DestX,DestY,SourceX,SourceY,Width,Height,false) then
window1.Backdrop=DestImage.CopyPicture
end if
```

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.
2. But if there is a mask, the pixels are copied with applying the mask.
3. If the mask color is not defined, the pixels are filled with the fore color applying the mask.
4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the PictureMBS.RGBChannels function and pass that new PictureMBS.

See also:

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- 3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 29
- 3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 31
- 3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 33
- 3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 35
- 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 37
- 3.2.30 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 41
- 3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 43
- 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 45
- 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 47
- 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean 49

3.2.30 **Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean**

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.
2. But if there is a mask, the pixels are copied with applying the mask.
3. If the mask color is not defined, the pixels are filled with the fore color applying the mask.
4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the PictureMBS.RGBChannels function and pass that new PictureMBS.

See also:

- 3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 29
- 3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 31
- 3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 33

- 3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 35
- 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 37
- 3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 39
- 3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 43
- 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 45
- 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 47
- 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean 49

3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.
2. But if there is a mask, the pixels are copied with applying the mask.
3. If the mask color is not defined, the pixels are filled with the fore color applying the mask.

4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the PictureMBS.RGBChannels function and pass that new PictureMBS.

See also:

- 3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 29
- 3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 31
- 3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 33
- 3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 35
- 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 37
- 3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 39

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- 3.2.30 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 41
- 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 45
- 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 47
- 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean 49

3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Example:

```
dim DestImage As PictureMBS
dim Image As PictureMBS
dim Mask As PictureMBS
dim DestX as Integer=100
dim DestY as Integer=100
dim SourceX as Integer=0
dim SourceY as Integer=0
dim Width as Integer=500
dim Height as Integer=500
dim UseColours as Boolean = false
dim ForeColour as color = & cFF0000
```

```
image=new PictureMBS(LogoMBS(500))
Mask=nil
DestImage=new PictureMBS(700,700,PictureMBS.ImageFormatRGB)
```

```
if DestImage.Combine(image,Mask, DestX, DestY, SourceX, SourceY, Width, Height, UseColours, ForeColour) then
window1.Backdrop=DestImage.CopyPicture
end if
```

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.
2. But if there is a mask, the pixels are copied with applying the mask.
3. If the mask color is not defined, the pixels are filled with the fore color applying the mask.
4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the PictureMBS.RGBChannels function and pass that new PictureMBS.

See also:

- 3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 29
- 3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 31

- 3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 33
- 3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 35
- 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 37
- 3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 39
- 3.2.30 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 41
- 3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 43
- 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 47
- 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean 49

3.2.33 **Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean**

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from one picture into another picture with some options.

Notes:

Returns true on success and false on failure.

This function has 4 behaviors depending on the parameters:

1. If mask is nil and no ForeColour and MaskColour values are passed, the pixels are copied to the destination picture.

2. But if there is a mask, the pixels are copied with applying the mask.
3. If the mask color is not defined, the the pixels are filled with the fore color applying the mask.
4. As the last variation the pixels are copied and the forecolor, the mask color or black is used with the image as the mask. If UseColours parameter is false black is used for this.

Parameters:

Image: the source picture, must not be nil.

PreMultipliedSource: Optional parameter. If true the image must be premultiplied. Default is false.

Mask: the mask picture, can be nil.

DestX: destination position

DestY: destination position

SourceX: source position

SourceY: source position

Width: width of the area to copy

Height: height of the area to copy

UseColours: whether to use the mask colour.

ForeColour: the fore colour, optional, can be integer or color

MaskColour: the mask color, optional, can be integer or color

This function is 5 times in the plugin defined to implement having the last two parameters optional and either integer or color. You can pass a negative number for MaskColour or ForeColour to disable this parameter.

The images you use can be Gray, RGB with or without alpha channels. But most variants here ignore alpha channels. To make sure the alpha channel is not touched, use the PictureMBS.RGBChannels function and pass that new PictureMBS.

See also:

- 3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 29
- 3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 31
- 3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 33
- 3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 35
- 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer,

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SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 37

- 3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 39
- 3.2.30 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 41
- 3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 43
- 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 45
- 3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean 49

3.2.34 Combine(Mask As PictureMBS, X as Integer, Y as Integer, Width as Integer, Height as Integer, BackColour As color) as boolean

Plugin Version: 15.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Combines picture with mask and background color.

See also:

- 3.2.24 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 29
- 3.2.25 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 31
- 3.2.26 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 33
- 3.2.27 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 35
- 3.2.28 Combine(Image As PictureMBS, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 37

- 3.2.29 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean) as boolean 39
- 3.2.30 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color) as boolean 41
- 3.2.31 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour As color, MaskColour As color) as boolean 43
- 3.2.32 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer) as boolean 45
- 3.2.33 Combine(Image As PictureMBS, PreMultipliedSource as boolean, Mask As PictureMBS, DestX as Integer, DestY as Integer, SourceX as Integer, SourceY as Integer, Width as Integer, Height as Integer, UseColours As Boolean, ForeColour as Integer, MaskColour as Integer) as boolean 47

3.2.35 CompareImages(other as PictureMBS) as Int64

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Compares two pictures.

Example:

```
dim p as new PictureMBS(1000,1000, PictureMBS.imageFormatRGB)

// fill random
p.FillRectRandom

dim q as new PictureMBS(1000,1000, PictureMBS.imageFormatRGB)

// copy pixels
call q.CopyPixels(p, 0, 0, 1000, 1000, 0, 0)
q.FillRect(0,0,10,10,0) // fill 100 pixels

// show image
Backdrop = q.CopyPicture

// and compare
Title = str(p.CompareImages(q)) // shows 100
```

Notes:

Returns -1 if both pictures are not from the same structure. (e.g. compare gray with RGB)
Else returns the number of different pixels.

3.2.36 Constructor(Buf as MemoryBlock, width as Integer, height as Integer, ImageFormat as Integer, RowSize as Integer)

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a PictureMBS object based on a memoryblock.

See also:

- 3.2.37 Constructor(pic as picture, UseAlpha as boolean=false) 51
- 3.2.38 Constructor(width as Integer, height as Integer, ImageFormat as Integer) 52
- 3.2.39 Constructor(width as Integer, height as Integer, ImageFormat as Integer, BlockSize as Integer, FilePath as folderitem) 53

3.2.37 Constructor(pic as picture, UseAlpha as boolean=false)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a PictureMBS which shares memory with the given picture.

Example:

```
// Create a picture with mask:
```

```
dim p as Picture = LogoMBS(200)
```

```
dim g as Graphics = p.mask.Graphics
```

```
g.ForeColor = & cFFFFFFF
```

```
g.FillRect 0,0,g.Width,g.Height
```

```
g.ForeColor = & c000000
```

```
g.Filloval 0,0,g.Width,g.Height
```

```
canvas1.Backdrop = p
```

```
// create PictureMBS
```

```
dim pic as new PictureMBS(p, true)
```

```
dim mask as new PictureMBS(p.mask)
```

```
// draw mask into alpha channel
```

```
call pic.AlphaChannel.CopyPixels(mask,0,0,mask.Width,mask.Height,0,0)
```

```
// and copy back to REALbasic picture
```

```
canvas2.Backdrop = pic.CopyPictureWithMask
```

Notes:

All drawings in the Picture and in the PictureMBS object will be visible in both objects. This function works on Mac OS and Windows with both 24 bit and 32 bit pictures.

On Mac this function can fail if the picture is not a GWorld (Bitmap) picture.

The Valid property is set to true on success.

If you set UseAlpha=True, the 4th channel in a 32 bit picture is available for you as an alpha channel. REALbasic does not use the 4th channel in the picture data and 24 bit pictures do not have one. So you can use 32 bit pictures, copy the pictures mask in the alpha channel (using PictureMBS.AlphaChannel. inverting may be needed), perform some operations and later make a copy of the of the image to a picture and extract the alpha channel back into the pictue's mask.

Added support for Console/Web targets in 12.2 plugins. Please be aware that alpha channel of pictures with alpha channel has only a range from 0 to 127 for the values.

See also:

- 3.2.36 Constructor(Buf as MemoryBlock, width as Integer, height as Integer, ImageFormat as Integer, RowSize as Integer) 51
- 3.2.38 Constructor(width as Integer, height as Integer, ImageFormat as Integer) 52
- 3.2.39 Constructor(width as Integer, height as Integer, ImageFormat as Integer, BlockSize as Integer, FilePath as folderitem) 53

3.2.38 Constructor(width as Integer, height as Integer, ImageFormat as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new PictureMBS object with the given size and Imageformat.

Notes:

ImageFormat must be one of the ImageFormat constants.

The Valid property is set to true on success.

The constructor allocated address space for the image.

Physical memory is allocated based on write access to pixels.

See also:

- 3.2.36 Constructor(Buf as MemoryBlock, width as Integer, height as Integer, ImageFormat as Integer, RowSize as Integer) 51
- 3.2.37 Constructor(pic as picture, UseAlpha as boolean=false) 51
- 3.2.39 Constructor(width as Integer, height as Integer, ImageFormat as Integer, BlockSize as Integer, FilePath as folderitem) 53

3.2.39 Constructor(width as Integer, height as Integer, ImageFormat as Integer, BlockSize as Integer, FilePath as folderitem)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a PictureMBS object using virtual memory.

Example:

```
dim mm as int64 = Picturembs.CalculateMemory(7000, 150000, PictureMBS.ImageFormatRGB)
// shows that this size needs 3 GB in memory

// create image
dim blocksize as Integer = 100*1024*1024
dim file as FolderItem = GetTemporaryFolderItem
dim pic as new PictureMBS(7000, 150000, PictureMBS.ImageFormatRGB, blocksize, file)

// draw dots on it
for x as Integer = 0 to pic.Width step 500
for y as Integer = 0 to pic.Height step 500
pic.FillRect(x, y, 100, 100, 175)
next
next

// write to tiff
dim f as FolderItem = SpecialFolder.Desktop.Child("test.tif")
dim t as TiffPictureMBS

if pic <> nil then
t = new TiffPictureMBS

if t.Create(F) then

const PLANARCONFIG_CONTIG = 1
const PHOTOMETRIC_RGB = 2
const FILLORDER_MSB2LSB = 1
const RESUNIT_INCH = 2
const ORIENTATION_TOPLEFT = 1
const COMPRESSION_LZW = 5

t.Height = pic.Height
t.Width = pic.Width

t.RowsPerStrip = 1
t.PlanarConfig = PLANARCONFIG_CONTIG
t.Photometric = PHOTOMETRIC_RGB
t.BitsPerSample = 8
t.SamplesPerPixel = 3
t.FillOrder = FILLORDER_MSB2LSB
t.Orientation = ORIENTATION_TOPLEFT
```

```

t.ResolutionUnit = RESUNIT_INCH
t.VerticalResolution = 72.0
t.HorizontalResolution = 72.0
t.Compression = COMPRESSION_LZW

for i as Integer = 0 to t.Height - 1
dim m as MemoryBlock = pic.RowInFormat(i, PictureMBS.ImageFormatRGB)
t.Scanline(i) = m

next

t.Close
end if
else

end if

// cleanup
pic = nil
file.delete

```

Notes:

The size of this image is limited to available hard disc space.

The system will cache this data in memory to avoid writing it to disc. Using picture sizes bigger than physical memory can result into slow processing.

FilePath points to the location where the file is created.

On Windows the FilePath can be nil in which space in the system swapfile is used.

On Mac/Linux with nil FilePath, we use automatically a temp file path.

BlockSize specifies how many bytes of memory should be used in application memory space. A typical value may be 100 mega bytes.

The Valid property is set to true on success.

File is deleted in destructor and folderitem is than invalid.

See also:

- 3.2.36 Constructor(Buf as MemoryBlock, width as Integer, height as Integer, ImageFormat as Integer, RowSize as Integer) 51
- 3.2.37 Constructor(pic as picture, UseAlpha as boolean=false) 51
- 3.2.38 Constructor(width as Integer, height as Integer, ImageFormat as Integer) 52

3.2.40 CopyGWorld as Variant

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: No, Linux: No. **Function:** Creates a GWorld with a copy of the picture data.

Example:

```
// get a PictureMBS object somewhere
dim pic as Picture = LogoMBS(500)
dim p as Picturembs = new PictureMBS(pic)

// make a gworld from it.
dim g as GWorldMBS = p.CopyGWorld

// for debugging show content
Backdrop = g.CopyPicture

// Export to TIFF with Quicktime Graphics Exporter
dim q as new QTGraphicsExporterMBS

q.OpenExporter("TIFF")
q.InputGWorldHandle = g.Handle
q.CompressionQuality = & h400
q.OutputFile = SpecialFolder.Desktop.Child("test.tif")

if q.Export>0 then
  MsgBox "OK"
end if
```

Notes: Works with 8 bit gray and with RGB data.

3.2.41 CopyMask as picture

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies the alpha channel into a mask picture.

Notes:

Be aware that PictureMBS objects can have more pixels than picture objects can store, so this will not always work.

Returns nil on any error (e.g. out of memory).

Works for all pictures with alpha channel.

See also:

- 3.2.42 CopyMask(x as Integer, y as Integer, w as Integer, h as Integer) as picture

3.2.42 CopyMask(x as Integer, y as Integer, w as Integer, h as Integer) as picture

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies the given area of the alpha channel into a mask picture.

Notes:

Be aware that PictureMBS objects can have more pixels than picture objects can store, so this will not always work.

Returns nil on any error (e.g. out of memory).

Works for all pictures with alpha channel.

See also:

- 3.2.41 CopyMask as picture

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3.2.43 CopyPicture as picture

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies the RGB channels or the gray channel into a picture.

Example:

```
// get some picture
dim logo as Picture = LogoMBS(500)

// create PictureMBS
dim rgb as new PictureMBS(logo)

// Create a gray picture and copy RGB to gray
dim g as new PictureMBS(500, 500, PictureMBS.ImageFormatG)
call g.CopyPixels(rgb)

// Create CMYK and fill cyan channel with grayscale image
dim cmyk as new PictureMBS(500, 500, PictureMBS.ImageFormatCMYK)
call cmyk.MagentaChannel.CopyPixels(g)

// display it
Backdrop = cmyk.CopyPicture
```

Notes:

Be aware that PictureMBS objects can have more pixels than picture objects can store, so this will not always work.

Returns nil on any error (e.g. out of memory).

Works with Gray, RGB and CMYK pictures and supports alpha channel. For CMYK we have some simple conversion to RGB to give you a preview. For a real world application, use Color Conversion like our LCMS

plugin.
See also:

- 3.2.44 CopyPicture(x as Integer, y as Integer, w as Integer, h as Integer) as picture 57

3.2.44 CopyPicture(x as Integer, y as Integer, w as Integer, h as Integer) as picture

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies the RGB channels or the gray channel in the given area into a picture.

Notes:

Be aware that PictureMBS objects can have more pixels than picture objects can store, so this will not always work.

Returns nil on any error (e.g. out of memory).

Works with Gray, RGB and CMYK pictures and supports alpha channel. For CMYK we have some simple conversion to RGB to give you a preview. For a real world application, use Color Conversion like our LCMS plugin.

See also:

- 3.2.43 CopyPicture as picture 56

3.2.45 CopyPictureWithMask as picture

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies the picture with mask.

Notes:

Be aware that PictureMBS objects can have more pixels than picture objects can store, so this will not always work.

Returns nil on any error (e.g. out of memory).

Works with Gray, RGB and CMYK pictures and supports alpha channel. For CMYK we have some simple conversion to RGB to give you a preview. For a real world application, use Color Conversion like our LCMS plugin.

See also:

- 3.2.46 CopyPictureWithMask(x as Integer, y as Integer, w as Integer, h as Integer) as picture 58

3.2.46 CopyPictureWithMask(x as Integer, y as Integer, w as Integer, h as Integer) as picture

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies the picture with mask in the given area.

Notes:

Be aware that PictureMBS objects can have more pixels than picture objects can store, so this will not always work.

Returns nil on any error (e.g. out of memory).

Works with Gray, RGB and CMYK pictures and supports alpha channel. For CMYK we have some simple conversion to RGB to give you a preview. For a real world application, use Color Conversion like our LCMS plugin.

See also:

- 3.2.45 CopyPictureWithMask as picture

57

3.2.47 CopyPixels(source as PictureMBS) as boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies all pixels from the source picture to the current picture.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
// create new picture:
// can be any image format: ImageFormatRGB, ImageFormatG, ImageFormatBGR, etc.
dim d as new PictureMBS(l.Width, l.Height, PictureMBS.ImageFormatRGB)

if d.CopyPixels(p) then
Backdrop = d.CopyPicture
else
MsgBox "Failed."
end if
```

Notes:

This function is optimized for several image formats:

- Gray to Gray.
- RGB to Gray uses $R*0.3+G*0.59+B*0.11$.
- RGB to RGB.
- Gray to RGB fill red, green and blue with the same gray value.
- CMYK to CMYK
- CMYK to Gray, copies from black channel
- Gray to CMYK, copies to black channel

If an alpha channel exists in both images, it is copied.

See also:

- 3.2.48 CopyPixels(source as PictureMBS, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer) as boolean 59
- 3.2.49 CopyPixels(source as PictureMBS, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer) as boolean 60

3.2.48 CopyPixels(source as PictureMBS, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer) as boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from the source picture to the current picture.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
dim d as new PictureMBS(700, 700, PictureMBS.ImageFormatRGB)

if d.CopyPixels(p,100,100,500,500) then
Backdrop = d.CopyPicture
else
MsgBox "Failed."
end if
```

Notes:

DestWidth and DestHeight specify how many pixels are copied.
DestX/DestY specify the destination position in the current picture.

This function is optimized for several image formats:

- Gray to Gray.
- RGB to Gray uses $R*0.3+G*0.59+B*0.11$.
- RGB to RGB.
- Gray to RGB fill red, green and blue with the same gray value.
- CMYK to Gray, copies from black channel
- Gray to CMYK, copies to black channel

If an alpha channel exists in both images, it is copied.

See also:

- 3.2.47 CopyPixels(source as PictureMBS) as boolean 58
- 3.2.49 CopyPixels(source as PictureMBS, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer) as boolean 60

3.2.49 CopyPixels(source as PictureMBS, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer) as boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies pixels from the source picture to the current picture.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
dim d as new PictureMBS(700, 700, PictureMBS.ImageFormatRGB)

if d.CopyPixels(p,100,100,500,500,0,0) then
  Backdrop = d.CopyPicture
else
  MsgBox "Failed."
end if
```

Notes:

SourceX/SourceY is the position in the source picture.
 DestWidth/DestHeight specify how many pixels are copied.
 DestX/DestY specify the destination position in the current picture.

This function is optimized for several image formats:

- Gray to Gray.
- RGB to Gray uses $R*0.3+G*0.59+B*0.11$.
- RGB to RGB.
- Gray to RGB fill red, green and blue with the same gray value.
- CMYK to Gray, copies from black channel
- Gray to CMYK, copies to black channel

If an alpha channel exists in both images, it is copied.

See also:

- 3.2.47 CopyPixels(source as PictureMBS) as boolean 58
- 3.2.48 CopyPixels(source as PictureMBS, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer) as boolean 59

3.2.50 CreatePictureMBS(width as Integer, height as Integer, ImageFormat as Integer) as PictureMBS

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new PictureMBS object.

Notes:

Returns nil if no factory can create a valid picture.

First the Factory on the current ImageMBS object (self) is asked to create the picture.

Second the global Factory object is asked.

Third the normal PictureMBS constructor is used.

See also:

- 3.2.51 CreatePictureMBS(width as Integer, height as Integer, theImageFormat as Integer) as PictureMBS 61

3.2.51 CreatePictureMBS(width as Integer, height as Integer, theImageFormat as Integer) as PictureMBS

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new PictureMBS object.

Notes:

Returns nil if no factory can create a valid picture.

First the global factory object is asked to create the picture.

Second the normal PictureMBS constructor is used.

See also:

- 3.2.50 CreatePictureMBS(width as Integer, height as Integer, ImageFormat as Integer) as PictureMBS 60

3.2.52 CyanChannel as PictureMBS

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The cyan channel of a CMYK picture as a new PictureMBS object.

Notes:

Returns nil if this channel does not exist.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.53 DiffuseFilter(dest as PictureMBS, level as Integer) as PictureMBS

Plugin Version: 9.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies a diffuse filter to the image.

Notes:

if dest is nil, the picture factory is used to create a new picture.
 On success dest or the new picture is returned.
 If dest is not nil, it must match the size of the original picture.

Returns nil on any error.
 Level must be between 0 and min(width,height).

3.2.54 DitherFilter(dest as PictureMBS, matrix as Integer, levels as Integer) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies the dither filter to the picture.

Notes:

Use for the matrix parameter one of the Dither* constants.

if dest is nil, the picture factory is used to create a new picture.
 On success dest or the new picture is returned.
 If dest is not nil, it must match the size of the original picture.

Levels is a number between 2 and 256 and specifies how many color levels are in the final picture.

Returns nil on any error.

3.2.55 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, InvertMask as boolean=False)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

This method applies the pixel values from the Red, Green and Blue channel of the picture with calculating in the mask of the picture.

This is the calculation:

$$\begin{aligned} \text{Pixel.Red} &= (\text{Pixel.Red} * (255 - \text{Pixel.Mask}) + \text{PicturePixel.Red} * \text{PicturePixel.Mask}) / 255 \\ \text{Pixel.Green} &= (\text{Pixel.Green} * (255 - \text{Pixel.Mask}) + \text{PicturePixel.Green} * \text{PicturePixel.Mask}) / 255 \\ \text{Pixel.Blue} &= (\text{Pixel.Blue} * (255 - \text{Pixel.Mask}) + \text{PicturePixel.Blue} * \text{PicturePixel.Mask}) / 255 \end{aligned}$$

Works only if the PictureMBS has Red, Green and Blue channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.56 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer, InvertMask as boolean=False) 63
- 3.2.57 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, InvertMask as boolean=False) 63
- 3.2.58 DrawMaskedPictureApplyMaskRGB(pic as picture, InvertMask as boolean=False) 64

3.2.56 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer, InvertMask as boolean=False)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

This method applies the pixel values from the Red, Green and Blue channel of the picture with calculating in the mask of the picture.

This is the calculation:

Pixel.Red = (Pixel.Red * (255-Pixel.Mask) + PicturePixel.Red * PicturePixel.Mask) / 255

Pixel.Green = (Pixel.Green * (255-Pixel.Mask) + PicturePixel.Green * PicturePixel.Mask) / 255

Pixel.Blue = (Pixel.Blue * (255-Pixel.Mask) + PicturePixel.Blue * PicturePixel.Mask) / 255

Works only if the PictureMBS has Red, Green, Blue and Alpha channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.55 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, InvertMask as boolean=False) 62
- 3.2.57 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, InvertMask as boolean=False) 63
- 3.2.58 DrawMaskedPictureApplyMaskRGB(pic as picture, InvertMask as boolean=False) 64

3.2.57 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, InvertMask as boolean=False)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

This method applies the pixel values from the Red, Green and Blue channel of the picture with calculating in the mask of the picture.

This is the calculation:

$$\begin{aligned} \text{Pixel.Red} &= (\text{Pixel.Red} * (255 - \text{Pixel.Mask}) + \text{PicturePixel.Red} * \text{PicturePixel.Mask}) / 255 \\ \text{Pixel.Green} &= (\text{Pixel.Green} * (255 - \text{Pixel.Mask}) + \text{PicturePixel.Green} * \text{PicturePixel.Mask}) / 255 \\ \text{Pixel.Blue} &= (\text{Pixel.Blue} * (255 - \text{Pixel.Mask}) + \text{PicturePixel.Blue} * \text{PicturePixel.Mask}) / 255 \end{aligned}$$

Works only if the PictureMBS has Red, Green, Blue and Alpha channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.55 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, InvertMask as boolean=False) 62
- 3.2.56 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer, InvertMask as boolean=False) 63
- 3.2.58 DrawMaskedPictureApplyMaskRGB(pic as picture, InvertMask as boolean=False) 64

3.2.58 DrawMaskedPictureApplyMaskRGB(pic as picture, InvertMask as boolean=False)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

This method applies the pixel values from the Red, Green and Blue channel of the picture with calculating in the mask of the picture.

This is the calculation:

$$\begin{aligned} \text{Pixel.Red} &= (\text{Pixel.Red} * (255 - \text{Pixel.Mask}) + \text{PicturePixel.Red} * \text{PicturePixel.Mask}) / 255 \\ \text{Pixel.Green} &= (\text{Pixel.Green} * (255 - \text{Pixel.Mask}) + \text{PicturePixel.Green} * \text{PicturePixel.Mask}) / 255 \\ \text{Pixel.Blue} &= (\text{Pixel.Blue} * (255 - \text{Pixel.Mask}) + \text{PicturePixel.Blue} * \text{PicturePixel.Mask}) / 255 \end{aligned}$$

Works only if the PictureMBS has Red, Green, Blue and Alpha channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.55 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, InvertMask as boolean=False) 62
- 3.2.56 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer, InvertMask as boolean=False) 63

- 3.2.57 DrawMaskedPictureApplyMaskRGB(pic as picture, DestX as Integer, DestY as Integer, InvertMask as boolean=False) 63

3.2.59 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, InvertMask as boolean=False)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

This method copies the pixel values from the Red, Green and Blue channel of the picture and the pixel value of the picture's mask to the PictureMBS replacing old values.

This is the calculation:

Pixel.Red = PicturePixel.Red

Pixel.Green = PicturePixel.Green

Pixel.Blue = PicturePixel.Blue

Pixel.Alpha = PicturePixel.Mask

Works only if the PictureMBS has Red, Green, Blue and Alpha channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.60 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer, InvertMask as boolean=False) 65
- 3.2.61 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, InvertMask as boolean=False) 66
- 3.2.62 DrawMaskedPictureRGB(pic as picture, InvertMask as boolean=False) 67

3.2.60 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer, InvertMask as boolean=False)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

This method copies the pixel values from the Red, Green and Blue channel of the picture and the pixel value of the picture's mask to the PictureMBS replacing old values.

This is the calculation:

```
Pixel.Red = PicturePixel.Red
Pixel.Green = PicturePixel.Green
Pixel.Blue = PicturePixel.Blue
Pixel.Alpha = PicturePixel.Mask
```

Works only if the PictureMBS has Red, Green and Blue channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.59 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, InvertMask as boolean=False) 65
- 3.2.61 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, InvertMask as boolean=False) 66
- 3.2.62 DrawMaskedPictureRGB(pic as picture, InvertMask as boolean=False) 67

3.2.61 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, InvertMask as boolean=False)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

This method copies the pixel values from the Red, Green and Blue channel of the picture and the pixel value of the picture's mask to the PictureMBS replacing old values.

This is the calculation:

```
Pixel.Red = PicturePixel.Red
Pixel.Green = PicturePixel.Green
Pixel.Blue = PicturePixel.Blue
Pixel.Alpha = PicturePixel.Mask
```

Works only if the PictureMBS has Red, Green, Blue and Alpha channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.59 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, InvertMask as boolean=False) 65
- 3.2.60 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer, InvertMask as boolean=False) 65
- 3.2.62 DrawMaskedPictureRGB(pic as picture, InvertMask as boolean=False) 67

3.2.62 DrawMaskedPictureRGB(pic as picture, InvertMask as boolean=False)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

This method copies the pixel values from the Red, Green and Blue channel of the picture and the pixel value of the picture's mask to the PictureMBS replacing old values.

This is the calculation:

Pixel.Red = PicturePixel.Red

Pixel.Green = PicturePixel.Green

Pixel.Blue = PicturePixel.Blue

Pixel.Alpha = PicturePixel.Mask

Works only if the PictureMBS has Red, Green, Blue and Alpha channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.59 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, InvertMask as boolean=False) 65
- 3.2.60 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer, InvertMask as boolean=False) 65
- 3.2.61 DrawMaskedPictureRGB(pic as picture, DestX as Integer, DestY as Integer, InvertMask as boolean=False) 66

3.2.63 DrawPictureBlueToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws the blue channel of a picture object into the gray channel of this picture.

Notes:

If you want to copy the blue channel of the picture into the blue channel of the PictureMBS, then first get a PictureMBS object for the blue channel and use this method on this object.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.64 DrawPictureBlueToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer) 68

3.2.64 DrawPictureBlueToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws the blue channel of a picture object into the gray channel of this picture.

Notes:

If you want to copy the blue channel of the picture into the blue channel of the PictureMBS, then first get a PictureMBS object for the blue channel and use this method on this object.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.63 DrawPictureBlueToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer) 67

3.2.65 DrawPictureGreenToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws the green channel of a picture object into the gray channel of this picture.

Notes:

If you want to copy the green channel of the picture into the green channel of the PictureMBS, then first get a PictureMBS object for the green channel and use this method on this object.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.66 DrawPictureGreenToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer) 68

3.2.66 DrawPictureGreenToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws the green channel of a picture object into the gray channel of this picture.

Notes:

If you want to copy the green channel of the picture into the green channel of the PictureMBS, then first get a PictureMBS object for the green channel and use this method on this object.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.65 DrawPictureGreenToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer) 68

3.2.67 DrawPictureRedToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws the red channel of a picture object into the gray channel of this picture.

Notes:

If you want to copy the red channel of the picture into the red channel of the PictureMBS, then first get a PictureMBS object for the red channel and use this method on this object.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.68 DrawPictureRedToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer) 69

3.2.68 DrawPictureRedToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws the red channel of a picture object into the gray channel of this picture.

Notes:

If you want to copy the red channel of the picture into the red channel of the PictureMBS, then first get a PictureMBS object for the red channel and use this method on this object.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

See also:

- 3.2.67 DrawPictureRedToGrayChannel(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer) 69

3.2.69 DrawPictureRGB(pic as picture)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

Works only if the PictureMBS has Red, Green and Blue channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

This is the calculation:

Pixel.Red = PicturePixel.Red

Pixel.Green = PicturePixel.Green

Pixel.Blue = PicturePixel.Blue

This method does ignore a mask in the given picture and does not change set the alpha channel.

See also:

- 3.2.70 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer) 70
- 3.2.71 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer) 70
- 3.2.72 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer) 71

3.2.70 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer)

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

Works only if the PictureMBS has Red, Green and Blue channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

This is the calculation:

Pixel.Red = PicturePixel.Red

Pixel.Green = PicturePixel.Green

Pixel.Blue = PicturePixel.Blue

This method does ignore a mask in the given picture and does not change set the alpha channel.

See also:

- 3.2.69 DrawPictureRGB(pic as picture) 69
- 3.2.71 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer) 70
- 3.2.72 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer) 71

3.2.71 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

Works only if the PictureMBS has Red, Green and Blue channels.

If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

This is the calculation:

```
Pixel.Red = PicturePixel.Red
Pixel.Green = PicturePixel.Green
Pixel.Blue = PicturePixel.Blue
```

This method does ignore a mask in the given picture and does not change set the alpha channel.
See also:

- 3.2.69 DrawPictureRGB(pic as picture) 69
- 3.2.70 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer) 70
- 3.2.72 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer) 71

3.2.72 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer, SourceX as Integer, SourceY as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Draws a picture into this PictureMBS object.

Notes:

Works only if the PictureMBS has Red, Green and Blue channels.
If you want to copy Pixels from a PictureMBS to a PictureMBS, use CopyPixels.

This is the calculation:

```
Pixel.Red = PicturePixel.Red
Pixel.Green = PicturePixel.Green
Pixel.Blue = PicturePixel.Blue
```

This method does ignore a mask in the given picture and does not change set the alpha channel.
See also:

- 3.2.69 DrawPictureRGB(pic as picture) 69
- 3.2.70 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer) 70
- 3.2.71 DrawPictureRGB(pic as picture, DestX as Integer, DestY as Integer, DestWidth as Integer, DestHeight as Integer) 70

3.2.73 EngraveFilter(dest as PictureMBS, level as Integer) as PictureMBS

Plugin Version: 9.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies an engrave filter to the image.

Notes:

if dest is nil, the picture factory is used to create a new picture.
 On success dest or the new picture is returned.
 If dest is not nil, it must match the size of the original picture.

Level must be between 0 and min(width,height).

Returns nil on any error.

3.2.74 FillRect(value as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRect(200)
window1.Backdrop = p.CopyPicture
```

Notes:

All channels are filled with the given value.
 The range of value is 0 to 255.
 Works with Gray, RGB and CMYK pictures and supports alpha channel.
 See also:

- 3.2.75 FillRect(x as Integer, y as Integer, width as Integer, height as Integer, value as Integer) 72

3.2.75 FillRect(x as Integer, y as Integer, width as Integer, height as Integer, value as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the given area of the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRect(10, 10, 20, 20, 200)
window1.Backdrop = p.CopyPicture
```

Notes:

All channels are filled with the given value.

The range of value is 0 to 255.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.74 FillRect(value as Integer)

72

3.2.76 FillRectApply(FillColor as color, alpha as Integer) as boolean

Plugin Version: 12.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the picture with the given color with using alpha.

Example:

```
dim p as new PictureMBS(300, 300, PictureMBS.ImageFormatRGB)
```

```
p.FillRectRGB & cFF0000
```

```
call p.FillRectApply 0, 0, 50, 100, & c00FF00, 0
```

```
call p.FillRectApply 50, 0, 50, 100, & c00FF00, 255*1/5
```

```
call p.FillRectApply 100, 0, 50, 100, & c00FF00, 255*2/5
```

```
call p.FillRectApply 150, 0, 50, 100, & c00FF00, 255*3/5
```

```
call p.FillRectApply 200, 0, 50, 100, & c00FF00, 255*4/5
```

```
call p.FillRectApply 250, 0, 50, 100, & c00FF00, 255*5/5
```

```
Backdrop = p.CopyPicture
```

Notes:

Works with gray and RGB pictures.

The range of value is 0 to 255.

The alpha channel is ignored of the picture.

This function combines the RGB/Gray channels with the new fill color and the alpha value.

See also:

- 3.2.77 FillRectApply(red as Integer, green as Integer, blue as Integer, alpha as Integer) as boolean 74

- 3.2.78 FillRectApply(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) as boolean 74

- 3.2.79 FillRectApply(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) as boolean 74

3.2.77 **FillRectApply(red as Integer, green as Integer, blue as Integer, alpha as Integer) as boolean**

Plugin Version: 12.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the picture with the given color with using alpha.

Notes:

Works with gray and RGB pictures.

The range of value is 0 to 255.

The alpha channel is ignored of the picture.

This function combines the RGB/Gray channels with the new fill color and the alpha value.

See also:

- 3.2.76 **FillRectApply(FillColor as color, alpha as Integer) as boolean** 73
- 3.2.78 **FillRectApply(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) as boolean** 74
- 3.2.79 **FillRectApply(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) as boolean** 74

3.2.78 **FillRectApply(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) as boolean**

Plugin Version: 12.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the picture with the given color with using alpha.

Notes:

Works with gray and RGB pictures.

The range of value is 0 to 255.

The alpha channel is ignored of the picture.

This function combines the RGB/Gray channels with the new fill color and the alpha value.

See also:

- 3.2.76 **FillRectApply(FillColor as color, alpha as Integer) as boolean** 73
- 3.2.77 **FillRectApply(red as Integer, green as Integer, blue as Integer, alpha as Integer) as boolean** 74
- 3.2.79 **FillRectApply(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) as boolean** 74

3.2.79 **FillRectApply(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) as boolean**

Plugin Version: 12.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the picture with the given color with using alpha.

Notes:

Works with gray and RGB pictures.

The range of value is 0 to 255.

The alpha channel is ignored of the picture.

This function combines the RGB/Gray channels with the new fill color and the alpha value.

See also:

- 3.2.76 FillRectApply(FillColor as color, alpha as Integer) as boolean 73
- 3.2.77 FillRectApply(red as Integer, green as Integer, blue as Integer, alpha as Integer) as boolean 74
- 3.2.78 FillRectApply(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) as boolean 74

3.2.80 FillRectRandom

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the pixels with random values.

Example:

```
dim p as new PictureMBS(1000,1000, PictureMBS.imageFormatRGB)
```

```
p.FillRectRandom
```

Notes: Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.81 FillRectRandom(x as Integer, y as Integer, width as Integer, height as Integer) 75

3.2.81 FillRectRandom(x as Integer, y as Integer, width as Integer, height as Integer)

Plugin Version: 10.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the pixels with random values.

Example:

```
dim p as new PictureMBS(1000,1000, PictureMBS.imageFormatRGB)
```

```
p.FillRectRandom(0,0,100,100)
```

```
Backdrop = p.CopyPicture
```

Notes: Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.80 FillRectRandom 75

3.2.82 FillRectRGB(FillColor as color)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRectRGB(& cFF0000)
window1.Backdrop = p.CopyPicture
```

Notes: Works only if the picture has RGB channels.

See also:

- 3.2.83 FillRectRGB(FillColor as color, alpha as Integer) 76
- 3.2.84 FillRectRGB(red as Integer, green as Integer, blue as Integer) 77
- 3.2.85 FillRectRGB(red as Integer, green as Integer, blue as Integer, alpha as Integer) 78
- 3.2.86 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color) 78
- 3.2.87 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) 79
- 3.2.88 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer) 80
- 3.2.89 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) 81

3.2.83 FillRectRGB(FillColor as color, alpha as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRectRGB(& cFF0000, 0)
window1.Backdrop = p.CopyPicture
```

Notes:

Works only if the picture has RGB channels.

Alpha is ignored if the picture does not have an alpha channel.

The range of alpha is 0 to 255.

See also:

- 3.2.82 FillRectRGB(FillColor as color) 76
- 3.2.84 FillRectRGB(red as Integer, green as Integer, blue as Integer) 77
- 3.2.85 FillRectRGB(red as Integer, green as Integer, blue as Integer, alpha as Integer) 78
- 3.2.86 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color) 78
- 3.2.87 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) 79
- 3.2.88 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer) 80
- 3.2.89 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) 81

3.2.84 FillRectRGB(red as Integer, green as Integer, blue as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRectRGB(255, 0, 0)
window1.Backdrop = p.CopyPicture
```

Notes:

Works only if the picture has RGB channels.

The ranges of red, green and blue are 0 to 255.

See also:

- 3.2.82 FillRectRGB(FillColor as color) 76
- 3.2.83 FillRectRGB(FillColor as color, alpha as Integer) 76
- 3.2.85 FillRectRGB(red as Integer, green as Integer, blue as Integer, alpha as Integer) 78
- 3.2.86 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color) 78
- 3.2.87 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) 79

- 3.2.88 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer) 80
- 3.2.89 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) 81

3.2.85 FillRectRGB(red as Integer, green as Integer, blue as Integer, alpha as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRectRGB(255, 0, 0, 0)
window1.Backdrop = p.CopyPicture
```

Notes:

Works only if the picture has RGB channels.
Alpha is ignored if the picture does not have an alpha channel.
The ranges of alpha, red, green and blue are 0 to 255.
See also:

- 3.2.82 FillRectRGB(FillColor as color) 76
- 3.2.83 FillRectRGB(FillColor as color, alpha as Integer) 76
- 3.2.84 FillRectRGB(red as Integer, green as Integer, blue as Integer) 77
- 3.2.86 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color) 78
- 3.2.87 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) 79
- 3.2.88 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer) 80
- 3.2.89 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) 81

3.2.86 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the given area of the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRectRGB(10,10,20,20,& cFF0000)
window1.Backdrop = p.CopyPicture
```

Notes: Works only if the picture has RGB channels.
See also:

- 3.2.82 FillRectRGB(FillColor as color) 76
- 3.2.83 FillRectRGB(FillColor as color, alpha as Integer) 76
- 3.2.84 FillRectRGB(red as Integer, green as Integer, blue as Integer) 77
- 3.2.85 FillRectRGB(red as Integer, green as Integer, blue as Integer, alpha as Integer) 78
- 3.2.87 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) 79
- 3.2.88 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer) 80
- 3.2.89 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) 81

3.2.87 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the given area of the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRectRGB(10,10,20,20,& cFF0000, 0)
window1.Backdrop = p.CopyPicture
```

Notes:

Works only if the picture has RGB channels.
Alpha is ignored if the picture does not have an alpha channel.
The range of alpha is 0 to 255.
See also:

- 3.2.82 FillRectRGB(FillColor as color) 76

- 3.2.83 FillRectRGB(FillColor as color, alpha as Integer) 76
- 3.2.84 FillRectRGB(red as Integer, green as Integer, blue as Integer) 77
- 3.2.85 FillRectRGB(red as Integer, green as Integer, blue as Integer, alpha as Integer) 78
- 3.2.86 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color) 78
- 3.2.88 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer) 80
- 3.2.89 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) 81

3.2.88 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the given area of the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRectRGB(10,10,20,20, 255, 0, 0)
window1.Backdrop = p.CopyPicture
```

Notes:

Works only if the picture has RGB channels.
The ranges of red, green and blue are 0 to 255.
See also:

- 3.2.82 FillRectRGB(FillColor as color) 76
- 3.2.83 FillRectRGB(FillColor as color, alpha as Integer) 76
- 3.2.84 FillRectRGB(red as Integer, green as Integer, blue as Integer) 77
- 3.2.85 FillRectRGB(red as Integer, green as Integer, blue as Integer, alpha as Integer) 78
- 3.2.86 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color) 78
- 3.2.87 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) 79
- 3.2.89 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer) 81

3.2.89 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer, alpha as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Fills the given area of the picture with the given color.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.FillRectRGB(10, 10, 20, 20, 255, 0, 0, 0)
window1.Backdrop = p.CopyPicture
```

Notes:

Works only if the picture has RGB channels.

Alpha is ignored if the picture does not have an alpha channel.

See also:

- 3.2.82 FillRectRGB(FillColor as color) 76
- 3.2.83 FillRectRGB(FillColor as color, alpha as Integer) 76
- 3.2.84 FillRectRGB(red as Integer, green as Integer, blue as Integer) 77
- 3.2.85 FillRectRGB(red as Integer, green as Integer, blue as Integer, alpha as Integer) 78
- 3.2.86 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color) 78
- 3.2.87 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, FillColor as color, alpha as Integer) 79
- 3.2.88 FillRectRGB(x as Integer, y as Integer, width as Integer, height as Integer, red as Integer, green as Integer, blue as Integer) 80

3.2.90 GainFilter(dest as PictureMBS, gain as Double, bias as Double) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies the gain filter to the picture.

Notes:

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Returns nil on any error.

3.2.91 GammaFilter(dest as PictureMBS, gamma as Double) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Changes the gamma value of the picture.

Notes:

If dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Returns nil on any error.

See also:

- 3.2.92 GammaFilter(dest as PictureMBS, gamma as Double, alphaGamma as Double) as PictureMBS 82
- 3.2.93 GammaFilter(dest as PictureMBS, redGamma as Double, greenGamma as Double, blueGamma as Double) as PictureMBS 83
- 3.2.94 GammaFilter(dest as PictureMBS, redGamma as Double, greenGamma as Double, blueGamma as Double, alphaGamma as Double) as PictureMBS 83

3.2.92 GammaFilter(dest as PictureMBS, gamma as Double, alphaGamma as Double) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Changes the gamma value of the picture.

Notes:

If dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

If the picture has no alpha channel, the alpha parameter is ignored.

Returns nil on any error.

See also:

- 3.2.91 GammaFilter(dest as PictureMBS, gamma as Double) as PictureMBS 82
- 3.2.93 GammaFilter(dest as PictureMBS, redGamma as Double, greenGamma as Double, blueGamma as Double) as PictureMBS 83
- 3.2.94 GammaFilter(dest as PictureMBS, redGamma as Double, greenGamma as Double, blueGamma as Double, alphaGamma as Double) as PictureMBS 83

3.2.93 GammaFilter(dest as PictureMBS, redGamma as Double, greenGamma as Double, blueGamma as Double) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Changes the gamma value of the picture.

Notes:

If dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

For grayscale pictures the gray color is calculated from red, green and blue value.

Returns nil on any error.

See also:

- 3.2.91 GammaFilter(dest as PictureMBS, gamma as Double) as PictureMBS 82
- 3.2.92 GammaFilter(dest as PictureMBS, gamma as Double, alphaGamma as Double) as PictureMBS 82
- 3.2.94 GammaFilter(dest as PictureMBS, redGamma as Double, greenGamma as Double, blueGamma as Double, alphaGamma as Double) as PictureMBS 83

3.2.94 GammaFilter(dest as PictureMBS, redGamma as Double, greenGamma as Double, blueGamma as Double, alphaGamma as Double) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Changes the gamma value of the picture.

Notes:

If dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

For grayscale pictures the gray color is calculated from red, green and blue value.

If the picture has no alpha channel, the alpha parameter is ignored.

Returns nil on any error.

See also:

- 3.2.91 GammaFilter(dest as PictureMBS, gamma as Double) as PictureMBS 82
- 3.2.92 GammaFilter(dest as PictureMBS, gamma as Double, alphaGamma as Double) as PictureMBS 82

- 3.2.93 GammaFilter(dest as PictureMBS, redGamma as Double, greenGamma as Double, blueGamma as Double) as PictureMBS 83

3.2.95 GrayChannel as PictureMBS

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The gray channel as a new PictureMBS object.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
dim r as PictureMBS = p.GrayChannel
r.fillrect(100) // fill only gray channel
```

Notes:

Returns nil if this channel does not exist.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.96 GreenChannel as PictureMBS

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The green channel as a new PictureMBS object.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
dim r as PictureMBS = p.GreenChannel
r.fillrect(100) // fill only green channel
```

Notes:

Returns nil if this channel does not exist.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.97 HMirror

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Mirrors the image content horizontally (flip).

Example:

```
// get some picture
dim l as Picture = LogoMBS(500)
// create new image
dim p as new PictureMBS(l)
// mirror
p.HMirror
// show in window
window1.Backdrop = p.CopyPicture
```

Notes: Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.98 Invert

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Inverts the image data.

Notes: Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.99 Invert(x as Integer, y as Integer, w as Integer, h as Integer)

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3.2.99 Invert(x as Integer, y as Integer, w as Integer, h as Integer)

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Inverts the image data in the given area.

Notes: Works with Gray, RGB and CMYK pictures and supports alpha channel.

See also:

- 3.2.98 Invert

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3.2.100 MagentaChannel as PictureMBS

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The magenta channel of a CMYK picture as a new PictureMBS object.

Notes:

Returns nil if this channel does not exist.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.101 MapInRows(FirstRow as Integer, LastRow as Integer) as boolean

Plugin Version: 17.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Maps in given row range.

Notes:

This function does nothing if given rows are already mapped in.

Fails if range is invalid, image is invalid or mapping is not possible.
Returns true if not a mapped image.

Will resize memory buffer size to be big enough for those rows.

3.2.102 MirroredView as PictureMBS

Plugin Version: 10.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new PictureMBS object which draws into the existing one, but has all rows vertically mirrored.

Notes: So if the new picture draws into the first row, the change will be in the last row of the original picture.

3.2.103 NeonFilter(dest as PictureMBS) as PictureMBS

Plugin Version: 9.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies a neon filter to the image.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p = p.NeonFilter(nil)
window1.Backdrop = p.CopyPicture
```

Notes:

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Returns nil on any error.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.104 OilFilter(dest as PictureMBS, levels as Integer, range as Integer) as PictureMBS

Plugin Version: 9.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies a oil filter to the image.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p = p.OilFilter(nil,5,5)
window1.Backdrop = p.CopyPicture
```

Notes:

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Levels must be between 0 and 256.

Range must be between 0 and min(width,height).

Returns nil on any error.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.105 RawRow(index as Integer) as memoryblock

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Returns a memoryblock with the data of this row.

Example:

```
// create new image
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
// copy row
dim m as MemoryBlock = p.RawRow(10)
// modify directly
m.FillBytesMBS(10,100,200)
// show in window
window1.Backdrop = p.CopyPicture
```

Notes:

This memoryblock is pointing to the original data, so any modification is applied to the picture.

Returns nil on any error.

May raise `OutOfBoundsException` for invalid index.

For pictures using virtual memory, this memoryblock can become invalid for the next call to any `PictureMBS` method!

3.2.106 RawRowPtr(index as Integer) as Ptr

Plugin Version: 17.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Returns a `Ptr` pointing to the data of this row.

Notes:

This `ptr` is pointing to the original data, so any modification is applied to the picture.

Returns nil on any error.

May raise `OutOfBoundsException` for invalid index.

For pictures using virtual memory, this `ptr` can become invalid for the next call to any `PictureMBS` method!

3.2.107 RedChannel as PictureMBS

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The red channel as a new PictureMBS object.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
dim r as PictureMBS = p.RedChannel
r.fillrect(100) // fill only red channel
```

Notes:

Returns nil if this channel does not exist.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.108 RGBChannels as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The RGB channels as a new PictureMBS object.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGBA)
dim r as PictureMBS = p.RGBChannels
r.fillrect(100) // fill only color channels
```

Notes:

Returns nil if the image is not a RGB picture.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the RGB pixels directly without modifying an alpha channel

The resulting PictureMBS object is a RGB picture.

3.2.109 RGBToGray(mode as Integer = 0) as boolean

Plugin Version: 15.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Turns picture into grayscale.

Notes:

Only for RGB pictures and picture stays RGB, but all channels have same color.

Returns true on success and false on failure.

Modes:

0	$y = 0.33 * R + 0.5 * G + 0.16 * B$	Faster version of 3
1	$y = 0.375 * R + 0.5 * G + 0.125 * B$	Faster version of 3
2	$y = 0.2126 * R + 0.7152 * G + 0.0722 * B$	Photometric/digital ITU-R
3	$y = 0.299 * R + 0.587 * G + 0.114 * B$	Digital CCIR601
4	$y = 0.300 * R + 0.588 * G + 0.112 * B$	Faster version of 3

Mode 2 and 3 uses doubles and mode 0, 4 and 1 use integers so they should be faster. Still Mode 0 and 1 are just approximation formulas which trade accuracy for performance.

e.g. a red pixel (FF0000) will turn to 555555 in Mode 0, 5F5F5F in Mode 1, 363636 in Mode 2 and 4C4C4C in Mode 3 and 4.

3.2.110 Rotate(angle as Double, Red as Integer = 0, Green as Integer = 0, Blue as Integer = 0, Alpha as Integer = 0, Gray as Integer = 0, Cyan as Integer = 0, Magenta as Integer = 0, Yellow as Integer = 0, Black as Integer = 0) as PictureMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Rotates the picture by the given degree.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p = p.Rotate(30, 255, 255, 255, 255, 255)
window1.Backdrop = p.CopyPicture
```

Notes:

With Red, Blue, Green, Alpha and Gray specify the color of the fill color.

If dest is nil, the PictureFactoryMBS object (local on self or global) is used to create the new picture. Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.111 Rotate180

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Rotates the picture by 180 degree.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p.Rotate180
window1.Backdrop = p.CopyPicture
```

Notes:

Same as HMirror and VMirror together.

There are two Rotate180 methods. One makes a copy and one not. This one does not make a copy.

Works with Gray, RGB and CMYK pictures and supports alpha channel.
See also:

- 3.2.112 Rotate180(dest as PictureMBS=nil) as PictureMBS

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3.2.112 Rotate180(dest as PictureMBS=nil) as PictureMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Rotates the picture by 180 degree.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p = p.Rotate180
window1.Backdrop = p.CopyPicture
```

Notes:

If dest is nil, the PictureFactoryMBS object (local on self or global) is used to create the new picture.

Same as HMirror and VMirror together.

There are two Rotate180 methods. One makes a copy and one not. This one does make a copy.

Works with Gray, RGB and CMYK pictures and supports alpha channel.
See also:

- 3.2.111 Rotate180

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3.2.113 Rotate270(dest as PictureMBS=nil) as PictureMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Rotates the picture by 270 degree.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p = p.Rotate270
window1.Backdrop = p.CopyPicture
```

Notes:

If dest is nil, the PictureFactoryMBS object (local on self or global) is used to create the new picture. Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.114 Rotate270slow(dest as PictureMBS=nil) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Rotates the picture by 270 degree.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p = p.Rotate270slow
window1.Backdrop = p.CopyPicture
```

Notes:

If dest is nil, the PictureFactoryMBS object (local on self or global) is used to create the new picture. Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.115 Rotate90(dest as PictureMBS=nil) as PictureMBS

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Rotates the picture by 90 degree.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p = p.Rotate90
window1.Backdrop = p.CopyPicture
```

Notes:

If dest is nil, the PictureFactoryMBS object (local on self or global) is used to create the new picture. Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.116 Rotate90slow(dest as PictureMBS=nil) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Rotates the picture by 90 degree.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
p = p.Rotate90slow
window1.Backdrop = p.CopyPicture
```

Notes:

If dest is nil, the PictureFactoryMBS object (local on self or global) is used to create the new picture. Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.117 Scale(source as PictureMBS, temp as PictureMBS, mode as Integer, width as Integer, height as Integer) as boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Scales the picture to the given size.

Notes:

The final image is stored in the PictureMBS object you call this method on.
On low memory this function can fail or the image may look bad. (e.g. all black)

The size of the temporary picture must have the size of the destination width and the source height. Use ImageFormatScaling when you create the temp image to give it the correct size.

For scaling with the same size as the picture already has, the scaling is still performed.

Returns true on success and false on any error. (e.g. width=0)

Use the constants for the mod:

ScaleTriangle	triangle
ScaleBox	box, nearest neighbor
ScaleLanczos3	lanczos 3
ScaleLanczos8	lanczos 8
ScaleMitchell	mitchell
ScalePoly3	poly 3
ScaleCubic	cubic

This function is optimized for several image formats:

- Gray to Gray.
- RGB to Gray uses $R*0.3+G*0.59+B*0.11$.
- RGB to RGB.
- Gray to RGB fill red, green and blue with the same gray value.

If an alpha channel exists in both images, it is copied.

3.2.118 ScaleFast(source as PictureMBS, width as Integer, height as Integer) as boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Scales the picture to the new size fast.

Notes:

The final image is stored in the PictureMBS object you call this method on.
Returns true on success and false on failure.

This is a low quality algorithm, but it is fast.

This function is optimized for several image formats:

- Gray to Gray.
- RGB to Gray uses $R*0.3+G*0.59+B*0.11$.
- RGB to RGB.
- Gray to RGB fill red, green and blue with the same gray value.

If an alpha channel exists in both images, it is copied.

3.2.119 ScaleMT(threads as Integer, source as PictureMBS, temp as PictureMBS, mode as Integer, width as Integer, height as Integer) as boolean

Plugin Version: 11.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The multithreaded variant of Scale function.

Notes:

Same as Scale, but with additional multithreading.

Must be called inside a Xojo (Real Studio) thread so time yields to main thread and you can keep the GUI running.

Work is split into several threads for greater speed.

Threads parameter specifies how many threads you want to use:

A negative value disables threading, zero will use one thread for each CPU core and a positive number specifies the thread count.

If one of the pictures used has IsMapping = true, the plugin calls Scale() function.

3.2.120 SolarizeFilter(dest as PictureMBS) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies the solarize filter to the picture.

Example:

```
// get some picture
dim l as Picture = LogoMBS(500)
// create new image
dim p as new PictureMBS(l)
// add filter
p = p.SolarizeFilter(nil)
// show in window
window1.Backdrop = p.CopyPicture
```

Notes:

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Returns nil on any error.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.121 StampFilter(dest as PictureMBS, radius as Double, threshold as Double, softness as Double, Black as Color, White as Color) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Applies the stamp filter to the picture.

Notes:

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Returns nil on any error.

Works with Gray and RGB pictures and supports alpha channel.

3.2.122 TransferFilter(dest as PictureMBS, gray() as Integer) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Transfers a picture to another picture by looking up each pixel value in the given array.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)

dim gray(256) as Integer

for i as Integer = 0 to 255
gray(i)=255-i // invert
next

// inverts the picture
dim d as PictureMBS = p.TransferFilter(nil,gray)

Backdrop = d.CopyPicture
```

Notes:

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

The array for gray must have 256 entries starting with index 0.

For RGB pictures the gray array is used for all three channels.

Returns nil on any error.

See also:

- 3.2.123 TransferFilter(dest as PictureMBS, gray() as Integer, alpha() as Integer) as PictureMBS 97
- 3.2.124 TransferFilter(dest as PictureMBS, red() as Integer, green() as Integer, blue() as Integer) as PictureMBS 97
- 3.2.125 TransferFilter(dest as PictureMBS, red() as Integer, green() as Integer, blue() as Integer, alpha() as Integer) as PictureMBS 98

3.2.123 TransferFilter(dest as PictureMBS, gray() as Integer, alpha() as Integer) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Transfers a picture to another picture by looking up each pixel value in the given arrays.

Notes:

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

The arrays for gray and alpha must have 256 entries starting with index 0.

For RGB pictures the gray array is used for all three channels.

If the picture has no alpha channel, the alpha parameter is ignored.

Returns nil on any error.

See also:

- 3.2.122 TransferFilter(dest as PictureMBS, gray() as Integer) as PictureMBS 96
- 3.2.124 TransferFilter(dest as PictureMBS, red() as Integer, green() as Integer, blue() as Integer) as PictureMBS 97
- 3.2.125 TransferFilter(dest as PictureMBS, red() as Integer, green() as Integer, blue() as Integer, alpha() as Integer) as PictureMBS 98

3.2.124 TransferFilter(dest as PictureMBS, red() as Integer, green() as Integer, blue() as Integer) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Transfers a picture to another picture by looking up each pixel value in the given arrays.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
```

```

dim red(256) as Integer
dim green(256) as Integer
dim blue(256) as Integer

for i as Integer = 0 to 255
red(i)=i
green(i)=i
blue(i)=255-i // invert blue
next

dim d as PictureMBS = p.TransferFilter(nil,red,green,blue)

Backdrop = d.CopyPicture

```

Notes:

if dest is nil, the picture factory is used to create a new picture.
On success dest or the new picture is returned.
If dest is not nil, it must match the size of the original picture.

The arrays for red, green and blue must have 256 entries starting with index 0.
For grayscale pictures the green array is used for the gray channel.

Returns nil on any error.
See also:

- 3.2.122 TransferFilter(dest as PictureMBS, gray() as Integer) as PictureMBS 96
- 3.2.123 TransferFilter(dest as PictureMBS, gray() as Integer, alpha() as Integer) as PictureMBS 97
- 3.2.125 TransferFilter(dest as PictureMBS, red() as Integer, green() as Integer, blue() as Integer, alpha() as Integer) as PictureMBS 98

3.2.125 TransferFilter(dest as PictureMBS, red() as Integer, green() as Integer, blue() as Integer, alpha() as Integer) as PictureMBS

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Transfers a picture to another picture by looking up each pixel value in the given arrays.

Notes:

if dest is nil, the picture factory is used to create a new picture.
On success dest or the new picture is returned.
If dest is not nil, it must match the size of the original picture.

The arrays for red, green, blue and alpha must have 256 entries starting with index 0. For grayscale pictures the green array is used for the gray channel. If the picture has no alpha channel, the alpha parameter is ignored.

Returns nil on any error.

See also:

- 3.2.122 TransferFilter(dest as PictureMBS, gray() as Integer) as PictureMBS 96
- 3.2.123 TransferFilter(dest as PictureMBS, gray() as Integer, alpha() as Integer) as PictureMBS 97
- 3.2.124 TransferFilter(dest as PictureMBS, red() as Integer, green() as Integer, blue() as Integer) as PictureMBS 97

3.2.126 UnsharpFilter(origpixels as PictureMBS, Amount as Double, Threshold as Integer) as boolean

Plugin Version: 9.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Runs the unsharp filter.

Notes:

You may want to run the BoxBlur filter first before using the unsharp filter.

if dest is nil, the picture factory is used to create a new picture.

On success dest or the new picture is returned.

If dest is not nil, it must match the size of the original picture.

Returns nil on any error.

Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.127 VMirror

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Mirrors the image content vertically.

Example:

```
// get some picture
dim l as Picture = LogoMBS(500)
// create new image
dim p as new PictureMBS(l)
// mirror
p.VMirror
// show in window
```

```
window1.Backdrop = p.CopyPicture
```

Notes: Works with Gray, RGB and CMYK pictures and supports alpha channel.

3.2.128 YellowChannel as PictureMBS

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The yellow channel of a CMYK picture as a new PictureMBS object.

Notes:

Returns nil if this channel does not exist.

No copy is made of the actual pixel data. Modifying the channel picture will modify the original picture.

Use this function to access the pixels of the channel directly.

The resulting PictureMBS object is a grayscale picture.

3.2.129 Properties

3.2.130 AlphaOffset as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal offset for pixels in the alpha channel.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGA)
MsgBox str(p.AlphaOffset)
```

Notes: (Read and Write property)

3.2.131 BitsPerComponent as Integer

Plugin Version: 14.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The number of bits per component.

Notes:

Value is 8 for most pictures except those with format ImageFormatGray16 which use 16.

(Read only property)

3.2.132 BlackOffset as Integer

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal offset for pixels in the black channel.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatCMYK)
MsgBox str(p.BlackOffset)
```

Notes: (Read only property)

3.2.133 BlueOffset as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal offset for pixels in the blue channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.BlueOffset)
```

Notes: (Read and Write property)

3.2.134 ChannelCount as Integer

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The number of channels in this picture.

Notes:

1 for gray, 2 for gray+alpha, 3 for RGB, 4 for RGB+alpha or CMYK and 5 for CMYK+alpha.
(Read only property)

3.2.135 CyanOffset as Integer

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal offset for pixels in the cyan channel.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatCMYK)
MsgBox str(p.CyanOffset)
```

Notes: (Read only property)

3.2.136 DebugPicture as Picture

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The picture content to view in the debugger.

Notes:

If DebugPictureEnabled is set to true in our code you can use the DebugPicture property to watch the picture content in the debugger. For speed reasons the size of the debug picture is limited to 512 by 512 pixels. (that could be increased)

(Read only property)

3.2.137 DebugPictureEnabled as Boolean

Plugin Version: 9.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether you want to use the DebugPicture property.

Notes:

If DebugPictureEnabled is set to true in our code you can use the DebugPicture property to watch the picture content in the debugger. For speed reasons the size of the debug picture is limited to 512 by 512 pixels. (that could be increased)

(Read and Write property)

3.2.138 Factory as PictureFactoryMBS

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The local factory to be used for pictures created in this picture.

Notes:

If one of the functions in this PictureMBS instance needs a new PictureMBS object, this factory is asked first.

(Read and Write property)

3.2.139 GrayOffset as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal offset for pixels in the gray channel.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatAG)
MsgBox str(p.GrayOffset)
```

Notes: (Read and Write property)

3.2.140 GreenOffset as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal offset for pixels in the green channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.GreenOffset)
```

Notes: (Read and Write property)

3.2.141 HasAlpha as Boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture has an alpha channel.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGA)
MsgBox str(p.HasAlpha)
```

Notes: (Read only property)

3.2.142 HasBlack as Boolean

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture has a blue channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.HasBlack)
```

Notes: (Read only property)

3.2.143 HasBlue as Boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture has a blue channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.HasBlue)
```

Notes: (Read only property)

3.2.144 HasCyan as Boolean

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture has a blue channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.HasCyan)
```

Notes: (Read only property)

3.2.145 HasGray as Boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture has a gray channel.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGA)
MsgBox str(p.HasGray)
```


Notes: (Read only property)

3.2.146 HasGreen as Boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture has a green channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.HasGreen)
```

Notes: (Read only property)

3.2.147 HasMagenta as Boolean

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture has a blue channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.HasMagenta)
```

Notes: (Read only property)

3.2.148 HasRed as Boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture has a channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.HasRed)
```

Notes: (Read only property)

3.2.149 HasYellow as Boolean

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture has a blue channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.HasYellow)
```

Notes: (Read only property)

3.2.150 Height as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The height of the picture in pixels.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.Height)
```

Notes: (Read only property)

3.2.151 ImageFormat as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The image format of this picture object.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.ImageFormat)
```

Notes:

See the ImageFormat* constants.
(Read only property)

3.2.152 ImageFormatString as String

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The format of this picture as a string.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox p.ImageFormatString
```

Notes:

Returns for example "RGB" for ImageFormatRGB.
(Read only property)

3.2.153 IsCMYK as Boolean

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture is a CMYK picture.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatCMYK)
MsgBox str(p.IsCMYK)
```

Notes:

HasCyan, HasMagenta, HasYellow and HasBlack are true if IsRGB is true.
(Read only property)

3.2.154 IsGray as Boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether this picture is a grayscale picture.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGA)
MsgBox str(p.IsGray)
```

Notes:

HasGray is true if IsGray is true.

(Read only property)

3.2.155 IsMapping as Boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether this picture uses virtual memory.

Notes:

If IsMapping is true you should not use the Memory property or the Clone function.

(Read only property)

3.2.156 IsRGB as Boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the picture is a RGB picture.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.IsRGB)
```

Notes:

HasRed, HasBlue and HasGreen are true if IsRGB is true.

(Read only property)

3.2.157 MagentaOffset as Integer

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal offset for pixels in the magenta channel.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatCMYK)
MsgBox str(p.MagentaOffset)
```

Notes: (Read only property)

3.2.158 MappingBlockSize as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The block size for a picture using virtual memory.

Notes: (Read and Write property)

3.2.159 MappingFirstRow as Integer

Plugin Version: 17.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** First row mapped in memory.

Notes:

Only for mapped images.

Value is -1 if no data is mapped in.

(Read only property)

3.2.160 MappingLastRow as Integer

Plugin Version: 17.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Last row mapped in memory.

Notes:

Only for mapped images.

Value is -1 if no data is mapped in.

(Read only property)

3.2.161 MappingRows as Integer

Plugin Version: 17.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Number of rows for mapping.

Notes:

For a mapped image how many rows fit in the mapping buffer.

(Read only property)

3.2.162 Memory as Memoryblock

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Returns a memoryblock without size pointing to the current pixel buffer.

Notes:

Use only if `IsMapping` is false.

If size is `-1`, it's a memoryblock referencing the pixel data.

If size is `>0`, you got the original memoryblock used to allocate the memory.

(Read only property)

3.2.163 MemoryTarget as Memoryblock

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** If this picture stores its pixels in a memoryblock, you can access the memory block using this property.

Notes: (Read only property)

3.2.164 Parent as PictureMBS

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The parent PictureMBS object.

Notes:

One PictureMBS can reference the pixels of another PictureMBS. The parent is referenced in this property so it is not released.

(Read only property)

3.2.165 PixelSize as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The size of a pixel in bytes.

Example:

```
dim l as Picture = LogoMBS(500)
```

```
dim p as new PictureMBS(l)
```

```
MsgBox str(p.PixelSize)
```

Notes:

For example:

1 for Gray

2 for Gray with Alpha

3 for RGB

4 for RGB with Alpha

(Read only property)

3.2.166 RedOffset as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal offset for pixels in the red channel.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.RedOffset)
```

Notes: (Read and Write property)

3.2.167 RowOffset as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal row offset.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
dim q as PictureMBS = p.ClipImage(10,10,80,80)
```

```
MsgBox str(q.width)+" x "+str(q.height)+" with row offset: "+str(q.RowOffset)
```

Notes:

Only used with clipping images.
(Read only property)

3.2.168 RowSize as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The size of one row in bytes.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.RowSize)
```

Notes:

Additional bytes may be needed per row for better alignment of the data.
Also using virtual memory functions requires alignment.
(Read only property)

3.2.169 Target as Picture

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The target picture.
Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)

window1.Backdrop = p.Target
```

Notes:

if this PictureMBS references the pixels of a REALbasic picture, this property keeps a reference to this target picture.
(Read only property)

3.2.170 TotalSize as Int64

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The total size of this picture in bytes.
Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)

MsgBox str(p.TotalSize)
```

Notes:

The result is Height*RowSize.
(Read only property)

3.2.171 UnclippedHeight as Integer

Plugin Version: 14.3, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The height of the picture in pixels.

Notes:

Without clipping, the full height of the image.
(Read only property)

3.2.172 Valid as Boolean

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether this instance is a valid picture.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.Valid)
```

Notes:

Valid is false if the constructor failed to create a picture.
(Read only property)

3.2.173 Width as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The width of the picture in pixels.

Example:

```
dim l as Picture = LogoMBS(500)
dim p as new PictureMBS(l)
MsgBox str(p.Width)
```

Notes: (Read only property)

3.2.174 YellowOffset as Integer

Plugin Version: 11.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal offset for pixels in the yellow channel.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatCMYK)
MsgBox str(p.YellowOffset)
```

Notes: (Read only property)

3.2.175 YieldTicks as Integer

Plugin Version: 8.7, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** How much time is given back to REALbasic for other ticks.

Example:

```
dim p as PictureMBS // your picture  
  
p.YieldTicks=6 // only use 1/10th of a second
```

Notes:

If value is greater than zero, the application will yield to another RB thread after the given number of ticks have passed. 60 ticks are one second. Using a small value can slow down processing a lot while a big value keeps your application not responding to mouse clicks.

If you use this property with e.g. 6 as the value, you may also want to use this method in a thread so you can handle mouse events or let REALbasic redraw a progressbar.

(Read and Write property)

3.2.176 DataStringInFormat(ImageFormat as Integer) as string

Plugin Version: 9.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The data of this picture as a string.

Notes:

Strings are limit to 2 GB, but the actual limit is certainly smaller.

You can get and set the image data with this method in the native format.

If you set the data, use a string with at least RowSize bytes.

If you query the data, you will get a copy of the data bytes in a string.

Returns "" on any error.

May raise OutOfBoundsException for invalid index.

(Read and Write computed property)

3.2.177 Row(index as Integer) as memoryblock

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** A memoryblock with the data of this row.

Example:

```
// create new image
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
// copy row
dim m as MemoryBlock = p.Row(10)
// modify
m.FillBytesMBS(10,100,200)
// copy back
p.row(10)=m
// show in window
window1.Backdrop = p.CopyPicture
```

Notes:

You can get and set a row with this method in the native format.

If you set the row, use a memoryblock with at least RowSize bytes.

If you query the row, you will get a copy of the row bytes in a new memoryblock.

Returns "" on any error.

May raise OutOfBoundsException for invalid index.

(Read and Write computed property)

3.2.178 RowInFormat(index as Integer, ImageFormat as Integer) as memory-block

Plugin Version: 9.0, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** A memoryblock with the data of this row in the format you request.

Example:

```
// create new image
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
// copy row
dim m as MemoryBlock = p.RowInFormat(10, p.ImageFormatRofRGB)
// modify
m.FillBytesMBS(10,80,200)
// copy back
p.RowInFormat(10, p.ImageFormatRofRGB)=m
// show in window
window1.Backdrop = p.CopyPicture
```

Notes:

You can get and set a row with this method in the given format.

If you set the row, use a memoryblock with at least Width*PixelSize bytes. PixelSize is the format dependend size in bytes for one pixel.

If you query the row, you will get a copy of the row bytes in a new memoryblock.

Returns nil on any error.

May raise OutOfBoundsException for invalid index.

(Read and Write computed property)

See also:

- 3.2.179 RowInFormat(index as Integer, ImageFormat as Integer, InvertAlpha as boolean) as memoryblock 116

3.2.179 RowInFormat(index as Integer, ImageFormat as Integer, InvertAlpha as boolean) as memoryblock

Plugin Version: 9.4, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** A memoryblock with the data of this row in the format you request.

Example:

```
// create new image
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
// copy row
dim m as MemoryBlock = p.RowInFormat(10, p.ImageFormatRGB, true)
// modify
m.FillBytesMBS(10,80,200)
// copy back
p.RowInFormat(10, p.ImageFormatRGB, true)=m
// show in window
window1.Backdrop = p.CopyPicture
```

Notes:

You can get and set a row with this method in the given format.

If you set the row, use a memoryblock with at least Width*PixelSize bytes. PixelSize is the format dependend size in bytes for one pixel.

If you query the row, you will get a copy of the row bytes in a new memoryblock.

Returns nil on any error.

May raise OutOfBoundsException for invalid index.

If InvertAlpha is true, the alpha values are inverted by using A=255-A.

(Read and Write computed property)

See also:

- 3.2.178 RowInFormat(index as Integer, ImageFormat as Integer) as memoryblock 115

3.2.180 RowStringInFormat(index as Integer, ImageFormat as Integer) as string

Plugin Version: 9.2, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The row as a string.
Notes:

You can get and set a row with this method in the native format.
If you set the row, use a memoryblock with at least RowSize bytes.
If you query the row, you will get a copy of the row bytes in a string.
Returns nil on any error.
May raise OutOfBoundsException for invalid index.
(Read and Write computed property)

3.2.181 Constants**3.2.182 Dither90Halftone6x6Matrix = 5**

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.183 DitherCluster3Matrix = 8

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.184 DitherCluster4Matrix = 9

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.185 DitherCluster8Matrix = & h0000000A

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.186 DitherLines4x4Matrix = 4

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.187 DitherMagic2x2Matrix = 1

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.188 DitherMagic4x4Matrix = 2

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.189 DitherOrdered4x4Matrix = 3

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.190 DitherOrdered6x6Matrix = 6

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.191 DitherOrdered8x8Matrix = 7

Plugin Version: 9.3. **Function:** One of the dither modes for the DitherFilter method.

3.2.192 ImageFormat1of3 = & h0000000F

Plugin Version: 9.1. **Function:** One of the possible image formats.

Notes:

This is the imageformat to use if you target only a gray channel in a RGB picture in memory.
Targets the first byte with pixelsize=3.

3.2.193 ImageFormat1of4 = & h00000012

Plugin Version: 9.1. **Function:** One of the possible image formats.

Notes:

This is the imageformat to use if you target only a gray channel in a RGB picture in memory.
Targets the first byte with pixelsize=4.

3.2.194 ImageFormat2of3 = & h00000010

Plugin Version: 9.1. **Function:** One of the possible image formats.

Notes:

This is the imageformat to use if you target only a gray channel in a RGB picture in memory. Targets the second byte with pixelsize=3.

3.2.195 ImageFormat2of4 = & h00000013

Plugin Version: 9.1. **Function:** One of the possible image formats.

Notes:

This is the imageformat to use if you target only a gray channel in a RGB picture in memory. Targets the second byte with pixelsize=4.

3.2.196 ImageFormat3of3 = & h00000011

Plugin Version: 9.1. **Function:** One of the possible image formats.

Notes:

This is the imageformat to use if you target only a gray channel in a RGB picture in memory. Targets the third byte with pixelsize=3.

3.2.197 ImageFormat3of4 = & h00000014

Plugin Version: 9.1. **Function:** One of the possible image formats.

Notes:

This is the imageformat to use if you target only a gray channel in a RGB picture in memory. Targets the third byte with pixelsize=4.

3.2.198 ImageFormat4of4 = & h00000015

Plugin Version: 9.1. **Function:** One of the possible image formats.

Notes:

This is the imageformat to use if you target only a gray channel in a RGB picture in memory. Targets the forth byte with pixelsize=4.

3.2.199 ImageFormatABGR = 9

Plugin Version: 8.7. **Function:** One of the possible image formats.

3.2.200 ImageFormatACMYK = & h00000019

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatACMYK)
```

3.2.201 ImageFormatAG = & h0000000D

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatAG)
```

3.2.202 ImageFormatAKYMC = & h0000001E

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatAKYMC)
```

3.2.203 ImageFormatAofABGR = & h00000012

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatAofABGR)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.204 ImageFormatAofARGB = & h00000012

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatAofARGB)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.205 ImageFormatAofBGRA = & h00000015

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatAofBGRA)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.206 ImageFormatAofRGBA = & h00000015

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatAofRGBA)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.207 ImageFormatARGB = 4

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatARGB)
```

3.2.208 ImageFormatBGR = 6

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatBGR)
```

3.2.209 ImageFormatBGRA = 7

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatBGRA)
```

3.2.210 ImageFormatBGRX = 8

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatBGRX)
```

3.2.211 ImageFormatBofABGR = & h00000013

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatBofABGR)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.212 ImageFormatBofARGB = & h00000015

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatBofARGB)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.213 ImageFormatBofBGR = & h0000000F

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatBofBGR)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.214 ImageFormatBofBGRA = & h00000012

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatBofBGRA)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.215 ImageFormatBofRGB = & h00000011

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatBofRGB)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.216 ImageFormatBofRGBA = & h00000014

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

`dim p as new PictureMBS(100,100,PictureMBS.ImageFormatBofRGBA)`

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.217 ImageFormatBuffer = & h00000016

Plugin Version: 10.3. **Function:** The image format for picture objects which are used for data storage.

Notes: This format is for PixelSize = 1 and no channels.

3.2.218 ImageFormatCMYK = & h00000017

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

`dim p as new PictureMBS(100,100,PictureMBS.ImageFormatCMYK)`

3.2.219 ImageFormatCMYKA = & h00000018

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

`dim p as new PictureMBS(100,100,PictureMBS.ImageFormatCMYKA)`

3.2.220 ImageFormatCMYKX = & h0000001A

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

`dim p as new PictureMBS(100,100,PictureMBS.ImageFormatCMYKX)`

3.2.221 ImageFormatG = & h0000000B

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatG)
```

3.2.222 ImageFormatGA = & h0000000C

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGA)
```

3.2.223 ImageFormatGofABGR = & h00000014

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGofABGR)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.224 ImageFormatGofARGB = & h00000014

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
// create a grayscale picture with 4 bytes per pixel
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGofARGB)
```

```
// fill top left pixels white
p.FillRect(0,0,10,10,255)
```

```
Backdrop=p.CopyPicture
Title=str(p.PixelSize)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.225 ImageFormatGofBGR = & h00000010

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGofBGR)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.226 ImageFormatGofBGRA = & h00000013

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGofBGRA)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.227 ImageFormatGofRGB = & h00000010

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGofRGB)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.228 ImageFormatGofRGBA = & h00000013

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGofRGBA)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.229 ImageFormatGray16 = & h00000029

Plugin Version: 14.0. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatGray16)
```

Notes:

Support for 16bit Grayscale pictures is very limited.

With 14.0 plugins, we support for this format:

- constructor to create empty new picture
- Copy pixels from one gray to other gray image
- Invert
- Scale Gray16 to Gray16
- RawRow and Row functions
- Clip
- Channel access
- Clear
- Clone
- Copy picture

Everything else will probably not work or crash.

3.2.230 ImageFormatKYMC = & h0000001C

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatKYMC)
```

3.2.231 ImageFormatKYMCA = & h0000001D

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatKYMCA)
```

3.2.232 ImageFormatKYMCA = & h0000001F

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatKYMCA)
```

3.2.233 ImageFormatRGB = 1

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGB)
```

3.2.234 ImageFormatRGBA = 2

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim fSource as FolderItem = SpecialFolder.Desktop.Child("test.png") // some png with alpha
dim oPNGInput as new PNGReaderMBS
```

```
If oPNGInput.OpenFile(fSource) Then
```

```
If oPNGInput.ApplyOptions(0) Then
```

```
dim imgSource as New PictureMBS(oPNGInput.Width, oPNGInput.Height, PictureMBS.ImageFormatRGBA)
```

```
' Read row by row the file and puts it in a PictureMBS instance
```

```
dim nMax as Integer = oPNGInput.Height - 1
```

```
For nInd as Integer = 0 To nMax
```

```
imgSource.RowInFormat(nInd, PictureMBS.ImageFormatRGBA, true) = oPNGInput.ReadRow()
```

```
Next
```



```
' show only alpha/mask channel  
Backdrop=imgSource.AlphaChannel.CopyPicture
```

```
' show Picture without mask  
Backdrop=imgSource.CopyPicture
```

```
' show picture with mask  
Backdrop=imgSource.CopyPictureWithMask
```

```
End If
```

```
End If
```

3.2.235 ImageFormatRGBX = 3

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRGBX)
```

3.2.236 ImageFormatRofABGR = & h00000015

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRofABGR)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.237 ImageFormatRofARGB = & h00000013

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRofARGB)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.238 ImageFormatRofBGR = & h00000011

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRofBGR)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.239 ImageFormatRofBGRA = & h00000014

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRofBGRA)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.240 ImageFormatRofRGB = & h0000000F

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRofRGB)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.241 ImageFormatRofRGBA = & h00000012

Plugin Version: 9.1. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatRofRGBA)
```

Notes: This is the imageformat to use if you target only a gray channel in a RGB picture in memory.

3.2.242 ImageFormatScaling1 = & h00000021

Plugin Version: 11.3. **Function:** One of the scaling image formats.
Notes:

Used for the temporary picture while scaling.
One Byte per Pixel.

3.2.243 ImageFormatScaling2 = & h00000022

Plugin Version: 11.3. **Function:** One of the scaling image formats.
Notes:

Used for the temporary picture while scaling.
2 Bytes per Pixel.

3.2.244 ImageFormatScaling3 = & h00000023

Plugin Version: 11.3. **Function:** One of the scaling image formats.
Notes:

Used for the temporary picture while scaling.
3 Bytes per Pixel.

3.2.245 ImageFormatScaling4 = & h00000024

Plugin Version: 11.3. **Function:** One of the scaling image formats.
Notes:

Used for the temporary picture while scaling.
4 Bytes per Pixel.

3.2.246 ImageFormatScaling5 = & h00000025

Plugin Version: 11.3. **Function:** One of the scaling image formats.
Notes:

Used for the temporary picture while scaling.
5 Bytes per Pixel.

3.2.247 ImageFormatScaling6 = & h00000026

Plugin Version: 11.3. **Function:** One of the scaling image formats.

Notes:

Used for the temporary picture while scaling.

6 Bytes per Pixel.

3.2.248 ImageFormatScaling7 = & h00000027

Plugin Version: 11.3. **Function:** One of the scaling image formats.

Notes:

Used for the temporary picture while scaling.

7 Bytes per Pixel.

3.2.249 ImageFormatScaling8 = & h00000028

Plugin Version: 11.3. **Function:** One of the scaling image formats.

Notes:

Used for the temporary picture while scaling.

8 Bytes per Pixel.

3.2.250 ImageFormatUnknown = 0

Plugin Version: 8.7. **Function:** One of the possible image formats.

3.2.251 ImageFormatXBGR = & h0000000A

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatXBGR)
```

3.2.252 ImageFormatXCMYK = & h0000001B

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatXCMYK)
```

3.2.253 ImageFormatXKYMC = & h00000020

Plugin Version: 11.0. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatXKYMC)
```

3.2.254 ImageFormatXRGB = 5

Plugin Version: 8.7. **Function:** One of the possible image formats.

Example:

```
dim p as new PictureMBS(100,100,PictureMBS.ImageFormatXRGB)
```

3.2.255 ScaleBox = 2

Plugin Version: 8.7. **Function:** One of the scale modes for the Scale function.

3.2.256 ScaleCubic = 7

Plugin Version: 8.7. **Function:** One of the scale modes for the Scale function.

3.2.257 ScaleLanczos3 = 3

Plugin Version: 8.7. **Function:** One of the scale modes for the Scale function.

3.2.258 ScaleLanczos8 = 4

Plugin Version: 8.7. **Function:** One of the scale modes for the Scale function.

3.2.259 ScaleMitchell = 5

Plugin Version: 8.7. **Function:** One of the scale modes for the Scale function.

3.2.260 ScalePoly3 = 6

Plugin Version: 8.7. **Function:** One of the scale modes for the Scale function.

3.2.261 ScaleTriangle = 1

Plugin Version: 8.7. **Function:** One of the scale modes for the Scale function.

Chapter 4

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Chapter 5

The FAQ

5.0.1 Can anyone help me convert seconds to time in this format hh:mm:ss?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Sure, here's a routine I use (which has an advantage over the previously-posted Date-based solution in that you don't have to rely on the creation of an object – all that happens is some division and string concatenation):

Example:

```
Function SecsToTimeString(timeInSecs as Integer, padHours as boolean, padMinutes as boolean) as string
// Given an amount time (in seconds), generates a string representing that amount
// of time. The padHours and padMinutes parameters determine whether to display
// hours and minutes if their values are zero.
```

```
// Examples:
// timeInSecs = 90, padHours = true; returns "00:01:30"
// timeInSecs = 1, padHours = false, padMinutes = true; returns "00:01"
// timeInSecs = 3601, padMinutes = false; returns "01:00:01"
```

```
dim hours, minutes, seconds as Integer
dim hoursString, minutesString as string
```

```
hours = timeInSecs / 3600
minutes = (timeInSecs mod 3600) / 60
seconds = timeInSecs mod 60
```

```
if hours = 0 then
if padHours then
hoursString = "00:"
else
hoursString = ""
end if
else
```

```

hoursString = Format(hours, "# # \:")
end if
if minutes = 0 then
if hours <>0 or padMinutes then
minutesString = "00:"
else
minutesString = ""
end if
else
minutesString = Format(minutes, "00\:")
end if

return hoursString + minutesString + Format(seconds, "00")
End Function

```

Notes: (from the rb mailinglist)

5.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use functions from NSColor to get proper highlight color in RGB:

Example:

```

Function ProperHighlightColor(active as Boolean) As Color
# if TargetCocoa
Dim theColor As NSColorMBS
If active Then
theColor = NSColorMBS.alternateSelectedControlColor
Else
theColor = NSColorMBS.secondarySelectedControlColor
End If

```

```

Dim rgbColor As NSColorMBS = theColor.colorUsingColorSpaceName(NSColorSpaceMBS.NSCalibratedRGBColorSpace)
If rgbColor <> Nil Then
Dim red as Integer = rgbColor.redComponent * 255.0
Dim green as Integer = rgbColor.greenComponent * 255.0
Dim blue as Integer = rgbColor.blueComponent * 255.0
Return RGB(red, green, blue)
Else
Return HighlightColor
End If
# else

```

```
return HighlightColor
# endif
End Function
```

Notes: As you see we convert color to Calibrated RGB for best results.
See also:

- 5.0.3 How to catch delete key? 147
- 5.0.4 How to convert cmyk to rgb? 147
- 5.0.5 How to delete a folder? 149
- 5.0.6 How to detect if CPU if 64bit processor? 150
- 5.0.7 How to refresh a htmlviewer on Windows? 150

5.0.3 How to catch delete key?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The following is the code in keydown event catches delete or backspace keys.

Example:

```
Function KeyDown(Key As String) As Boolean
if asc(key) = 8 or asc(key) = 127 then
MsgBox "Delete"
Return true
end if
End Function
```

See also:

- 5.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 146
- 5.0.4 How to convert cmyk to rgb? 147
- 5.0.5 How to delete a folder? 149
- 5.0.6 How to detect if CPU if 64bit processor? 150
- 5.0.7 How to refresh a htmlviewer on Windows? 150

5.0.4 How to convert cmyk to rgb?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

The following is the code to convert cmyk values to an RGB color datatype.

It's just a basic estimate of the color values. If you are looking for completely color accurate solution, this is not it. It should work for most people. :)

Example:

```
Function CMYKToRGB(c as Integer, m as Integer, y as Integer, k as Integer) As color
// converts c,m,y,k values (0-100) to color data type RGB
// place this in a method. Supply C,M,Y,K values-
// it returns color datatype

dim color_RGB as color
dim r, g, b as Integer

r=255-round(2.55*(c+k))
if r<0 then
r=0
end if
g=255-round(2.55*(m+k))
if g<0 then
g=0
end if
b=255-round(2.55*(y+k))
if b<0 then
b=0
end if

color_RGB=RGB(r,g,b)

return color_RGB

End Function
```

Notes: (from the rb mailinglist)

See also:

- 5.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 146
- 5.0.3 How to catch delete key? 147
- 5.0.5 How to delete a folder? 149
- 5.0.6 How to detect if CPU is 64bit processor? 150
- 5.0.7 How to refresh a htmlviewer on Windows? 150

5.0.5 How to delete a folder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The following is the code deletes a folder recursively.

Example:

```
Sub deletefolder(f as folderitem)
dim files(-1) as FolderItem

if f=nil then Return

// delete single file
if f.Directory=false then
f.Delete
Return
end if

// get a list of all items in that folder
dim i,c as Integer
c=F.Count
for i=1 to c
files.Append f.TrueItem(i)
next

// delete each item
for each fo as FolderItem in files
if fo=nil then
' ignore
elseif fo.Directory then
deletefolder fo
else ' file
fo.Delete
end if
next

f.Delete
End Sub
```

See also:

- 5.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 146
- 5.0.3 How to catch delete key? 147
- 5.0.4 How to convert cmyk to rgb? 147
- 5.0.6 How to detect if CPU is 64bit processor? 150
- 5.0.7 How to refresh a htmlviewer on Windows? 150

5.0.6 How to detect if CPU is 64bit processor?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Via CPUID you can ask CPU:

Example:

```
dim c as new CPUIDMBS

if c.Flags(CPUIDMBS.kFeatureLM) then
  MsgBox "64-bit CPU"
else
  MsgBox "32-bit CPU"
end if
```

Notes: Should work on all intel compatible CPUs.

See also:

- 5.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 146
- 5.0.3 How to catch delete key? 147
- 5.0.4 How to convert cmyk to rgb? 147
- 5.0.5 How to delete a folder? 149
- 5.0.7 How to refresh a htmlviewer on Windows? 150

5.0.7 How to refresh a htmlviewer on Windows?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can ask the browser to reload the website with this code line:

Example:

```
call htmlViewer1.IERunJavaScriptMBS("javascript:document.location.reload()")
```

See also:

- 5.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 146
- 5.0.3 How to catch delete key? 147
- 5.0.4 How to convert cmyk to rgb? 147
- 5.0.5 How to delete a folder? 149
- 5.0.6 How to detect if CPU is 64bit processor? 150

5.0.8 Is there an example for vector graphics in REALbasic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Try this example inside the paint event of a window:

Example:

```

dim v as Group2D
dim r as RectShape
dim s as StringShape

const pi=3.14

s=new StringShape
s.Text="Hello World!"
s.TextFont="Geneva"
s.TextSize=24
s.FillColor=rgb(0,0,255)
s.Italic=true
s.y=5
s.x=0

r=new RectShape

r.X=0
r.y=0
r.Height=100
r.Width=180
r.BorderColor=rgb(255,0,0)
r.FillColor=rgb(0,255,0)
r.BorderWidth=5
r.Border=50

v=new Group2d
v.Append r
v.Append s
v.Rotation=pi*-20.0/180.0
v.x=150
v.y=150

g.DrawObject v

```

5.0.9 Picture functions do not preserve resolution values?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, the picture functions return pictures with no/default resolution values.

Example:

```
dim l as Picture = LogoMBS(500)
```

```
l.HorizontalResolution = 300
```

```
l.VerticalResolution = 300
```

```
dim r as Picture = l.Rotate90MBS
```

```
MsgBox str(r.HorizontalResolution)+" x "+str(r.VerticalResolution)
```

```
r.HorizontalResolution = l.HorizontalResolution
```

```
r.VerticalResolution = l.VerticalResolution
```

```
MsgBox str(r.HorizontalResolution)+" x "+str(r.VerticalResolution)
```

Notes:

So please fix them yourself after calling a function.

Maybe in the future this changes, but currently you can't really set this easily from plugin code.

5.0.10 A toolbox call needs a rect - how do I give it one?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Fill a memoryblock like this:

Example:

```
Dim MB As Memoryblock
```

```
MB = NewMemoryBlock(8)
```

```
MB.Short(0) = window1.Top
```

```
MB.Short(2) = window1.Left
```

```
MB.Short(4) = window1.Height+window1.Top // bottom
```

```
MB.Short(6) = window1.Width+window1.Left // right
```

5.0.11 API client not supported?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** If you get this exception message on `SQLConnectionMBS.Connect`, we may have a problem.

Notes:

First case is that the given thing is not supported (e.g. MS SQL directly on Mac).

Second case is that the plugin compilation went wrong and the support for the database was not linked into the plugin. Like MySQL missing or MS SQL on Windows missing. In that case please contact us to fix the plugin.

5.0.12 Can I access Access Database with Java classes?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** You can use ucanaccess to access databases created with Microsoft

Example:

```

dim options(-1) as string

// load all the jar files we have in a folder called java:

dim appFolder as FolderItem = GetFolderItem("")

Dim count as Integer = appFolder.Parent.Child("java").Count
dim libjs() as string
For i as Integer = 1 to count
Dim f As FolderItem = appFolder.Parent.Child("java").item(i)
If f <> Nil and f.Exists Then
libjs.append f.NativePath+";"
End If
Next

// now init virtual machine
dim librery as string = Join(libjs, "")
dim vm as new JavaVMMBS(librery)

if vm.Handle = 0 then
MsgBox "Failed to initialize virtual machine"
else
// now make a new database connection with ucanaccess
dim d as new JavaDatabaseMBS(vm,"net.ucanaccess.jdbc.UcanaccessDriver")
Dim DbFile as FolderItem = appFolder.Parent.Child("Database11.accdb")
dim j as JavaConnectionMBS = d.getConnection("jdbc:ucanaccess://" + DbFile.NativePath)

// select and show values
dim r as JavaResultSetMBS = j.MySelectSQL("Select * From test")
while r.NextRecord
MsgBox r.getString("FirstName") + " " + r.getString("LastName")
wend

end if

Exception e as JavaExceptionMBS

```

```
MsgBox e.message+" errorCode: "+str(e.ErrorNumber)
```

Notes:

see website:

<http://ucanaccess.sourceforge.net/site.html>

5.0.13 Can I create PDF from Real Studio Report using DynaPDF?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Sorry, no. We can't provide a graphics subclass from plugin.

Notes:

The is a feature request to allow graphics subclasses:

Feedback case 11391: feedback://showreport?report_id=11391

5.0.14 Can I use AppleScripts in a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, but they run on the server, not on the client.

Example:

```
dim a as new AppleScriptMBS
```

```
// query my application name
```

```
a.Compile "tell application ""System Events"" to return name of current application"
```

```
// run
```

```
a.Execute
```

```
// show result
```

```
label1.text = a.Result
```

```
// shows something like "My Application.fcgi.debug"
```

Notes: This can be useful to control the server from remote, if and only if the your sever is running Mac OS X.

5.0.15 Can I use graphics class with DynaPDF?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Sorry, no. We can't provide a graphics subclass from plugin.

Notes:

The is a feature request to allow graphics subclasses:
Feedback case 11391: [feedback://showreport?report_id=11391](https://feedback.adobe.com/showreport?report_id=11391)

5.0.16 Can I use OGG with REALbasic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** There is a QuickTime plugin for OGG which works with REALbasic.

Notes: That should be a solution for playback and recording on Mac and Windows.

5.0.17 Can I use sockets on a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, but they run on the server, not on the client.

Notes:

You can use HTTPSocket, SMTPSocket, POP3Socket, SMTPSecureSocket, SecurePOP3Socket, EasyTCP-Socket, EasyUDPSocket, AutoDiscovery, our Bonjour classes or our CURL* classes. But all of them work on the server, not on the client.

This means if you search for a printer with Bonjour, you can find the printers in the local network on your server hosting site. Using SMTPSocket may be a good idea for sending emails from the server like notifications.

5.0.18 Can I use your ChartDirector plugin on a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, our ChartDirector plugin works just fine on the Real Studio Web Edition.

Example:

```
// The data for the pie chart
dim data(-1) as Double=array(55.0, 18.0, 25.0, 22.0, 18.0, 30.0, 35.0)

// The labels for the pie chart, Words are choosen random to check font!
dim labels(-1) as string=array("Germany", "Italy", "France", "Spain", "UK", "Poland", "Russia")

// The colors to use for the sectors
```

```

dim colors(-1) as Integer

colors.Append & h66aaee
colors.Append & heebb22
colors.Append & hbbbbbb
colors.Append & h8844ff

if TargetLinux then
CDBaseChartMBS.SetFontSearchPath "/usr/share/fonts/truetype/msttcorefonts"
end if

// Create a PieChart object of size 360 x 300 pixels
dim c as new CDPieChartMBS(700, 600)

c.setBackground(c.linearGradientColor(0, 0, 0, c.getHeight(), & h0000cc, & h000044))
c.setRoundedFrame(& hffffff, 16)
dim tt as CDTextBoxMBS = c.addTitle("ChartDirector Demonstration", "timesbi.ttf", 18)
tt.setMargin(0, 0, 16, 0)
tt.setFontColor(& hFFFFFFF)

// Set the center of the pie at (180, 140) and the radius to 100 pixels
c.setPieSize 350,300,150
// Set the sector colors
c.setColors(c.kDataColor, colors)

// Draw the pie in 3D with a pie thickness of 20 pixels
c.set3D(20)

dim t as CDTextBoxMBS = c.setLabelStyle("arialbd.ttf", 10, & h000000)
t.setBackground(CDPieChartMBS.kSameAsMainColor, CDPieChartMBS.kTransparent, CDPieChartMBS.soft-
Lighting(CDPieChartMBS.kRight, 0))
t.setRoundedCorners(8)

// Use local gradient shading for the sectors, with 5 pixels wide
// semi-transparent white (bbffffff) borders
c.setSectorStyle(CDPieChartMBS.kLocalGradientShading, & hbbffffff, 0)

// Set the pie data and the pie labels
c.setData data,labels
call c.setLabelStyle "arialbd.ttf",18

dim pic as picture = c.makeChartPicture
dim wp as new WebPicture(pic, Picture.FormatJPEG) // JPEG makes it smaller and faster

ImageView1.Picture=wp

```

Notes:

Be aware that our plugin produces pictures for you, which you assign to ImageViews. Transferring those pictures takes time, so you can optimize that with using WebPicture class. There you can decide between different compressions to improve speed (use JPEG instead of PNG).

e.g. if you use ubuntu, you can install the ttf-mscorefonts-installer package and call this method with `"/usr/share/fonts/truetype/msttcorefonts"` as the path. No backslash on the end of a path, please.

5.0.19 Can I use your DynaPDF plugin on a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, our DynaPDF plugin works just fine on the Real Studio Web Edition.

Notes:

PDF files are created on the server. You may want to offer a preview to the user which uses reduced resolution images to reduce the time to download the PDF.

See our Create PDF example for the Real Studio Web Edition.
<http://www.monkeybreadsoftware.de/realbasic/webapps.shtml>

5.0.20 Can I use your plugin controls on a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** No.

5.0.21 Can you get an unique machine ID?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** There is nothing like an unique machine ID.

Notes:

1:

You can use the MAC IDs of the network interfaces.

This can be changed by the user with software tools.

And the list of network interfaces changes if user reorder the interfaces.

2:

You can use the system folder creation date/time.

This may stay equal after cloning machines or after migration to new PC.

3:

You can use the Mac Serialnumber.
Mac only and it can happen that a Mac does not have a serial number.

4:

You can use the x86 CPU ID.
This is x86 CPU only and does not avoid running on the same CPU in different PCs.

5.0.22 ChartDirector: Alignment Specification

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Alignment Specification

Notes:

In many ChartDirector objects, you may specify the alignment of the object's content relative to its boundary. For example, for a TextBox object, you may specify the text's alignment relative to the box boundary by using `TextBox.setAlignment`.

The ChartDirector API defines several constants for the alignment options.

ConstantValueDescription

5.0.23 ChartDirector: Color Specification

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Color Specification

Notes:

Many functions in the ChartDirector API accept colors as parameters. ChartDirector supports colors specified in web and HTML compatible ARGB format, in which ARGB refers to the Alpha transparency, Red, Green and Blue components of the color.

In addition to ARGB colors, ChartDirector supports "dynamic" colors. A dynamic color is a color that changes depending on the position of the pixels. The "dynamic" colors that ChartDirector supports include "pattern colors", "metal colors", "gradient colors", "zone colors" and "dash line colors".

ChartDirector supports specifying colors indirectly using "palette colors". When a "palette color" is used, the color is specified as an index to a palette. The actual color is looked up from the palette. ARGB Color ARGB color consists of 4 components - alpha transparency, red, green and blue. The four components are encoded as a 32-bit number, with each component occupying 8 bits. In hexadecimal notation, it is AAR-

BottomLeft	1	The leftmost point on the bottom line.
BottomCenter	2	The center point on the bottom line.
BottomRight	3	The rightmost point on the bottom line.
Left	4	The leftmost point on the middle horizontal line.
Center	5	The center point on the middle horizontal line.
Right	6	The rightmost point on the middle horizontal line.
TopLeft	7	The leftmost point on the top line.
TopCenter	8	The center point on the top line.
TopRight	9	The rightmost point on the top line.
Bottom	2	The center point on the bottom line. Same as BottomCenter.
Top	8	The center point on the top line. Same as TopCenter.
TopLeft2	10	An alternative top-left position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, TopLeft2 refers to refers to the left of the top side, while TopLeft refers to the top of the left side. The reverse applies for a horizontal axis.
TopRight2	11	An alternative top-right position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, TopRight2 refers to refers to the right of the top side, while TopRight refers to the top of the right side. The reverse applies for a horizontal axis.
BottomLeft2	12	An alternative bottom-left position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, BottomLeft2 refers to refers to the left of the bottom side, while BottomLeft refers to the bottom of the left side. The reverse applies for a horizontal axis.
BottomRight2	13	An alternative bottom-right position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, BottomRight2 refers to refers to the right of the bottom side, while BottomRight refers to the bottom of the right side. The reverse applies for a horizontal axis.

RRGGBB, 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 the color is partially transparent. The larger the alpha transparency, the more transparent the color will be. If a partially transparent color is used to draw something, the underlying background can still be seen.

For example, 80FF0000 is a partially transparent red color, while 00FF0000 is a non-transparent red color.

Note that ChartDirector's ARGB color is web and HTML compatible. For example, red is FF0000, the same as in HTML. There are many resources on the web that provide tables in which you can click a color and it will show its HTML color code. These color codes can be used in ChartDirector.

If alpha transparency is FF (255), the color is totally transparent. That means the color is invisible. It does not matter what the RGB components are. So in ChartDirector, only one totally transparent color is used - FF000000. All other colors of the form FFnnnnnn are reserved to represent palette colors and dynamic colors, and should not be interpreted as the normal ARGB colors.

The totally transparent color FF000000 is often used in ChartDirector to disable drawing something. For example, if you want to disable drawing the border of a rectangle, you can set the border color to totally transparent.

For convenience, ChartDirector defines a constant called Transparent, which is equivalent to FF000000.Pattern Color

A pattern color is a dynamic color that changes according to a 2D periodic pattern. When it is used to fill an area, the area will look like being tiled with a wallpaper pattern.

Pattern colors are created using BaseChart.patternColor, BaseChart.patternColor2, DrawArea.patternColor and DrawArea.patternColor2. The patternColor method creates pattern colors using an array of colors as a bitmap. The patternColor2 method creates pattern colors by loading the patterns from image files.

These methods return a 32-bit integer acting as a handle to the pattern color. The handle can be used in any ChartDirector API that expects a color as its input.Metal Color

A metal color is a color of which the brightness varies smoothly across the chart surface as to make the surface look shiny and metallic. ChartDirector supports using any color as the base color of the metal color. In particular, using yellow and grey as the base colors will result in metal colors that look gold and silver.

Metal colors are most often used as background colors of charts. They are created using CDBaseChartMBS.metalColor, CDBaseChartMBS.goldColor and CDBaseChartMBS.silverColor. The first method allows you to specify an arbitrary base color. The second and third methods use yellow and grey as the base colors, resulting in gold and silver metal colors.

These methods return a 32-bit integer acting as a handle to the gradient color. The handle can be used in any ChartDirector API that expects a color as its input.Gradient Color

A gradient color is a color that changes progressively across a direction.

Gradient colors are created using BaseChart.gradientColor, BaseChart.gradientColor2, DrawArea.gradientColor and DrawArea.gradientColor2. The gradientColor method creates a 2-point gradient color that changes from color A to color B. The gradientColor2 method creates a multi-point gradient colors that changes from color A to B to C

These methods return a 32-bit integer acting as a handle to the gradient color. The handle can be used in any `ChartDirector` API that expects a color as its input.

One common use of multi-point gradient colors is to define colors that have metallic look and feel. Please refer to `DrawArea.gradientColor2` for details.

Dash Line Colors
A dash line color is a color that switches on and off periodically. When used to draw a line, the line will appear as a dash line.

Dash line colors are created using `BaseChart.dashLineColor` and `DrawArea.dashLineColor`. They accept a line color and a dash pattern code as arguments, and return a 32-bit integer acting as a handle to the dash line color. The handle can be used in any `ChartDirector` API that expects a color as its input.

Zone Colors
A zone color is for XY charts only. It is a color that automatically changes upon reaching a data threshold value along the x-axis or y-axis. Zone colors are created using `Layer.xZoneColor`, `Layer.yZoneColor`, `XYChart.xZoneColor` or `XYChart.yZoneColor`.

Palette Colors
Palette colors are colors of the format `FFFFnnnn`, where the least significant 16 bits (`nnnn`) are the index to the palette. A palette is simply an array of colors. For a palette color, the actual color is obtained by looking up the palette using the index. For example, the color `FFFF0001` is the second color in the palette (first color is index 0).

The colors in the palette can be ARGB colors or "dynamic" colors (pattern, gradient and dash line colors).

The first eight palette colors have special significance. The first three palette colors are the background color, default line color, and default text color of the chart. The 4th to 7th palette colors are reserved for future use. The 8th color is a special dynamic color that is equal to the data color of the "current data set".

The 9th color (index = 8) onwards are used for automatic data colors. For example, in a pie chart, if the sector colors are not specified, `ChartDirector` will automatically use the 9th color for the first sector, the 10th color for the second sector, and so on. Similarly, for a multi-line chart, if the line colors are not specified, `ChartDirector` will use the 9th color for the first line, the 10th color for the second line, and so on.

The `ChartDirector` API defines several constants to facilitate using palette colors.

ConstantValueDescription

When a chart is created, it has a default palette. You may modify the palette using `BaseChart.setColor`, `BaseChart.setColors`, or `BaseChart.setColors2`.

The advantages of using palette colors are that you can change the color schemes of the chart in one place. `ChartDirector` comes with several built-in palettes represented by the following predefined constants.

Palette	FFFF0000	The starting point of the palette. The first palette color is (Palette + 0). The nth palette color is (Palette + n - 1).
BackgroundColor	FFFF0000	The background color.
LineColor	FFFF0001	The default line color.
TextColor	FFFF0002	The default text color.
[Reserved]	FFFF0003 - FFFF0006	These palette positions are reserved. Future versions of ChartDirector may use these palette positions for colors that have special significance.
SameAsMainColor	FFFF0007	A dynamic color that is equal to the data color of the current data set. This color is useful for objects that are associated with data sets. For example, in a pie chart, if the sector label background color is SameAsMainColor, its color will be the same as the corresponding sector color.
DataColor	FFFF0008	The starting point for the automatic data color allocation.

ConstantDescription

defaultPalette	An array of colors representing the default palette. This palette is designed for drawing charts on white backgrounds (or lightly colored backgrounds).
whiteOnBlackPalette	An array of colors useful for drawing charts on black backgrounds (or darkly colored backgrounds).
transparentPalette	An array of colors useful drawing charts on white backgrounds (or lightly colored backgrounds). The data colors in this palette are all semi-transparent.

5.0.24 ChartDirector: Font Specification

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Font Specification

Notes:

Font Name

In ChartDirector, the font name is simply the file name that contains the font. For example, under the Windows platform, the "Arial" font is "arial.ttf", while the "Arial Bold" font is "arialbd.ttf".

NOTE: Mac OS X Specific Information

In Mac OS X, in addition to ".ttf", ChartDirector also supports Mac OS X font file formats, such as Font Suitcase files and Datafork files (.dfont). These files often contain multiple fonts. For example, the "GillSans.dfont" file contains 6 fonts.

So in addition to the file name, an index is needed to determine the font. The index is specified by appending a "|" character to the font name, followed by the index number. For example, the third font in "GillSans.dfont" is denoted as "GillSans.dfont | 2". (Note: The first font starts at 0.) If no index number is provided, the first font is assumed.

ChartDirector also supports using Mac OS X Font Manager names. For example, one may use "Gill Sans Light Italic" instead of using "GillSans.dfont | 1" as the font name. However, the Mac OS X Font Manager

is active only if someone has logged into the Mac GUI console, so this method is only recommended for developing applications that run on the GUI console.

The sample programs that come with ChartDirector are designed to run on all operating systems, so they use generic font file names (eg. "arial.ttf") instead of Mac OS X specific names. To allow them to run on Mac OS X, ChartDirector on Mac OS X has a built-in table to map common font file names to Mac OS X font names:

"arial.ttf", "arialbd.ttf", "ariali.ttf" and "arialbi.ttf" are mapped to "Arial | 0" (Arial), "Arial | 1" (Arial Bold), "Arial | 2" (Arial Italic) and "Arial | 3" (Arial Bold Italic)

"times.ttf", "timesbd.ttf", "timesi.ttf" and "timesbi.ttf" are mapped to "Times New Roman | 0" (Times New Roman), "Times New Roman | 1" (Times New Roman Bold), "Times New Roman | 2" (Times New Roman Italic) and "Times New Roman | 3" (Times New Roman Bold Italic)

"cour.ttf", "courbd.ttf", "couri.ttf" and "courbi.ttf" are mapped to "Courier New | 0" (Courier New), "Courier New | 1" (Courier New Bold), "Courier New | 2" (Courier New Italic) and "Courier New | 3" (Courier New Bold Italic)

Font Location

ChartDirector on Windows does not come with any font files. It relies on the operating system's font files in the "[windows] \Fonts" directory. To see what fonts are installed in your operating system and their file names, use the File Explorer to view that directory.

ChartDirector on Windows will also search for the font files in the "fonts" subdirectory (if it exists) under the directory where the ChartDirector DLL "chartdir.dll" is installed. This is useful for private fonts. Also, for some especially secure web servers, the web anonymous user may not have access to the "[windows] \Fonts" directory. In this case, you may copy the font files to the above subdirectory.

ChartDirector on Mac OS X relies on operating system font files in "/Library/Fonts" and "/System/Library/Fonts".

ChartDirector on Linux, FreeBSD and Solaris assume the fonts files are in the "fonts" subdirectory under the directory where the ChartDirector shared object "libchartdir.so" is installed. ChartDirector on Linux, FreeBSD and Solaris come with a number of font files in the "fonts" subdirectory.

To keep the download size small, ChartDirector on Linux, FreeBSD and Solaris only come with some commonly used fonts. You may download additional fonts from the Internet. In particular, the Microsoft fonts at

http://sourceforge.net/project/showfiles.php?group_id=34153&release_id=105355

is highly recommended. Please refer to

<http://www.microsoft.com/typography/faq/faq8.htm>

on how you could use the fonts legally in your system.

ChartDirector supports True Type fonts (.ttf), Type 1 fonts (.pfa and .pfb) and Windows bitmap fonts (.fon). On Mac OS X, ChartDirector also supports Font Suitcase and Datafork (.dfont) files. On Linux, FreeBSD and Solaris, ChartDirector also supports Portable Compiled Fonts (.pcf fonts).

If you want ChartDirector to search other directories for the font files, you may list the directories in an environment variable called "FONTPATH".

If you specify an absolute path name for the font file, ChartDirector will use the absolute path name and will not search other directories.

Artificial Boldening and Italicizing
Whereas most popular font comes with different styles for "normal", "bold", "italic" and "bold italic", some fonts only come with one style (the normal style). For example, the Monotype Corsiva font that comes with MS Office only has the normal style (mtcorsva.ttf). For these cases, you may append the "Bold" and/or "Italic" words after the font file name (separated with a space) to ask ChartDirector to artificially bolden and/or italicize the font. For example, you may specify the font name as "mtcorsva.ttf Bold".

Font List
Instead of specifying a single font file as the font name, you may specify a list of font files as the font name, separated by semi-colons. This is useful when using international characters that are only available in some fonts.

For example, if you would like to use the Arial font ("arial.ttf") for western characters, and the MingLiu font "mingliu.ttc" for Chinese characters (since the Arial font does not have Chinese characters), you may specify the font name as "arial.ttf;mingliu.ttc". In this case, ChartDirector will try the Arial font first. If it cannot find a certain character there, it will try the MingLiu font.

Indirect Font Names
ChartDirector supports several special keywords for specifying the font name indirectly. When these keywords are used as font names, ChartDirector will look up the actual font names from a font table. The keywords are as follows:

KeywordsDescription

"normal"	This default normal font, which is the first font in the font table. This is initially mapped to "arial.ttf" (Arial).
"bold"	The default bold font, which is the second font in the font table. This is initially mapped to "arialbd.ttf" (Arial Bold).
"italic"	The default italic font, which is the third font in the font table. This is initially mapped to "ariali.ttf" (Arial Italic).
"boldItalic"	The default bold-italic font, which is the fourth font in the font table. This is initially mapped to "arialbi.ttf" (Arial Bold Italic).
"fontN"	The (N + 1)th font in the font table (the first font is "font0").

The font table can be modified using BaseChart.setFontTable or DrawArea.setFontTable.

The advantage of using indirect font names is that you can change the fonts in your charts in one place.

Font Index

Most font files contain one font. However, it is possible a font file contains multiple fonts (that is, a font collection). For example, in True Type fonts, font files with extension ".ttc" may represent a font collection.

If a font file contains multiple font, the font index can be used to specify which font to use. By default, the font index is 0, which means the first font in the font file will be used.

Font Size

The font size decides how big a font will appear in the image. The font size is expressed in a font unit called points. This is the same unit used in common word processors.

Instead of specifying font size, some ChartDirector API (eg. `TextBox.setFontSize`) allow you to specify font height and font width separately. You may use different point sizes for font height and font width to create special effects.

Font Color

This is the color to draw the font. (See Color Specification on how colors are represented in ChartDirector.)

Font Angle

This is the angle in degrees by which the font should be rotated anti-clockwise.

Vertical Layout

By default, text are laid out horizontally, with characters being drawn from left to right.

ChartDirector also supports vertical layout, with characters being drawn from top to bottom. For example, you may use `BaseChart.addText` to add text that are laid out vertically. Vertical layout is common for oriental languages such as Chinese, Japanese and Korean.

5.0.25 ChartDirector: Mark Up Language

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Mark Up Language

Notes:

ChartDirector Mark Up Language (CDML) is a language for including formatting information in text strings by marking up the text with tags.

CDML allows a single text string to be rendered using multiple fonts, with different colors, and even embed images in the text.

Font Styles

You can change the style of the text by using CDML tags. For example, the line:

```
<*font=timesi.ttf,size=16,color=FF0000>Hello <*font=arial.ttf,size=12,color=8000*>world!
```

will result in the following text rendered:

In general, all tags in CDML are enclosed by `<*` and `*>`. Attributes within the tags determine the styles of the text following the tags within the same block.

If you want to include `<*` in text without being interpreted as CDML tags, use `<<*` as the escape sequence.

The following table describes the supported font style attributes in CDML. See Font Specification for details on various font attributes.

AttributeDescription

font	Starts a new style section, and sets the font name. You may use this attribute without a value (that is, use "font" instead of "font=arial.ttf") to create a new style section without modifying the font name.
size	The font size.
width	The font width. This attribute is used to set the font width and height to different values. If the width and height are the same, use the size attribute.
height	The font height. This attribute is used to set the font width and height to different values. If the width and height are the same, use the size attribute.
color	The text color in hex format.
bgColor	The background color of the text in hex format.
underline	The line width of the line used to underline the following characters. Set to 0 to disable underline.
sub	Set the following text to be in subscript style. This attribute does not need to have a value. (You may use "sub" as the attribute instead of "sub=1".)
super	Set the following text to be in superscript style.

Set the following text to be in superscript style. This attribute does not need to have a value. (You may use "super" as the attribute instead of "super=1".)

xoffset	Draw the following the text by shifting the text horizontally from the original position by the specified offset in pixels.
yoffset	Draw the following the text by shifting the text vertically from the original position by the specified offset in pixels.
advance	Move the cursor forward (to the right) by the number of pixels as specified by the value this attribute.
advanceTo	Move the cursor forward (to the right) to the position as specified by the value this attribute. The position is specified as the number of pixels to the right of the left border of the block. If the cursor has already passed through the specified position, the cursor is not moved.

Note that unlike HTML tags, no double or single quotes are used in the tags. It is because CDML tags are often embedded as string literals in source code. The double or single quotes, if used, will conflict with the string literal quotes in the source code. Therefore in CDML, no quotes are necessary and they must not be

used.

Also, unlike HTML tags, CDML uses the comma character as the delimiter between attributes. It is because certain attributes may contain embed spaces (such as the font file name). So space is not used as the delimiter and the comma character is used instead.

Note the font attribute above starts a new style section, while other attributes just modify the current style section. You may use `<*/font*>` to terminate a style section, which will restore the font styles to the state before the style section.

Blocks and Lines
In CDML, a text string may contain multiple blocks. A block may contain multiple lines of text by separating them with new line characters (`"\n"`) or with `<*br*>`. The latter is useful for programming languages that cannot represent new line characters easily.

For example, the line:

```
<*size=15*><*block*><*color=FF*>BLOCK<*br*>ONE<*/*>and <*block*><*color=FF00*>BLOCK<*br*>TWO
```

will result in the following text rendered:

The above example contains a line of text. The line contains two blocks with the characters `"` and `"` in between. Each block in turn contains two lines. The blocks are defined using `<*block*>` as the start tag and `<*/*>` as the end tag.

When a block ends, font styles will be restored to the state before entering the block.

Embedding Images
CDML supports embedding images in text using the following syntax:

```
<*img=my_image_file.png*>
```

where `my_image_file.png` is the path name of the image file.

For example, the line:

```
<*size=20*>A <*img=sun.png*>day
```

will result in the following text rendered:

ChartDirector will automatically detect the image file format using the file extension, which must either `png`, `jpg`, `jpeg`, `gif`, `wbmp` or `wmp` (case insensitive).

Please refer to `BaseChart.setSearchPath` or `DrawArea.setSearchPath` on the directory that ChartDirector will search for the file.

The `<*img*>` tag may optionally contain width and height attributes to specify its pixel width and height. In this case, ChartDirector will stretch or compress the image if necessary to the required width and

height.Blocks Attributes

CDML supports nesting blocks, that is, a block can contain other sub-blocks. Attributes are supported in the `<*block*>tag` to control the alignment and orientation of the sub-blocks. The `<*img=my_image_file.png*>` is treated as a block for layout purposes.

For example, the line:

```
<*block,valign=absmiddle*><*img=molecule.png*><*block*>Hydrazino\nMolecule<*/*><*/*>
```

will result in the following text rendered:

The the above starts `<*block,valign=absmiddle*>` which specifies its content should align with each others in the vertical direction using the absolute middle alignment. The block contains an image, followed by a space characters, and then another block which has two lines of text.

The following table describes the supported attributes inside `<*block*>tag`:

AttributeDescription

width	The width of the block in pixels. By default, the width is automatically determined to be the width necessary for the contents of the block. If the width attribute is specified, it will be used as the width of the block. If the width is insufficient for the contents, the contents will be wrapped into multiple lines.
height	The height of the block in pixels. By default, the height is automatically determined to be the height necessary for the contents of the block. If the height attribute is specified, it will be used as the height of the block.
maxwidth	The maximum width of the block in pixels. If the content is wider than maximum width, it will be wrapped into multiple lines.
truncate	The maximum number of lines of the block. If the content requires more than the maximum number of lines, it will be truncated. In particular, if truncate is 1, the content will be truncated if it exceeds the maximum width (as specified by maxwidth or width) without wrapping. The last few characters at the truncation point will be replaced with "...".
linespacing	The spacing between lines as a ratio to the default line spacing. For example, a line spacing of 2 means the line spacing is two times the default line spacing. The default line spacing is the line spacing as specified in the font used.
bgColor	The background color of the block in hex format.
valign	The vertical alignment of sub-blocks. This is for blocks that contain sub-blocks. Supported values are baseline, top, bottom, middle and absmiddle.

The value baseline means the baseline of sub-blocks should align with the baseline of the block. The baseline

is the underline position of text. This is normal method of aligning text, and is the default in CDML. For images or blocks that are rotated, the baseline is the same as the bottom.

The value top means the top line of sub-blocks should align with the top line of the block.

The value bottom means the bottom line of sub-blocks should align with the bottom line of the block.

The value middle means the middle line of sub-blocks should align with the the middle line of the block. The middle line is the middle position between the top line and the baseline.

The value absmiddle means the absolute middle line of sub-blocks should align with the absolute middle line of the block. The absolute middle line is the middle position between the top line and the bottom line.

halign The horizontal alignment of lines. This is for blocks that contain multiple lines. Supported values are left, center and right.

The value left means the left border of each line should align with the left border of the block. This is the default.

The value center means the horizontal center of each line should align with the horizontal center of the block.

The value right means the right border of each line should align with the right border of the block.

angle Rotate the content of the block by an angle. The angle is specified in degrees in counter-clockwise direction.

5.0.26 ChartDirector: Parameter Substitution and Formatting

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Parameter Substitution and Formatting

Notes:

ChartDirector charts often contain a lot of text strings. For example, sector labels in pie charts, axis labels for x and y axes, data labels for the data points, HTML image maps, etc, are all text strings.

ChartDirector uses parameter substitution to allow you to configure precisely the information contained in the text and their format.

Format Strings

In parameter substitution, format strings are used to specify the entities to be include into labels and how to format numbers and dates.

For example, when drawing a pie chart with side label layout, the default sector label format string is:

```
" { label } ( { percent } % )"
```

When the sector label is actually drawn, ChartDirector will replace " { label } " with the sector name, and " { percent } " with the sector percentage. So the above label format will result is a sector label similar to "ABC (34.56%)".

You may change the sector label format by changing the format string. For example, you may change it to:

```
" { label } : US$ { value | 2 } K ( { percent } % )"
```

The sector label will then become something like "ABC: US\$ 123.00 (34.56%)".

In general, in ChartDirector parameter substitution, parameters enclosed by curly brackets will be substituted with their actual values when creating the texts.

For parameters that are numbers or dates/times, ChartDirector supports a special syntax in parameter substitution to allow formatting for these values. Please refer to the Number Formatting and Date/Time Formatting sections below for details.

Parameter Expressions

ChartDirector supports numeric expressions in format strings. They are denoted by enclosing the expression with curly brackets and using "=" as the first character. For example:

```
"USD { value } (Euro { = { value } *0.9 } )"
```

In the above, " { value } " will be substituted with the actual value of the sector. The expression " { = { value } *0.9 } " will be substituted with the actual value of the sector multiplied by 0.9.

ChartDirector parameter expressions support operators "+", "-", "*", "/", "% " (modulo) and "^" (exponentiation). Operators "*", "/", "% ", "^" is computed first, followed by "+" and "-". Operators of the same precedence are computed from left to right). Parenthesis "(" and ")" can be used to change the computation order.

Parameters for Pie Charts

The following table describes the parameters available for pie charts.

Parameters for All XY Chart Layers

The followings are parameters that are apply to all XY Chart layers in general. Some layer types may have

Parameter	Description
sector	The sector number. The first sector is 0, while the nth sector is (n-1).
dataSet	Same as { sector } . See above.
label	The text label of the sector.
dataSetName	Same as { label } . See above.
value	The data value of the sector.
percent	The percentage value of the sector.
fieldN	The (N + 1)th extra field. For example, { field0 } means the first extra field. An extra field is an array of custom elements added using <code>BaseChart.addExtraField</code> or <code>BaseChart.addExtraField2</code> .

additional parameters (see below).

Note that certain parameters are inapplicable in some context. For example, when specifying the aggregate label of a stacked bar chart, the { dataSetName } parameter is inapplicable. It is because a stacked bar is composed of multiple data sets. It does not belong to any particular data set and hence does not have a data set name.

{ fieldN } means the extra field is indexed by the data point number. The Pth data point corresponds to the Pth element of the extra field.

Additional Parameters for Line Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

Additional Parameters for Trend Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

Additional Parameters for Box-Whisker Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

Additional Parameters for HLOC and CandleStick Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

Additional Parameters for Vector Layers

The followings are parameters that are in additional to the parameters for all XY Chart layers.

Parameters for All Polar Layers

The followings are parameters that are apply to all Polar Chart layers in general. Some layer types may have additional parameters (see below).

{ fieldN } means the extra field is indexed by the data point number. The Pth data point corresponds to the Pth element of the extra field.

Additional Parameters for PolarVector Layers

The followings are parameters that are in additional to the parameters for all Polar Chart layers.

Parameters for Axis

The following table describes the parameters available for pie charts.

Number Formatting

For parameters that are numbers, ChartDirector supports a number of formatting options in parameter substitution.

For example, if you want a numeric field { value } to have a precision of two digits to the right of the decimal point, use ',' (comma) as the thousand separator, and use '.' (dot) as the decimal point, and you may use { value | 2,. } . The number 123456.789 will then be displayed as 123,456.79.

For numbers, the formatting options are specified using the following syntax:

```
{ [ param ] | [ a ] [ b ] [ c ] [ d ] }
```

where:

If this field starts with "E" or "e", followed by a number, it means formatting the value using scientific notation with the specified number of decimal places. If the "E" or "e" is not followed by a number, 3 is assumed.

For example, { value | E4 } will format the value 10.3 to 1.0300E+1, and { value | e4 } will format the same value to 1.0300e+1.

If this field starts with "G" or "g", followed by a number, it means formatting the value using the scientific notation only if the value is large and requires more than the specified number of digits, or the value is less than 0.001. If scientific notation is used, the number following "G" or "g" also specifies the number of significant digits to use. If the "G" or "g" is not followed by a number, 4 is assumed.

For example, consider the format string { value | G4 } . The value 10 will be formatted to 10. The value 100000 will be formatted to 1.000E+5. Similarly, for { value | g4 } , the value 10 will be formatted to 10, while the value 100000 will be formatted to 1.000e+5.

If you skip this argument, ChartDirector will display the exact value using at most 6 decimal places.

You may skip [b] [c] [d] . In this case, the default will be used.

Date/Time Formatting

For parameters that are dates/times, the formatting options can be specified using the following syntax:

```
{ [ param ] | [ datetime_format_string ] }
```

where [datetime_format_string] must start with an english character (A-Z or a-z) that is not "G", "g", "E" or "e", and may contain any characters except ' ' . (If it starts with "G", "g", "E" or "e", it will be considered as a number format string.)

Certain characters are substituted according to the following table. Characters that are not substituted will be copied to the output.

For example, a parameter substitution format of { value | mm-dd-yyyy } will display a date as something similar to 09-15-2002. A format of { value | dd/mm/yy hh:nn:ss a } will display a date as something similar to 15/09/02 03:04:05 pm.

If you want to include characters in the format string without substitution, you may enclose the characters in single or double quotes.

For example, the format { value | mmm '<*color=dd0000*>'yyyy } will display a date as something like Jan <*color=dd0000*>2005 (the <*color=dd0000*> is a CDML tag to specify red text color). Note that the <*color=dd0000*> tag is copied directly without substitution, even it contains "dd" which normally will be substituted with the day of month.

Escaping URL/HTML/CDML characters

Parameter substitution is often used to create HTML image maps. In HTML, some characters has special meanings and cannot be used reliably. For example, the '>' is used to represent the end of an HTML tag.

Furthermore, if the field happens to be used as an URL, characters such as '?', '&' and '+' also have special meanings.

By default, ChartDirector will escape template fields used in URL and query parameters when generating image maps. It will modify URL special characters to the URL escape format "% XX" (eg. "?" will become "% 3F"). After that, it will modify HTML special characters to the HTML escape format "& amps;# nn;" (eg. ">" will become "& amps;# 62;"). Similarly, it will escape other attributes in the image map using HTML escape format (but not URL escape format).

In addition to escaping HTML and URL special characters, ChartDirector will also remove CDML fields in creating image maps. It is because CDML is only interpreted in ChartDirector, should not be useful outside of ChartDirector (such as in browser tool tips).

In some cases, you may not want ChartDirector to escape the special characters. For example, if the parameters have already been escaped before passing to ChartDirector, you may want to disable ChartDirector from escaping them again.

ChartDirector supports the following special fields to control the escape methods - " { escape_url } ", " { noescape_url } ", " { escape_html } ", " { noescape_html } ", " { escape_cdml } " and " { noescape_cdml } ". These fields enable/disable the escape methods used in the template fields that follow them.

5.0.27 ChartDirector: Shape Specification

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Shape Specification

Notes:

Several ChartDirector API accept shape specification as arguments. For example, BarLayer.setBarShape and BarLayer.setBarShape2 can be used to specify shapes of bars in bar charts, while DataSet.setDataSymbol, DataSet.setDataSymbol4, PolarLayer.setDataSymbol and PolarLayer.setDataSymbol4 can be used to specify shapes for data symbols.

Note that in addition to shapes, in many cases ChartDirector also accepts images or custom draw objects for data representation. For example, see DataSet.setDataSymbol2, DataSet.setDataSymbol3, PolarLayer.setDataSymbol2 and PolarLayer.setDataSymbol3.

Built-In Shapes

Built-in shapes are specified as integers. The integers can be explicit constants, or can be generated by a ChartDirector method for parameterized shapes. For example, a circle is represented by an explicit constant CircleShape (=7). On the other hand, the number representing a polygon depends on the number of sides the polygon has, so it is generated by using the PolygonShape method, passing in the number of sides as argument.

The following table illustrates the various ChartDirector shapes:

Custom Shapes

In ChartDirector, custom shapes are specified as an array of integers x0, y0, x1, y1, x2, y2 ... representing the coordinates of the vertices of the custom polygonal shape.

The polygon should be defined with a bounding square of 1000 x 1000 units, in which the x-axis is from -500 to 500 going from left to right, and the y-axis is from 0 to 1000 going from bottom to top.

ChartDirector will automatically scale the polygon so that 1000 units will become to the pixel size as requested by the various ChartDirector API.

As an example, the shape of the standard diamond shape in ChartDirector is represented as an array with 8 numbers:

```
0, 0, 500, 500, 0, 1000, -500, 500
```

5.0.28 Copy styled text?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** How to quickly copy styled text from one textarea to another?

Example:

```
# if TargetWin32 then
TextArea1.WinRTFDataMBS = TextArea2.WinRTFDataMBS
# elseif TargetMacOS then
TextArea1.NSTextViewMBS.textStorage.setAttributedString TextArea2.NSTextViewMBS.textStorage
# else
TextArea1.StyledText = TextArea2.StyledText
# endif
```

Notes: The code above uses special plugin functions on Mac and Windows and falls back to framework for Linux.

5.0.29 Do you have code to validate a credit card number?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can check the checksum to tell if a credit card number is not valid.

Example:

```
Dim strNumber As String
Dim nLength as Integer
Dim nValue as Integer
Dim nChecksum as Integer
Dim nIndex as Integer

strNumber = EditField1.Text
nLength = Len(strNumber)
nChecksum = 0

For nIndex = 0 To nLength - 2
```

```

nValue = Val(Mid(strNumber, nLength - (nIndex + 1), 1)) * (2 - (nIndex Mod 2))
If nValue < 10 Then
nChecksum = nChecksum + nValue
Else
nChecksum = nChecksum + (nValue - 9)
End If
Next

If Val(Mid(strNumber, Len(strNumber), 1)) = (10 - (nChecksum Mod 10)) Mod 10 Then
MsgBox("The credit card number looks valid")
Else
MsgBox("The credit card number is invalid")
End IF

```

Notes:

Here's some code that will validate the checksum for a credit card. It works for Visa, MasterCard, American Express and Discover. Not sure about others, but I imagine they use the same basic algorithm. Of course, this doesn't actually mean that the credit card is valid, it's only useful for helping the user catch typos.

The above code doesn't have any error checking and it expects that the credit card number will be entered without spaces, dashes or any other non-numeric characters. Addressing those issues will be an exercise left to the reader. :)

(From Mike Stefanik)

5.0.30 Do you have plugins for X-Rite EyeOne, eXact or i1Pro?

Plugin Version: all, Console & Web: No. **Answer:** Our EyeOne plugin is available on request for licensees of the X-Rite SDKs.

Notes:

Please first go to X-Rite and get a SDK license. Then we can talk about the plugin.

5.0.31 Does SQL Plugin handle stored procedures with multiple result sets?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Yes, the plugin can work with multiple recordsets.

Notes:

You need to use SQLCommandMBS class. When you get back results, you use FetchNext to walk over all

records in the first result set. Then you simply start again with FetchNext to get the second record set. Even the RecordSet functions should work, just use them twice to get all records from both record sets.

5.0.32 Does the plugin home home?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Yes, we like to know who is using the plugin, so the plugin may contact our server.

Example:

none.

Notes:

Please note that this does not affect your users as the plugin will only do this in the IDE and the relevant plugin part is never included in your applications.

The plugin if used for some hours, does contact our server to provide statistical data about Xojo version and OS versions. This way we know what versions are used. We can return the version number of the current plugin which may be visible in future versions somehow. And we transmit partial licenses data so we can track use of illegal license keys.

If you do not like to have this, you can block Xojo IDE from contacting our website via your Firewall. Blocking the transfer will not disable the plugin or change the features.
Or contact us for a plugin version which explicitly does not contain this feature.

5.0.33 folderitem.absolutepath is limited to 255 chars. How can I get longer ones?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Paths on a Mac are not unique, so use them only to display them to the user.

Example:

```
Function AbsolutePath(f as FolderItem) As String
Dim s as string
Dim nf as FolderItem
nf = f
s = ""
while nf<>nil
s = nf.name + ":" + s
nf = nf.parent
wend
Return s
```

[End Function](#)

5.0.34 Future of editablemovie class?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** In short, it will go away, so switch to plugin functions soon.

Notes:

The editableMovie class has been deprecated.

Deprecated means that Real Software will remove it someday, but as of today (and probably a few more years) the class will be available and running. Just not forever. The reason is that Apple deprecated the old QuickTime APIs and they are not available for 64 bit.

For 64 bit, you can move to our QTKit plugin.

We expect the old QuickTime classes in Real Studio and our plugins will continue to work in 32 bit applications. Even if editableMovie class is removed next year from Real Studio, our plugin still provides movie class extensions to do similar functions.

5.0.35 Has anyone played round with using CoreImage to do things like add dissolve transitions say when changing from one tab to another within a window?

Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** This code implements animations for a tabpanel change:

Example:

// in a tabpanel.change event:

```

dim r as CGSTransitionRequestMBS
dim co as new CGSConnectionMBS
dim cw as CGSWindowMBS
dim ct as CGSTransitionMBS
static OldTab as Integer

cw=co.CGSWindow(window1)
If cw = Nil Then
return // 10.3...
End If
r=new CGSTransitionRequestMBS
r.TransitionType=r.CGSFlip
r.HasBackGround=false
r.HasBackColor=false
r.Win=cw
// watch the value of the clicked tab versus the last tab

```

```

if tabpanel1.Value=0 or tabpanel1.Value <OldTab then
r.TransitionOption=r.CGSLeft
ct=co.NewTransition(r)
if ct<>Nil then
Refresh
ct.Invoke(1)
ct.Wait(1)
ct.Release
else
MsgBox "Error creating the transition."
end if
else
r.TransitionOption=r.CGSRight
ct=co.NewTransition(r)
if ct<>Nil then
Refresh
ct.Invoke(1)
ct.Wait(1)
ct.Release
else
MsgBox "Error creating the transition."
end if
end if
// Keep track of the last tab clicked
OldTab = tabpanel1.Value

```

Notes: See CGS* classes for more details.

5.0.36 How about Plugin support for older OS X?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We support in general Mac OS X 10.5 and newer.

Notes:

All the 64-bit plugins on Mac require OS X 10.7.
Intel 32-bit plugins on Mac require OS X 10.5 or newer.

Currently the ChartDirector 6, GraphicsMagick and GameKit plugins requires Mac OS X 10.6.
Also for SQL Plugin the built in SQLite library requires 10.6.

5.0.37 How can I detect whether an Intel CPU is a 64bit CPU?

Plugin Version: all, Console & Web: No. **Answer:** Look on the CPU family returned by sysctl:

Example:

Function is64bit() As Boolean

```
# if TargetLittleEndian
```

```
dim m as MemoryBlock = NewMemoryBlock(8)
```

```
dim family as Integer
```

```
dim s as string
```

```
m=SystemControlNameToMIBMBS("hw.cpufamily")
```

```
m=SystemControlMBS(m)
```

```
if m<>nil then
```

```
m.LittleEndian=True
```

```
family=m.Long(0)
```

```
const CPUFAMILY_INTEL_6_14 = & h73d67300 /* "Intel Core Solo" and "Intel Core Duo" (32-bit Pentium-M with SSE3) */
```

```
const CPUFAMILY_INTEL_6_15 = & h426f69ef /* "Intel Core 2 Duo" */
```

```
const CPUFAMILY_INTEL_6_23 = & h78ea4fbc /* Penryn */
```

```
const CPUFAMILY_INTEL_6_26 = & h6b5a4cd2 /* Nehalem */
```

```
Select case family
```

```
case CPUFAMILY_INTEL_6_14
```

```
Return false
```

```
case CPUFAMILY_INTEL_6_15
```

```
Return true
```

```
case CPUFAMILY_INTEL_6_23
```

```
Return true
```

```
case CPUFAMILY_INTEL_6_26
```

```
Return true
```

```
// newer CPUs may be missing here
```

```
end Select
```

```
end if
```

```
# endif
```

```
Return false
```

```
Exception
```

```
Return false
```

```
End Function
```

Notes: This code is written for Mac OS X where you only have a limited number of possible CPUs.

5.0.38 How can I disable the close box of a window on Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** The following code will remove the close item from the system menu of the window.

Example:

```
# if TargetWin32 then
Declare Function GetSystemMenu Lib "user32" (hwnd as Integer, bRevert as Integer) as Integer
Declare Function RemoveMenu Lib "user32" (hMenu as Integer, nPosition as Integer, wFlags as Integer) as Integer
Dim hSysMenu as Integer
hSysMenu = GetSystemMenu(me.WinHWND, 0)
RemoveMenu hSysMenu, & HF060, & H0
# endif
```

Notes: The window may not be updated directly.

5.0.39 How can I get all the environment variables from Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

Example:

```
# if targetWin32
declare function GetEnvironmentStrings Lib "kernel32" () as ptr
dim m as memoryBlock
dim n as Integer

m=GetEnvironmentStrings()

n=0
do
msgBox m.cstring(n)
while m.byte(n)<>0
n=n+1
wend
n=n+1
loop until m.byte(n)=0
# endif
```

Notes: The MBS Plugin has an EnvironmentMBS class for this.

5.0.40 How can i get similar behavior to Roxio Toast or iTunes where clicking a 'burn' button allows the next inserted blank CD-R to bypass the Finder and be accepted by my application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You need to get a media reservation.

Example:

```
dim d as DRDeviceMBS // get a device
d.AcquireMediaReservation
```

Notes:

Use the plugin function AcquireMediaReservation and later release it using ReleaseMediaReservation. See plugin examples on how to use it and check Apples DiscRecording framework documentation for more details.

5.0.41 How can I get text from a PDF?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Crossplatform you can use DynaPDF Pro.

Notes:

On Mac OS X you can also use PDFKit for the same job.

While DynaPDF Pro gives you each bit of text with rotation, font information and encoding details, PDFKit gives you only the text string for a PDF page.

5.0.42 How can I get text from a Word Document?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** to get the text string from a doc file, use the NSAttributedStringMBS class.

Notes:

The NSAttributedStringMBS class is Mac OS X only and we have currently no solution for Windows or Linux.

Use the NSAttributedStringMBS.initWithDocFormat(data as string) as boolean method.

5.0.43 How can I get the item string for a given file creator?

Plugin Version: all, Console & Web: No. **Answer:** Try this function:

Example:

```

Sub pullNativeDocs(aCREA As string)
Dim result as Integer
Dim m, k as memoryBlock
Dim f as folderItem
Dim newType as string
Dim anIcon As picture
Dim ofs as Integer

Declare Function GetFileTypesThatAppCanNativelyOpen Lib "Carbon" (appVRefNumHint as Short, appSignature as OSType, nativeTypes as Ptr) as Short Inline68K("701CABFC")
Declare Function GetDocumentKindString Lib "Carbon" (docVRefNum as Short, docType as OSType, docCreator as OSType, kindString as ptr) as Short Inline68K("7016ABFC")

listBox1.deleteAllRows

m = newMemoryBlock(1024)
result = GetFileTypesThatAppCanNativelyOpen(Volume(0).MacVRefNum, aCREA, m)
if result <> 0 then
listBox1.addRow "<Not found.>"
return
end if

do
if m.byte(ofs*4) = 0 then
exit
else
newType = m.OSTypeMBS(ofs*4)
listBox1.addRow newType
k = newMemoryBlock(64)
result = GetDocumentKindString(Volume(0).MacVRefNum, newType, aCREA, k)
if result = 0 then
listBox1.cell(ofs,1) = k.pString(0)
ofs = ofs + 1
else
listBox1.cell(ofs,1) = "(unknown)"
end if
end if
loop

End Sub

```

Notes: Change "Translation" to "CarbonLib" for Mac OS X.

5.0.44 How can I launch an app using it's creator code?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Send an AppleEvent "odoc" with the creator code to the Finder ("MACS"):

Example:

```
Function LaunchByCreator(C As String) As Boolean
Dim A As AppleEvent
A = NewAppleEvent("aevt","odoc","MACS")
A.ObjectSpecifierParam("—") = GetUniqueIDObjectDescriptor("appf",nil,C)
return A.Send
End Function
```

5.0.45 How can I learn what shared libraries are required by a plugin on Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Please use the ldd command in the terminal.

Notes:

You build an app on any platform, but for Linux.

For the resulting .so files in the libs folder, you can run the ldd command with the library path as parameter. It shows you references lib files and you can make sure you have those installed.

This is a sample run of our graphicsmagick plugin:

```
cs@Ubuntu32:
textasciitilde /MeinProgramm/MeinProgramm Libs$ ldd libMBSGraphicsMagickPlugin17744.so
linux-gate.so.1 =>(0xb76ee000)
libdl.so.2 =>/lib/i386-linux-gnu/libdl.so.2 (0xb6f0e000)
libgtk-x11-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgtk-x11-2.0.so.0 (0xb6aa6000)
libpthread.so.0 =>/lib/i386-linux-gnu/libpthread.so.0 (0xb6a8a000)
libstdc++.so.6 =>/usr/lib/i386-linux-gnu/libstdc++.so.6 (0xb69a5000)
libm.so.6 =>/lib/i386-linux-gnu/libm.so.6 (0xb6979000)
libgcc_s.so.1 =>/lib/i386-linux-gnu/libgcc_s.so.1 (0xb695b000)
libc.so.6 =>/lib/i386-linux-gnu/libc.so.6 (0xb67b1000)
/lib/ld-linux.so.2 (0xb76ef000)
libgdk-x11-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgdk-x11-2.0.so.0 (0xb6701000)
libpangocairo-1.0.so.0 =>/usr/lib/i386-linux-gnu/libpangocairo-1.0.so.0 (0xb66f4000)
libX11.so.6 =>/usr/lib/i386-linux-gnu/libX11.so.6 (0xb65c0000)
libXfixes.so.3 =>/usr/lib/i386-linux-gnu/libXfixes.so.3 (0xb65ba000)
```



```

libatk-1.0.so.0 =>/usr/lib/i386-linux-gnu/libatk-1.0.so.0 (0xb659a000)
libcairo.so.2 =>/usr/lib/i386-linux-gnu/libcairo.so.2 (0xb64ce000)
libgdk_pixbuf-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgdk_pixbuf-2.0.so.0 (0xb64ad000)
libgio-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgio-2.0.so.0 (0xb6356000)
libpangoft2-1.0.so.0 =>/usr/lib/i386-linux-gnu/libpangoft2-1.0.so.0 (0xb632a000)
libpango-1.0.so.0 =>/usr/lib/i386-linux-gnu/libpango-1.0.so.0 (0xb62e0000)
libfontconfig.so.1 =>/usr/lib/i386-linux-gnu/libfontconfig.so.1 (0xb62ab000)
libgobject-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgobject-2.0.so.0 (0xb625c000)
libglib-2.0.so.0 =>/lib/i386-linux-gnu/libglib-2.0.so.0 (0xb6163000)
libXext.so.6 =>/usr/lib/i386-linux-gnu/libXext.so.6 (0xb6151000)
libXrender.so.1 =>/usr/lib/i386-linux-gnu/libXrender.so.1 (0xb6147000)
libXinerama.so.1 =>/usr/lib/i386-linux-gnu/libXinerama.so.1 (0xb6142000)
libXi.so.6 =>/usr/lib/i386-linux-gnu/libXi.so.6 (0xb6132000)
libXrandr.so.2 =>/usr/lib/i386-linux-gnu/libXrandr.so.2 (0xb6129000)
libXcursor.so.1 =>/usr/lib/i386-linux-gnu/libXcursor.so.1 (0xb611e000)
libXcomposite.so.1 =>/usr/lib/i386-linux-gnu/libXcomposite.so.1 (0xb611a000)
libXdamage.so.1 =>/usr/lib/i386-linux-gnu/libXdamage.so.1 (0xb6115000)
libfreetype.so.6 =>/usr/lib/i386-linux-gnu/libfreetype.so.6 (0xb607b000)
libxcb.so.1 =>/usr/lib/i386-linux-gnu/libxcb.so.1 (0xb605a000)
libpixman-1.so.0 =>/usr/lib/i386-linux-gnu/libpixman-1.so.0 (0xb5fc2000)
libpng12.so.0 =>/lib/i386-linux-gnu/libpng12.so.0 (0xb5f98000)
libxcb-shm.so.0 =>/usr/lib/i386-linux-gnu/libxcb-shm.so.0 (0xb5f93000)
libxcb-render.so.0 =>/usr/lib/i386-linux-gnu/libxcb-render.so.0 (0xb5f89000)
libz.so.1 =>/lib/i386-linux-gnu/libz.so.1 (0xb5f73000)
libgmodule-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgmodule-2.0.so.0 (0xb5f6e000)
libselinux.so.1 =>/lib/i386-linux-gnu/libselinux.so.1 (0xb5f4f000)
libresolv.so.2 =>/lib/i386-linux-gnu/libresolv.so.2 (0xb5f36000)
libexpat.so.1 =>/lib/i386-linux-gnu/libexpat.so.1 (0xb5f0c000)
libffi.so.6 =>/usr/lib/i386-linux-gnu/libffi.so.6 (0xb5f05000)
libpcre.so.3 =>/lib/i386-linux-gnu/libpcre.so.3 (0xb5ec9000)
librt.so.1 =>/lib/i386-linux-gnu/librt.so.1 (0xb5ec0000)
libXau.so.6 =>/usr/lib/i386-linux-gnu/libXau.so.6 (0xb5ebb000)
libXdmcp.so.6 =>/usr/lib/i386-linux-gnu/libXdmcp.so.6 (0xb5eb4000)
cs@Ubuntu32:
textasciitilde /MeinProgramm/MeinProgramm Libs$

```

As you see all library have been found and their load address is printed behind the name. If a library is missing, you usually see the address missing there or being zero.

5.0.46 How can I validate an email address?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can try this code:

Example:

```

Dim re As RegEx
re = New RegEx

```

```
Dim rm As RegExMatch
```

```
re.SearchPattern = "[a-z0-9!#$%&'*/=?^_`{|}+(:\.[a-z0-9!#$%&'*/=?^_`{|}+)*@(:[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>

5.0.47 How do I check if the QuickTime component for the JPEG exporting is available?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** If you want to know if the PictureToString functions will work, you may try this function:

Example:

```
Function IsQTJPEGExporerAvailable() As boolean
```

```
dim q as QTComponentInformationMBS
```

```
// search for QuickTime JPEG exporter codec
```

```
q=new QTComponentInformationMBS
```

```
while q.NextComponent
```

```
if q.Type="imco" and q.SubType="jpeg" then
```

```
Return true
```

```
end if
```

```
wend
```

```
Return false // not found
```

```
End Function
```

Notes:

It should work like this for other types like:

```

"tiff" ->TIFF
"PNTG" ->Mac Paint
"gif " ->GIF
"WRLE" ->Windows BMP
"tga " ->Targa
"png " ->PNG
etc.

```

5.0.48 How do I check if the QuickTime component for the JPEG importing is available?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** If you want to know if the StringToPicture functions will work, you may try this function:

Example:

```

Function IsQTJPEGImporterAvailable() As boolean
dim q as QTComponentInformationMBS

```

```

// search for QuickTime JPEG importer codec
q=new QTComponentInformationMBS

```

```

while q.NextComponent
if q.Type="imdc" and q.SubType="jpeg" then
Return true
end if
wend

```

```

Return false // not found
End Function

```

Notes:

It should work like this for other types like:

```

"tiff" ->TIFF
"PNTG" ->Mac Paint
"gif " ->GIF
"WRLE" ->Windows BMP
"tga " ->Targa
"png " ->PNG
etc.

```

5.0.49 How do I check if the QuickTime component for the Sequence grabber is available?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** If you want to know if the QTGrabberClass will work, you can use this code:

Example:

```
Function IsQTGrabberAvailable() As boolean
dim q as QTComponentInformationMBS

q=new QTComponentInformationMBS

while q.NextComponent
if q.Type="barg" then
Return true
end if
wend

Return false // not found
End Function
```

Notes: Don't forget that you need to check for each other component you use like the compression functions.

5.0.50 How do I decode correctly an email subject?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The following code can be used to decode an email subject including several encodings including Base 64.

Example:

```
dim src as string // input

dim theRegex as Regex
dim theRegexMatch as RegexMatch
dim result, infoCharset, encodedPart as string
dim theStart as Integer

if instr(src, "=?") >0 then
theRegex = new Regex
theRegex.Options.Greedy = false
theRegex.searchPattern = "(.*)=?(.+)\?(Q | B)\?(.+)\?="
theRegexMatch = theRegex.search(src)
while theRegexMatch <>nil
theStart = theRegexMatch.subExpressionStartB(0) + len(theRegexMatch.subExpressionString(0))

result = result + theRegexMatch.subExpressionString(1)
```

```

infoCharset = theRegexMatch.subExpressionString(2)
encodedPart = theRegexMatch.subExpressionString(4)
if theRegexMatch.subExpressionString(3) = "B" then
encodedPart = DecodeBase64(encodedPart)
elseif theRegexMatch.subExpressionString(3) = "Q" then
encodedPart = DecodeQuotedPrintable(encodedPart)
end if
if right(result, 1) = " " then
result = mid(result, 1, len(result)-1)
end if
encodedPart = encodedPart.DefineEncoding(GetInternetTextEncoding(infoCharset))
result = result + encodedPart

theRegex.SearchStartPosition = theStart
theRegexMatch = theRegex.search()
wend

result = result + mid(src, theStart+1)

else
result = src
end if
// theRegexMatch = theRegex.search

msgbox result

```

Notes: May not look nice depending on the controls used.

5.0.51 How do I enable/disable a single tab in a tabpanel?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the `TabpanelEnabledMBS` method.

Example:

```
TabpanelEnabledMBS(tabpanel1, 1, false)
```

Notes:

Use Carbon for MachO and CarbonLib for Mac Carbon and AppearanceLib for Mac OS Classic as library. For Cocoa, please use enabled property of `NSTabViewItemMBS` class.

5.0.52 How do I find the root volume for a file?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Try this function:

Example:

```
Function GetRootVolume(f as FolderItem) as FolderItem
dim root, dum as folderItem
if f <> nil then
root = f // f might be the volume
do
dum = root.parent
if dum <> nil then
root = dum
end if
loop until dum = nil
return root
end if
End Function
```

5.0.53 How do I get the current languages list?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

Example:

```
dim p as new CFPreferencesMBS
dim a as CFArrayMBS
dim s as CFStringMBS
dim o as CFOBJECTMBS
dim sa(-1) as string

o=p.CopyAppValue("AppleLanguages", ".GlobalPreferences")

if o<>Nil then
a=CFArrayMBS(o)

dim i,c as Integer

c=a.Count-1
for i=0 to c
o=a.Item(i)

if o isa CFStringMBS then
s=CFStringMBS(o)
sa.Append s.str
end if
```

```
next
end if
```

```
MsgBox Join(sa,EndOfLine)
```

Notes:

On Mac OS X you can get the list of current languages like this list:

```
de
en
ja
fr
es
it
pt
pt-PT
nl
sv
nb
da
fi
ru
pl
zh-Hans
zh-Hant
ko
```

Which has German (de) on the top for a German user.

This code has been tested on Mac OS X 10.5 only.

5.0.54 How do I get the Mac OS Version?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

Example:

```
dim i as Integer
if system.gestalt("sysv", i) then
//do this in an 'If' in case you don't get any value back at all and system.gestalt returns boolean
if i = & h750 then //If OS is 7.5
//do stuff
elseif i = & h761 then //If OS is 7.6.1
//do stuff
end if
```

end if

Notes: The MBS Plugin has a function `SystemInformationMBS.OSVersionString` for this.

5.0.55 How do I get the printer name?

Plugin Version: all, Console & Web: No. **Answer:** For Mac OS Classic see the code below and for Mac OS X use the Carbon Print Manager Classes from the MBS Plugin.

Example:

```
dim s as String
dim i as Integer

s=app.ResourceFork.GetResource("STR ",-8192)
if s<>"" then
i=ascb(leftb(s,1))
s=mid(s,2,i)

MsgBox s
end if
```

Notes:

A note from Craig Hoyt:

After looking at your example I had a little deja-vu experience. Several years ago I played around with this same code if 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.

5.0.56 How do I make a metal window if RB does not allow me this?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The following declare turns any window on Mac OS X 10.2 or newer into a metal one.

Example:


```
declare sub ChangeWindowAttributes lib "Carbon" (win as windowptr, a as Integer, b as Integer)
```

```
ChangeWindowAttributes window1,256,0
```

Notes: May not look nice depending on the controls used.

5.0.57 How do I make a smooth color transition?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

I'd like to show in a report some bars, which start with color A and end with color B.

The color change should be very smooth.

My problem: If I would start from 255,0,0 and end by 0,0,0, I would have 255 different colors. If the bars are longer than 255 pixels, would this look nice?

Example:

```
// Window.Paint:
Sub Paint(g As Graphics)
dim w,w1,x,p as Integer
dim c1,c2,c as color
dim p1,p2 as Double

c1=rgb(255,0,0) // start color
c2=rgb(0,255,0) // end color

w=g.Width
w1=w-1

for x=0 to w1
p1=x/w1
p2=1.0-p1

c=rgb(c1.red*p1+c2.red*p2, c1.green*p1+c2.green*p2, c1.blue*p1+c2.blue*p2)

g.ForeColor=c
g.DrawLine x,0,x,g.Height

next
End Sub
```

Notes: Try the code above in a window paint event handler.

5.0.58 How do I read the applications in the dock app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use CFPreferencesMBS class like in this example:

Example:

```
// Reads file names from persistent dock applications and puts them into the list

dim pref as new CFPreferencesMBS

dim persistentapps as CFStringMBS = NewCFStringMBS("persistent-apps")
dim ApplicationID as CFStringMBS = NewCFStringMBS("com.apple.dock")
dim tiledata as CFStringMBS = NewCFStringMBS("tile-data")
dim filelabel as CFStringMBS = NewCFStringMBS("file-label")

// get the array of persistent applications from dock preferences
dim o as CObjectMBS = pref.CopyValue(persistentapps, ApplicationID, pref.kCFPreferencesCurrentUser,
pref.kCFPreferencesAnyHost)

if o isa CFArrayMBS then
dim a as CFArrayMBS = CFArrayMBS(o)

// walk over all items in array
dim c as Integer = a.Count-1
for i as Integer = 0 to c

// get dictionary describing item
o = a.Item(i)

if o isa CFDictionaryMBS then
dim d as CFDictionaryMBS = CFDictionaryMBS(o)

// and pick tile data dictionary
o = d.Value(tiledata)
if o isa CFDictionaryMBS then
d = CFDictionaryMBS(o)

// and pick there the file label
o = d.Value(filelabel)
if o isa CFStringMBS then
// and display it
dim name as string = CFStringMBS(o).str
List.AddRow name
```

```

end if
end if
end if

next

else
MsgBox "Failed to read dock preferences."
end if

```

Notes: You can use the `CFPreferencesMBS.SetValue` to change a value and `CFPreferencesMBS.Synchronize` to write the values to disc. You may need to restart the `Dock.app` if you modified things.

5.0.59 How do I truncate a file?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** In a `binarystream` you can set the `length` property to truncate.

5.0.60 How do update a Finder's windows after changing some files?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

Example:

```

dim f as folderitem // some file
dim ae as appleevent
ae=newappleevent("fndr", "fupd", "MACS")
ae.folderitemparam("—")=f
if not ae.send then
//something went wrong
end if

```

Notes: The `folderitem.finderupdate` from the MBS Plugin does something like this.

5.0.61 How to access a USB device directly?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** First, it depends on the device.

Notes:

Some devices can be talked directly from user mode code, but some require a kernel driver.

For some devices you can use plugins to access them like:

- Audio and Video sources using the QTGrabberClassMBS
- Mass storage devices using the folderitem class.
- Serial devices using the System.SerialPort function.
- HID USB devices can be used with MacHIDMBS, WinHIDMBS or LinuxHIDInterface class.
- Any USB device may be used with MacUSBMBS or WinUSBMBS classes.

In general it is always the best to take the most high level access to have others do the work for the details.

5.0.62 How to add icon to file on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use Folderitem.AddCustomIcon or NSWorkspaceMBS.setIcon functions.

Notes: Please close any open stream for the file you want to add an icon.

5.0.63 How to ask the Mac for the Name of the Machine?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Using Apple Events you can use this code:

Example:

Function Computername() *As string*

```
dim theEvent as AppleEvent
dim err as boolean
```

```
theEvent = newAppleEvent("mchn", "getd", "MACS")
```

```
err = theEvent.send
```

```
return theevent.ReplyString
```

End Function

Notes:

Code above is for Mac OS 9!

Also the MBS Plugin has a function for this which may be faster and work also on Macs without Filesharing (which handles this event).

5.0.64 How to automatically enable retina in my apps?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can run a build script on each build with this code:

Example:

```
Dim App As String = CurrentBuildLocation + "/" + CurrentBuildAppName + ".app"
Call DoShellCommand("/usr/bin/defaults write " + App + "/Contents/Info ""NSHighResolutionCapable""
YES")
```

Notes: This will set the NSHighResolutionCapable flag to YES.

5.0.65 How to avoid leaks with Cocoa functions?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can try this code on Mac OS X:

Example:

```
// in a Timer Action event:
Sub Action()
static LastPool as NSAutoreleasePoolMBS = nil
static CurrentPool as NSAutoreleasePoolMBS = nil

LastPool = CurrentPool
CurrentPool = new NSAutoreleasePoolMBS
End Sub
```

Notes:

With REALbasic 2009r4 the code above should not be needed as REALbasic runtime does automatically handle the NSAutoreleasePools for you. For older REALbasic versions you need to use code with a timer with the action event above to avoid memory leaks.

Please do not use REALbasic 2009r4 and newer with plugins before version 9.5. You can get crashes there which typically show a line with a objc_msgSend call.

5.0.66 How to avoid trouble connecting to oracle database with SQL Plugin?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** For oracle the most important thing is to point the plugin to the libraries from oracle.

Notes:

In environment variables, the paths like ORACLE_HOME must be defined.

On Mac OS X you also need to define DYLD_LIBRARY_PATH to point to the dylib files from oracle.

For that you need to modify /etc/launchd.conf for Mac OS X 10.8 and newer.

In older versions those variables in .MacOSX/environment.plist file in user's home.

Another way for the case you bundle things inside your app is to use the LSEnvironment key in info.plist. In info.plist it looks like this:

```
<key>LSEnvironment</key>
<dict>
<key>test</key>
<string>Hello World</string>
</dict>
```

5.0.67 How to avoid __NSAutoreleaseNoPool console messages in threads?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You need to use your own NSAutoreleasePool on a thread like this:

Example:

```
sub MyThread.run
dim pool as new NSAutoreleasePoolMBS
// do work here

pool=nil
end sub
```

Notes:

For more details read here:

http://developer.apple.com/mac/library/documentation/Cocoa/Reference/Foundation/Classes/NSAutoreleasePool_Class/Reference/Reference.html

5.0.68 How to bring app to front?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Mac you can use this code:

Example:

```
// First way:
app.FrontMostMBS = true

// second way:
dim p as new ProcessMBS
p.GetCurrentProcess
p.FrontProcess = true

// third way:
NSApplicationMBS.sharedApplication.activateIgnoringOtherApps(true)

// for Windows:
RemoteControlMBS.WinBringWindowToTop
```

Notes: This will bring a Mac app to the front layer.

5.0.69 How to bring my application to front?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** This makes SimpleText (Code txt) to the frontmost application:

Example:

```
Dim A As AppleEvent
A = NewAppleEvent("misc", "actv", "")
If Not A.Send then
Beep
end if
```

Notes: (Code is Mac only)

5.0.70 How to catch Control-C on Mac or Linux in a console app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use SignalHandlerMBS class for this.

Example:

```
// watch for Control-C on Mac
call SignalHandlerMBS.SetFlagHandler(2)

dim ende as boolean = false
do
if SignalHandlerMBS.IsFlagSet(2) then
Print "Flag 2 set. Existing..."
ende = true
end if

DoEvents 1
loop until ende
```

Notes: The signal is caught, a flag is set and you can ask later in your normal application flow for the result.

5.0.71 How to change name of application menu?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Use this code to change the application menu name on Mac OS X:

Example:

```
dim mb as new MenubarMBS
dim m as MenuMBS = mb.item(1) // 1 is in my tests the app menu
if m<>Nil then
m.MenuTitle = "Hello World"
end if
```

Notes: This code is for Carbon only.

5.0.72 How to change the name in the menubar of my app on Mac OS X?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

You mean it screws up if the file name of the bundle itself is different than the name of the executable file in the MacOS folder within the bundle? If so, you should find something like this within your Info.plist file (or the 'plst' resource that the RB IDE builds for you):

```
<key>CFBundleExecutable</key>
<string>Executable file name here</string>
```


Just make sure that file name matches.

However, if your question involves how you can change the name of the app that appears in the menu and the dock, that's different. You can make this name different from the file name by changing the CFBundleName key:

```
<key>CFBundleName</key>
<string>Name for menu here</string>
```

Note that if you use my free AppBundler program, this second part is taken care of for you – just fill in a custom name in the right field. You can find AppBundler (from Thomas Reed) at <http://www.bitjuggler.com/products/appbundler/> .

5.0.73 How to check if a folder/directory has subfolders?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this to check all items in a folder:

Example:

```
Function HasSubFolder(folder as FolderItem) As Boolean
dim c as Integer = folder.Count
```

```
for i as Integer = 1 to c
dim item as FolderItem = folder.TrueItem(i)
```

```
if item<>Nil and item.Directory then
Return true
end if
next
```

```
End Function
```

Notes:

We use trueitem() here to avoid resolving alias/link files. Also we check for nil as we may not have permission to see all items. And if one is a directory, we return without checking the rest.

5.0.74 How to check if Macbook runs on battery or AC power?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Please use our IOPowerSourcesMBS class like this:

Example:

```
Function PowerSourceState() as Integer
dim p as new IOPowerSourcesMBS

// check all power sources
dim u as Integer = p.Count-1
for i as Integer = 0 to u
dim d as CFDictionaryMBS = p.Item(i)
if d<>nil then
// check if they have a power source state key:
dim o as CFObjectMBS = d.Value(NewCFStringMBS("Power Source State"))
if o isa CFStringMBS then
dim s as string = CFStringMBS(o).str

'MsgBox s

if s = "AC Power" then
Return 1
elseif s = "Battery Power" then
Return 2
end if
end if
end if
next
Return 0 // unknown
End Function
```

Notes: If you want to check the CFDictionaryMBS content, simply use a line like "dim x as dictionary = d.dictionary" and check the contents in the debugger.

5.0.75 How to check if Microsoft Outlook is installed?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** If you need Outlook for Scripting, you should simply check registry for the required Outlook.Application class:

Example:

```
Function OutlookInstalled() As Boolean
# if TargetWin32 then

try
```

```

dim r as new RegistryItem("HKEY_CLASSES_ROOT\Outlook.Application\CLSID", false)

Return true

catch r as RegistryAccessErrorException
// not installed
Return false

end try

# else

// Windows only, so false on other platforms
Return false

# endif

End Function

```

5.0.76 How to check on Mac OS which country or language is currently selected?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The code below returns a country value.

Example:

```

dim result as Integer

IF TargetMacOS THEN

CONST smScriptLang = 28
CONST smSystemScript = -1

DECLARE FUNCTION GetScriptManagerVariable LIB "Carbon" ( selector as Integer) as Integer
DECLARE FUNCTION GetScriptVariable LIB "Carbon" ( script as Integer, selector as Integer) as Integer

result=GetScriptVariable(smSystemScript, smScriptLang)

END IF

```

Notes:

Returns values like:

For more values, check "Script.h" in the frameworks.

5.0.77 How to code sign my app with plugins?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** When you try to code sign the application with plugin dylibs on Mac OS X, you may see error message that there is actually a signature included.

Notes:

Please use the -f command line parameter with codesign utility to overwrite our MBS signature. We sign our plugins for Mac and Windows to make sure they have not been modified.

In terminal, you do like this:

```
cd <Path to folder of app>
```

```
codesign -f -s "Developer ID Application: <Your Name>" "<Appname>.app/Contents/Frameworks/*.dylib"
codesign -f -s "Developer ID Application: <Your Name>" "<Appname>.app/Contents/Frameworks/*.framework"
codesign -f -s "Developer ID Application: <Your Name>" "<Appname>.app"
```

Please use the name of your certificate (See keychain), the name of your app and the path to the app folder. If you have helper apps you need to sign them first. You can use a build step to automatically sign your app on build.

5.0.78 How to collapse a window?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use this function (Mac only):

Example:

```
Sub CollapseRBwindow(w as window, CollapseStatus as boolean)
dim state, err as Integer
dim wh as MemoryBlock
```

```
Declare Function CollapseWindow Lib "Carbon" (window as Integer, collapse as Integer) as Integer
```

```
IF CollapseStatus THEN
state = 1
ELSE
state = 0
END IF
```

```
err = CollapseWindow(w.MacWindowPtr, state)
```

```
End Sub
```

Notes:

Also the MBS Plugin has a `window.collapsedmbs` property you can set. For Windows the MBS Plugin has a `window.isiconicmbs` property.

5.0.79 How to compare two pictures?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can try this code:

Example:

```
Function ComparePictures(p as picture,q as picture) as Integer
```

```
dim r,u as RGBSurface
```

```
dim x,y,n,m,h,w as Integer
```

```
dim w1,w2,h1,h2,d1,d2 as Integer
```

```
dim c1,c2 as color
```

```
h1=p.Height
```

```
h2=q.Height
```

```
w1=p.Width
```

```
w2=q.Width
```

```
d1=p.Depth
```

```
d2=q.Depth
```

```
if d1<>d2 then
```

```
Return 1
```

```
elseif w1<>w2 then
```

```
return 2
```

```
elseif h1<>h2 then
```

```
Return 3
```

```
else
```

```
r=p.RGBSurface
```

```
u=q.RGBSurface
```

```
if r=nil or u=nil then
```

```
Return -1
```

```
else
```

```
h=h1-1
```

```
w=w1-1
```

```
m=min(w,h)
```

```

for n=0 to m
c1=r.Pixel(n,n)
c2=u.Pixel(n,n)
if c1<>c2 then
Return 4
end if
next

for y=0 to h
for x=0 to w
c1=r.Pixel(x,y)
c2=u.Pixel(x,y)
if c1<>c2 then
Return 5
end if
next
next

// 0 for equal
// -1 for error (no RGBsurface)
// 1 for different depth
// 2 for different width
// 3 for different height
// 4 for different pixels (fast test)
// 5 for different pixels (slow test)
end if
end if

Exception
Return -1
End Function

```

Notes: Remember that this only works on bitmap pictures, so the `picture.BitmapMBS` function may be useful.

5.0.80 How to compile PHP library?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You have to download the source code and compile a static version of the library.

Notes:

This instructions were written based on PHP 5.2.6 on Mac OS X:

- Best take a new Mac with current Xcode version installed.

- Download the source code archive. e.g. "php-5.2.6.tar.bz2"
- Expand that archive on your harddisc.
- Open terminal window
- change directory to the php directory. e.g. "cd /php-5.2.6"
- execute this two lines to define the supported CPU types and the minimum Mac OS X version:
- export CFLAGS="-arch ppc -arch i386 -mmacosx-version-min=10.3"
- export CXXFLAGS="-arch ppc -arch i386 -mmacosx-version-min=10.3"
- the command "./configure help" does show the configure options.
- use configure with a line like this:
- ./configure --enable-embed --with-curl --enable-ftp --enable-zip --enable-sockets --enable-static --enable-soap --with-zlib --with-bz2 --enable-exif --enable-bcmath --enable-calendar
- start the compilation with "make all"
- other option is to use "make install" which first does the same as "make all" and than does some installation scripts.
- you may get an error about a duplicate symbole _yytext. Search the file "zend_ini_scanner.c", search a line with "char *yytext;" and change it to "extern char *yytext;".
- On the end you get a lot of error messages, but you have a working library (named libphp5.so) file in the invisible ".libs" folder inside your php source folder.

Possible problems and solutions:

- If the path to your files has spaces, you can get into trouble. e.g. "/RB Plugins/PHP" is bad as files will be searched sometimes in "/RB".
- If you have in /usr/local/lib libraries which conflict with the default libraries, you can get into trouble.
- If you installed some open source tools which compiled their own libraries, you can get into conflicts.
- if you have to reconfigure or after a problem, you may need to use "make clean" before you start "make all" again.

Feel free to install additional libraries and add more packages to the configure line.

5.0.81 How to convert a `BrowserType` to a String with `WebSession.Browser`?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this:

Example:

```
Function GetBrowserName(s as WebSession.BrowserType) As string
Select case s
case WebSession.BrowserType.Android
Return "Andriod"
case WebSession.BrowserType.Blackberry
Return "Blackberry"
case WebSession.BrowserType.Chrome
Return "Chrome"
case WebSession.BrowserType.ChromeOS
Return "ChromeOS"
case WebSession.BrowserType.Firefox
Return "Firefox"
case WebSession.BrowserType.InternetExplorer
Return "InternetExplorer"
case WebSession.BrowserType.Opera
Return "Opera"
case WebSession.BrowserType.Safari
Return "Safari"
case WebSession.BrowserType.SafariMobile
Return "SafariMobile"
case WebSession.BrowserType.Unknown
Return "Unknown"
else
Return "Unkown: " +str(integer(s))
end Select

End Function
```

5.0.82 How to convert a `EngineType` to a String with `WebSession.Engine`?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this:

Example:

```
Function GetRenderingEngineName(s as WebSession.EngineType) As string
Select case s
case WebSession.EngineType.Gecko
Return "Gecko"
case WebSession.EngineType.Presto
Return "Presto"
case WebSession.EngineType.Trident
```



```

Return "Trident"
case WebSession.EngineType.Unknown
Return "Unknown"
case WebSession.EngineType.WebKit
Return "WebKit"
else
Return "Unkown: " +str(integer(s))
end Select

End Function

```

5.0.83 How to convert a PlatformType to a String with WebSession.Platform?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this:

Example:

```

Function GetPlatformName(s as WebSession.PlatformType) As string
Select case s
case WebSession.PlatformType.Blackberry
Return "Blackberry"
case WebSession.PlatformType.iPad
Return "iPad"
case WebSession.PlatformType.iPhone
Return "iPhone"
case WebSession.PlatformType.iPodTouch
Return "iPodTouch"
case WebSession.PlatformType.Linux
Return "Linux"
case WebSession.PlatformType.Macintosh
Return "Macintosh"
case WebSession.PlatformType.PS3
Return "PS3"
case WebSession.PlatformType.Unknown
Return "Unknown"
case WebSession.PlatformType.WebOS
Return "WebOS"
case WebSession.PlatformType.Wii
Return "Wii"
case WebSession.PlatformType.Windows
Return "Windows"
else
Return "Unkown: " +str(integer(s))
end Select

End Function

```

5.0.84 How to convert a text to iso-8859-1 using the TextEncoder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

This code can help you although it's not perfect.

You need to set lc to the current color you use.

Example:

```
dim outstring as string
dim theMac, thePC as textencoding
dim Mac2PC as textconverter

theMac = getTextEncoding(0) // MacRoman
thePC = getTextEncoding(& h0201) // ISOLatin1

Mac2PC = getTextConverter(theMac, thePC)
// if you wanted to do the opposite just create a converter
// PC2Mac = getTextConverter(thePC, theMac)

outstring = Mac2PC.convert("Bjrn, this text should be converted")
Mac2PC.clear
```

Notes: You have to call Mac2PC.clear after every conversion to reset the encoding engine.

5.0.85 How to convert ChartTime back to Xojo date?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We have this example code:

Example:

```
Function ChartTimeToDate(ChartTime as Double) As date
static diff as Double = 0.0

if diff = 0.0 then
dim d2 as Double = CDBaseChartMBS.chartTime(2015, 1, 1)
dim da as new date(2015, 1, 1)
dim ts as Double = da.TotalSeconds

diff = ts - d2
end if
```

```
dim d as new date
d.TotalSeconds = diff + ChartTime
```

```
Return d
End Function
```

Notes: As you see we calculate the difference in base date from Date and ChartTime and later use difference to convert.

5.0.86 How to convert line endings in text files?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can simply read file with TextInputStream and write with new line endings using TextOutputStream class.

Example:

```
dim inputfile as FolderItem = SpecialFolder.Desktop.Child("test.txt")
dim outputfile as FolderItem = SpecialFolder.Desktop.Child("output.txt")
dim it as TextInputStream = TextInputStream.Open(inputfile)
dim ot as TextOutputStream = TextOutputStream.Create(outputfile)
```

```
ot.Delimiter = EndOfLine.Windows // new line ending
while not it.EOF
ot.WriteLine it.ReadLine
wend
```

Notes: TextInputStream will read any input line endings and with delimiter property in TextOutputStream you can easily define your new delimiter.

5.0.87 How to convert picture to string and back?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use this plugin functions:

Notes:

JPEG:

```
JPEGStringToPictureMBS(buf as string) as picture
JPEGStringToPictureMBS(buf as string,allowdamaged as Boolean) as picture
PictureToJPEGStringMBS(pic as picture,quality as Integer) as string
```

PNG:

```
PictureToPNGStringMBS(pic as picture, gamma as single) as string
PictureToPNGStringMBS(pic as picture, mask as picture, gamma as single) as string
PictureToPNGStringMBS(pic as picture, gamma as single, Interlace as Boolean, FilterType as Integer) as string
PictureToPNGStringMBS(pic as picture, mask as picture, gamma as single, Interlace as Boolean, FilterType as Integer) as string
PNGStringToPictureMBS(data as string, gamma as single) as picture
PNGStringToPNGPictureMBS(data as string, gamma as single) as PNGpictureMBS
```

Tiff:

```
TIFFStringToPictureMBS(data as string) as picture
TIFFStringToTiffPictureMBS(data as string) as TiffPictureMBS
```

BMP:

```
BMPStringtoPictureMBS(data as string) as picture
Picture.BMPDataMBS(ResolutionValueDPI as Integer=72) as string
```

GIF:

```
GifStringToGifMBS(data as string) as GIFMBS
GifStringToPictureMBS(data as string) as Picture
```

5.0.88 How to copy an array?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use a function like this to copy an array:

Example:

```
Function CopyArray(a() as Double) as Double()
dim r() as Double
for each v as Double in a
r.Append v
next
Return r
End Function
```

Notes:

If needed make several copies of this method with different data types, not just double.
For a deep copy of an array of objects, you need to change code to also make a copy of those objects.

5.0.89 How to copy an dictionary?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use a function like this to copy a dictionary:

Example:

```
Function CopyDictionary(d as Dictionary) As Dictionary
dim r as new Dictionary
for each key as Variant in d.keys
r.Value(key) = d.Value(key)
next
Return r
End Function
```

Notes:

If needed make several copies of this method with different data types, not just double.
For a deep copy of an dictionary of objects, you need to change code to also make a copy of those objects.

5.0.90 How to copy parts of a movie to another one?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** The code below copies ten seconds of the snowman movie to the dummy movie starting at the 5th second.

Example:

```
dim f as FolderItem
dim md as EditableMovie
dim ms as EditableMovie

f=SpecialFolder.Desktop.Child("Our First Snowman.mov")
ms=f.OpenEditableMovie

ms.SelectionStartMBS=5
ms.SelectionLengthMBS=10

f=SpecialFolder.Desktop.Child("dummy.mov")
md=f.CreateMovie

msgbox str(md.AddMovieSelectionMBS(ms))
```

Notes: If result is not 0, the method fails.

5.0.91 How to create a birthday like calendar event?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

Example:

```
// start a connection to the calendar database
dim s as new CalCalendarStoreMBS

// needed for the error details
dim e as NSErrorMBS

dim r as CalRecurrenceRuleMBS = CalRecurrenceRuleMBS.initYearlyRecurrence(1, nil) // repeat every
year without end

dim a as new CalAlarmMBS // add alarm
a.action = a.CalAlarmActionDisplay
a.relativeTrigger = -3600*24 // 24 Hours before

// create a new calendar
dim c as new CalEventMBS

dim d as new date(2011, 04, 20) // the date

dim calendars() as CalCalendarMBS = s.calendars

// set properties
c.Title="Test Birthday"
c.startDate=d
c.recurrenceRule = r
c.calendar=calendars(0) // add to first calendar
c.addAlarm(a)
c.endDate = d
c.isAllDay = true

// save event
call s.saveEvent(c,s.CalSpanAllEvents, e)
if e<>nil then
MsgBox e.localizedDescription
else
MsgBox "New event was created."
end if
```

Notes: This adds an event to iCal for the given date with alarm to remember you and repeats it every year.

5.0.92 How to create a GUID?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the UUIDMBS class for this.

5.0.93 How to create a Mac picture clip file?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** You can use code like this one.

Example:

```

dim f As FolderItem
dim p As Picture

f=SpecialFolder.Desktop.Child("Test.pictClipping")
if f=nil then Return

p=new Picture(300,200,32) 'Make a sample picture
p.Graphics.ForeColor=RGB(0,255,255)
p.Graphics.FillOval 0,0,99,99
p.Graphics.ForeColor=RGB(255,0,0)
p.Graphics.DrawOval 0,0,99,99

dim r As ResourceFork 'ResourceFork is needed for a clip file

// Please define a file type Any
r=f.CreateResourceFork("Any")

// get PICT data using plugin function
dim pictdata as string = p.PicHandleDataMBS
r.AddResource(pictdata,"PICT",256,"Picture")

dim m as new MemoryBlock(8)

m.LittleEndian = false
m.Int16Value(0) = 0
m.Int16Value(2) = 0
m.Int16Value(4) = p.Width
m.Int16Value(6) = p.Height

```

```
r.AddResource(m,"RECT",256,"")
```

'Values taken from a sample file and irrelevant to the problem

```
dim data as string = DecodeBase64("AQAAAAAAAAAAAAAAAAACAFRDRVIAAABAAAAAAAAAAABUQ0IQAAAAA")
r.AddResource(data,"drag",128,"") 'ditto
r.Close
```

Notes: In general Apple has deprecated this, but a few application still support clippings.

5.0.94 How to create a PDF file in REALbasic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Check our DynaPDF plugin and the examples.

Notes:

An alternative can be to use the CoreGraphics and Cocoa functions on Mac OS X. For Windows, we can only suggest our DynaPDF plugin.

5.0.95 How to create EmailAttachment for PDF Data in memory?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use code like the one below:

Example:

```
Function EmailAttachmentFromPDFData(PDFData as string, filename as string) As EmailAttachment
dim a as new EmailAttachment
```

```
a.data = EncodeBase64(PDFData, 76)
a.ContentEncoding = "base64"
a.MIMEType = "application/pdf"
a.MacType = "PDF "
a.MacCreator = "prvw"
a.Name = filename
```

Return a

End Function

Notes:

Compared to sample code from Xojo documentation, we set the mime type correct for PDF. The MacType/MacCreator codes are deprecated, but you can still include them for older Mac email clients. "prvw" is the creator code for Apple's preview app.

5.0.96 How to create PDF for image files?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use DynaPDF like this:

Example:

```
Function CreatePrintPDF(jpgFiles() as folderitem, pdfFile as FolderItem, PageWidth as Integer, PageHeight
as Integer) As Boolean
// have files?
If pdfFile = Nil Then Return False
If jpgFiles = Nil Then Return False

If jpgFiles.Ubound <0 Then Return False

// new DynaPDF
Dim pdf As New MyDynapdfMBS

// page width/height in MilliMeter
Dim pdfWidth as Integer = PageWidth * 72 / 25.4
Dim pdfHeight as Integer = PageHeight * 72 / 25.4

// put your license here
Call pdf.SetLicenseKey "Starter"

// create pdf
Call pdf.CreateNewPDF pdfFile

// set a couple of options
Call pdf.SetPageCoords(MyDynaPDFMBS.kpcTopDown)
Call pdf.SetResolution(300)
Call pdf.SetUseTransparency(False)
Call pdf.SetSaveNewImageFormat(False)
Call pdf.SetGStateFlags(MyDynaPDFMBS.kgfUseImageColorSpace, False)
Call pdf.SetJPEGQuality(100)

// set page size
Call pdf.SetBBox(MyDynaPDFMBS.kpbMediaBox, 0, 0, pdfWidth, pdfHeight)
Call pdf.SetPageWidth(pdfWidth)
Call pdf.SetPageHeight(pdfHeight)

// append pages with one image per page
For i as Integer = 0 To jpgFiles.Ubound
Call pdf.Append
Call pdf.InsertImageEx(0, 0, pdfWidth, pdfHeight, jpgFiles(i), 1)
Call pdf.EndPage
```

Next

```
// close
Call pdf.CloseFile
```

```
Return True
End Function
```

Notes:

This is to join image files in paper size to a new PDF.
e.g. scans in A4 into an A4 PDF.

5.0.97 How to CURL Options translate to Plugin Calls?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Below a few tips on how to translate command line CURL calls to plugin calls.

Notes:

```
curl -vX PUT http://localhost:5984/appserials/78569238475/DocumentRegister.docx?rev=3-25634563456
-data-binary @DocumentRegister.docx -H "Content-Type: application/msword"
```

- The option -v means verbose. You can use OptionVerbose and listen for messages in the DebugMessage event.
- The option -X PUT means we want to do a HTTP PUT Request. So set OptionPut to true. Also you will want to set OptionUpload to true as you upload data.
- We have the URL which you put into OptionURL property.
- The -data-binary option tells CURL to pass the given data. With the @ before the data, it is interpreted as a file name, so the data is read from the given file. You'll need to open this file and pass data with the Read event as needed. (See CURLS ftp file upload example project)
- The last option -H specifies an additional header for the upload. Pas this additional header with the SetOptionHTTPHeader method.

```
curl -X PUT http://127.0.0.1:5984/appserials/f2f4e540bf8bb60f61cfd4328001c59 -d '{ "type": "Product", "description": "Application Serial", "acronym": "AppSerial", "dateAdded": "2011-03-21 14:57:36" }'
```

- Option -X PUT like above.
- Pass the URL again in OptionURL
- This time data is passed in command line for CURL. You'd put this data in the quotes into a string and make it available in the Read event. (See CURLS ftp upload example project)

5.0.98 How to delete file with ftp and curl plugin?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can set post/pre quotes to have ftp commands executed before or after the download/upload.

Example:

```
dim d as CURLMBS // your curl object
```

```
// delete file
```

```
dim ws() As String
```

```
ws.Append "DELE Temp.txt"
```

```
d.SetOptionPostQuote(ws)
```

Notes:

Use SetOptionPostQuote, SetOptionPreQuote or SetOptionQuote.

The ftp commands you pass here are native ftp commands and not the commands you use with ftp applications. To delete use DELE and the file path.

5.0.99 How to detect display resolution changed?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Mac OS X simply listen for display changed notifications.

Notes: Use the "Distribution Notification Center.rbp" example project as a base and use it to listen to notifications with the name "O3DeviceChanged".

5.0.100 How to detect retina?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use Window.BackingScaleFactorMBS to query the factor.

Example:

```
msgbox str(window1.BackingScaleFactorMBS)
```

5.0.101 How to disable force quit?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

Please visit this website and get the control panel for Mac OS 9 there:

<http://www3.sk.sympatico.ca/tinyjohn/DFQ.html>

For Mac OS X use the MBS Plugin with the SetSystemUIModeMBS method.

Notes: Please use presentationOptions in NSApplicationMBS for Cocoa applications.

5.0.102 How to disable the error dialogs from Internet Explorer on javascript errors?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** You can use this code in the htmlviewer open event:

Example:

```
if targetwin32 then
htmlviewer1..ole.Content.value("Silent") = True
end if
```

Notes: This disables the error dialogs from Internet Explorer.

5.0.103 How to display a PDF file in REALbasic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Mac OS X you can use CoreGraphics or PDFKit to display a PDF.

Notes:

An alternative can be to load the PDF into a htmlviewer so the PDF plugin can display it.

On Windows you may need to use the Acrobat ActiveX control from Adobe or launch Acrobat Reader.

5.0.104 How to do a lottery in RB?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Try this function:

Example:

```
Sub Lotto(max as Integer,count as Integer,z() as Integer)
// Lotto count numbers of max put into the array z beginning at index 0
dim n(0) as Integer ' all the numbers
dim m as Integer ' the highest field in the current array
dim i,a,b,d as Integer ' working variables

'fill the array with the numbers
m=max-1
redim n(m)
```


You can use `DNSLookupThreadMBS` class for doing them asynchron.

5.0.106 How to draw a dashed pattern line?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can try this code:

Example:

// call like this: DrawDashedPatternLine g,0,0,width,height,10

```
Sub DrawDashedPatternLine(g as graphics,x1 as Integer,y1 as Integer,x2 as Integer,y2 as Integer, partlen
as Integer)
dim x,y,ox,oy as Double
dim dx,dy as Double
dim w,h,d as Double
dim b as Boolean

w=x2-x1
h=y2-y1

d=sqrt(w*w+h*h)

dx=w/d*partlen
dy=h/d*partlen

b=true
x=x1
while (x<x2) and (y<y2)
ox=x
oy=y

x=x+dx
y=y+dy

if b then
g.DrawLine ox,oy,x,y
end if

b=not b
wend

End Sub
```

Notes: It would be possible to add this to the plugin, but I think it's better if you do it in plain Realbasic code, so it even works on Windows.

5.0.107 How to draw a nice antialiased line?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

This code can help you although it's not perfect.

You need to set lc to the current color you use.

Example:

```
Sub drawLine(xs as Integer, ys as Integer, xe as Integer, ye as Integer, face as RGBSurface, lineColor as
color)
dim intX, intY, count, n, xDiff, yDiff as Integer
dim v, v1, floatX, floatY, xx, yy, xStep, yStep as Double
dim c as color

const st=1.0

xDiff=xe-xs
yDiff=ye-ys
count=max(abs(xDiff), abs(yDiff))
xStep=xDiff/count
yStep=yDiff/count
xx=xs
yy=ys
for n=1 to count
intX=xx
intY=yy
floatX=xx-intX
floatY=yy-intY

v=(1-floatX)*(1-floatY)*st
v1=1-v
c=face.pixel(intX, intY)
face.pixel(intX, intY)=rgb(v*lineColor.red+v1*c.red, v*lineColor.green+v1*c.green, v*lineColor.blue+v1*c.blue)
v=floatX*(1-floatY)*st
v1=1-v
c=face.pixel(intX+1, intY)
face.pixel(intX+1, intY)=rgb(v*lineColor.red+v1*c.red, v*lineColor.green+v1*c.green, v*lineColor.blue+v1*c.blue)
v=(1-floatX)*floatY*st
v1=1-v
c=face.pixel(intX, intY+1)
face.pixel(intX, intY+1)=rgb(v*lineColor.red+v1*c.red, v*lineColor.green+v1*c.green, v*lineColor.blue+v1*c.blue)
v=floatX*floatY*st
v1=1-v
c=face.pixel(intX+1, intY+1)
face.pixel(intX+1, intY+1)=rgb(v*lineColor.red+v1*c.red, v*lineColor.green+v1*c.green, v*lineColor.blue+v1*c.blue)
```

```
xx=xx+xStep
yy=yy+yStep
next
```

End Sub

Notes: PS: st should be 1 and face should be a RGBSurface or a Graphics object.

5.0.108 How to draw with CGContextMBS using my own handle?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can try this code:

Example:

```
Soft Declare Function QDBeginCGContext Lib "Carbon" (port as Integer, ByRef contextHandle as Integer)
as Integer
dim contextRef as Integer
call QDBeginCGContext(g.handle(graphics.HandleTypeCGrafPtr), contextRef)
dim c as new CGContextMBS(contextRef)
```

```
c.BeginPath
c.SetLineWidth(3)
c.SetRGBFillColor(1,0,0,0.5)
c.FillRect(CGMakeRectMBS(0,0,100,100))
c.DrawPath(c.kCGPathFillStroke)
c.Flush // and so on
```

```
Soft Declare Function QDEndCGContext Lib "Carbon" (port as Integer, ByRef contextHandle as Integer)
as Integer
dim h as Integer = c.Handle
call QDEndCGContext(g.handle(graphics.HandleTypeCGrafPtr), h)
c.Handle=0
```

Notes: Basicly you can provide your own handle to CGContextMBS. But if you do not set it back to 0 the CGContextMBS destructor will release the handle which can result into a crash. (if the reference count is wrong)

5.0.109 How to dump java class interface?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** In terminal you can use "javap -s <classname>" to display the class with the method names and parameters.

Notes: For example show ResultSet class: javap -s java.sql.ResultSet

5.0.110 How to duplicate a picture with mask or alpha channel?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this function:

Example:

```
Function Duplicate(extends p as Picture) As Picture
# if RBVersion >= 2011.04 then
if p.HasAlphaChannel then

// create nw picture and copy content:
dim q as new Picture(p.Width, p.Height)
q.Graphics.DrawPicture p,0,0

Return q

end if
# endif

// create new picture
dim q as new Picture(p.Width, p.Height, 32)

// get mask
dim oldMask as Picture = p.mask(false)
if oldMask = nil then
// no mask, so simple copy
q.Graphics.DrawPicture p,0,0
Return q
end if

// remove mask
p.mask = nil

// copy picture and mask
q.Graphics.DrawPicture p, 0, 0
q.mask.Graphics.DrawPicture oldMask,0,0

// restore mask
p.mask = oldmask

Return q
End Function
```

Notes:

Simply copy it to a module and call it like this: `q = p.duplicate`.

The code above works with old Real Studio versions because of the `#` if even if your RS version does not support alpha channel pictures. This way it's future proof.

5.0.111 How to enable assistive devices?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use AppleScript code like below:

Notes:

```
tell application "System Events"
activate
```

```
set UI elements enabled to true
```

```
return UI elements enabled
end tell
```

You can run this with AppleScriptMBS class.

5.0.112 How to encrypt a file with Blowfish?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this:

Example:

```
dim fi as FolderItem = SpecialFolder.Desktop.Child("test.xojo_binary_project")
dim fo as FolderItem = SpecialFolder.Desktop.Child("test.encrypted")
```

```
// read input
dim bi as BinaryStream = BinaryStream.Open(fi)
dim si as string = bi.Read(bi.Length)
bi.Close
```

```
// encrypt
dim so as string = BlowfishMBS.Encrypt("MyKey",si)
```

```
// write output
dim bo as BinaryStream = BinaryStream.Create(fo)
bo.Write so
bo.Close
```

Notes: Of course you can decrypt same way, just use Decrypt function and of course swap files.

5.0.113 How to extract text from HTML?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use both RemoveHTMLTagsMBS and DecodingFromHTMLMBS like this:

Example:

```
dim html as string = "<p><B>Gr&uuml;&szlig;e</B></P>"
dim htmltext as string = RemoveHTMLTagsMBS(html)
dim text as string = DecodingFromHTMLMBS(htmltext)
```

MsgBox text // shows: Gre

Notes:

You can use it together with RemoveHTMLTagsMBS to remove html tags. What you get will be the text without tags.

DecodingFromHTMLMBS turns HTML escapes back to unicode characters. Like ä to .

5.0.114 How to find empty folders in a folder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Try this code:

Example:

```
dim folder as folderitem // your folder

dim c as Integer = folder.count
for i as Integer = 1 to c
dim item as folderitem = folder.trueitem(i)
if item = nil then
// ignore
elseif item.directory then
// folder
if item.count = 0 then
// found empty folder
end if
end if
next
```

5.0.115 How to find iTunes on a Mac OS X machine fast?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can try Launch Services.

Example:

```
dim f as FolderItem
```

```
f=LaunchServicesFindApplicationForInfoMBS("hook","com.apple.iTunes","iTunes.app")
```

```
MsgBox f.AbsolutePath
```

5.0.116 How to find network interface for a socket by it's name?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use our plugin to build a lookup table.

Example:

```
Function FindNetworkInterface(name as string) As NetworkInterface
name = name.trim
```

```
if name.len = 0 then Return nil
```

```
// search by IP/MAC
```

```
dim u as Integer = System.NetworkInterfaceCount-1
for i as Integer = 0 to u
dim n as NetworkInterface = System.GetNetworkInterface(i)
if n.IPAddress = name or n.MACAddress = name then
Return n
end if
next
```

```
// use MBS Plugin to build a mapping
```

```
dim interfaces() as NetworkInterfaceMBS = NetworkInterfaceMBS.AllInterfaces
dim map as new Dictionary
```

```
for each n as NetworkInterfaceMBS in interfaces
```

```
dim IPv4s() as string = n.IPv4s
```

```
dim IPv6s() as string = n.IPv6s
```

```
for each IPv4 as string in IPv4s
```

```
map.Value(IPv4) = n.Name
```

```
next
```

```
for each IPv6 as string in IPv6s
```

```
map.Value(IPv6) = n.Name
```

```

next
if n.MAC<>"" then
map.Value(n.MAC) = n.Name
end if
next

// now search interfaces by name, IPv4 or IPv6
for i as Integer = 0 to u
dim n as NetworkInterface = System.GetNetworkInterface(i)
if map.Lookup(n.IPAddress, "") = name then
Return n
end if

if map.Lookup(n.MACAddress, "") = name then
Return n
end if
next

End Function

```

Notes: The code above uses a lookup table build using NetworkInterfaceMBS class to find the network interface by name.

5.0.117 How to find version of Microsoft Word?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this:

Example:

```

// find Word
dim f as FolderItem = LaunchServicesFindApplicationForInfoMBS("", "com.microsoft.Word", "")

// open bundle
dim c as new NSBundleMBS(f)

// read info
dim d as Dictionary = c.infoDictionary

// show version
MsgBox d.Lookup("CFBundleVersion", "")

```

Notes: Older versions of Word can be found with creator code "MSWD".

5.0.118 How to fix CURL error 60/53 on connecting to server?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You probably connect with SSL and you have no valid certificate.

Example:

```
dim d as new CURLSMBS

// Disable SSL verification
d.OptionSSLVerifyHost = 0 // don't verify server
d.OptionSSLVerifyPeer = 0 // don't proofs certificate is authentic

// With SSL Verification:
dim cacert as FolderItem = Getfolderitem("cacert.pem")
d.OptionCAInfo = cacert.UnixpathMBS
d.OptionSSLVerifyHost = 2 // verify server
d.OptionSSLVerifyPeer = 1 // proofs certificate is authentic
```

Notes:

You can either use the code above to disable the SSL verification and have no security. Or you use the cacert file and enable the verification. Than you only get a connection if the server has a valid certificate.

see also:

<http://curl.haxx.se/ca/>

5.0.119 How to format double with n digits?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use the FormatMBS function for this.

Example:

```
dim d as Double = 123.4567890
listbox1.AddRow FormatMBS("% f", d)
listbox1.AddRow FormatMBS("% e", d)
listbox1.AddRow FormatMBS("% g", d)

listbox1.AddRow FormatMBS("% 5.5f", d)
listbox1.AddRow FormatMBS("% 5.5e", d)
listbox1.AddRow FormatMBS("% 5.5g", d)

d = 0.000000123456
listbox1.AddRow FormatMBS("% f", d)
listbox1.AddRow FormatMBS("% e", d)
```

```
listbox1.AddRow FormatMBS("% g", d)

listbox1.AddRow FormatMBS("% 5.5f", d)
listbox1.AddRow FormatMBS("% 5.5e", d)
listbox1.AddRow FormatMBS("% 5.5g", d)
```

Notes:

see FormatMBS for details.

In general % f is normal style, % e is scientific and % g is whichever gives best result for given space.

5.0.120 How to get a time converted to user time zone in a web app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the WebSession.GMTOffset property.

Example:

```
Sub Open()
// current date on server
dim d as new date
dim s as string = d.LongTime

// adjust to client GMT offset
d.GMTOffset = d.GMTOffset + Session.GMTOffset

dim t as string = D.LongTime

MsgBox s+EndOfLine+t
End Sub
```

5.0.121 How to get an handle to the frontmost window on Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This function returns a handle for the frontmost window:

Example:

```
Function GetForegroundWindowHandle() as Integer
# if targetwin32 then
declare function GetForegroundWindow Lib "user32.dll" as Integer
Return GetForegroundWindow()
# endif
End Function
```

5.0.122 How to get CFAbsoluteTime from date?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Use code like this:

Example:

```
dim d as new date
dim t as CFTimeZoneMBS = SystemCFTimeZoneMBS
dim g as new CFGregorianCalendarMBS
g.Day = d.Day
g.Month = d.Month
g.Year = d.Year
g.Minute = d.Minute
g.Hour = d.Hour
g.Second = d.Second
```

```
dim at as CFAbsoluteTimeMBS = g.AbsoluteTime(t)
dim x as Double = at.Value
```

```
MsgBox str(x)
```

Notes:

As you see we need a timezone and put the date values in a gregorian date record. Now we can query absolute time for the given timezone.

5.0.123 How to get client IP address on web app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the `WebSession.RemoteAddress` property.

Example:

```
Sub Open()
Title = Session.RemoteAddress
End Sub
```


5.0.124 How to get fonts to load in charts on Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use the SetFontSearchPath method in the CDBaseChartMBS class to specify where your fonts are.

Example:

```
if TargetLinux then
CDBaseChartMBS.SetFontSearchPath "/usr/share/fonts/truetype"
else
// on Mac and Windows we use system fonts.
end if
```

Notes:

On Mac OS X and Windows, the fonts are loaded from the system's font folder.

e.g. if you use ubuntu, you can install the ttf-mscorefonts-installer package and call this method with "/usr/share/fonts/truetype/msttcorefonts" as the path. No backslash on the end of a path, please.

5.0.125 How to get fonts to load in DynaPDF on Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use the AddFontSearchPath method in the DynaPDFMBS class to specify where your fonts are.

Example:

```
dim d as new DynaPDFMBS
if TargetLinux then
call d.AddFontSearchPath "/usr/share/fonts/truetype", true
else
// on Mac and Windows we use system fonts.
end if
```

Notes:

On Mac OS X and Windows, the fonts are loaded from the system's font folder.

e.g. if you use ubuntu, you can install the ttf-mscorefonts-installer package and call this method with "/usr/share/fonts/truetype/msttcorefonts" as the path. No backslash on the end of a path, please.

5.0.126 How to get GMT time and back?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use the date class and the GMTOffset property.

Example:

```
// now
dim d as new date

// now in GMT
dim e as new date
e.GMTOffset = 0

// show
MsgBox str(d.TotalSeconds,"0.0")+ " " +str(e.TotalSeconds, "0.0")

dim GMTTimeStamp as Double = e.TotalSeconds

// restore
dim f as new date

// add GMT offset here
f.TotalSeconds = GMTTimeStamp + f.GMTOffset*3600
// because here it's removed
f.GMTOffset = f.GMTOffset

MsgBox d.ShortTime+ " (" +str(d.GMTOffset)+") " +str(d.TotalSeconds,"0.0")+EndOfLine+_
e.ShortTime+ " (" +str(e.GMTOffset)+") " +str(e.TotalSeconds,"0.0")+EndOfLine+_
f.ShortTime+ " (" +str(f.GMTOffset)+") " +str(f.TotalSeconds,"0.0")
```

Notes: It's sometimes a bit tricky with the date class as setting one property often changes the others.

5.0.127 How to get good crash reports?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Check this website from the webkit website:

Notes: <http://webkit.org/quality/crashlogs.html>

5.0.128 How to get list of all threads?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use the runtime module like in this function:

Example:

```

Function Threads() As Thread()
# pragma DisableBackgroundTasks
dim t() as Thread

Dim o as Runtime.ObjectIterator=Runtime.IterateObjects
While o.MoveNext
if o.Current isa Thread then
t.Append thread(o.current)
end if
Wend

Return t
End Function

```

Notes:

This returns an array of all thread objects currently in memory.
The pragma is important here as it avoids thread switches which may cause a thread to be created or deleted.

5.0.129 How to get parameters from webpage URL in Real Studio Web Edition?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the Webpage.ParametersReceived event.

Example:

```

Sub ParametersReceived(Variables As Dictionary)
for each key as Variant in Variables.keys
MsgBox key+" ->" +Variables.Value(key)
next
End Sub

```

Notes: The text encodings of this strings is not defined in Real Studio 2010r5. Please use DefineEncoding.

5.0.130 How to get Real Studio apps running Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You need to install some require packages.

Notes:

You need CUPS as well as GTK packages. On 64 bit systems also the ia32-libs package.

Please note that you need a x86 compatible Linux. So no PPC, Power, ARM or other CPUs.

5.0.131 How to get the color for disabled textcolor?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Ask the appearance manager:

Example:

```
Function GetThemeTextColor(inColor as Integer, inDepth as Integer, inColorDev as Boolean) As Color
declare function GetThemeTextColor lib "Carbon" (inColor as Integer, inDepth as Integer, inColorDev as
Boolean, outColor as Ptr) as Integer
```

```
dim i as Integer
dim col as MemoryBlock
```

```
col = newMemoryBlock(6)
```

```
i = GetThemeTextColor(inColor, inDepth, inColorDev, col)
```

```
return RGB(col.UShort(0)\256, col.UShort(2)\256, col.UShort(4)\256)
End Function
```

Notes:

The color for this is:

```
const kThemeTextColorDialogInactive = 2.
```

```
c = GetThemeTextColor(kThemeTextColorDialogInactive, Screen(0).Depth, true)
```

For Mac OS X you should use "CarbonLib" instead of "AppearanceLib" ...

5.0.132 How to get the current free stack space?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can something like the code below:

Example:

```
Sub ShowStackSize()
dim threadid as Integer
```

```
dim size as Integer
```

```
declare function GetCurrentThread lib "Carbon" (byref threadid as Integer) as short
```

```
declare function ThreadCurrentStackSpace lib "Carbon" (threadid as Integer, byref size as Integer) as short
```

```
if GetCurrentThread(threadid)=0 then
if 0=ThreadCurrentStackSpace(threadid,size) then
MsgBox str(size)
end if
end if
End Sub
```

Notes: For Mac OS 9, use "ThreadLib" instead of "CarbonLib". You can use # if you like for that.

5.0.133 How to get the current timezone?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:**

You can use the TimeZoneMBS class or the CTimeZoneMBS class.

Or code like below:

Example:

```
Function GMTOffsetInMinutes() as Integer
// Returns the offset of the current time to GMT in minutes.
// supports Mac OS and Windows, but not Linux yet (let me know if
// you have code for that, please)
//
// Note that the offset is not always an even multiple of 60, but
// there are also half hour offsets, even one 5:45h offset

// This version by Thomas Tempelmann (rb@tempel.org) on 25 Nov 2005
// with a fix that should also make it work with future Intel Mac targets.
//
// Using code from various authors found on the RB NUG mailing list

dim result, bias, dayLightbias as Integer
dim info as memoryBlock
dim offset as Integer

# if targetMacOS then

Declare Sub ReadLocation lib "Carbon" (location As ptr)

info = NewMemoryBlock(12)
ReadLocation info
```

```

if false then
// bad, because it does not work on Intel Macs:
`offset = info.short(9) * 256 + info.byte(11)
else
offset = BitwiseAnd (info.long(8), & hFFFFFF)
end

offset = info.short(9) * 256 + info.byte(11)
offset = offset \60
return offset

# endif

# if targetWin32 then

Declare Function GetTimeZoneInformation Lib "Kernel32" ( tzInfoPointer as Ptr ) as Integer
// returns one of
// TIME_ZONE_ID_UNKNOWN 0
// - Note: e.g. New Delhi (GMT+5:30) and Newfoundland (-3:30) return this value 0
// TIME_ZONE_ID_STANDARD 1
// TIME_ZONE_ID_DAYLIGHT 2

info = new MemoryBlock(172)
result = GetTimeZoneInformation(info)

bias = info.Long(0)
// note: the original code I found in the NUG archives used Long(84) and switched to Long(0)
// only for result=1 and result=2, but my tests found that Long(0) is also the right value for result=0

if result = 2 then
daylightBias = info.long(168)
end if
offset = - (bias + dayLightbias)
return offset

# endif

End Function

```

5.0.134 How to get the current window title?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The code below returns the current window title for the frontmost window on Mac OS X if Accessibility services are

Example:

```

Function CurrentWindowTitle() As string
dim SystemWideElement,FocusedApplicationElement,FocusedWindowElement as AXUIElementMBS
dim FocusedApplication,FocusedWindow,Title as AXValueMBS
dim s as String
dim cs as CFStringMBS

SystemWideElement=AccessibilityMBS.SystemWideAXUIElement
if SystemWideElement<>nil then
FocusedApplication=SystemWideElement.AttributeValue(AccessibilityMBS.kAXFocusedApplicationAttribute)
if FocusedApplication.Type=AccessibilityMBS.kAXUIElementMBSTypeID then
FocusedApplicationElement=new AXUIElementMBS
FocusedApplicationElement.Handle=FocusedApplication.Handle
FocusedApplicationElement.RetainObject

FocusedWindow=FocusedApplicationElement.AttributeValue(AccessibilityMBS.kAXFocusedWindowAttribute)

if FocusedWindow<>nil and AccessibilityMBS.kAXUIElementMBSTypeID=FocusedWindow.Type then

FocusedWindowElement=new AXUIElementMBS
FocusedWindowElement.Handle=FocusedWindow.Handle
FocusedWindowElement.RetainObject

Title=FocusedWindowElement.AttributeValue(AccessibilityMBS.kAXTitleAttribute)
if Title<>nil and Title.Type=kCFStringMBSTypeID then
cs=new CFStringMBS
cs.handle=Title.Handle
cs.RetainObject
Return cs.str
end if
end if
end if
end if
End Function

```

5.0.135 How to get the cursor blink interval time?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** On Mac OS you can use GetCaretTime from the toolbox.

Example:

```
declare function GetCaretTime lib "Carbon" () as Integer
```

```
MsgBox str(GetCaretTime())+" ticks"
```

Notes: 60 ticks make one second.

5.0.136 How to get the list of the current selected files in the Finder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

Use the AppleScript like this one:

```
tell application "finder"
return selection
end tell
```

Which translates into this AppleEvent:

```
Process("Finder").SendAE "core,getd,'—':obj { form:prop, want:type(prop), seld:type(sele), from:'null'() }
"
```

and as Realbasic code it looks like this:

Example:

```
dim ae as appleevent
dim o1 as appleeventObjectSpecifier
dim f as folderItem
dim alist as appleeventdescList
dim i as Integer
dim dateiname as string

// setup the AppleEvent
o1=getpropertyObjectDescriptor( nil, "sele")
ae= newappleEvent("core", "getd", "MACS")
ae.objectSpecifierParam("—")=o1

// send it
if ae.send then
// got the list
alist=ae.replyDescList

// now show the list of filename into an editfield:

for i=1 to alist.count
f=alist.folderItem(i)

dateiname=f.name
// editfield1 with property "multiline=true"!
```



```
editfield1.text=editfield1.text + dateiname + chr(13)
next
end if
```

5.0.137 How to get the Mac OS system version?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The following code queries the value and displays the version number:

Example:

```
dim first as Integer
dim second as Integer
dim third as Integer
dim l as Integer

if System.Gestalt("sysv",l) then

Third=Bitwiseand(l,15)
second=Bitwiseand(l\16,15)
first=Bitwiseand(l\256,15)+10*Bitwiseand(l\256\16,15)
end if

if First>=10 then
msgbox "Mac OS X "+str(First)+". "+str(Second)+". "+str(third)
else
msgbox "Mac OS "+str(First)+". "+str(Second)+". "+str(third)
end if
```

5.0.138 How to get the Mac OS Version using System.Gestalt?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

Example:

```
Dim s As String
Dim b As Boolean
Dim i, resp as Integer

// Systemversion
b = System.Gestalt("sysv", resp)
If b then
s = Hex(resp)
For i =Len(s)-1 DownTo 1
```

```
s=Left(s,i)+"."+Mid(s,i+1)
Next
MsgBox "Systemversion: Mac OS " + s
end if
```

Notes: The MBS Plugin has a SystemInformationMBS.OSVersionString function for this.

5.0.139 How to get the screensize excluding the task bar?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

Notes: Use the Screen class with the available* properties.

5.0.140 How to get the size of the frontmost window on Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

Notes:

Make yourself a class for the WindowRect with four properties:

```
Bottom as Integer
Left as Integer
Right as Integer
Top as Integer
```

Add the following method to your class:

```
Sub GetWindowRect(windowhandle as Integer)
dim err as Integer
dim mem as memoryBlock
# if targetwin32 then
Declare Function GetWindowRect Lib "user32.dll" (hwnd as Integer, ipRect As Ptr) as Integer

mem = newmemoryBlock(16)
err = GetWindowRect(windowhandle, mem)
Left = mem.long(0)
Top = mem.Long(4)
Right = mem.Long(8)
Bottom = mem.Long(12)
# endif
End Sub
```

Good to use for the MDI Master Window!

5.0.141 How to get the source code of a HTMLViewer?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

Example:

```
// for Windows:
```

```
msgbox HTMLViewer1.IEHTMLTextMBS
```

```
// for Mac OS X:
```

```
msgbox HTMLViewer1.mainFrameMBS.dataSource.data
```

5.0.142 How to handle really huge images with GraphicsMagick or ImageMagick?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Sometimes it may be better to use an extra application to process images.

Notes:

A typical 32 bit app made with Xojo (Real Studio) can use around 1.8 GB on Windows and 3 GB on Mac OS X. Some images may be huge, so that processing them causes several copies of the image to be in memory. With a 500 MB image in memory, doing a scale or rotation may require a temp image. So with source, temp and dest images with each 500 MB plus your normal app memory usage, you may hit the limit of Windows with 1.8 GB.

In that case it may be worth running a tool like gm in the shell class. gm is the command line version of GraphicsMagick. There you can run the 64 bit version which is not limited in memory like your own application. Also you can monitor progress and keep your app responsive.

5.0.143 How to handle tab key for editable cells in listbox?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this function:

Example:

```
Function HandleTabInList(list as listbox, row as Integer, column as Integer, key as String) As Boolean
// Handle tab character in Listbox.CellKeyDown event
```

```
Select case asc(key)
case 9
if Keyboard.AsyncShiftKey then
// back

// look for column left
for i as Integer = column-1 downto 0
if list.ColumnType(i) >= list.TypeEditable then
list.EditCell(row, i)
Return true
end if
next

// not found, so look in row before
row = row - 1
if row >= 0 then
for i as Integer = list.ColumnCount-1 downto 0
if list.ColumnType(i) >= list.TypeEditable then
list.EditCell(row, i)
Return true
end if
next
end if
else
// forward

// look for column right
for i as Integer = column+1 to list.ColumnCount-1
if list.ColumnType(i) >= list.TypeEditable then
list.EditCell(row, i)
Return true
end if
next

// not found, so look in row below
row = row + 1
if row <list.ListCount then
for i as Integer = 0 to list.ColumnCount-1
if list.ColumnType(i) >= list.TypeEditable then
list.EditCell(row, i)
Return true
end if
next
end if
end if
end Select
End Function
```

Notes:

You call it from CellKeyDown event like this:

```
EventHandler Function CellKeyDown(row as Integer, column as Integer, key as String) As Boolean
if HandleTabInList(me, row, column, key) then Return true
End EventHandler
```

As you see in the code, we handle tab and shift + tab for moving back and forward. Also we wrap to previous/next row if needed. Feel free to extend this to wrap from last to first row or create a new row for editing.

5.0.144 How to hard link MapKit framework?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Our MapKit classes weak link the framework. If you need hard linking it for the App Store, you can add this method to a class:

Example:

```
Sub ReferenceMapKit()
// just put this in window or app class

# if TargetMachO and Target64Bit then
Declare sub testing Lib "MapKit" Selector "test" (id as ptr)
testing(nil)
# endif

End Sub
```

Notes:

No need to call the method.

Just having it in a window or app, will cause the compiler to hard link the framework.

5.0.145 How to have a PDF downloaded to the user in a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use a WebHTMLViewer control and load the PDF file with the PDF plugin from the browser.

Example:

```
dim CurrentFile as WebFile // a property of the WebPage
```

```
// define the PDF file
CurrentFile = new WebFile
CurrentFile.Filename = "test.pdf"
CurrentFile.MIMEType = "application/pdf"
CurrentFile.Data = "some pdf data" // MyDynaPDF.GetBuffer
CurrentFile.ForceDownload = true

// start the download
showurl(CurrentFile.url)
```

Notes: See our Create PDF example for the Real Studio Web Edition.

5.0.146 How to hide all applications except mine?

Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The code below will on Mac OS hide all applications except your one:

Example:

```
dim p as new ProcessMBS

p.GetFirstProcess
do
if not p.FrontProcess then
p.Visible=false
end if
loop until not p.GetNextProcess
```

5.0.147 How to hide script errors in HTMLViewer on Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Set Internet Explorer to silent mode with code like this:

Example:

```
htmlviewer1..ole.Content.value("Silent") = True
```

Notes: Simply put this code in the open event of your htmlviewer control (using me instead of htmlviewer1).

5.0.148 How to hide the grid/background/border in ChartDirector?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** If you want to hide something in a chart, simply assign the kTransparent constant as color.

5.0.149 How to hide the mouse cursor on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this declare:

Example:

```
Declare Sub HideCursor Lib "Carbon" () Inline68K("A852")
```

```
HideCursor
```

Notes: The MBS Plugin has this function and supports it on Windows, too.

5.0.150 How to insert image to NSTextView or TextArea?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** With NSTextViewMBS you can use this code to insert file:

Example:

```
// insert a file to textview
```

```
Public Sub InsertFile(textview as NSTextViewMBS, f as FolderItem)
```

```
// read to file
```

```
dim b as BinaryStream = BinaryStream.Open(f)
```

```
dim s as string = b.Read(b.Length)
```

```
// build wrapper
```

```
dim fileWrapper as NSFileWrapperMBS = NSFileWrapperMBS.initRegularFileWithContents(s)
```

```
fileWrapper.preferredFilename = f.name
```

```
// make attachment
```

```
dim fileAttachment as new NSTextAttachmentMBS(fileWrapper)
```

```
dim attributedString as NSAttributedStringMBS = NSAttributedStringMBS.attributedStringWithAttachment(fileAttachment)
```

```
// add to a NSTextViewMBS
```

```
textview.insertText attributedString
```

```
End Sub
```

Notes: For TextArea you can query the underlying NSTextViewMBS object via TextArea.NSTextViewMBS method.

5.0.151 How to jump to an anchor in a htmlviewer?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** You can use javascript to change the current window's location.

Example:

```
// load website
htmlviewer1.LoadURL "http://www.monkeybreadsoftware.net/addressbook-abpersonmbs.shtml"

// later jump to anchor named "16":

if TargetWin32 then
call HTMLViewer1.IERunJavaScriptMBS "window.location = ""# 16""
elseif TargetMacOS then
call HTMLViewer1.EvaluateJavaScriptMBS "window.location = ""# 16""
else
// not supported
end if
```

5.0.152 How to keep a movieplayer unclickable?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** To keep the user away from clicking on a playing Movie you can just drop a Canvas in front of the Movieplayer and take the clicks there.

Example:

```
Function Canvas1.MouseDown(X as Integer, Y as Integer) as boolean
return true // take it and do nothing
End Function
```

5.0.153 How to keep my web app from using 100% CPU time?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Linux and Mac OS X you can use renice command in the terminal. On Windows use the task manager to reduce priority.

Notes:

If you launch your app with nohup on Linux or Mac OS X like this from the terminal or a script:

```
nohup /webapps/MyApp/MyApp &
```

you can simply have a second line saying this:

```
renice 20 $ !
```

which tells the system to lower priority to lowest value for the latest background process.

5.0.154 How to kill a process by name?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can kill a process (or application) by name if you loop over all the processes and kill the one you need.

Example:

```
dim p as new ProcessMBS
p.GetfirstProcess ' get first
do
if p.name = "TextEdit" then
call p.KillProcess
Return
end if
loop until not p.GetNextProcess
```

Notes: You may want to check the result of killProcess function. Not every user is allowed to kill every application.

5.0.155 How to know how many CPUs are present?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this function:

Example:

```
Function GetCPUCount() as Integer
Declare Function MPProcessors Lib "Carbon" () as Integer

Return MPProcessors()
End Function
```

Notes: Your app will then need that library to launch on Classic. To avoid this the MBS plugin checks if this library is available and return 1 if it's not available.

5.0.156 How to know if a movie is finished?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** This code can help you although it's not perfect:

Example:

```
Declare Function IsMovieDone Lib "QuickTime" (theMovie as Integer) as Integer
```

```
if IsMovieDone(moviePlayer1.movie.handle) <>0 then
//movie is finished
end if
```

Notes: But be carefull! It crashes sometimes for an unknown reason!?

5.0.157 How to know if QuickTime is installed on any target and can play MPEG 4 movies?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Try this code:

Example:

```
dim q as QTComponentInformationMBS

q=new QTComponentInformationMBS

// "eat " = Movie importers
while q.NextComponentOfType("eat ")
if q.SubType="MP4 " then
MsgBox "found: "+q.Name+ " codec"
end if
wend
```

Notes: If you find a MP4 movie importing codec you can be sure that a MP4 movie can be opened.

5.0.158 How to know if QuickTime is installed on any target?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Try this function:

Example:

```
Dim theEffect as QTEffect

theEffect=GetQTCrossFadeEffect

if theEffect = nil then
msgBox "QuickTime is not installed."
else
msgBox "Quicktime is installed."
end if
```

Notes: The problem with this code is that it checks only if the QuickTime part of the cross fade effect is available. Use the QTComponentInformationMBS to check for the features you really need.

5.0.159 How to know the calling function?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** On Mac you can use a helper function like this this code:

Example:

```
Public Function CallingFunction() as string
// Query name of calling function of a function

# Pragma BreakOnExceptions false

try

// raise a dummy exception
dim r as new NilObjectException
raise r

catch x as NilObjectException

// get stack
dim stack() as string = x.Stack

// pick function name and return
dim name as string = stack(2)
Return name

end try
```

End Function

Notes: You need to include function names in your application.

5.0.160 How to launch an app using it's creator code?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Send an AppleEvent "oapp" with the creator code to the Finder ("MACS"):

Example:

```
Dim a as AppleEvent
dim creator as string

creator = "MSIE" ' here the Internet Explorer

a = NewAppleEvent("aevt", "odoc", "MACS")
a.Timeout = -1

a.ObjectSpecifierParam("—") = GetUniqueIDObjectDescriptor("appf", nil, creator)

if not a.send then
msgBox "An error has occured"
else

end if
```

5.0.161 How to launch disc utility?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use this code:

Example:

```
dim f as FolderItem = LaunchServicesFindApplicationForInfoMBS("", "com.apple.DiskUtility", "")

if f<>Nil then
f.Launch
end if
```

Notes: This works even if people renamed the disc utility or moved it to another folder.

5.0.162 How to make a lot of changes to a REAL SQL Database faster?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You may try to embed your changes to the database between two transaction calls.

Example:

```
dim db as Database // some database

db.SQLExecute "BEGIN TRANSACTION"
// Do some Stuff
db.SQLExecute "END TRANSACTION"
```

Notes: This can increase speed by some factors.

5.0.163 How to make a NSImage object for my retina enabled app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use code like this:

Example:

```
Function NewRetinaImage(pic as Picture, mask as Picture = nil) As NSImageMBS
// first make a NSImageMBS from it
dim n as new NSImageMBS(pic, mask)

// now set to half the size, so we have 2x pixels for the image
n.size = new NSSizeMBS(n.width/2, n.height/2)

// and return
Return n
End Function
```

Notes:

The thing to do is to have 2x the pixels, but assign a size to the image which gives it the right size in points. You can pass the NSImageMBS from here to NSMenuItemMBS. For Retina displays, the full resolution is used. For others it will be reduced.

5.0.164 How to make a window borderless on Windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this declares:

Example:

```

// Sets window to borderless popup type, and sets its initial dimensions.
// Call this method, then Win32SetBorderlessPos, and then RB's Show
// method. Use RB Frame type 7 (Global Floating Window).

Const SWP_NOMOVE = & H2
Const SWP_FRAMECHANGED = & H20
Const HWND_TOPMOST = -1
Const GWL_STYLE = -16
Const WS_POPUPWINDOW = & H80880000

Dim styleFlags as Integer

# If TargetWin32 Then

Declare Function SetWindowLong Lib "user32" Alias "SetWindowLongA" (hwnd as Integer, nIndex as Integer, dwNewLong as Integer) as Integer
Declare Function SetWindowPos Lib "user32" (hwnd as Integer, hWndInstertAfter as Integer, x as Integer, y as Integer, cx as Integer, cy as Integer, flags as Integer) as Integer

styleFlags = SetWindowLong( w.WinHWND, GWL_STYLE, WS_POPUPWINDOW )
styleFlags = BitwiseOr( SWP_FRAMECHANGED, SWP_NOMOVE )
styleFlags = SetWindowPos( w.WinHWND, HWND_TOPMOST, 0, 0, wd, ht, styleFlags )

# EndIf

```

5.0.165 How to make an alias using AppleEvents?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

Example:

```

Sub MakeAlias(folder as folderitem, target as folderitem, aliasname as string)
dim ev as AppleEvent
dim myResult as boolean
dim properties as AppleEventRecord

ev = NewAppleEvent("core", "crel", "MACS")
ev.MacTypeParam("kocl") = "alis"
ev.FolderItemParam("to ") = target
ev.FolderItemParam("insh") = folder

properties=new AppleEventRecord
properties.StringParam("pnam")=aliasname

ev.RecordParam("prdt")=properties

```

```
myResult = ev.send
// true on success, false on error
End Sub
```

Notes:

Call it like this:

```
MakeAlias SpecialFolder.Desktop, SpecialFolder.Desktop.Child("Gif Copy.rb"), "test.rb alias"
```

Seems to not work on Mac OS X 10.6

5.0.166 How to make an application smaller?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

If you use an older copy of REALbasic, you should try to compile for 68k only instead of PPC. It's a little bit slower, but code is much smaller.

On any Mac OS target you can save your images as JPEG and drop the into your application. REALbasic will include them as JPEGs into the Mac applications (convert to BMP for Windows). This will make the resources of your application smaller, but requires that the user has QuickTime 2.5 or newer installed.

5.0.167 How to make AppleScripts much faster?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** use "ignoring application responses" like in this example:

Notes:

```
on run { fn, fpx, fpy }
ignoring application responses
tell app "Finder" to set the position of folder fn to fpx, fpy
end ignoring
end run
```

5.0.168 How to make double clicks on a canvas?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

Update: Newer Xojo versions support DoubleClick event, so you don't need this code.

Here's my tip from the tips list on how to add a double-click event to the Canvas control. The technique could easily be used for a window or any Rectcontrol:

Because of its built-in drawing methods, the Canvas control is often used to create custom interface controls. But while the Canvas control has event handlers for most mouse events, it doesn't have an event handler for DoubleClick events. Fortunately, you can add a double-click event handler to a Canvas control easily. Basically, you're going to create a new class based on Canvas and add a double-click event to that. You can then use the new class anytime you need a Canvas with a double-click event.

To create a new Canvas class with a DoubleClick event handler, do this:

1. Add a new class to your project.
2. Set the Super property of the new class to "Canvas".
3. Change the name of this new class to "DoubleClickCanvas".

A double-click occurs when two clicks occur within the users double-click time (set in the Mouse control panel on both Macintosh and Windows) and within five pixels of each other. So, you'll need a few properties to store when and where the last click occurred.

4. Add a new property with the following declaration and mark it as private: lastClickTicks as Integer
5. Add a new property with the following declaration and mark it as private: lastClickX as Integer
6. Add a new property with the following declaration and mark it as private: lastClickY as Integer

Since the Canvas control doesn't have a DoubleClick event, you will need to add one.

7. Add a new event to your class by choosing New Event from the Edit menu and enter "DoubleClick" as the event name.

Double-clicks occur on MouseUp. In order for the mouseUp event to fire, you must return True in the MouseDown event.

8. In the MouseDown event, add the following code:
Return True

In the MouseUp event, you will need to determine what the users double-click time is. This value is represented on both the Mac and Windows in ticks. A tick is 1/60th of a second. Since there isn't a built-in function for this, you'll need to make a toolbox call. The mouseUp event code below makes the appropriate toolbox call for both Macintosh and Windows. It then compares the time of the users last click to the time of the current click and compares the location of the users last click to the location of the current click.

9. Add the following code to the MouseUp event:


```

dim doubleClickTime, currentClickTicks as Integer

# if targetMacOS then
Declare Function GetDbfTime Lib "Carbon" () as Integer
doubleClickTime = GetDbfTime()
# endif

# if targetWin32 then
Declare Function GetDoubleClickTime Lib "User32.DLL" () as Integer
doubleClickTime = GetDoubleClickTime()/60 // convert to ticks from milliseconds
# endif

currentClickTicks = ticks
//if the two clicks happened close enough together in time
if (currentClickTicks - lastClickTicks) <= doubleClickTime then
//if the two clicks occurred close enough together in space
if abs(X - lastClickX) <= 5 and abs(Y - LastClickY) <= 5 then
DoubleClick //a double click has occurred so call the event
end if
end if
lastClickTicks = currentClickTicks
lastClickX = X
lastClickY = Y

```

10. Now to test out your new DoubleClickCanvas, drag the class from the Project window to a window in your project to create an instance of it.

11. Double-click on the canvas you just added to your window to open the Code Editor. Notice that the canvas has a DoubleClick event handler. In this event handler, add the following code:

```
BEEP
```

5.0.169 How to make my Mac not sleeping?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Just inform the Mac OS about some system activity with code like this:

Example:

```
Sub UpdateSystemActivity()
```

```

# if TargetCarbon
declare function myUpdateSystemActivity lib "Carbon" alias "UpdateSystemActivity" (activity as Integer)
as short

```

```

const OverallAct = 0 // Delays idle sleep by small amount */
const UsrActivity = 1 // Delays idle sleep and dimming by timeout time */
const NetActivity = 2 // Delays idle sleep and power cycling by small amount */
const HDActivity = 3 // Delays hard drive spindown and idle sleep by small amount */
const IdleActivity = 4 // Delays idle sleep by timeout time */

dim e as Integer

e=myUpdateSystemActivity(UsrActivity)

// you may react on an error if e is not 0 after the call.

# endif
End Sub

```

Notes:

You may use another constant if you prefer some different behavior. Call it maybe every second.

5.0.170 How to make my own registration code scheme?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** There are excellent articles about how to make a registratin code scheme, but you can also simply use our RegistrationEngineMBS class.

Notes: If you need a license text, why not use the one from Real Studio as a starting point?

5.0.171 How to make small controls on Mac OS X?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can try this code on Mac OS X:

Example:

```

'/*
'* Use the control's default drawing variant. This does not apply to
'* Scroll Bars, for which Normal is Large.
'*/
const kControlSizeNormal = 0

'/*
'* Use the control's small drawing variant. Currently supported by
'* the Check Box, Combo Box, Radio Button, Scroll Bar, Slider and Tab
'* controls.

```

```

*/
const kControlSizeSmall = 1

*/
/* Use the control's small drawing variant. Currently supported by
/* the Indeterminate Progress Bar, Progress Bar and Round Button
/* controls.
*/
const kControlSizeLarge = 2

*/
/* Control drawing variant determined by the control's bounds. This
/* ControlSize is only available with Scroll Bars to support their
/* legacy behavior of drawing differently within different bounds.
*/
const kControlSizeAuto = & hFFFF

const kControlSizeTag = "size"

declare function SetControlData lib "Carbon" (controlhandle as Integer, part as short, tagname as OS-
Type, size as Integer, data as ptr) as short

dim m as MemoryBlock

m=NewMemoryBlock(2)
m.UShort(0)=kControlSizeSmall

Title=str(SetControlData(CheckBox1.Handle, 0, kControlSizeTag, 2, m))

```

5.0.172 How to mark my Mac app as background only?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can run a build script on each build with this code:

Example:

```

Dim App As String = CurrentBuildLocation + "/" + CurrentBuildAppName + ".app"
Call DoShellCommand("/usr/bin/defaults write " + App + "/Contents/Info ""NSUIElement"" YES")

```

Notes: This will set the NSUIElement flag to YES.

5.0.173 How to move a file or folder to trash?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like below:
Example:

```
Function MoveToTrash(f as FolderItem) As Boolean
# if TargetMacOS then
dim r as FolderItem
dim e as Integer = MacFileOperationMBS.MoveObjectToTrashSync(f, r, MacFileOperationMBS.kFSFile-
OperationDefaultOptions)

if e = 0 then
Return true // Ok
end if

# elseif TargetWin32 then
dim w as new WindowsFileCopyMBS

dim flags as Integer = w.FileOperationAllowUndo + w.FileOperationNoErrorUI + w.FileOperationSilent
+ w.FileOperationNoConfirmation
if w.FileOperationDelete(f, flags) then
Return true // OK
end if

flags = w.FileOperationNoErrorUI + w.FileOperationSilent + w.FileOperationNoConfirmation
if w.FileOperationDelete(f, flags) then
Return true // OK
end if
# else
// Target not supported
break
Return false
# endif
End Function
```

Notes:

If you want to move a file to trash, you could use `f.movefileto f.trashfolder`, but that will overwrite existing files in the trash. You can use our `MacFileOperationMBS` class to move a file on Mac to the trash. And it uses the same code as the Finder, so files are renamed when the same name is already in use in the trash:

On Windows we use `WindowsFileCopyMBS` class.
Requires Mac OS X 10.5.

5.0.174 How to move an application to the front using the creator code?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** This makes SimpleText (Code ttxt) to the frontmost application:

Example:

```
dim a as appleevent

a=newappleEvent("misc","actv","ttxt")

if a.send then
end if
```

Notes: (Code is Mac only)

5.0.175 How to move file with ftp and curl plugin?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can set post/pre quotes to have ftp commands executed before or after the download/upload.

Example:

```
dim d as CURLMBS // your curl object

// rename/move file
dim ws() As String
ws.Append "RNFR Temp.txt"
ws.append "RNTO MyFile.txt"

d.SetOptionPostQuote(ws)
```

Notes:

Use SetOptionPostQuote, SetOptionPreQuote or SetOptionQuote.

The ftp commands you pass here are native ftp commands and not the commands you use with ftp applications. So rename is two commands. First RNFR to tell where to rename from and second RNTD with the new file name. To delete use DELE and the file path.

5.0.176 How to normalize string on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like below:

Example:

```

Function Normalize(t as string) As string
const kCFStringNormalizationFormD = 0 // Canonical Decomposition
const kCFStringNormalizationFormKD = 1 // Compatibility Decomposition
const kCFStringNormalizationFormC = 2 // Canonical Decomposition followed by Canonical Composition
const kCFStringNormalizationFormKC = 3 // Compatibility Decomposition followed by Canonical Composition

dim s as CFStringMBS = NewCFStringMBS(t)
dim m as CFMutableStringMBS = s.Normalize(kCFStringNormalizationFormD)

Return m.str
End Function

```

Notes: This uses Apple's CFString functions to normalize unicode variants.

5.0.177 How to obscure the mouse cursor on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this declare:

Example:

```
Declare Sub ObscureCursor Lib "Carbon" ()
```

```
ObscureCursor
```

Notes: The MBS Plugin has this function, but it's not supported for Windows.

5.0.178 How to open icon file on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the NSImageMBS class like this:

Example:

```
dim f as FolderItem = SpecialFolder.Desktop.Child("test.ico")
dim n as new NSImageMBS(f)
```

```
window1.Backdrop = n.CopyPictureWithMask
```

5.0.179 How to open PDF in acrobat reader?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this code:

Example:

```
dim pdf as FolderItem = SpecialFolder.Desktop.Child("test.pdf")

// open PDF in Acrobat Reader on Mac:

// find app
dim bundleID as string = "com.adobe.Reader"
dim app as FolderItem = LaunchServicesFindApplicationForInfoMBS("", bundleID, "")

if app<>nil then

// launch app with parameters

dim docs() as FolderItem
docs.Append pdf

dim param as new LaunchServicesLaunchParameterMBS
param.Defaults = true
param.Application = app

dim x as FolderItem = LaunchServicesOpenXMBS(docs, param)

// on failure, simply launch it
if x = nil then
pdf.Launch(true)
end if

else
pdf.Launch(true)
end if
```

Notes: On Windows, simply use pdf.launch or WindowsShellExecuteMBS.

5.0.180 How to open printer preferences on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use our OpenMacOSXPreferencesPaneMBS function like this:

Example:

```
dim e as Integer = OpenMacOSXPreferencesPaneMBS("PrintAndFax")
if 0 = e then
```

```
MsgBox "OK"  
elseif e = -43 then  
MsgBox "File not found."  
else  
MsgBox "Error: " +str(e)  
end if
```

5.0.181 How to open special characters panel on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We have functions for that in Cocoa and Carbon.

Example:

```
dim a as new NSApplicationMBS  
a.orderFrontCharacterPalette
```

Notes:

For Cocoa, you can use `orderFrontCharacterPalette` method in `NSApplicationMBS` class.

Or simply for Carbon and Cocoa the `ShowCharacterPaletteMBS` method.

5.0.182 How to optimize picture loading in Web Edition?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the `WebPicture` class.

Notes:

Take your picture and create a `WebPicture` object. Store this `WebPicture` in a property of the `WebPage`, `Session` or `app` (as global as possible). On the first time you use this picture on an user session, the browser will load it. Second time you use it, the browser will most likely pick it from the cache.

Having pictures in `App` or some module reuses the same picture for all sessions which reduces memory footprint.

This does not work well with pictures you change very often or use only for one webpage on one user.

If you like to see an example, check our `Map` example:

<http://www.monkeybreadsoftware.de/realbasic/webapps.shtml>

5.0.183 How to parse XML?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use code like this:

Example:

```
dim s as string = "<test><test /></test>"

try
dim x as new XmlDocument(s)
MsgBox "OK"
catch xe as XmlException
MsgBox "invalid XML"
end try
```

Notes: If you got an exception, you have a parse error.

5.0.184 How to play audio in a web app?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use the HTML5 audio tag and control it with javascript.

Notes:

See our web apps here:

<http://www.monkeybreadsoftware.de/realbasic/webapps.shtml>

This is just another example app I made today. It plays a christmas song. The audio file is provided by the application to the server, so no external web server is needed and this application can run stand alone. To compile and run you need Real Studio 2010r5.

In the open event we search the audio files and open them as binarystreams. We create the two webfile objects. Those webfiles are part of the app class, so we have them globally. There we set the data with the content of our streams. We also define file names and mime types. They are needed so browser know what we have here:

```
audioFileM4V = new WebFile
audioFileM4V.Data = bM.Read(BM.Length)
audioFileM4V.Filename = "music.m4a"
audioFileM4V.MIMETYPE = "audio/m4a"
```

```
audioFileOGG = new WebFile
audioFileOGG.Data = bO.Read(BO.Length)
```

```
audioFileOGG.Filename = "music.ogg"
audioFileOGG.MIMEType = "audio/ogg"
```

Next in the open event of the webpage we have a PageSource control. The location is set to be before content. In the open event we define the html code for this. First we pick the URLs for the audio files. Then we build the html to use the audio tag. As you see, we give it an ID for later use and have it preload automatically. If you add an autoplay tag, you can have the audio play right away. Inside the audio tag we have two sources so we provide audio for both Firefox (OGG) and Safari (MPEG4). Finally we have a text to display if HTML5 audio tag is not supported.

You can set the source in the EditSource event:

```
dim urlO as string = app.audioFileOGG.URL
dim 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)+"");")
```

5.0.185 How to pretty print xml?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the XML Transform method with the right XLS.

Notes:

Learn more here:

<http://docs.xojo.com/index.php/XMLDocument.Transform>

5.0.186 How to print to PDF?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** This code below shows how to redirect printing to a PDF file on Mac OS X.

Example:

```
// get Xojo printer setup
dim p as new PrinterSetup

// now put it into NSPrintInfo to manipulate
dim n as new NSPrintInfoMBS
n.SetupString = p.SetupString

// change destination to file
dim f as FolderItem = SpecialFolder.Desktop.Child("test.pdf")
n.SetSaveDestination(f)

// move back
p.SetupString = n.SetupString

// and print as usual
dim g as Graphics = OpenPrinter(p)
g.DrawString "Hello World", 20, 20
```

Notes: And you can use normal graphics class for that.

5.0.187 How to query Spotlight's Last Open Date for a file?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use a MDItemMBS objec to query this value:

Example:

```
Function LastOpenedDate(Extends F As FolderItem, DefaultOtherDates As Boolean = True) As Date
# If TargetMacOS Then
Dim xMDItem as New MDItemMBS(F)
Dim xDate as Variant

If xMDItem <> Nil Then
xDate = xMDItem.GetAttribute(xMDItem.kMDItemLastUsedDate).DateValue
If xDate IsA Date Then Return xDate
Else
If xDate <> Nil Then Break
End If
# EndIf
```

```

If DefaultOtherDates Then
If F.ModificationDate <>Nil Then Return F.ModificationDate
If F.CreationDate <>Nil Then Return F.CreationDate
End If
End Function

```

Notes: Thanks for Josh Hoggan for this example code.

5.0.188 How to quit windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

Example:

```

# if targetwin32 then
dim i1,i2,r as Integer
declare function ExitWindowsEx lib "user32" (uFlags as Integer, dwReserved as Integer) as Integer
i1 = 2
i2 = 0
r = ExitWindowsEx(i1,i2)
if r<>0 then
' Error()
end if

# endif

```

Notes:

uFlags parameters:

```

'4 = EWX_Force
'0 = EWX_Logoff
'2 = EWX_Reboot
'1 = EWX_shutdown, should shut down computer

```

Also check the ExitWindowsMBS method.

5.0.189 How to read a CSV file correctly?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** With all the rules for quotes and delimiters, you can simply use the SplitCommaSeparatedValuesMBS method in our plugins like

this:

Example:

```

dim f as FolderItem = SpecialFolder.Desktop.Child("test.csv")
dim t as TextInputStream = f.OpenAsTextFile

while not t.EOF
dim s as string = t.ReadLine(encodings.ASCII)

dim items() as string = SplitCommaSeparatedValuesMBS(s, ";", """")

List.AddRow ""
dim u as Integer = UBound(items)
for i as Integer = 0 to u
List.Cell(List.LastIndex,i) = items(i)
next

wend

```

Notes: Please make sure you choose the right text encoding.

5.0.190 How to read the command line on windows?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

Example:

```

# if targetwin32 then
dim line as string
Dim mem as MemoryBlock

Declare Function GetCommandLineA Lib "kernel32" () As Ptr

mem=GetCommandLineA()
s=mem.cstring(0)

# endif

```

Notes: Newer Realbasic versions have a system.commandline property.

5.0.191 How to render PDF pages with PDF Kit?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Try this code:

Example:

```
// choose a file
dim f as FolderItem = SpecialFolder.Desktop.Child("test.pdf")

// open it as PDF Document
dim sourceFile as New PDFDocumentMBS(f)

if sourceFile.handle <>0 then // it is a PDF file

// get upper bound of pages
dim c as Integer = sourceFile.pageCount-1

// from first to last page
for n as Integer = 0 to c

// pick that page
dim page as PDFPageMBS = sourceFile.pageAtIndex(n)

// render to image
dim p as NSImageMBS = page.Render

// and convert to RB picture and display
Backdrop = p.CopyPictureWithMask

next

end if
```

Notes: PDFKit works only on Mac OS X.

5.0.192 How to restart a Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Ask the Finder via Apple Events:

Example:

```
dim ae as appleevent
ae=newappleEvent("FNDR", "rest", "MACS")
if not ae.send then
msgBox "The computer couldn't be restarted."
end if
```

5.0.193 How to resume ftp upload with curl plugin?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** CURL supports that and you simply need to set the right options.

Notes:

First of course OptionUpload must be true. Second OptionFTPAppend must be true so the OptionResumeFrom is used. Store there (or in OptionResumeFromLarge) your start value. Don't forget to implement the read event and return data there as requested.

5.0.194 How to rotate a PDF page with CoreGraphics?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** This code opens a PDF and draws the first page into a new PDF with 90 rotation.

Example:

```
// Rotate a PDF page

// our files
dim sourcefile as FolderItem = SpecialFolder.Desktop.Child("test.pdf")
dim destfile as FolderItem = SpecialFolder.Desktop.Child("rotated.pdf")

// open PDF
dim pdf as CGPDFDocumentMBS = sourcefile.OpenAsCGPDFDocumentMBS

// query media size of first page
dim r as CGRectMBS = pdf.MediaBox(1)

// create new PDF
dim c as CGContextMBS = destfile.NewCGPDFDocumentMBS(r,"title","Author","Creator")

// create rotated rectangle
dim nr as new CGRectMBS(0,0,r.Height,r.Width)

// create new page
c.BeginPage nr
c.SaveGState

const pi = 3.14159265

// rotate by 90
c.RotateCTM pi*1.5
```

```

// fix origin
c.TranslateCTM -r.width,0

// draw PDF
c.DrawCGPDFDocument pdf,r,1

// cleanup
c.RestoreGState
c.EndPage

c = nil

// show in PDF viewer
destfile.Launch

```

Notes: This code is Mac only as it needs CoreGraphics.

5.0.195 How to rotate image with CoreImage?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the code like the one below:

Example:

```

// Rotate image with CoreImage

// load image
dim f as FolderItem = SpecialFolder.Desktop.Child("test.png")
dim image as new CIImageMBS(f)

// rotate 45 degree
dim n as new NSAffineTransformMBS
n.rotateByDegrees(45)

dim TransformFilter as new CIFilterAffineTransformMBS
TransformFilter.inputImage = image
TransformFilter.inputTransform = n

// get result
dim resultImage as CIImageMBS = TransformFilter.outputImage

// for saving to file
dim outputImage as NSImageMBS = resultImage.RenderNSImage(false)

f = SpecialFolder.Desktop.Child("output.png")
dim b as BinaryStream = BinaryStream.Create(f, true)

```


b. Write `outputImage.PNGRepresentation`

```
// as Real Studio picture object for display
dim pic as Picture = outputImage.CopyPictureWithMask
```

```
Backdrop = pic
```

5.0.196 How to run a 32 bit application on a 64 bit Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Install 32 bit compatibility libraries.

Notes:

The package is called `ia32-libs` for ubuntu (and others).

Some applications need to be run on a 32 bit system as they need some hardware related libraries. Like `libUSB` or `libHID` for USB devices.

5.0.197 How to save a quicktime movie as a reference movie?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** Example code is below:

Example:

```
// save as reference movie
dim f as FolderItem
dim m as movie

f=SpecialFolder.Desktop.Child("test.mov")
m=f.OpenAsMovie

f=SpecialFolder.Desktop.Child("new movie.mov")

msgbox str(m.SaveMBS(f,false,false))
```

5.0.198 How to save HTMLViewer to PDF with landscape orientation?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use `NSPrintInfoMBS` to change the options for `PrintToPDFFile` function.

Example:

```
// make it landscape
dim n as NSPrintInfoMBS = NSPrintInfoMBS.sharedPrintInfo
```

```
n.orientation = n.NSLandscapeOrientation

// save html to file
dim f as FolderItem = SpecialFolder.Desktop.Child("test.pdf")
call HTMLViewer1.PrintToPDFFileMBS(f,10,30,10,30)
```

Notes:

You may want to reset options later.
This code is only for Mac OS X.

5.0.199 How to save RTFD?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** With NSTextViewMBS you can use this code to save to RTFD:

Example:

```
// save text as RTFD including image attachments
dim f as FolderItem = GetSaveFolderItem(FileTypes1.ApplicationRtf, "test.rtf")

if f = nil then Return

dim a as NSAttributedStringMBS = textView.textStorage
dim w as NSFileWrapperMBS = a.RTFDFileWrapperFromRange(0, a.length, DocumentAttributes)

dim e as NSErrorMBS
if w.writeToFile(f, e) then

else
  MsgBox e.LocalizedDescription
end if
```

Notes: For TextArea you can query the underlying NSTextViewMBS object via TextArea.NSTextViewMBS method.

5.0.200 How to scale a picture proportionally with mask?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** For a proportional scaling, we calculate the new picture size relative to the target maximum size.

Example:

```

Function ProportionalScaledWithMask(extends pic as Picture, Width as Integer, Height as Integer) As Pic-
ture
// Calculate scale factor

dim faktor as Double = min( Height / Pic.Height, Width / Pic.Width)

// Calculate new size
dim w as Integer = Pic.Width * faktor
dim h as Integer = Pic.Height * faktor

// create new picture
dim NewPic as new Picture(w,h,32)

// check if we have a mask and clear it
dim m as picture = pic.mask(False)
pic.mask = nil

// draw picture in the new size
NewPic.Graphics.DrawPicture Pic, 0, 0, w, h, 0, 0, Pic.Width, Pic.Height

if m <>nil then
// restore mask and scale it
pic.mask = m
NewPic.mask.Graphics.DrawPicture m, 0, 0, w, h, 0, 0, Pic.Width, Pic.Height
end if

// return result
Return NewPic
End Function

```

Notes: This version handles mask. As you see we actually have to remove mask in order to copy the picture part correctly.

5.0.201 How to scale a picture proportionally?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** For a proportional scaling, we calculate the new picture size relative to the target maximum size.

Example:

```

Function ProportionalScaled(extends pic as Picture, Width as Integer, Height as Integer) As Picture
// Calculate scale factor

dim faktor as Double = min( Height / Pic.Height, Width / Pic.Width)

```

```

// Calculate new size
dim w as Integer = Pic.Width * faktor
dim h as Integer = Pic.Height * faktor

// create new picture
dim NewPic as new Picture(w,h,32)

// draw picture in the new size
NewPic.Graphics.DrawPicture Pic, 0, 0, w, h, 0, 0, Pic.Width, Pic.Height

// return result
Return NewPic
End Function

```

Notes:

This does not handle mask, but you can scale the mask the same way and assign it to the new picture. (see other FAQ entry with mask)

5.0.202 How to scale/resize a picture?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** There are several ways to scale or resize a picture. The easiest way may be the ScaleMBS function in the Picture class.

Example:

```

dim Original,Scaled as Picture

Original=LogoMBS(500)
Scaled=Original.ScaleMBS(100,100,true)

```

Notes:

The plugin ways:

- The GWorld class which uses QuickTime. Includes nice Bicubic scaling with QuickTime 6.
- QTGraphicsImporterMBS and QTGraphicsExporterMBS can scale/resize.
- CoreImage scale filter may result in the fastest and best images on Mac OS X 10.4.
- NSImageMBS can scale, but is Mac OS X only.
- CGImageMBS can scale, but is Mac OS X only.
- CIImageMBS can scale, but is Mac OS X only.
- QuickTime Graphics exporter and importer can be connected to scale. (this was used more often a few years ago)
- ImageMagick can scale very nice and crossplatform. But the ImageMagick libraries are big.
- The picture.ScaleMBS function is self written and results in equal output on Mac, Windows and Linux without any additional libraries installed.

- Picture.ScopingMBS does crossplatform scaling with several modes.

with pure REALbasic:

- make a new picture and draw the old one with new size inside.

5.0.203 How to search with regex and use unicode codepoints?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can specify unicode characters in search string with backslash x and digits.

Example:

```

dim r as RegExMbs
dim s as string
dim c as Integer

s="123 ABC 456"

r=new RegExMBS
if r.Compile("..") then
c=r.Execute(s,0)
MsgBox str(c)+" "+str(r.Offset(0))+" "+str(r.Offset(1))
// shows: 1 4 10
// 1 for ubound of the offset array
// 4 for 4 bytes before the matched pattern
// 10 for the 10 bytes before the end of the matched pattern
end if

r=new RegExMBS
if r.Compile(".\xF6.") then // finds using Unicode codepoint
c=r.Execute(s,0)
MsgBox str(c)+" "+str(r.Offset(0))+" "+str(r.Offset(1))
// shows: 1 4 10
// 1 for ubound of the offset array
// 4 for 4 bytes before the matched pattern
// 10 for the 10 bytes before the end of the matched pattern
end if

```

5.0.204 How to see if a file is invisible for Mac OS X?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this function:

Example:

```

Function Invisible(F As FolderItem) As Boolean
Dim TIS As TextInputStream
Dim S,All As String
Dim I as Integer
dim g as folderitem

If Left(F.Name,1)="." or not f.visible Then
Return True
End If

g=F.Parent.Child(".hidden")
If g.Exists Then
TIS=g.OpenAsTextFile
if tis<>Nil then
All=TIS.ReadAll
For I=1 to CountFields(All,Chr(11))
S=NthField(All, Chr(11), I)
If S=F.name Then
Return True
End If
Next
end if
End if
End Function

```

5.0.205 How to set cache size for SQLite or REALSQLDatabase?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You use the pragma cache_size command on the database.

Example:

```

// set cache size to 20000 pages which is about 20 MB for default page size
dim db as REALSQLDatabase
db.SQLExecute "PRAGMA cache_size = 20000"

```

Notes:

Default cache size is 2000 pages which is not much.

You get best performance if whole database fits in memory.

At least you should try to have a cache big enough so you can do queries in memory.

You only need to call this pragma command once after you opened the database.

5.0.206 How to set the modified dot in the window?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this declares:

Example:

```
window1.ModifiedMBS=true
```

5.0.207 How to show a PDF file to the user in a Web Application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use a WebHTMLViewer control and load the

Example:

```
dim CurrentFile as WebFile // a property of the WebPage

// define the PDF file
CurrentFile = new WebFile
CurrentFile.Filename = "test.pdf"
CurrentFile.MIMEType = "application/pdf"
CurrentFile.Data = "some pdf data" // MyDynaPDF.GetBuffer

// load into html viewer
HTMLViewer1.URL = CurrentFile.URL
```

Notes:

See our Create PDF example for the Real Studio Web Edition.
<http://www.monkeybreadsoftware.de/realbasic/webapps.shtml>

5.0.208 How to show Keyboard Viewer programmatically?

Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use Realbasic or AppleScript to launch the KeyboardViewerServer.app.

Example:

```
dim a as new AppleScriptMBS
dim text as string
dim lines(-1) as string

lines.append "set theApplication to ""KeyboardViewerServer""
lines.append "set thePath to ""/System/Library/Components/KeyboardViewer.component/Contents/Shared-Support/KeyboardViewerServer.app""
lines.append ""
```

```

lines.append "set POSIXPath to ((POSIX file thePath) as string)"
lines.append "tell application ""System Events"" to set isRunning to 0 <(count (application processes whose
name is theApplication))"
lines.append "if isRunning then tell application POSIXPath to quit"
lines.append "delay 0.15"
lines.append ""
lines.append "ignoring application responses"
lines.append " tell application POSIXPath to run"
lines.append "end ignoring"

```

```
text=join(lines,EndOfLine.macintosh)
```

```
a.Compile text
```

```
a.Execute
```

Notes:

AppleScript code:

```

set theApplication to "KeyboardViewerServer"
set thePath to "/System/Library/Components/KeyboardViewer.component/Contents/SharedSupport/Key-
boardViewerServer.app"

```

```

set POSIXPath to ((POSIX file thePath) as string)
tell application "System Events" to set isRunning to 0 <(count (application processes whose name is theAp-
plication))
if isRunning then tell application POSIXPath to quit
delay 0.15

```

```

ignoring application responses
tell application POSIXPath to run
end ignoring

```

5.0.209 How to show the mouse cursor on Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Try this declare:

Example:

```
Declare Sub ShowCursor Lib "Carbon" ()
```

```
ShowCursor
```


Notes: The MBS Plugin has this function and supports it on Windows, too.

5.0.210 How to shutdown a Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Ask the Finder via Apple Events:

Example:

```
dim ae as appleevent
ae=newappleEvent("FNDR","shut","MACS")
if not ae.send then
msgBox "The computer couldn't be shutdown."
end if
```

Notes:

Or toolbox call (Attention: This method will stop the computer immediatly: No document asked to be saved, all applications quitting without knowing).

```
Declare Sub ShutDownPower Lib "Carbon" ()
ShutDownPower
```

5.0.211 How to sleep a Mac?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Ask the Finder via Apple Events:

Example:

```
dim ae as appleevent
ae=newappleEvent("FNDR","slep","MACS")
if not ae.send then
msgBox "The computer doesn't want to sleep."
end if
```

5.0.212 How to speed up rasterizer for displaying PDFs with DynaPDF?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Here a few speed tips:
Notes:

- Use the DynaPDFRasterizerMBS function instead of our render functions.
- Reuse DynaPDFRasterizerMBS as long as the target picture size doesn't change.
- Import only the PDF pages you want to display.
- Let DynaPDF do zooming, rotating or other effects instead of you change it.

5.0.213 How to use PDFLib in my RB application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The PDFlib plugin was discontinued in favor of our DynaPDF plugin.
Notes: If you need help to move, please contact us.

5.0.214 How to use quotes in a string?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Just double them.

Example:

```
msgbox "This String contains ""quotes""."
```

5.0.215 How to use Sybase in Web App?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use our MBS Real Studio SQL Plugin to connect to a Sybase Database in your web application.

Notes:

If you see db.Connect giving the error message "cs.ctx_alloc ->CS_MEM_ERROR", than some things are not setup right for Sybase.

The Apache process may not have all the SYBASE environment variables being set when the CGI was launched.

Adding these lines to /etc/httpd/conf/httpd.conf stopped the faux memory errors for us:

```
SetEnv LD_LIBRARY_PATH /opt/sybase/OCS-15.0/lib:/opt/sybase/OCS-15.0/lib3p64:/opt/sybase/OCS-15.0/lib3p:
SetEnv SYBROOT /opt/sybase
SetEnv SYBASE_OCS /opt/sybase
```

```
SetEnv SYBASE /opt/sybase
```

5.0.216 How to use the Application Support folder?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

I was saving a registration code for an app to the Preference folder. People on the list have suggested that it would be better in the ApplicationSupportFolder. How do I save the file called CWWPrefs into that folder using MBS?

I have checked for examples and the docs but can't see how to apply it

```
//f = SpecialFolder.Preferences.child("CWWPrefs")
f = ApplicationSupportFolderMBS(-32768)
```

Example:

```
dim folder,file as FolderItem
```

```
folder = createApplicationSupportFolderMBS(-32763)
```

```
if folder=nil then
// Some very old Mac OS Versions may not support it
// or the plugin may fail for any reason
folder=SpecialFolder.Preferences
end if
```

```
file=folder.Child("CWWPrefs")
```

```
MsgBox file.UnixpathMBS
```

Notes: You may not be able to write there with a normal user account!

5.0.217 How to use the IOPMCopyScheduledPowerEvents function in Realbasic?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can use the following code which does this using the SoftDeclareMBS class.

Example:

```
Sub Open()
dim c as CFDateMBS
```

```

dim t as CFAbsoluteTimeMBS

// get current date
c=NewCFDateMBS

// in absolute time (seconds since x)
t=c.AbsoluteTime

// add 600 seconds (= 10 Minutes)
t.Value=t.Value+600

// Make a Date from it
c=t.Date

// Schedule the event
// 0 on success
// E00002C1 for missing root rights
Title=hex(schedulePowerEvent(c, "wake"))

// Just for information, display the scheduled stuff
CFShowMBS CopyScheduledPowerEvents
End Sub

Function CopyScheduledPowerEvents() As cfarrayMBS
dim s as SoftDeclareMBS
dim m as MemoryBlock

s=new SoftDeclareMBS

if s.LoadLibrary("IOKit.framework") then
if s.LoadFunction("IOPMCopyScheduledPowerEvents") then
if s.CallFunction(0,nil) then
Return NewCFArrayMBSHandle(s.Result,true)
else
MsgBox "Failed to Call IOPMCopyScheduledPowerEvents."
end if
else
MsgBox "Failed to load IOPMCopyScheduledPowerEvents."
end if
else
MsgBox "Failed to load IOKit."
end if

Return nil
End Function

Function SchedulePowerEvent(time_to_wake as CFDateMBS, Type as CFStringMBS) as Integer
dim s as SoftDeclareMBS

```

```

dim m as MemoryBlock

'/*
' * Types of power event
' * These are potential arguments to IOPMSchedulePowerEvent().
' * These are all potential values of the kIOPMPowerEventTypeKey in the CFDictionaryes
' * returned by IOPMCopyScheduledPowerEvents().
' */
'/*!
'@define kIOPMAutoWake
'@abstract Value for scheduled wake from sleep.
' */
'# define kIOPMAutoWake "wake"
,

'/*!
'@define kIOPMAutoPowerOn
'@abstract Value for scheduled power on from off state.
' */
'# define kIOPMAutoPowerOn "poweron"
,

'/*!
'@define kIOPMAutoWakeOrPowerOn
'@abstract Value for scheduled wake from sleep, or power on. The system will either wake OR
'power on, whichever is necessary.
' */
,

'# define kIOPMAutoWakeOrPowerOn "wakepoweron"
'/*!
'@define kIOPMAutoSleep
'@abstract Value for scheduled sleep.
' */
,

'# define kIOPMAutoSleep "sleep"
'/*!
'@define kIOPMAutoShutdown
'@abstract Value for scheduled shutdown.
' */
,

'# define kIOPMAutoShutdown "shutdown"

s=new SoftDeclareMBS

if s.LoadLibrary("IOKit.framework") then
if s.LoadFunction("IOPMSchedulePowerEvent") then

m=NewMemoryBlock(12)
m.Long(0)=time_to_wake.handle
m.Long(4)=0 // nil

```

```

m.Long(8)=type.Handle

if s.CallFunction(3,m) then
Return s.Result
end if
end if
end if

End Function

```

Notes: Requires Mac OS X and to execute root rights.

5.0.218 How to validate a GUID?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use this function below which uses a regular expression to verify that the string is a valid UUID/GUID:

Example:

```

Function IsGUID(guid as string) As Boolean
dim r as new RegEx

r.SearchPattern = "^(\{ { 0,1 } ( [ 0-9a-fA-F ] ) { 8 } -( [ 0-9a-fA-F ] ) { 4 } -( [ 0-9a-fA-F ] ) { 4 }
-( [ 0-9a-fA-F ] ) { 4 } -( [ 0-9a-fA-F ] ) { 12 } \} { 0,1 } )$"

Return r.Search(guid)<>nil
End Function

```

Notes: Simply parsing the GUID with CFUUIDMBS does not give the same result as CFUUIDMBS will also take a string like "DDDD".

5.0.219 How to walk a folder hierarchie non recursively?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use code like this one:

Example:

```

Sub Walk(folder as FolderItem)
dim folders() as FolderItem

folders.Append folder

while UBound(folders)>=0

```

```

dim currentFolder as FolderItem = folders.pop

dim c as Integer = currentFolder.Count
for i as Integer = 1 to c
dim item as FolderItem = currentFolder.TrueItem(i)

if item = Nil then
// no permission
elseif item.Visible then // only visible

if item.Directory then
folders.Append item
else
// work with file here
end if

end if

next

wend
End Sub

```

Notes:

As you see we go with a long loop which runs until we don't have more folders to process.

We ignore items we can't access due to permission limits.

And we only work visible items.

If you like, check `folderitem.isBundleMBS` on item to handle packages and applications better on Mac OS X.

5.0.220 I got this error: PropVal, QDPictMBS.Name (property value), Type mismatch error. Expected CGDataProviderMBS, but got Variant, Name:QDPictMBS

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The plugins MacOSX and MacOSXCF belong together. If you use one part, please also install the other part.

Notes: We splitted the plugin because the Real Studio IDE on Windows crashed on compilation.

5.0.221 I registered the MBS Plugins in my application, but later the registration dialog is shown.

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** There are two main reasons.

Notes:

1. you may use the plugin before registering them. This is often the case if you register in a window open event and use the plugin in a control open event.

On the console on Mac OS X or Windows, you may see a message like this "MBS Plugins were used by the application before the RegisterMBSPlugin function was called. Please fix this in your code!".

2. you may have mixed different plugin versions which are not compatible.

In this case you can see a message "Internal plugin registration error." on the console on Mac OS X. Newer plugins may show a message dialog reporting this. Older version simply think they are not registered.

If the installer just merges old and new applications, users may have libraries of older and newer plugin versions in the libs folder. If your application loads the wrong version, the registration fails.

If you use remote debugging, make sure you clear the temporary files there, too. Otherwise you may have old DLLs on your hard disc which may disturb your application.

You can run into issues if you use your registration code on different places of your app. Please register only once in app.open (or app Constructor). If you have several codes, simply call them one after the other.

Also check that you only call RegisterMBSPlugin with valid serial number. If you later call RegisterMBSPlugin with Demo like in example code above, you remove the license.

Finally make sure you use the right serial number. Not an older one or a misspelled one.

5.0.222 I want to accept Drag & Drop from iTunes

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You need to accept AcceptMacDataDrop "itun" and Handle the DropObject.

Example:

```
Sub Open()
window1.AcceptMacDataDrop "itun"
End Sub
```

```
Sub DropObject(obj As DragItem)
dim s as string
dim f as folderItem
```



```

dim d as CFDictionaryMBS
dim o as CFOBJECTMBS
dim key as CFStringMBS
dim dl as CFDictionaryListMBS
dim i,c as Integer
dim u as CFURLMBS
dim file as FolderItem

if obj.MacDataAvailable("itun") then
s = obj.MacData("itun")

// Parse XML
o=NewCFOBJECTMBSFromXML(NewCFBinaryDataMBSStr(s))

// Make dictionary
if o isa CFDictionaryMBS then
d=CFDictionaryMBS(o)

// get Tracks Dictionary
key=NewCFStringMBS("Tracks")
o=d.Value(key)

if o isa CFDictionaryMBS then
d=CFDictionaryMBS(o)
dl=d.List

// Walk over all entries in the Tracks dictionary
c=dl.Count-1
for i=0 to c
o=dl.Value(i)

if o isa CFDictionaryMBS then
d=CFDictionaryMBS(o)

key=NewCFStringMBS("Location")
o=d.Value(key)
if o isa CFStringMBS then
u=NewCFURLMBS CFStringMBS(CFStringMBS(o),nil)

file=u.file
if file<>nil then
MsgBox file.UnixpathMBS
end if
end if
end if
next
end if
end if

```

```
end if
End Sub
```

Notes: The code above inside a window on Realbasic 5.5 with MBS Plugin 5.3 will do it nice and show the paths.

5.0.223 I'm drawing into a listbox but don't see something.

Plugin Version: all, Console & Web: No. **Answer:** If you draw this in a listbox cellbackground, you need to draw on the correct position

Example:

```
Function CellBackgroundPaint(g As Graphics, row as Integer, column as Integer) As Boolean
dim f as FolderItem
f=SpecialFolder.Desktop
f.DrawWideIconMBS(g,listbox1.left,listbox1.top+row*20,16)
Return true
End Function
```

Notes: Try this in a listbox. The Graphics object there has a clipping and an offset which the plugin doesn't know about.

5.0.224 I'm searching for a method or so to move a window from position x.y to somewhere else on the screen.

Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

The code I produced in RB isn't smooth enough. Is there a call in MBS, if not, can it be done? The speed of it has to be like the show of a DrawerWindow.

Try the declare below for Carbon. With WindowLib it will work on Mac OS 8.5 and newer.

Notes: See Window.Transition functions.

5.0.225 If I use one of your plug-ins under windows, would this then impose the use of dll after compilation or my would my compiled soft still be a stand-alone single file software?

Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Stand alone.

Notes:

REALbasic compiles all used plugins into the application binary.

Some plugin parts need external dlls but you will find that in the documentation. (e.g. pdflib for some classes)

5.0.226 Is the fn key on a powerbook keyboard down?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** I am unable to figure out how or if it is possible to detect if the fn key is down on a powerbook keyboard. Is it possible?

Example:

' Window.Open Event of a blank project:

```
dim i as Integer
```

```
for i=0 to 127
```

```
if keyboard.asynckeydown(i) then
```

```
title=str(i) // found
```

```
return
```

```
end if
```

```
next
```

```
title="" // not found
```

Notes: This test application shows the keycode (decimal) 63 for the fn key.

5.0.227 Is there a case sensitive Dictionary?

Plugin Version: all, Console & Web: No. **Answer:** The MBS Plugin has several classes which can work as a replacement.

Notes:

First you could use VariantToVariantHashMapMBS or VariantToVariantOrderedMapMBS.

If you know that all keys are Strings or Integers only, you can use the specialized classes which are a little bit faster due to avoiding variants:

IntegerToIntegerHashMapMBS class

IntegerToIntegerOrderedMapMBS class

IntegerToStringHashMapMBS class
 IntegerToStringOrderedMapMBS class
 IntegerToVariantHashMapMBS class
 IntegerToVariantOrderedMapMBS class
 StringToStringHashMapMBS class
 StringToStringOrderedMapMBS class
 StringToVariantHashMapMBS class
 StringToVariantOrderedMapMBS class

5.0.228 Is there a way to use the MBS plugin to get only the visible item and folder count on a volume?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can use the DirectorySizeMBS class for this as in the example below:

Example:

```
dim d as DirectorySizeMBS

d=new DirectorySizeMBS

// volume(1) as my boot volume is very full
if d.update(volume(1),true,0) then
MsgBox str(d.VisibleItemCount)+" visible items, "+str(d.HiddenItemCount)+" invisible items."
end if
```

Notes:

Complete Question: Is there a way to use the MBS plugin to get only the visible item and folder count on a volume? The FileCount and FolderCount properties of VolumeInformationMBS seem to provide the total # of items including invisible items such as .DS_Store and more importantly .Trashes which is causing me a great amount of difficulty during a recursive scan of a volume. I've got a progress bar which uses the total of the filecount and foldercount properties as the maximum value, but my routine needs to filter out all invisible items, as it is creating a catalog of a volume for archiving purposes. Any thoughts how I could get accurate number.

5.0.229 Is there an easy way I can launch the Displays preferences panel?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the code below:

Example:

```

dim error as Integer

error=OpenMacOSXPreferencesPaneMBS("Displays")
if error<>0 then
MsgBox "Failed to launch QuickTime System Preferences panel."
end if

```

5.0.230 Is there an easy way I can launch the Quicktime preferences panel?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the code below:
Example:

```

dim error as Integer

error=OpenMacOSXPreferencesPaneMBS("QuickTime")
if error<>0 then
MsgBox "Failed to launch QuickTime System Preferences panel."
end if

```

5.0.231 List of Windows Error codes?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We have a list of windows error codes on our website.

Notes: <http://www.monkeybreadsoftware.de/xojo/winerror.shtml>

5.0.232 Midi latency on Windows problem?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** The issue is system related, not a problem with RB or the plugin.

Notes:

Two things will adversely affect the timing:

(1) latency of the software synthesizer output driver. The default Windows wavetable synthesizer has considerable latency. I don't know how many milliseconds, but it is noticeable.

(2) latency of the digital audio output driver. Different systems have different drivers for different audio hardware. My Dell laptop has a minimum 15ms latency in the audio driver.

These two things put together were causing a very sluggish MIDI response. I was able to verify these as the culprits by routing MIDI directly out of RB into a sample player, which only introduces the latency of (2) and does not include latency of (1).

I don't know how widely known are these facts, if not then you may want to add this information to the documentation, since Windows programmers using the MIDI plugin may not know those problems, and might mistakenly blame your plugin, as I did :) Sorry about that!

(From Aaron Andrew Hunt)

5.0.233 My Xojo Web App does not launch. Why?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Here is a list of checks to do for linux apache installations with Xojo or Real Studio Web applications:

Notes:

Just a list of checks to do for linux apache installations:

- You have 64bit linux? Than you need 32 bit compatibility libraries.
- The folder of your app is writable? Set permissions to 777.
- The cgi script is executable? Set permissions to 755.
- The app file itself is executable? Set permissions to 755.
- You uploaded cgi file as text, so it has unix line endings? (this often gives error "Premature end of script headers" in apache log)
- You uploaded config.cfg file and made it writable? Set permissions to 666.
- Your apache allows execution of cgi scripts? You enabled cgi for apache and uncommented addhandler command for CGI on a new apache installation?
- You uploaded the app file and libraries as binary files? Upload as text breaks them.
- You did upload the libs folder?
- You don't have code in app.open, session.open and other events which crashes app right at launch?
- You don't have a print command in your app.open event? (see feedback case 23817)
- You allowed htaccess file to overwrite permissions?

5.0.234 Pictures are not shown in my application. Why?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:**

On Mac OS Classic, please check the memory partition size which may be too low.
Else (most times on Windows) you are simple missing the part of QuickTime to load images.

5.0.235 Realbasic doesn't work with your plugins on Windows 98.

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Upgrade your Windows version or complain to Realsoftware.

5.0.236 REALbasic or my RB application itself crashes on launch on Mac OS Classic. Why?

Plugin Version: all, Console & Web: No. **Answer:**

You may check if the application has enough memory to be loaded.
RB should have on Mac OS Classic more than 20 MB of RAM.
I preferred to use 50 MB and for an application a 10 MB partition is a good way to start.

5.0.237 SQLiteDatabase not initialized error?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Before you can use SQLiteDatabaseMBS, it must be initialized.

Example:

```
dim d as new SQLiteDatabaseMBS
```

Notes:

This happens normally when you use "new SQLiteDatabaseMBS".
But if you just have a SQLConnectionMBS and get a recordset there, the initialization may not have happened, yet.
So please simply add a line "dim d as new SQLiteDatabaseMBS" to your app.open code after registration, so the plugin part can initialize and late provide recordsets.

5.0.238 Textconverter returns only the first x characters. Why?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

Some older REALbasic versions limit the Textconverter to around 1024 characters in input and output. This should be fixed with RB5.

Notes: REALbasic seems not to support Textconverters at all on Windows.

5.0.239 The type translation between CoreFoundation/Foundation and Realbasic data types.

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** The plugin does conversion between Cocoa/Carbon data types and native REALbasic data types. The following list help you knowing what the current plugins support:

Notes:

Cocoa NSObject to Variant:

```

nil ->nil
NSDictionary ->Dictionary
NSData ->MemoryBlock
NSString ->String
NSAttributedString ->NSAttributedStringMBS
NSDate ->Date
NSNumber ->double/integer/Int64/UInt64/UInt32/Boolean
NSURL ->String
NSValue with NSRect ->NSRectMBS
NSValue with NSPoint ->NSPointMBS
NSValue with NSSize ->NSSizeMBS
NSValue with NSRange ->NSRangeMBS
NSValue with QTTime ->QTTimeMBS
NSValue with QTTimeRange ->QTTimeRangeMBS
NSArray ->Array of Variant
QuartzFilter ->QuartzFilterMBS

```

- ->*MBS

Variant to Cocoa NSObject:

```

nil ->nil
Dictionary ->NSDictionary
Boolean ->NSNumber
Integer ->NSNumber
Color ->NSColor
Int64 ->NSNumber
Single ->NSNumber
Double ->NSNumber
Date ->NSDate

```


MemoryBlock ->NSData
 String ->NSString
 NSImageMBS ->NSImage
 NSAttributedStringMBS ->NSAttributedString
 NSColorMBS ->NSColor
 NSRectMBS ->NSValue with NSRect
 NSSizeMBS ->NSValue with NSSize
 NSPointMBS ->NSValue with NSPoint
 NSRangeMBS ->NSValue with NSRange
 NSBurnMBS ->NSBurn
 NSViewMBS ->NSView
 NSFontMBS ->NSFont
 NSParagraphStyleMBS ->NSParagraphStyle
 NSAttributedStringMBS ->NSAttributedString
 WebPolicyDelegateMBS ->WebPolicyDelegate
 WebUIDelegateMBS ->WebUIDelegate
 WebFrameLoadDelegateMBS ->WebFrameLoadDelegate
 WebResourceLoadDelegateMBS ->WebResourceLoadDelegate
 NSIndexSetMBS ->NSIndexSet
 QTTimeMBS ->QTTime
 QTTimeRangeMBS ->QTTimeRange
 Array of Variant ->NSArray
 Array of String ->NSArray
 CFStringMBS ->NSString
 CFNumberMBS ->NSNumber
 CFDataMBS ->NSData
 CFURLMBS ->NSURL
 CFArrayMBS ->NSArray
 CFDictionaryMBS ->NSDictionary
 CFBinaryDataMBS ->NSData

Carbon CFTypeRef to Variant:

CFDictionaryRef ->Dictionary
 CFStringRef ->String
 CFDataRef ->String
 CFURL ->String
 CFNumber ->Integer/Double/Int64
 CFArray ->Array
 CFDate ->date
 nil ->nil
 CGColorSpace ->CGColorSpaceMBS
 CGColor ->CGColorMBS
 CGImage ->CGImageMBS
 CF* ->CF*MBS

Variant to Carbon CTypeRef:

Dictionary ->CFDictionaryRef
 Boolean ->CFBooleanRef
 Color ->CFNumberRef
 Integer ->CFNumberRef
 Int64 ->CFNumberRef
 Single ->CFNumberRef
 Double ->CFNumberRef
 String ->CFStringRef
 Color ->CGColorRef
 Date ->CFDateRef
 nil ->nil
 Memoryblock ->CFDataRef
 Folderitem ->CFURLRef
 Dictionary ->CFDictionaryRef
 Array of Variant/String/Date/Double/Single/Int64/Integer ->CFArray
 CGRectMBS ->CGRect as CFDataRef
 CGSizeMBS ->CGSize as CFDataRef
 CGPointMBS ->CGPoint as CFDataRef
 CGColorMBS ->CGColor
 CGColorSpaceMBS ->CGColorSpace
 CGImageMBS ->CGImage
 CGDataConsumerMBS ->CGDataConsumer
 CGDataProviderMBS ->CGDataProvider
 CF*MBS ->CF*

Strings without encodings should be put into dictionaries as memoryblocks.

5.0.240 Uploaded my web app with FTP, but it does not run on the server!

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** If you see errors like a simple "Segmentation Fault" on Linux or some other wired errors, you may want to check your FTP upload mode. It must be binary for web apps. ASCII mode corrupts the application.

5.0.241 What classes to use for hotkeys?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use CarbonHotKeyMBS class on Mac and WindowsKeyFilterMBS on Windows.

Notes: CarbonHotKeyMBS will also work fine in Cocoa apps.

5.0.242 What do I need for Linux to get picture functions working?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** In order to get our plugins working on Linux systems without GUI, the plugin loads graphics libraries dynamically.

Notes:

To get it working, the plugin tries to load gtk with this paths:

- libgtk-x11-2.0.so”
- libgtk-x11-2.0.so.0”
- /usr/lib/libgtk-x11-2.0.so”
- /usr/lib32/libgtk-x11-2.0.so”
- /usr/lib/libgtk-x11-2.0.so.0”
- /usr/lib32/libgtk-x11-2.0.so.0”

gdk is loaded with this paths:

- libgdk-x11-2.0.so”
- libgdk-x11-2.0.so.0”
- /usr/lib/libgdk-x11-2.0.so”
- /usr/lib32/libgdk-x11-2.0.so”
- /usr/lib/libgdk-x11-2.0.so.0”
- /usr/lib32/libgdk-x11-2.0.so.0”

For the paths without explicit path, the system will search in /lib, /usr/lib and all directories in the LD_LIBRARY_PATH environment variable.

5.0.243 What does the NAN code mean?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

5.0.244 What font is used as a 'small font' in typical Mac OS X apps?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

REALbasic 4.5 has a constant "SmallSystem" to use for a font name.

For older versions try this code:

Example:

```
Sub GetThemeFont(fontType as Integer, ByRef fontName as String, ByRef fontSize as Integer, ByRef
fontName as Integer)
dim err as Integer
dim theFont, theFontSize, theFontStyle as MemoryBlock
```

```
const smSystemScript = -1
```

```
Declare Function GetThemeFont Lib "Carbon" (inFontID as Integer, inScript as Integer, outFontName
as Ptr, outFontSize as Ptr, outStyle as Ptr) as Integer
```

```
theFont = NewMemoryBlock(256) //Str255
theFontSize = NewMemoryBlock(2) //SInt16
theFontStyle = NewMemoryBlock(1) //Style
```

```
err = GetThemeFont(fontType, smSystemScript, theFont, theFontSize, theFontStyle)
```

```
if err = 0 then
fontName = theFont.PString(0)
fontSize = theFontSize.UShort(0)
fontStyle = theFontStyle.Byte(0)
else
fontName = ""
fontSize = 0
fontStyle = 0
end if
End Sub
```

5.0.245 What is last plugin version to run on Mac OS X 10.4?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Last Version with 10.4 support is version 15.4.

Notes:

With version 15.4 you can build applications for OS X 10.4 and newer.

For Version 16.0 we disabled 10.4 and moved minimum to 10.5. We may be able to enable it again to build a version of 16.x, but may need to charge for this by hour.

5.0.246 What is last plugin version to run on PPC?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Last Version with PPC is 15.4.

Notes:

With version 15.4 you can build PPC applications for OS X 10.4 and newer.

For Version 16.0 we disabled PPC. We may be able to enable it again to build a PPC version of 16.x, but may need to charge for this by hour.

5.0.247 What is the difference between Timer and WebTimer?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Time is server side and WebTimer client side.

Notes: Timer is the normal timer class in Real Studio. It runs on the server. On the side the WebTimer runs on the client. It triggers a request to the server to perform the action. So a WebTimer is good to keep the connection running and the website updated regularly. A timer on the server is good to make regular jobs like starting a database backup every 24 hours.

5.0.248 What is the list of Excel functions?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Below a list of function names known by LibXL.

Notes:

LibXL parses the functions and writes tokens to the excel file. So even if Excel can do more functions, we can only accept the ones known by LibXL.

ABS, ABSREF, ACOS, ACOSH, ACTIVE.CELL, ADD.BAR, ADD.COMMAND, ADD.MENU, ADD.TOOLBAR, ADDRESS, AND, APP.TITLE, AREAS, ARGUMENT, ASC, ASIN, ASINH, ATAN, ATAN2, ATANH, AVEDEV, AVERAGE, AVERAGEA, BAHTTEXT, BETADIST, BETAINV, BINOMDIST, BREAK, CALL, CALLER, CANCEL.KEY, CEILING, CELL, CHAR, CHECK.COMMAND, CHIDIST, CHIINV, CHITEST, CHOOSE, CLEAN, CODE, COLUMN, COLUMNS, COMBIN, CONCATENATE, CONFIDENCE, CORREL, COS, COSH, COUNT, COUNTA, COUNTBLANK, COUNTIF, COVAR, CREATE.OBJECT, CRITBINOM, CUSTOM.REPEAT, CUSTOM.UNDO, DATE, DATEDIF, DATESTRING, DATEVALUE, DAVERAGE, DAY, DAYS360, DB, DBCS, DCOUNT, DCOUNTA, DDB, DEGREES, DELETE.BAR, DELETE.COMMAND, DELETE.MENU, DELETE.TOOLBAR, Deref, DEVSQ, DGET, DIALOG.BOX, DIRECTORY, DMAX, DMIN, DOCUMENTS, DOLLAR, DPRODUCT, DSTDEV, DSTDEVP, DSUM, DVAR, DVARP, ECHO, ELSE, ELSE.IF, ENABLE.COMMAND, ENABLE.TOOL, END.IF, ERROR, ERROR.TYPE, EVALUATE, EVEN, EXACT, EXEC, EXECUTE, EXP, EXPONDIST, FACT, FALSE, FCLOSE, FDIST, FILES, FIND, FINDB, FINV, FISHER, FISHERINV, FIXED, FLOOR, FOPEN, FOR, FOR.CELL, FORECAST, FORMULA.CONVERT, FPOS, FREAD, FREADLN, FREQUENCY, FSIZE, FTEST, FV, FWRITE, FWRITELN, GAMMADIST, GAMMAINV, GAMMALN, GEOMEAN, GET.BAR, GET.CELL, GET.CHART.ITEM, GET.DEF, GET.DOCUMENT, GET.FORMULA, GET.LINK.INFO, GET.MOVIE, GET.NAME, GET.NOTE,

GET.OBJECT, GET.PIVOT.FIELD, GET.PIVOT.ITEM, GET.PIVOT.TABLE, GET.TOOL, GET.TOOLBAR, GET.WINDOW, GET.WORKBOOK, GET.WORKSPACE, GETPIVOTDATA, GOTO, GROUP, GROWTH, HALT, HARMEAN, HELP, HLOOKUP, HOUR, HYPERLINK, HYPGEOMDIST, IF, INDEX, INDIRECT, INFO, INITIATE, INPUT, INT, INTERCEPT, IPMT, IRR, ISBLANK, ISERR, ISERROR, ISLOGICAL, ISNA, ISNONTEXT, ISNUMBER, ISPMT, ISREF, ISTEXT, ISTHAIDIGIT, KURT, LARGE, LAST.ERROR, LEFT, LEFTB, LEN, LENB, LINEST, LINKS, LN, LOG, LOG10, LOGEST, LOGINV, LOGNORMDIST, LOOKUP, LOWER, MATCH, MAX, MAXA, MDETERM, MEDIAN, MID, MIDB, MIN, MINA, MINUTE, MINVERSE, MIRR, MMULT, MOD, MODE, MONTH, MOVIE.COMMAND, N, NA, NAMES, NEGBINOMDIST, NEXT, NORMDIST, NORMINV, NORMSDIST, NORMSINV, NOT, NOTE, NOW, NPER, NPV, NUMBERSTRING, ODD, OFFSET, OPEN.DIALOG, OPTIONS.LISTS.GET, OR, PAUSE, PEARSON, PERCENTILE, PERCENTRANK, PERMUT, PHONETIC, PI, PIVOT.ADD.DATA, PMT, POISSON, POKE, POWER, PPMT, PRESS.TOOL, PROB, PRODUCT, PROPER, PV, QUARTILE, RADIANS, RAND, RANK, RATE, REFTTEXT, REGISTER, REGISTER.ID, RELREF, RENAME.COMMAND, REPLACE, REPLACEB, REPT, REQUEST, RESET.TOOLBAR, RESTART, RESULT, RESUME, RETURN, RIGHT, RIGHTB, ROMAN, ROUND, ROUNDBAHTDOWN, ROUNDBAHTUP, ROUNDDOWN, ROUNDUP, ROW, ROWS, RSQ, RTD, SAVE.DIALOG, SAVE.TOOLBAR, SCENARIO.GET, SEARCH, SEARCHB, SECOND, SELECTION, SERIES, SET.NAME, SET.VALUE, SHOW.BAR, SIGN, SIN, SINH, SKEW, SLN, SLOPE, SMALL, SPELLING.CHECK, SQRT, STANDARDIZE, STDEV, STDEVA, STDEVP, STDEVPA, STEP, STEYX, SUBSTITUTE, SUBTOTAL, SUM, SUMIF, SUMPRODUCT, SUMSQ, SUMX2MY2, SUMX2PY2, SUMXMY2, SYD, T, TAN, TANH, TDIST, TERMINATE, TEXT, TEXT.BOX, TEXTREF, THAIDAYOFWEEK, THAIDIGIT, THAIMONTHOFYEAR, THAINUMSOUND, THAINUMSTRING, THAISTRINGLENGTH, THAIYEAR, TIME, TIMEVALUE, TINV, TODAY, TRANSPOSE, TREND, TRIM, TRIMMEAN, TRUE, TRUNC, TTEST, TYPE, UNREGISTER, UPPER, USDOLLAR, USERDEFINED, VALUE, VAR, VARA, VARP, VARPA, VDB, VIEW.GET, VLOOKUP, VOLATILE, WEEKDAY, WEIBULL, WHILE, WINDOW.TITLE, WINDOWS, YEAR and ZTEST.

5.0.249 What is the replacement for PluginMBS?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Use the SoftDeclareMBS class to load libraries dynamically.

5.0.250 What to do on Realbasic reporting a conflict?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

I get an error like "This item conflicts with another item of the same name" when using one of the plugin functions.

REALbasic just wants to tell you that you dropped something in the plugins folder what is not a plugin.

Notes: Some users dropped the examples, the documentation or other files into the plugins folder. Don't do it.

5.0.251 What to do with a NSImageCacheException?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** You need to add exception handlers for NSExcptionMBS in order to catch this exception.

Notes:

You may also add code to write the stack of the exception into a log file for later locating the error source.

A NSImage has several image representations in memory. So basicly you pass in the base image and for whatever size an image is needed, the NSImage class will create a cache image representation of the requested size so on the next query it can use that cache for the same requested size.

5.0.252 What to do with MySQL Error 2014?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can get this error on MySQL if you have a recordset open while you create another one.

5.0.253 What ways do I have to ping?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** You have different ways

Notes:

1. Use the shell class and the ping utility.
2. Use the MBS Network Plugin and there the SuperSocket part:
 - a) On Windows the ICMPPingMBS works to ping.
 - b) On Mac OS X it uses OpenTransport and needs root rights. You need to use sudo to run this application. This does not work on Intel Macs, because the plugin is not endian safe.
3. The DarwinPingMBS.Ping method:

Compiled for Mac OS X Macho target it works as a synchronized ping method.
The Windows version had a bug and was fixed in plugin version 8.2pr4. So it works now.

4. The DarwinPingMBS.SimplePing method:

Works on Mac OS X Macho target.

But this method can be called from a thread to make it working in background.

5.0.254 Where is CGGetActiveDisplayListMBS?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now CGDisplayMBS.GetActiveDisplayList.

5.0.255 Where is CGGetDisplaysWithPointMBS?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now CGDisplayMBS.GetDisplaysWithPoint.

5.0.256 Where is CGGetDisplaysWithRectMBS?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now CGDisplayMBS.GetDisplaysWithRect.

5.0.257 Where is CGGetOnlineDisplayListMBS?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now CGDisplayMBS.GetOnlineDisplayList.

5.0.258 Where is GetObjectClassNameMBS?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Please use this replacement method:

Example:

```
Function GetObjectClassNameMBS(o as Object) As string
dim t as Introspection.TypeInfo = Introspection.GetType(o)
Return t.FullName
End Function
```

Notes: GetObjectClassNameMBS was removed from the plugins.

5.0.259 Where is NetworkAvailableMBS?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** We removed NetworkAvailableMBS some versions ago. It was not working right and basically it's not useful. If you want to check whether you have a network, then do a DNS resolve:

Example:

```
// two independent domain names
const domain1 = "www.google.com"
const domain2 = "www.macs.w.de"

// resolve IPs
dim ip1 as string = DNSNameToAddressMBS(Domain1)
dim ip2 as string = DNSNameToAddressMBS(Domain2)

// if we got IPs and not the same IPs (error/login pages)
if len(ip1)=0 or len(ip2)=0 or ip1=ip2 then
MsgBox "no connection"
else
MsgBox "have connection"
end if
```

Notes: This way you can detect whether you got something from DNS. And you can make sure that a DNS redirection to a login page won't catch you.

5.0.260 Where is StringHeight function in DynaPDF?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Use the function GetFTextHeight or GetFTextHeightEx.

Notes: Be aware that GetFTextHeight works with format commands and you may want to escape your text if you don't use them.

5.0.261 Where is XLSDocumentMBS class?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** This class has been removed in favor of XLBookMBS class.

Notes: These classes have been removed XLSCellMBS, XLSDocumentMBS, XLSFormatRecordMBS, XLSMergedCellsMBS, XLSRowMBS and XLSSheetMBS.

5.0.262 Where to get information about file formats?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

Please visit this web page:

<http://www.wotsit.org>

5.0.263 Where to register creator code for my application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:**

Register at Apple:

<http://developer.apple.com/dev/cftype/information.html>

5.0.264 Which Mac OS X frameworks are 64bit only?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Some frameworks from Mac OS X do not support 32 bit applications, so we can't provide plugins for Xojo until 64bit target is available.

Notes:

For Mac OS X 10.8:

- Accounts
- EventKit
- GLKit
- Social

and in 10.9:

- Accounts
- AVKit
- EventKit
- GameController
- GLKit
- MapKit

- MediaLibrary
- Social
- SpriteKit

In general Apple makes all new frameworks being 64 bit only.

5.0.265 Which plugins are 64bit only?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Some of our plugins work only in 64 bit modes as operation systems do not provide 32 bit code.

Notes: This effects currently: EventKit, Accounts, Social frameworks from Apple and our matching plugins.

5.0.266 Why application doesn't launch because of a missing ddraw.dll!?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Some RB versions require that you install DirectX from Microsoft on your Windows.

5.0.267 Why application doesn't launch because of a missing shlwapi.dll!?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** Some RB versions require that you install the Internet Explorer from Microsoft on your Windows.

Notes: This bug is for several older Windows 95 editions.

5.0.268 Why do I hear a beep on keydown?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** When the user presses a key, RB goes through all keydown event handlers till on returns true.

Notes: If no keydown event handler returns true for the key, a beep is performed.

5.0.269 Why does folderitem.item return nil?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Because Realbasic fails to make a folderitem for you. Reason may be an alias file which can't be resolved or simply that you don't have enough access rights to read the folder content.

Notes: A more rarely reason is that the directory changed and the file with the given index or name does no longer exist.

5.0.270 Why doesn't showurl work?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

There are three main reasons:

1. showurl is not supported by REALbasic in 68k applications.
2. there is now application defined for the protocol (e.g. http) in the Internet Control panel.
3. You don't have Internet Config installed.

You can use the InternetConfigMBS class to check for this stuff.

5.0.271 Why have I no values in my chart?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** You have no data points visible, there may be several reasons:

Notes:

For example one of the data values may be infinite or invalid.
Or the scaling may be out of range, so you simply see nothing.

5.0.272 Will application size increase with using plugins?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** All plugins used by your application will be included in the application.

Notes:

If you use no plugins, your application will not change size.
And if you use one class from the plugins, your application size will increase by a few kilobytes.
The documentation of the plugins include a list of all plugin parts and their sizes for the different platforms.

5.0.273 XLS: Custom format string guidelines

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You have to download the source code and compile a static version of the library.

Notes:

Up to four sections of format codes can be specified. The format codes, separated by semicolons, define the formats for positive numbers, negative numbers, zero values, and text, in that order. If only two sections are specified, the first is used for positive numbers and zeros, and the second is used for negative numbers. If only one section is specified, it is used for all numbers. Four sections example:

,# # # .00-); [Red] (# ,# # # .00);0.00;"sales"@

The following table describes the different symbols that are available for use in custom number formats.

Specify colors

To set the text color for a section of the format, type the name of one of the following eight colors in square brackets in the section. The color code must be the first item in the section.

Instead of using the name of the color, the color index can be used, like this [Color3] for Red. Valid numeric indexes for color range from 1 to 56, which reference by index to the legacy color palette.

Specify conditions

To set number formats that will be applied only if a number meets a specified condition, enclose the condition in square brackets. The condition consists of a comparison operator and a value. Comparison operators include: = Equal to; >Greater than; <Less than; >= Greater than or equal to, <= Less than or equal to, and <>Not equal to. For example, the following format displays numbers that are less than or equal to 100 in a red font and numbers that are greater than 100 in a blue font.

[Red] [<=100] ; [Blue] [>100]

If the cell value does not meet any of the criteria, then pound signs ("# ") are displayed across the width of the cell.

Dates and times

Examples

Parameter	Description
x	The x value of the data point. For an enumerated x-axis (see <code>Axis.setLabels</code> on what is an enumerated axis), the first data point is 0, and the nth data point is (n-1).
xLabel	The bottom x-axis label of the data point.
x2Label	The top x-axis label of the data point.
value	The value of the data point.
accValue	The sum of values of all data points that are in the same x position and same data group as the current data point, and with data set number less than or equal to the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
totalValue	The sum of values of all data points that are in the same x position and same data group as the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
percent	The percentage of the data point based on the total value of all data points that are in the same x position and same data group as the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
accPercent	The accumulated percentage of the data point based on the total value of all data points that are in the same x position and same data group as the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
gpercent	The percentage of the data point based on the total value of all data points in a layer.
dataSet	The data set number to which the data point belongs. The first data set is 0. The nth data set is (n-1).
dataSetName	The name of the data set to which the data point belongs.
dataItem	The data point number within the data set. The first data point is 0. The nth data point is (n-1).
dataGroup	The data group number to which the data point belongs. The first data group is 0. The nth data group is (n-1).
dataGroupName	The name of the data group to which the data point belongs.
layerId	The layer number to which the data point belongs. The first layer is 0. The nth layer is (n-1).
fieldN	The (N + 1)th extra field. For example, { field0 } means the first extra field. An extra field is an array of custom elements added using <code>Layer.addExtraField</code> , <code>Layer.addExtraField2</code> , <code>BaseChart.addExtraField</code> or <code>BaseChart.addExtraField2</code> .

diFieldN	Same as fieldN. See above.
dsFieldN	Similar to fieldN, except that dsFieldN means the extra field is indexed by data set number. The Pth data set corresponds to the Pth element of the extra field.
dsdiFieldN	Similar to fieldN, except that dsdiFieldN means the extra fields are indexed by both the data set number and data point number. The Pth data item of the Qth data set corresponds to the Pth element of the (N + Q)th extra field.

Parameter	Description
zx	The symbol scale in the x dimension. Applicable for layers with symbol scales set by <code>LineStyle.setSymbolScale</code> .
zy	The symbol scale in the y dimension. Applicable for layers with symbol scales set by <code>LineStyle.setSymbolScale</code> .
z	The symbol scale without distinguishing the dimension to use. Applicable for layers with symbol scales set by <code>LineStyle.setSymbolScale</code> .

Parameter	Description
slope	The slope of the trend line.
intercept	The y-intercept of the trend line.
corr	The correlation coefficient in linear regression analysis.
stderr	The standard error in linear regression analysis.

Parameter	Description
top	The value of the top edge of the box-whisker symbol.
bottom	The value of the bottom edge of the box-whisker symbol.
max	The value of the maximum mark of the box-whisker symbol.
min	The value of the minimum mark of the box-whisker symbol.
med	The value of the median mark of the box-whisker symbol.

Parameter	Description
high	The high value.
low	The low value.
open	The open value.
close	The close value.

Parameter	Description
dir	The direction of the vector.
len	The length of the vector.

Parameter	Description
radius	The radial value of the data point.
value	Same as { radius } . See above.
angle	The angular value of the data point.
x	Same as { angle } . See above.
label	The angular label of the data point.
xLabel	Same as { label } . See above.
name	The name of the layer to which the data point belongs.
dataSetName	Same as { name } . See above.
i	The data point number. The first data point is 0. The nth data point is (n-1).
dataItem	Same as { i } . See above.
z	The symbol scale. Applicable for layers with symbol scales set by Polar-Layer.setSymbolScale.
fieldN	The (N + 1)th extra field. For example, { field0 } means the first extra field. An extra field is an array of custom elements added using Layer.addExtraField, Layer.addExtraField2, BaseChart.addExtraField or BaseChart.addExtraField2.
diFieldN	Same as fieldN. See above.
dsFieldN	Similar to fieldN, except that dsFieldN means the extra field is indexed by layer index. The Pth layer corresponds to the Pth element of the extra field.
dsdiFieldN	Similar to fieldN, except that dsdiFieldN means the extra fields are indexed by both the data set number and data point number. The Pth data item of the Qth layer corresponds to the Pth element of the (N + Q)th extra field.
Parameter	Description
dir	The direction of the vector.
len	The length of the vector.
Parameter	Description
value	The axis value at the tick position.
label	The axis label at the tick position.
Parameter	Description
[param]	The name of the parameter
[a]	If this field a number, it specifies the number of decimal places (digits to the right of the decimal point).

[b]	The thousand separator. Should be a non-alphanumeric character (not 0-9, A-Z, a-z). Use ' '.
textasciitilde ' for no thousand separator. The default is ' '.	
textasciitilde ', which can be modified using BaseChart.setNumberFormat.	
[c]	The decimal point character. The default is '.', which can be modified using BaseChart.setNumberFormat.
[d]	The negative sign character. Use ' '.
textasciitilde ' for no negative sign character. The default is '-', which can be modified using BaseChart.setNumberFormat.	

Parameter	Description
yyyy	The year in 4 digits (e.g. 2002)
yyy	The year showing only the least significant 3 digits (e.g. 002 for the year 2002)
yy	The year showing only the least significant 2 digits (e.g. 02 for the year 2002)
y	The year showing only the least significant 1 digits (e.g. 2 for the year 2002)
mmm	The month formatted as its name. The default is to use the first 3 characters of the english month name (Jan, Feb, Mar ...). The names can be configured using BaseChart.setMonthNames.
mm	The month formatted as 2 digits from 01 - 12, adding leading zero if necessary.
m	The month formatted using the minimum number of digits from 1 - 12.
MMM	The first 3 characters of the month name converted to upper case. The names can be configured using BaseChart.setMonthNames.
MM	The first 2 characters of the month name converted to upper case. The names can be configured using BaseChart.setMonthNames.
M	The first character of the month name converted to upper case. The names can be configured using BaseChart.setMonthNames.
dd	The day of month formatted as 2 digits from 01 - 31, adding leading zero if necessary.
d	The day of month formatted using the minimum number of digits from 1 - 31.
w	The name of the day of week. The default is to use the first 3 characters of the english day of week name (Sun, Mon, Tue ...). The names can be configured using BaseChart.setWeekDayNames.
hh	The hour of day formatted as 2 digits, adding leading zero if necessary. The 2 digits will be 00 - 23 if the 'a' option (see below) is not specified, otherwise it will be 01 - 12.
h	The hour of day formatted using the minimum number of digits. The digits will be 0 - 23 if the 'a' option (see below) is not specified, otherwise it will be 01 - 12.
nn	The minute formatted as 2 digits from 00 - 59, adding leading zero if necessary.
n	The minute formatted using the minimum number of digits from 00 - 59.
ss	The second formatted as 2 digits from 00 - 59, adding leading zero if necessary.
s	The second formatted using the minimum number of digits from 00 - 59.
a	Display either 'am' or 'pm', depending on whether the time is in the morning or afternoon. The text 'am' and 'pm' can be modified using BaseChart.setAMPM.

Shape Id	Value	Description
SquareShape	1	Square shape. See (1, 1) above.
DiamondShape	2	Diamond shape. See (2, 1) above.
TriangleShape	3	Triangle shape pointing upwards. See (3, 1) above.
RightTriangleShape	4	Triangle shape pointing rightwards. See (4, 1) above.
LeftTriangleShape	5	Triangle shape pointing leftwards. See (5, 1) above.
InvertedTriangleShape	6	Triangle shape pointing downwards. See (1, 2) above.
CircleShape	7	Circle shape. See (2, 2) above.
StarShape	[Method]	Star shapes of various points. See (2, 3), (2, 4), (2, 5), (3, 1), (3, 2), (3, 3), (3, 4), (3, 5) above for stars with 3 to 10 points.
PolygonShape	[Method]	Polygon shapes symmetrical about a vertical axis with a vertex at the top center position. See (4, 1), (4, 3), (4, 5), (5, 1) for polygons of 5 to 8 sides.
Polygon2Shape	[Method]	Polygon shapes symmetrical about a vertical axis but without any vertex at the top center position. See (4, 2), (4, 4) for polygons of 5 and 6 sides.
CrossShape	[Method]	'+' shapes. See (5, 2), (5, 3), (5, 4), (5, 5), (6, 1), (6, 2), (6, 3) for '+' shape with arm width of 0.1 - 0.7.
Cross2Shape	[Method]	'X' shapes. See (6, 4), (6, 5), (7, 1), (7, 2), (7, 3), (7, 4), (7, 5) for 'X' shapes with arm width of 0.1 - 0.7.

langEnglish	0	Roman script
langFrench	1	Roman script
langGerman	2	Roman script
langItalian	3	Roman script
langDutch	4	Roman script
langSwedish	5	Roman script
langSpanish	6	Roman script
langDanish	7	Roman script
langPortuguese	8	Roman script
langNorwegian	9	Roman script
langHebrew	10	Hebrew script
langJapanese	11	Japanese script
langArabic	12	Arabic script
langFinnish	13	Roman script
langGreek	14	Greek script using smRoman script code
langIcelandic	15	modified smRoman/Icelandic script
langMaltese	16	Roman script
langTurkish	17	modified smRoman/Turkish script
langCroatian	18	modified smRoman/Croatian script
langTradChinese	19	Chinese (Mandarin) in traditional characters
langUrdu	20	Arabic script
langHindi	21	Devanagari script
langThai	22	Thai script
langKorean	23	Korean script

Nan	Meaning
1	Invalid square root (negative number, usually)
2	Invalid addition (indeterminate such as infinity + (-infinity))
4	Invalid division (indeterminate such as 0/0)
8	Invalid multiplication (indeterminate such as 0*infinity)
9	Invalid modulo such as (a mod 0)
17	Try to convert invalid string to a number like val("x7")
33	Invalid argument in a trig function
34	Invalid argument in an inverse trig function
36	Invalid argument in a log function
37	Invalid argument in Pow function
38	Invalid argument in toolbox financial function
40	Invalid argument in hyperbolic function
42	Invalid argument in a gamma function

Symbol	Description and result
0	Digit placeholder. For example, if the value 8.9 is to be displayed as 8.90, use the format # .00
#	Digit placeholder. This symbol follows the same rules as the 0 symbol. However, the application shall not display extra zeros when the number typed has fewer digits on either side of the decimal than there are # symbols in the format. For example, if the custom format is # .# # , and 8.9 is in the cell, the number 8.9 is displayed.
?	Digit placeholder. This symbol follows the same rules as the 0 symbol. However, the application shall put a space for insignificant zeros on either side of the decimal point so that decimal points are aligned in the column. For example, the custom format 0.0? aligns the decimal points for the numbers 8.9 and 88.99 in a column.
. (period)	Decimal point.
%	Percentage. If the cell contains a number between 0 and 1, and the custom format 0% is used, the application shall multiply the number by 100 and adds 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,,