

MBS CanonEOSDigital Plugin Documentation

Christian Schmitz

July 16, 2017

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 CanonEOSDigital Plugin

0.2 Content

- 1 List of all topics 3
- 2 List of all classes 23
- 3 List of all modules 25
- 4 All items in this plugin 27
- 5 List of Questions in the FAQ 181
- 6 The FAQ 191

Chapter 1

List of Topics

• 4 Canon EOS Digital	27
– 4.1.1 class EdsBaseMBS	27
* 4.1.3 ChildCount as UInt32	27
* 4.1.4 GetPropertyData(PropertyID as UInt32, Param as Int32 = 0) as Memoryblock	27
* 4.1.5 GetPropertyDataBool(PropertyID as UInt32, Param as Int32 = 0) as Boolean	28
* 4.1.6 GetPropertyDataInt32(PropertyID as UInt32, Param as Int32 = 0) as Int32	28
* 4.1.7 GetPropertyDataInt32Array(PropertyID as UInt32, Param as Int32 = 0) as Integer()	29
* 4.1.8 GetPropertyDataPoint(PropertyID as UInt32, Param as Int32 = 0) as EdsPointMBS	29
* 4.1.9 GetPropertyDataRational(PropertyID as UInt32, Param as Int32 = 0) as EdsRationalMBS	30
* 4.1.10 GetPropertyDataRationalArray(PropertyID as UInt32, Param as Int32 = 0) as EdsRationalMBS()	31
* 4.1.11 GetPropertyDataRect(PropertyID as UInt32, Param as Int32 = 0) as EdsRectMBS	31
* 4.1.12 GetPropertyDataSize(PropertyID as UInt32, Param as Int32 = 0) as EdsSizeMBS	32
* 4.1.13 GetPropertyDataString(PropertyID as UInt32, Param as Int32 = 0) as String	32
* 4.1.14 GetPropertyDataType(PropertyID as UInt32, Param as Int32 = 0) as UInt32	33
* 4.1.15 GetPropertyDataUInt32(PropertyID as UInt32, Param as Int32 = 0) as UInt32	33
* 4.1.16 GetPropertyDataUInt32Array(PropertyID as UInt32, Param as Int32 = 0) as UInt32()	34
* 4.1.17 GetPropertyDataUInt8(PropertyID as UInt32, Param as Int32 = 0) as UInt8	34
* 4.1.18 GetPropertyDesc(PropertyID as UInt32) as Memoryblock	35
* 4.1.19 GetPropertyElementCount(PropertyID as UInt32) as UInt32	35
* 4.1.20 GetPropertySize(PropertyID as UInt32, Param as Int32 = 0) as UInt32	36
* 4.1.21 SetProgress(progress as EdsProgressMBS, options as Integer)	36
* 4.1.22 SetPropertyData(PropertyID as UInt32, Param as Int32, data as Memoryblock)	36
* 4.1.23 SetPropertyDataBool(PropertyID as UInt32, Param as Int32, data as Boolean)	37

* 4.1.24 SetPropertyDataInt32(PropertyID as UInt32, Param as Int32, data as Int32)	37
* 4.1.25 SetPropertyDataInt32Array(PropertyID as UInt32, Param as Int32, data() as Integer)	37
* 4.1.26 SetPropertyDataPoint(PropertyID as UInt32, Param as Int32, data as EdsPointMBS)	38
* 4.1.27 SetPropertyDataRational(PropertyID as UInt32, Param as Int32, data as EdsRationalMBS)	38
* 4.1.28 SetPropertyDataRationalArray(PropertyID as UInt32, Param as Int32, data() as EdsRationalMBS)	39
* 4.1.29 SetPropertyDataRect(PropertyID as UInt32, Param as Int32, data as EdsRectMBS)	39
* 4.1.30 SetPropertyDataSize(PropertyID as UInt32, Param as Int32, data as EdsSizeMBS)	40
* 4.1.31 SetPropertyDataString(PropertyID as UInt32, Param as Int32, data as String)	40
* 4.1.32 SetPropertyDataUInt32(PropertyID as UInt32, Param as Int32, data as UInt32)	40
* 4.1.33 SetPropertyDataUInt32Array(PropertyID as UInt32, Param as Int32, data() as UInt32)	41
* 4.1.34 SetPropertyDataUInt8(PropertyID as UInt32, Param as Int32, data as UInt8)	42
* 4.1.36 DataRef as String	42
* 4.1.37 Handle as Integer	42
* 4.1.38 Lasterror as Integer	42
* 4.1.39 MemoryRef as Memoryblock	43
* 4.1.40 Progress as EdsProgressMBS	43
* 4.1.42 kEdsDataType_Bool = 1	43
* 4.1.43 kEdsDataType_Bool_Array = 30	43
* 4.1.44 kEdsDataType_ByteBlock = 14	43
* 4.1.45 kEdsDataType_Double = 13	43
* 4.1.46 kEdsDataType_Float = 12	44
* 4.1.47 kEdsDataType_FocusInfo = 101	44
* 4.1.48 kEdsDataType_Int16 = 4	44
* 4.1.49 kEdsDataType_Int16_Array = 32	44
* 4.1.50 kEdsDataType_Int32 = 8	44
* 4.1.51 kEdsDataType_Int32_Array = 33	44
* 4.1.52 kEdsDataType_Int64 = 10	44
* 4.1.53 kEdsDataType_Int8 = 3	45
* 4.1.54 kEdsDataType_Int8_Array = 31	45
* 4.1.55 kEdsDataType_PictureStyleDesc = 102	45
* 4.1.56 kEdsDataType_Point = 21	45
* 4.1.57 kEdsDataType_Rational = 20	45
* 4.1.58 kEdsDataType_Rational_Array = 37	45
* 4.1.59 kEdsDataType_Rect = 22	45
* 4.1.60 kEdsDataType_String = 2	46
* 4.1.61 kEdsDataType_Time = 23	46
* 4.1.62 kEdsDataType_UInt16 = 7	46

* 4.1.63 kEdsDataType_UInt16_Array = 35	46
* 4.1.64 kEdsDataType_UInt32 = 9	46
* 4.1.65 kEdsDataType_UInt32_Array = 36	46
* 4.1.66 kEdsDataType_UInt64 = 11	46
* 4.1.67 kEdsDataType_UInt8 = 6	47
* 4.1.68 kEdsDataType_UInt8_Array = 34	47
* 4.1.69 kEdsDataType_Unknown = 0	47
* 4.1.70 kEdsProgressOption_Done = 1	47
* 4.1.71 kEdsProgressOption_NoReport = 0	47
* 4.1.72 kEdsProgressOption_Periodically = 2	47
* 4.1.73 kEdsPropID_AEBracket = & h0000040e	47
* 4.1.74 kEdsPropID_AEMode = & h00000400	48
* 4.1.75 kEdsPropID_AEModeSelect = & h00000436	48
* 4.1.76 kEdsPropID_AFMode = & h00000404	48
* 4.1.77 kEdsPropID_Artist = & h00000418	48
* 4.1.78 kEdsPropID_AtCapture_Flag = & h80000000	48
* 4.1.79 kEdsPropID_Av = & h00000405	48
* 4.1.80 kEdsPropID_AvailableShots = & h0000040a	49
* 4.1.81 kEdsPropID_BatteryLevel = & h00000008	49
* 4.1.82 kEdsPropID_BatteryQuality = & h00000010	49
* 4.1.83 kEdsPropID_BodyIDEx = & h00000015	49
* 4.1.84 kEdsPropID_Bracket = & h0000040b	49
* 4.1.85 kEdsPropID_CFn = & h00000009	49
* 4.1.86 kEdsPropID_ClickWBPoint = & h00000301	49
* 4.1.87 kEdsPropID_ColorMatrix = & h00000113	50
* 4.1.88 kEdsPropID_ColorSaturation = & h0000010a	50
* 4.1.89 kEdsPropID_ColorSpace = & h0000010d	50
* 4.1.90 kEdsPropID_ColorTemperature = & h00000107	50
* 4.1.91 kEdsPropID_ColorTone = & h0000010b	50
* 4.1.92 kEdsPropID_Contrast = & h00000109	50
* 4.1.93 kEdsPropID_Copyright = & h00000419	50
* 4.1.94 kEdsPropID_CurrentFolder = & h0000000d	51
* 4.1.95 kEdsPropID_CurrentStorage = & h0000000c	51
* 4.1.96 kEdsPropID_DateTime = & h00000006	51
* 4.1.97 kEdsPropID_DepthOfField = & h0000041b	51
* 4.1.98 kEdsPropID_DigitalExposure = & h00000105	51
* 4.1.99 kEdsPropID_DriveMode = & h00000401	51
* 4.1.100 kEdsPropID_EFCompensation = & h0000041e	51
* 4.1.101 kEdsPropID_Evf_AFMode = & h0000050E	52
* 4.1.102 kEdsPropID_Evf_ColorTemperature = & h00000503	52
* 4.1.103 kEdsPropID_Evf_CoordinateSystem = & h00000540	52
* 4.1.104 kEdsPropID_Evf_DepthOfFieldPreview = & h00000504	52

* 4.1.105 kEdsPropID_Evf_FocusAid = & h00000509	53
* 4.1.106 kEdsPropID_Evf_Histogram = & h0000050A	53
* 4.1.107 kEdsPropID_Evf_HistogramB = & h00000518	53
* 4.1.108 kEdsPropID_Evf_HistogramG = & h00000517	53
* 4.1.109 kEdsPropID_Evf_HistogramR = & h00000516	53
* 4.1.110 kEdsPropID_Evf_HistogramStatus = & h0000050C	53
* 4.1.111 kEdsPropID_Evf_HistogramY = & h00000515	54
* 4.1.112 kEdsPropID_Evf_ImageClipRect = & h00000545	54
* 4.1.113 kEdsPropID_Evf_ImagePosition = & h0000050B	54
* 4.1.114 kEdsPropID_Evf_Mode = & h00000501	54
* 4.1.115 kEdsPropID_Evf_OutputDevice = & h00000500	54
* 4.1.116 kEdsPropID_Evf_WhiteBalance = & h00000502	55
* 4.1.117 kEdsPropID_Evf_Zoom = & h00000507	55
* 4.1.118 kEdsPropID_Evf_ZoomPosition = & h00000508	55
* 4.1.119 kEdsPropID_Evf_ZoomRect = & h00000541	55
* 4.1.120 kEdsPropID_ExposureCompensation = & h00000407	55
* 4.1.121 kEdsPropID_FEBracket = & h0000040f	55
* 4.1.122 kEdsPropID_FilterEffect = & h00000110	56
* 4.1.123 kEdsPropID_FirmwareVersion = & h00000007	56
* 4.1.124 kEdsPropID_FlashCompensation = & h00000408	56
* 4.1.125 kEdsPropID_FlashMode = & h00000414	56
* 4.1.126 kEdsPropID_FlashOn = & h00000412	56
* 4.1.127 kEdsPropID_FocalLength = & h00000409	56
* 4.1.128 kEdsPropID_FocusInfo = & h00000104	56
* 4.1.129 kEdsPropID_GPSAltitude = & h00000806	57
* 4.1.130 kEdsPropID_GPSAltitudeRef = & h00000805	57
* 4.1.131 kEdsPropID_GPSDateStamp = & h0000081D	57
* 4.1.132 kEdsPropID_GPSLatitude = & h00000802	57
* 4.1.133 kEdsPropID_GPSLatitudeRef = & h00000801	57
* 4.1.134 kEdsPropID_GPSLongitude = & h00000804	57
* 4.1.135 kEdsPropID_GPSLongitudeRef = & h00000803	57
* 4.1.136 kEdsPropID_GPSMapDatum = & h00000812	58
* 4.1.137 kEdsPropID_GPSSatellites = & h00000808	58
* 4.1.138 kEdsPropID_GPSStatus = & h00000809	58
* 4.1.139 kEdsPropID_GPSTimeStamp = & h00000807	58
* 4.1.140 kEdsPropID_GPSVersionID = & h00000800	58
* 4.1.141 kEdsPropID_HDDirectoryStructure = & h00000020	58
* 4.1.142 kEdsPropID_ICCProfile = & h00000103	58
* 4.1.143 kEdsPropID_ImageQuality = & h00000100	59
* 4.1.144 kEdsPropID_ISOBracket = & h00000410	59
* 4.1.145 kEdsPropID_ISOSpeed = & h00000402	59
* 4.1.146 kEdsPropID_JpegQuality = & h00000101	59

* 4.1.147 kEdsPropID_LensName = & h0000040d	59
* 4.1.148 kEdsPropID_LensStatus = & h00000416	59
* 4.1.149 kEdsPropID_Linear = & h00000300	59
* 4.1.150 kEdsPropID_MakerName = & h00000005	60
* 4.1.151 kEdsPropID_MeteringMode = & h00000403	60
* 4.1.152 kEdsPropID_MyMenu = & h0000000e	60
* 4.1.153 kEdsPropID_NoiseReduction = & h00000411	60
* 4.1.154 kEdsPropID_Orientation = & h00000102	60
* 4.1.155 kEdsPropID_OwnerName = & h00000004	60
* 4.1.156 kEdsPropID_ParameterSet = & h00000112	60
* 4.1.157 kEdsPropID_PhotoEffect = & h0000010f	61
* 4.1.158 kEdsPropID_PictureStyle = & h00000114	61
* 4.1.159 kEdsPropID_PictureStyleCaption = & h00000200	61
* 4.1.160 kEdsPropID_PictureStyleDesc = & h00000115	61
* 4.1.161 kEdsPropID_ProductName = & h00000002	61
* 4.1.162 kEdsPropID_Record = & h00000510	61
* 4.1.163 kEdsPropID_RedEye = & h00000413	62
* 4.1.164 kEdsPropID_SaveTo = & h0000000b	62
* 4.1.165 kEdsPropID_Sharpness = & h0000010c	62
* 4.1.166 kEdsPropID_ToneCurve = & h0000010e	62
* 4.1.167 kEdsPropID_ToningEffect = & h00000111	62
* 4.1.168 kEdsPropID_Tv = & h00000406	62
* 4.1.169 kEdsPropID_Unknown = & h0000ffff	62
* 4.1.170 kEdsPropID_WBCoeffs = & h00000302	63
* 4.1.171 kEdsPropID_WhiteBalance = & h00000106	63
* 4.1.172 kEdsPropID_WhiteBalanceBracket = & h0000040c	63
* 4.1.173 kEdsPropID_WhiteBalanceShift = & h00000108	63
– 4.2.1 class EdsCameraAddedHandlerMBS	64
* 4.2.3 CameraAdded as Integer	64
– 4.3.1 class EdsCameraListMBS	65
* 4.3.3 Child(index as UInt32) as EdsCameraMBS	65
– 4.4.1 class EdsCameraMBS	66
* 4.4.3 Child(index as UInt32) as EdsVolumeMBS	66
* 4.4.4 CloseSession	66
* 4.4.5 DateTime as EdsTimeMBS	66
* 4.4.6 DeviceInfo as EdsDeviceInfoMBS	67
* 4.4.7 DownloadEvfImage(image as EdsEvfImageMBS, OldSDK as boolean)	67
* 4.4.8 FocusInfo as EdsFocusInfoMBS	67
* 4.4.9 OpenSession	68
* 4.4.10 Parent as EdsCameraListMBS	68
* 4.4.11 PictureStyleDesc as EdsPictureStyleDescMBS	68

* 4.4.12	SendCommand(command as Integer, param as Integer = 0)	68
* 4.4.13	SendStatusCommand(command as Integer, param as Integer = 0)	69
* 4.4.14	SetCapacity(numberOfFreeClusters as Integer, bytesPerSector as Integer, reset as boolean)	69
* 4.4.16	kEdsCameraCommand_BulbEnd = 3	69
* 4.4.17	kEdsCameraCommand_BulbStart = 2	70
* 4.4.18	kEdsCameraCommand_DoClickWBEvf = & h00000104	70
* 4.4.19	kEdsCameraCommand_DoEvfAf = & h00000102	70
* 4.4.20	kEdsCameraCommand_DriveLensEvf = & h00000103	70
* 4.4.21	kEdsCameraCommand_EvfAf_OFF = 0	70
* 4.4.22	kEdsCameraCommand_EvfAf_ON = 1	70
* 4.4.23	kEdsCameraCommand_ExtendShutDownTimer = 1	71
* 4.4.24	kEdsCameraCommand_PressShutterButton = 4	71
* 4.4.25	kEdsCameraCommand_ShutterButton_Completely = 3	71
* 4.4.26	kEdsCameraCommand_ShutterButton_Completely_NonAF = & h00010003	71
* 4.4.27	kEdsCameraCommand_ShutterButton_Halfway = 1	71
* 4.4.28	kEdsCameraCommand_ShutterButton_Halfway_NonAF = & h00010001	71
* 4.4.29	kEdsCameraCommand_ShutterButton_OFF = 0	71
* 4.4.30	kEdsCameraCommand_TakePicture = 0	72
* 4.4.31	kEdsCameraStatusCommand_EnterDirectTransfer = 2	72
* 4.4.32	kEdsCameraStatusCommand_ExitDirectTransfer = 3	72
* 4.4.33	kEdsCameraStatusCommand_UILock = 0	72
* 4.4.34	kEdsCameraStatusCommand_UIUnLock = 1	72
* 4.4.35	kEdsProgressOption_Done = 1	72
* 4.4.36	kEdsProgressOption_NoReport = 0	72
* 4.4.37	kEdsProgressOption_Periodically = 2	73
– 4.5.1	class EdsCameraStateEventHandlerMBS	74
* 4.5.3	Add(camera as EdsCameraMBS, CameraStateEvent as UInt32)	74
* 4.5.4	Constructor	74
* 4.5.5	Constructor(camera as EdsCameraMBS, CameraStateEvent as UInt32)	74
* 4.5.7	StateChanged(StateEvent as UInt32, eventData as UInt32) as Integer	74
– 4.6.1	class EdsDeviceInfoMBS	76
* 4.6.3	DeviceDescription as String	76
* 4.6.4	deviceSubType as UInt32	76
* 4.6.5	PortName as String	76
* 4.6.6	reserved as UInt32	76
– 4.7.1	class EdsDirectoryItemInfoMBS	77
* 4.7.3	DateTime as UInt32	77
* 4.7.4	FileName as String	77
* 4.7.5	Format as UInt32	77
* 4.7.6	GroupID as UInt32	77

	9
* 4.7.7 IsFolder as Boolean	78
* 4.7.8 Option as UInt32	78
* 4.7.9 Size as UInt64	78
* 4.7.11 kEdsImageType_CR2 = 6	79
* 4.7.12 kEdsImageType_CRW = 2	79
* 4.7.13 kEdsImageType_Jpeg = 1	79
* 4.7.14 kEdsImageType_RAW = 4	79
* 4.7.15 kEdsImageType_Unknown = 0	79
– 4.8.1 class EdsDirectoryItemMBS	80
* 4.8.3 Child(index as UInt32) as EdsDirectoryItemMBS	80
* 4.8.4 DeleteDirectoryItem	80
* 4.8.5 DirectoryInfo as EdsDirectoryItemInfoMBS	80
* 4.8.6 Download(ReadSize as UInt64, stream as EdsStreamMBS)	81
* 4.8.7 DownloadCancel	81
* 4.8.8 DownloadComplete	81
* 4.8.9 DownloadThumbnail(stream as EdsStreamMBS)	82
* 4.8.10 Parent as EdsDirectoryItemMBS	82
* 4.8.12 FileAttributes as Integer	82
* 4.8.14 kEdsFileAttribute_Archive = & h20	83
* 4.8.15 kEdsFileAttribute_Hidden = 2	83
* 4.8.16 kEdsFileAttribute_Normal = 0	83
* 4.8.17 kEdsFileAttribute_ReadOnly = 1	83
* 4.8.18 kEdsFileAttribute_System = 4	83
– 4.9.1 class EdsEvfImageMBS	84
* 4.9.3 Constructor(stream as EdsStreamMBS, OldSDK as boolean = false)	84
– 4.10.1 class EdsFocusInfoMBS	85
* 4.10.3 FocusPoint(index as Integer) as EdsFocusPointMBS	85
* 4.10.5 ExecuteMode as Integer	85
* 4.10.6 ImageRect as EdsRectMBS	85
* 4.10.7 PointNumber as Integer	85
– 4.11.1 class EdsFocusPointMBS	86
* 4.11.3 JustFocus as Boolean	86
* 4.11.4 Rect as EdsRectMBS	86
* 4.11.5 Reserved as UInt32	86
* 4.11.6 Selected as Boolean	86
* 4.11.7 Valid as Boolean	86
– 4.12.1 class EdsImageInfoMBS	88
* 4.12.3 componentDepth as UInt32	88
* 4.12.4 effectiveRect as EdsRectMBS	88
* 4.12.5 height as UInt32	88

* 4.12.6 numOfComponents as UInt32	88
* 4.12.7 reserved1 as UInt32	89
* 4.12.8 reserved2 as UInt32	89
* 4.12.9 width as UInt32	89
– 4.13.1 class EdsImageMBS	90
* 4.13.3 CacheImage(UseCache as boolean)	90
* 4.13.4 Constructor(stream as EdsImageMBS)	90
* 4.13.5 DateTime as EdsTimeMBS	90
* 4.13.6 FocusInfo as EdsFocusInfoMBS	91
* 4.13.7 Image(ImageSource as Integer, TargetImageType as Integer, Source as EdsRectMBS, Dest as EdsSizeMBS, DestStream as EdsStreamMBS)	91
* 4.13.8 ImageInfo(ImageSource as Integer) as EdsImageInfoMBS	92
* 4.13.9 PictureStyleDesc as EdsPictureStyleDescMBS	92
* 4.13.10 ReflectImageProperty	92
* 4.13.11 SaveImage(TargetImageType as Integer, DestStream as EdsStreamMBS, JPEGQuality as Integer = 0, iccProfileStream as EdsStreamMBS)	92
* 4.13.13 kEdsImageSrc_FullView = 0	93
* 4.13.14 kEdsImageSrc_Preview = 2	93
* 4.13.15 kEdsImageSrc_RAWFullView = 4	93
* 4.13.16 kEdsImageSrc_RAWThumbnail = 3	93
* 4.13.17 kEdsImageSrc_Thumbnail = 1	93
* 4.13.18 kEdsTargetImageType_DIB = 11	94
* 4.13.19 kEdsTargetImageType_JPEG = 1	94
* 4.13.20 kEdsTargetImageType_RGB = 9	94
* 4.13.21 kEdsTargetImageType_RGB16 = 10	94
* 4.13.22 kEdsTargetImageType_TIFF = 7	94
* 4.13.23 kEdsTargetImageType_TIFF16 = 8	94
* 4.13.24 kEdsTargetImageType_Unknown = 0	94
– 4.14.1 module EDSSModuleMBS	95
* 4.14.3 GetCameraList as EdsCameraListMBS	95
* 4.14.4 GetEvent	95
* 4.14.5 Initialize	95
* 4.14.6 Lasterror as Integer	96
* 4.14.7 LoadLibrary(file as folderitem, IsVersion2 as Boolean) as boolean	96
* 4.14.8 LoadLibrary(path as string, IsVersion2 as Boolean) as boolean	97
* 4.14.9 Terminate	97
* 4.14.11 EdsImageQuality_LJ = & h0010ff0f	97
* 4.14.12 EdsImageQuality_LJF = & h0013ff0f	97
* 4.14.13 EdsImageQuality_LJN = & h0012ff0f	98
* 4.14.14 EdsImageQuality_LR = & h0064ff0f	98
* 4.14.15 EdsImageQuality_LRLJ = & h00640010	98

* 4.14.16 EdsImageQuality_LRLJF = & h00640013	98
* 4.14.17 EdsImageQuality_LRLJN = & h00640012	98
* 4.14.18 EdsImageQuality_LRM1J = & h00640510	98
* 4.14.19 EdsImageQuality_LRM2J = & h00640610	98
* 4.14.20 EdsImageQuality_LRMJF = & h00640113	99
* 4.14.21 EdsImageQuality_LRMJN = & h00640112	99
* 4.14.22 EdsImageQuality_LRS1JF = & h00640E13	99
* 4.14.23 EdsImageQuality_LRS1JN = & h00640E12	99
* 4.14.24 EdsImageQuality_LRS2JF = & h00640F13	99
* 4.14.25 EdsImageQuality_LRS3JF = & h00641013	99
* 4.14.26 EdsImageQuality_LRSJ = & h00640210	99
* 4.14.27 EdsImageQuality_LRSJF = & h00640213	100
* 4.14.28 EdsImageQuality_LRSJN = & h00640212	100
* 4.14.29 EdsImageQuality_M1J = & h0510ff0f	100
* 4.14.30 EdsImageQuality_M2J = & h0610ff0f	100
* 4.14.31 EdsImageQuality_MJF = & h0113ff0f	100
* 4.14.32 EdsImageQuality_MJN = & h0112ff0f	100
* 4.14.33 EdsImageQuality_MR = & h0164ff0f	100
* 4.14.34 EdsImageQuality_MRLJ = & h01640010	101
* 4.14.35 EdsImageQuality_MRLJF = & h01640013	101
* 4.14.36 EdsImageQuality_MRLJN = & h01640012	101
* 4.14.37 EdsImageQuality_MRM1J = & h01640510	101
* 4.14.38 EdsImageQuality_MRM2J = & h01640610	101
* 4.14.39 EdsImageQuality_MRMJF = & h01640113	101
* 4.14.40 EdsImageQuality_MRMJN = & h01640112	101
* 4.14.41 EdsImageQuality_MRS1JF = & h01640E13	102
* 4.14.42 EdsImageQuality_MRS1JN = & h01640E12	102
* 4.14.43 EdsImageQuality_MRS2JF = & h01640F13	102
* 4.14.44 EdsImageQuality_MRS3JF = & h01641013	102
* 4.14.45 EdsImageQuality_MRSJ = & h01640210	102
* 4.14.46 EdsImageQuality_MRSJF = & h01640213	102
* 4.14.47 EdsImageQuality_MRSJN = & h01640212	102
* 4.14.48 EdsImageQuality_S1JF = & h0E13ff0f	103
* 4.14.49 EdsImageQuality_S1JN = & h0E12ff0f	103
* 4.14.50 EdsImageQuality_S2JF = & h0F13ff0f	103
* 4.14.51 EdsImageQuality_S3JF = & h1013ff0f	103
* 4.14.52 EdsImageQuality_SJ = & h0210ff0f	103
* 4.14.53 EdsImageQuality_SJF = & h0213ff0f	103
* 4.14.54 EdsImageQuality_SJN = & h0212ff0f	103
* 4.14.55 EdsImageQuality_SR = & h0264ff0f	104
* 4.14.56 EdsImageQuality_SRLJ = & h02640010	104
* 4.14.57 EdsImageQuality_SRLJF = & h02640013	104

* 4.14.58 EdsImageQuality_SRLJN = & h02640012	104
* 4.14.59 EdsImageQuality_SRM1J = & h02640510	104
* 4.14.60 EdsImageQuality_SRM2J = & h02640610	104
* 4.14.61 EdsImageQuality_SRMJF = & h02640113	104
* 4.14.62 EdsImageQuality_SRMJN = & h02640112	105
* 4.14.63 EdsImageQuality_SRS1JF = & h02640E13	105
* 4.14.64 EdsImageQuality_SRS1JN = & h02640E12	105
* 4.14.65 EdsImageQuality_SRS2JF = & h02640F13	105
* 4.14.66 EdsImageQuality_SRS3JF = & h02641013	105
* 4.14.67 EdsImageQuality_SRSJ = & h02640210	105
* 4.14.68 EdsImageQuality_SRSJF = & h02640213	105
* 4.14.69 EdsImageQuality_SRSJN = & h02640212	106
* 4.14.70 EdsImageQuality_Unknown = & hfffffff	106
* 4.14.71 EDS_CMP_ID_CLIENT_COMPONENTID = & h01000000	106
* 4.14.72 EDS_CMP_ID_HLSDK_COMPONENTID = & h03000000	106
* 4.14.73 EDS_CMP_ID_LLSDK_COMPONENTID = & h02000000	106
* 4.14.74 EDS_COMPONENTID_MASK = & h7F000000	106
* 4.14.75 EDS_ERRORID_MASK = & h0000FFFF	106
* 4.14.76 EDS_ERR_CANNOT_MAKE_OBJECT = & h0000A104	106
* 4.14.77 EDS_ERR_CAPTURE_ALREADY_TERMINATED = & h00002018	107
* 4.14.78 EDS_ERR_COMM_BUFFER_FULL = & h000000C3	107
* 4.14.79 EDS_ERR_COMM_DEVICE_INCOMPATIBLE = & h000000C2	107
* 4.14.80 EDS_ERR_COMM_DISCONNECTED = & h000000C1	107
* 4.14.81 EDS_ERR_COMM_PORT_IS_IN_USE = & h000000C0	107
* 4.14.82 EDS_ERR_COMM_USB_BUS_ERR = & h000000C4	107
* 4.14.83 EDS_ERR_DEVICEPROP_NOT_SUPPORTED = & h0000200A	107
* 4.14.84 EDS_ERR_DEVICE_BUSY = & h00000081	107
* 4.14.85 EDS_ERR_DEVICE_CF_GATE_CHANGED = & h00000089	108
* 4.14.86 EDS_ERR_DEVICE_DIAL_CHANGED = & h0000008A	108
* 4.14.87 EDS_ERR_DEVICE_DISK_ERROR = & h00000088	108
* 4.14.88 EDS_ERR_DEVICE_EMERGENCY = & h00000083	108
* 4.14.89 EDS_ERR_DEVICE_INTERNAL_ERROR = & h00000085	108
* 4.14.90 EDS_ERR_DEVICE_INVALID = & h00000082	108
* 4.14.91 EDS_ERR_DEVICE_INVALID_PARAMETER = & h00000086	108
* 4.14.92 EDS_ERR_DEVICE_MEMORY_FULL = & h00000084	108
* 4.14.93 EDS_ERR_DEVICE_NOT_FOUND = & h00000080	109
* 4.14.94 EDS_ERR_DEVICE_NOT_INSTALLED = & h0000008B	109
* 4.14.95 EDS_ERR_DEVICE_NOT_LAUNCHED = & h000000E4	109
* 4.14.96 EDS_ERR_DEVICE_NOT_RELEASED = & h0000008D	109
* 4.14.97 EDS_ERR_DEVICE_NO_DISK = & h00000087	109
* 4.14.98 EDS_ERR_DEVICE_STAY_AWAKE = & h0000008C	109
* 4.14.99 EDS_ERR_DIR_ENTRY_EXISTS = & h00000043	109

* 4.14.100 EDS_ERR_DIR_ENTRY_NOT_FOUND = & h00000042	109
* 4.14.101 EDS_ERR_DIR_IO_ERROR = & h00000041	110
* 4.14.102 EDS_ERR_DIR_NOT_EMPTY = & h00000044	110
* 4.14.103 EDS_ERR_DIR_NOT_FOUND = & h00000040	110
* 4.14.104 EDS_ERR_ENUM_NA = & h000000F0	111
* 4.14.105 EDS_ERR_FILE_ALREADY_EXISTS = & h0000002B	111
* 4.14.106 EDS_ERR_FILE_CLOSE_ERROR = & h00000024	111
* 4.14.107 EDS_ERR_FILE_DATA_CORRUPT = & h0000002D	111
* 4.14.108 EDS_ERR_FILE_DISK_FULL_ERROR = & h0000002A	111
* 4.14.109 EDS_ERR_FILE_FORMAT_UNRECOGNIZED = & h0000002C	111
* 4.14.110 EDS_ERR_FILE_IO_ERROR = & h00000020	111
* 4.14.111 EDS_ERR_FILE_NAMING_NA = & h0000002E	111
* 4.14.112 EDS_ERR_FILE_NOT_FOUND = & h00000022	112
* 4.14.113 EDS_ERR_FILE_OPEN_ERROR = & h00000023	112
* 4.14.114 EDS_ERR_FILE_PERMISSION_ERROR = & h00000029	112
* 4.14.115 EDS_ERR_FILE_READ_ERROR = & h00000027	112
* 4.14.116 EDS_ERR_FILE_SEEK_ERROR = & h00000025	112
* 4.14.117 EDS_ERR_FILE_TELL_ERROR = & h00000026	112
* 4.14.118 EDS_ERR_FILE_TOO_MANY_OPEN = & h00000021	112
* 4.14.119 EDS_ERR_FILE_WRITE_ERROR = & h00000028	112
* 4.14.120 EDS_ERR_HANDLE_NOT_FOUND = & h000000F2	113
* 4.14.121 EDS_ERR_INCOMPATIBLE_VERSION = 6	113
* 4.14.122 EDS_ERR_INCOMPLETE_TRANSFER = & h00002007	113
* 4.14.123 EDS_ERR_INTERNAL_ERROR = 2	113
* 4.14.124 EDS_ERR_INVALID_CODE_FORMAT = & h00002016	113
* 4.14.125 EDS_ERR_INVALID_DEVICEPROP_FORMAT = & h0000201B	113
* 4.14.126 EDS_ERR_INVALID_DEVICEPROP_VALUE = & h0000201C	113
* 4.14.127 EDS_ERR_INVALID_FN_CALL = & h000000F1	113
* 4.14.128 EDS_ERR_INVALID_FN_POINTER = & h00000065	114
* 4.14.129 EDS_ERR_INVALID_HANDLE = & h00000061	114
* 4.14.130 EDS_ERR_INVALID_ID = & h000000F3	114
* 4.14.131 EDS_ERR_INVALID_INDEX = & h00000063	114
* 4.14.132 EDS_ERR_INVALID_LENGTH = & h00000064	114
* 4.14.133 EDS_ERR_INVALID_OBJECTFORMATCODE = & h0000200B	114
* 4.14.134 EDS_ERR_INVALID_PARAMETER = & h00000060	114
* 4.14.135 EDS_ERR_INVALID_PARENTOBJECT = & h0000201A	114
* 4.14.136 EDS_ERR_INVALID_POINTER = & h00000062	115
* 4.14.137 EDS_ERR_INVALID_SORT_FN = & h00000066	115
* 4.14.138 EDS_ERR_INVALID_STRAGEID = & h00002008	115
* 4.14.139 EDS_ERR_INVALID_TRANSACTIONID = & h00002004	115
* 4.14.140 EDS_ERR_LAST_GENERIC_ERROR_PLUS_ONE = & h000000F5	115
* 4.14.141 EDS_ERR_LENS_COVER_CLOSE = & h0000A006	115

* 4.14.142 EDS_ERR_LOW_BATTERY = & h0000A101	115
* 4.14.143 EDS_ERR_MEM_ALLOC_FAILED = 3	115
* 4.14.144 EDS_ERR_MEM_FREE_FAILED = 4	116
* 4.14.145 EDS_ERR_MISSING_SUBCOMPONENT = & h0000000A	116
* 4.14.146 EDS_ERR_NOT_CAMERA_SUPPORT_SDK_VERSION = & h00002021	116
* 4.14.147 EDS_ERR_NOT_SUPPORTED = 7	116
* 4.14.148 EDS_ERR_NO_VALID_OBJECTINFO = & h00002015	116
* 4.14.149 EDS_ERR_OBJECT_NOTREADY = & h0000A102	116
* 4.14.150 EDS_ERR_OK = 0	116
* 4.14.151 EDS_ERR_OPERATION_CANCELLED = 5	116
* 4.14.152 EDS_ERR_OPERATION_REFUSED = & h0000A005	117
* 4.14.153 EDS_ERR_PARTIAL_DELETION = & h00002012	117
* 4.14.154 EDS_ERR_PROPERTIES_MISMATCH = & h00000051	117
* 4.14.155 EDS_ERR_PROPERTIES_NOT_LOADED = & h00000053	117
* 4.14.156 EDS_ERR_PROPERTIES_UNAVAILABLE = & h00000050	117
* 4.14.157 EDS_ERR_PROTECTION_VIOLATION = 9	117
* 4.14.158 EDS_ERR_SELECTION_UNAVAILABLE = & h0000000B	117
* 4.14.159 EDS_ERR_SELF_TEST_FAILED = & h00002011	117
* 4.14.160 EDS_ERR_SESSION_ALREADY_OPEN = & h0000201E	118
* 4.14.161 EDS_ERR_SESSION_NOT_OPEN = & h00002003	118
* 4.14.162 EDS_ERR_SPECIFICATION_BY_FORMAT_UNSUPPORTED = & h00002014	118
* 4.14.163 EDS_ERR_SPECIFICATION_OF_DESTINATION_UNSUPPORTED = & h00002020	118
* 4.14.164 EDS_ERR_STI_DEVICE_CREATE_ERROR = & h000000E2	118
* 4.14.165 EDS_ERR_STI_DEVICE_RELEASE_ERROR = & h000000E3	118
* 4.14.166 EDS_ERR_STI_INTERNAL_ERROR = & h000000E1	118
* 4.14.167 EDS_ERR_STI_UNKNOWN_ERROR = & h000000E0	118
* 4.14.168 EDS_ERR_STREAM_ALREADY_OPEN = & h000000A2	119
* 4.14.169 EDS_ERR_STREAM_BAD_OPTIONS = & h000000AB	119
* 4.14.170 EDS_ERR_STREAM_CLOSE_ERROR = & h000000A4	119
* 4.14.171 EDS_ERR_STREAM_COULDNT_BEGIN_THREAD = & h000000AA	119
* 4.14.172 EDS_ERR_STREAM_END_OF_STREAM = & h000000AC	119
* 4.14.173 EDS_ERR_STREAM_IO_ERROR = & h000000A0	119
* 4.14.174 EDS_ERR_STREAM_NOT_OPEN = & h000000A1	119
* 4.14.175 EDS_ERR_STREAM_OPEN_ERROR = & h000000A3	119
* 4.14.176 EDS_ERR_STREAM_PERMISSION_ERROR = & h000000A9	120
* 4.14.177 EDS_ERR_STREAM_READ_ERROR = & h000000A7	120
* 4.14.178 EDS_ERR_STREAM_SEEK_ERROR = & h000000A5	120
* 4.14.179 EDS_ERR_STREAM_TELL_ERROR = & h000000A6	120
* 4.14.180 EDS_ERR_STREAM_WRITE_ERROR = & h000000A8	120
* 4.14.181 EDS_ERR_TAKE_PICTURE_AF_NG = & h00008D01	120
* 4.14.182 EDS_ERR_TAKE_PICTURE_CARD_NG = & h00008D07	120

* 4.14.183 EDS_ERR_TAKE_PICTURE_CARD_PROTECTING = & h00008D08	120
* 4.14.184 EDS_ERR_TAKE_PICTURE_MIRROR_UPING = & h00008D03	121
* 4.14.185 EDS_ERR_TAKE_PICTURE_MOVIE_CROPING = & h00008D09	121
* 4.14.186 EDS_ERR_TAKE_PICTURE_NO_CARDING = & h00008D06	121
* 4.14.187 EDS_ERR_TAKE_PICTURE_RESERVED = & h00008D02	121
* 4.14.188 EDS_ERR_TAKE_PICTURE_SENSOR_CLEANINGING = & h00008D04	121
* 4.14.189 EDS_ERR_TAKE_PICTURE_SILENCEING = & h00008D05	121
* 4.14.190 EDS_ERR_TAKE_PICTURE_STROBO_CHARGEING = & h00008D0A	121
* 4.14.191 EDS_ERR_TRANSACTION_CANCELLED = & h0000201F	121
* 4.14.192 EDS_ERR_UNEXPECTED_EXCEPTION = 8	122
* 4.14.193 EDS_ERR_UNIMPLEMENTED = 1	122
* 4.14.194 EDS_ERR_UNKNOWN_COMMAND = & h0000A001	122
* 4.14.195 EDS_ERR_UNKNOWN_VENDOR_CODE = & h00002017	122
* 4.14.196 EDS_ERR_USB_DEVICE_LOCK_ERROR = & h000000D0	122
* 4.14.197 EDS_ERR_USB_DEVICE_UNLOCK_ERROR = & h000000D1	122
* 4.14.198 EDS_ERR_WAIT_TIMEOUT_ERROR = & h000000F4	122
* 4.14.199 EDS_ISSPECIFIC_MASK = & h80000000	122
* 4.14.200 EDS_MAX_NAME = 256	123
* 4.14.201 EDS_RESERVED_MASK = & h00FF0000	123
* 4.14.202 EDS_TRANSFER_BLOCK_SIZE = 512	123
* 4.14.203 Evf_AFMode_Live = 1	123
* 4.14.204 Evf_AFMode_LiveFace = 2	123
* 4.14.205 Evf_AFMode_Quick = 0	123
* 4.14.206 kEdsAEMode_Av = 2	123
* 4.14.207 kEdsAEMode_A_DEP = 5	124
* 4.14.208 kEdsAEMode_Bulb = 4	124
* 4.14.209 kEdsAEMode_Closeup = 14	124
* 4.14.210 kEdsAEMode_CreativeAuto = 19	124
* 4.14.211 kEdsAEMode_Custom = 7	124
* 4.14.212 kEdsAEMode_DEP = 6	124
* 4.14.213 kEdsAEMode_FlashOff = 15	124
* 4.14.214 kEdsAEMode_Green = 9	125
* 4.14.215 kEdsAEMode_Landscape = 13	125
* 4.14.216 kEdsAEMode_Lock = 8	125
* 4.14.217 kEdsAEMode_Manual = 3	125
* 4.14.218 kEdsAEMode_Movie = 20	125
* 4.14.219 kEdsAEMode_NightPortrait = 10	125
* 4.14.220 kEdsAEMode_PhotoInMovie = 21	125
* 4.14.221 kEdsAEMode_Portrait = 12	126
* 4.14.222 kEdsAEMode_Program = 0	126
* 4.14.223 kEdsAEMode_SceneIntelligentAuto = 22	126
* 4.14.224 kEdsAEMode_Sports = 11	126

* 4.14.225 kEdsAEMode_Tv = 1	126
* 4.14.226 kEdsAEMode_Unknown = & hfffffff	126
* 4.14.227 kEdsBatteryLevel2_AC = & hFFFFFFFF	127
* 4.14.228 kEdsBatteryLevel2_BCLevel = 0	127
* 4.14.229 kEdsBatteryLevel2_Empty = 0	127
* 4.14.230 kEdsBatteryLevel2_Error = 0	127
* 4.14.231 kEdsBatteryLevel2_Half = 49	127
* 4.14.232 kEdsBatteryLevel2_Hi = 69	127
* 4.14.233 kEdsBatteryLevel2_Low = 9	127
* 4.14.234 kEdsBatteryLevel2_Normal = 80	127
* 4.14.235 kEdsBatteryLevel2_Quarter = 19	128
* 4.14.236 kEdsBracket_AEB = & h01	128
* 4.14.237 kEdsBracket_FEB = & h08	128
* 4.14.238 kEdsBracket_ISO = & h02	128
* 4.14.239 kEdsBracket_Unknown = & hfffffff	128
* 4.14.240 kEdsBracket_WBB = & h04	128
* 4.14.241 kEdsColorMatrix_1 = 1	128
* 4.14.242 kEdsColorMatrix_2 = 2	129
* 4.14.243 kEdsColorMatrix_3 = 3	129
* 4.14.244 kEdsColorMatrix_4 = 4	129
* 4.14.245 kEdsColorMatrix_5 = 5	129
* 4.14.246 kEdsColorMatrix_6 = 6	129
* 4.14.247 kEdsColorMatrix_7 = 7	129
* 4.14.248 kEdsColorMatrix_Custom = 0	129
* 4.14.249 kEdsColorSpace_AdobeRGB = 2	129
* 4.14.250 kEdsColorSpace_sRGB = 1	130
* 4.14.251 kEdsColorSpace_Unknown = & hfffffff	130
* 4.14.252 kEdsCompressQuality_Fine = 3	130
* 4.14.253 kEdsCompressQuality_Lossless = 4	130
* 4.14.254 kEdsCompressQuality_Normal = 2	130
* 4.14.255 kEdsCompressQuality_SuperFine = 5	130
* 4.14.256 kEdsCompressQuality_Unknown = & hfffffff	130
* 4.14.257 kEdsETTL2ModeAverage = 1	130
* 4.14.258 kEdsETTL2ModeEvaluative = 0	131
* 4.14.259 kEdsEvfDepthOfFieldPreview_OFF = & h00000000	131
* 4.14.260 kEdsEvfDepthOfFieldPreview_ON = & h00000001	131
* 4.14.261 kEdsEvfDriveLens_Far1 = & h00008001	131
* 4.14.262 kEdsEvfDriveLens_Far2 = & h00008002	131
* 4.14.263 kEdsEvfDriveLens_Far3 = & h00008003	131
* 4.14.264 kEdsEvfDriveLens_Near1 = & h00000001	131
* 4.14.265 kEdsEvfDriveLens_Near2 = & h00000002	132
* 4.14.266 kEdsEvfDriveLens_Near3 = & h00000003	132

* 4.14.267 kEdsEvfOutputDevice_PC = 2	132
* 4.14.268 kEdsEvfOutputDevice_TFT = 1	132
* 4.14.269 kEdsEvfZoom_Fit = 1	132
* 4.14.270 kEdsEvfZoom_x10 = 10	132
* 4.14.271 kEdsEvfZoom_x5 = 5	132
* 4.14.272 kEdsFilterEffect_Green = 4	133
* 4.14.273 kEdsFilterEffect_None = 0	133
* 4.14.274 kEdsFilterEffect_Orange = 2	133
* 4.14.275 kEdsFilterEffect_Red = 3	133
* 4.14.276 kEdsFilterEffect_Yellow = 1	133
* 4.14.277 kEdsImageQualityForLegacy_LJ = & h001f000f	133
* 4.14.278 kEdsImageQualityForLegacy_LJF = & h00130000	133
* 4.14.279 kEdsImageQualityForLegacy_LJN = & h00120000	134
* 4.14.280 kEdsImageQualityForLegacy_LR = & h00240000	134
* 4.14.281 kEdsImageQualityForLegacy_LR2 = & h002f000f	134
* 4.14.282 kEdsImageQualityForLegacy_LR2LJ = & h002f001f	134
* 4.14.283 kEdsImageQualityForLegacy_LR2M1J = & h002f051f	134
* 4.14.284 kEdsImageQualityForLegacy_LR2M2J = & h002f061f	134
* 4.14.285 kEdsImageQualityForLegacy_LR2SJ = & h002f021f	134
* 4.14.286 kEdsImageQualityForLegacy_LRLJF = & h00240013	135
* 4.14.287 kEdsImageQualityForLegacy_LRLJN = & h00240012	135
* 4.14.288 kEdsImageQualityForLegacy_LRMJF = & h00240113	135
* 4.14.289 kEdsImageQualityForLegacy_LRMJN = & h00240112	135
* 4.14.290 kEdsImageQualityForLegacy_LRSJF = & h00240213	135
* 4.14.291 kEdsImageQualityForLegacy_LRSJN = & h00240212	135
* 4.14.292 kEdsImageQualityForLegacy_M1J = & h051f000f	135
* 4.14.293 kEdsImageQualityForLegacy_M2J = & h061f000f	136
* 4.14.294 kEdsImageQualityForLegacy_MJF = & h01130000	136
* 4.14.295 kEdsImageQualityForLegacy_MJN = & h01120000	136
* 4.14.296 kEdsImageQualityForLegacy_SJ = & h021f000f	136
* 4.14.297 kEdsImageQualityForLegacy_SJF = & h02130000	136
* 4.14.298 kEdsImageQualityForLegacy_SJN = & h02120000	136
* 4.14.299 kEdsImageQualityForLegacy_Unknown = & hfffffff	136
* 4.14.300 kEdsImageSize_Large = 0	137
* 4.14.301 kEdsImageSize_Middle = 1	137
* 4.14.302 kEdsImageSize_Middle1 = 5	137
* 4.14.303 kEdsImageSize_Middle2 = 6	137
* 4.14.304 kEdsImageSize_Small = 2	137
* 4.14.305 kEdsImageSize_Small1 = 14	137
* 4.14.306 kEdsImageSize_Small2 = 15	137
* 4.14.307 kEdsImageSize_Small3 = 16	138
* 4.14.308 kEdsImageSize_Unknown = & hfffffff	138

* 4.14.309 kEdsObjectEvent_All = & h00000200	138
* 4.14.310 kEdsObjectEvent_DirItemCancelTransferDT = & h0000020a	138
* 4.14.311 kEdsObjectEvent_DirItemContentChanged = & h00000207	138
* 4.14.312 kEdsObjectEvent_DirItemCreated = & h00000204	138
* 4.14.313 kEdsObjectEvent_DirItemInfoChanged = & h00000206	138
* 4.14.314 kEdsObjectEvent_DirItemRemoved = & h00000205	138
* 4.14.315 kEdsObjectEvent_DirItemRequestTransfer = & h00000208	139
* 4.14.316 kEdsObjectEvent_DirItemRequestTransferDT = & h00000209	139
* 4.14.317 kEdsObjectEvent_FolderUpdateItems = & h00000203	139
* 4.14.318 kEdsObjectEvent_VolumeAdded = & h0000020c	139
* 4.14.319 kEdsObjectEvent_VolumeInfoChanged = & h00000201	139
* 4.14.320 kEdsObjectEvent_VolumeRemoved = & h0000020d	139
* 4.14.321 kEdsObjectEvent_VolumeUpdateItems = & h00000202	139
* 4.14.322 kEdsPhotoEffect_Monochrome = 5	139
* 4.14.323 kEdsPhotoEffect_Off = 0	140
* 4.14.324 kEdsPictureStyle_Auto = & h0087	140
* 4.14.325 kEdsPictureStyle_Faithful = & h0085	140
* 4.14.326 kEdsPictureStyle_Landscape = & h0083	140
* 4.14.327 kEdsPictureStyle_Monochrome = & h0086	140
* 4.14.328 kEdsPictureStyle_Neutral = & h0084	140
* 4.14.329 kEdsPictureStyle_PC1 = & h0041	140
* 4.14.330 kEdsPictureStyle_PC2 = & h0042	141
* 4.14.331 kEdsPictureStyle_PC3 = & h0043	141
* 4.14.332 kEdsPictureStyle_Portrait = & h0082	141
* 4.14.333 kEdsPictureStyle_Standard = & h0081	141
* 4.14.334 kEdsPictureStyle_User1 = & h0021	141
* 4.14.335 kEdsPictureStyle_User2 = & h0022	141
* 4.14.336 kEdsPictureStyle_User3 = & h0023	141
* 4.14.337 kEdsPropertyEvent_All = & h00000100	142
* 4.14.338 kEdsPropertyEvent_PropertyChanged = & h00000101	142
* 4.14.339 kEdsPropertyEvent_PropertyDescChanged = & h00000102	142
* 4.14.340 kEdsSaveTo_Both = 3	142
* 4.14.341 kEdsSaveTo_Camera = 1	142
* 4.14.342 kEdsSaveTo_Host = 2	142
* 4.14.343 kEdsStateEvent_AfResult = & h00000309	143
* 4.14.344 kEdsStateEvent_All = & h00000300	143
* 4.14.345 kEdsStateEvent_BulbExposureTime = & h00000310	143
* 4.14.346 kEdsStateEvent_CaptureError = & h00000305	143
* 4.14.347 kEdsStateEvent_InternalError = & h00000306	143
* 4.14.348 kEdsStateEvent_JobStatusChanged = & h00000302	143
* 4.14.349 kEdsStateEvent_Shutdown = & h00000301	144
* 4.14.350 kEdsStateEvent_ShutDownTimerUpdate = & h00000304	144

* 4.14.351 kEdsStateEvent_WillSoonShutDown = & h00000303	144
* 4.14.352 kEdsStroboModeExternalATTL = 2	144
* 4.14.353 kEdsStroboModeExternalAuto = 4	144
* 4.14.354 kEdsStroboModeExternalETTL = 1	144
* 4.14.355 kEdsStroboModeExternalManual = 5	144
* 4.14.356 kEdsStroboModeExternalTTL = 3	145
* 4.14.357 kEdsStroboModeInternal = 0	145
* 4.14.358 kEdsStroboModeManual = 6	145
* 4.14.359 kEdsTonigEffect_Blue = 2	145
* 4.14.360 kEdsTonigEffect_Green = 4	145
* 4.14.361 kEdsTonigEffect_None = 0	145
* 4.14.362 kEdsTonigEffect_Purple = 3	145
* 4.14.363 kEdsTonigEffect_Sepia = 1	145
* 4.14.364 kEdsTransferOption_ByDirectTransfer = 1	146
* 4.14.365 kEdsTransferOption_ByRelease = 2	146
* 4.14.366 kEdsTransferOption_ToDesktop = & h00000100	146
* 4.14.367 kEdsWhiteBalance_Auto = 0	146
* 4.14.368 kEdsWhiteBalance_Click = -1	146
* 4.14.369 kEdsWhiteBalance_Cloudy = 2	146
* 4.14.370 kEdsWhiteBalance_ColorTemp = 9	146
* 4.14.371 kEdsWhiteBalance_Daylight = 1	147
* 4.14.372 kEdsWhiteBalance_Fluorescent = 4	147
* 4.14.373 kEdsWhiteBalance_Pasted = -2	147
* 4.14.374 kEdsWhiteBalance_PCSet1 = 10	147
* 4.14.375 kEdsWhiteBalance_PCSet2 = 11	147
* 4.14.376 kEdsWhiteBalance_PCSet3 = 12	147
* 4.14.377 kEdsWhiteBalance_PCSet4 = 20	147
* 4.14.378 kEdsWhiteBalance_PCSet5 = 21	148
* 4.14.379 kEdsWhiteBalance_Shade = 8	148
* 4.14.380 kEdsWhiteBalance_Strobe = 5	148
* 4.14.381 kEdsWhiteBalance_Tangsten = 3	148
* 4.14.382 kEdsWhiteBalance_WhitePaper = 6	148
* 4.14.383 kEdsWhiteBalance_WhitePaper2 = 15	148
* 4.14.384 kEdsWhiteBalance_WhitePaper3 = 16	148
* 4.14.385 kEdsWhiteBalance_WhitePaper4 = 18	149
* 4.14.386 kEdsWhiteBalance_WhitePaper5 = 19	149
– 4.15.1 class EdsObjectEventHandlerMBS	150
* 4.15.3 Add(camera as EdsBaseMBS, ObjectEvent as UInt32)	150
* 4.15.4 Constructor	150
* 4.15.5 Constructor(camera as EdsBaseMBS, ObjectEvent as UInt32)	150
* 4.15.7 ObjectChanged(EventCode as Integer, obj as EdsBaseMBS) as Integer	150

– 4.16.1 class EdsPictureStyleDescMBS	152
* 4.16.3 ColorTone as Int32	152
* 4.16.4 Contrast as Int32	152
* 4.16.5 FilterEffect as UInt32	152
* 4.16.6 Saturation as Int32	153
* 4.16.7 sharpFineness as UInt32	153
* 4.16.8 Sharpness as UInt32	153
* 4.16.9 sharpThreshold as UInt32	153
* 4.16.10 ToningEffect as UInt32	153
– 4.17.1 class EdsPointMBS	155
* 4.17.3 X as Integer	155
* 4.17.4 Y as Integer	155
– 4.18.1 class EdsProgressMBS	156
* 4.18.3 Progress(Percent as UInt32, byref Cancel as boolean) as Integer	156
* 4.18.5 kEdsProgressOption_Done = 1	156
* 4.18.6 kEdsProgressOption_NoReport = 0	156
* 4.18.7 kEdsProgressOption_Periodically = 2	157
– 4.19.1 class EdsPropertyEventHandlerMBS	158
* 4.19.3 Add(camera as EdsCameraMBS, PropertyEvent as UInt32)	158
* 4.19.4 Constructor	158
* 4.19.5 Constructor(camera as EdsCameraMBS, PropertyEvent as UInt32)	158
* 4.19.7 PropertyChanged(PropertyEvent as UInt32, PropertyID as UInt32, Param as UInt32) as Integer	158
– 4.20.1 class EdsRationalMBS	160
* 4.20.3 denominator as UInt32	160
* 4.20.4 numerator as Int32	160
– 4.21.1 class EdsRectMBS	161
* 4.21.3 Height as Integer	161
* 4.21.4 Point as EdsPointMBS	161
* 4.21.5 Size as EdsSizeMBS	161
* 4.21.6 Width as Integer	161
* 4.21.7 X as Integer	161
* 4.21.8 Y as Integer	162
– 4.22.1 class EdsSizeMBS	163
* 4.22.3 Height as Integer	163
* 4.22.4 Width as Integer	163
– 4.23.1 class EdsStreamMBS	164
* 4.23.3 Constructor(data as string)	164
* 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0)	164

* 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer)	165
* 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer)	165
* 4.23.7 Constructor(size as UInt64)	166
* 4.23.8 CopyData(WriteSize as UInt64, outputStream as EdsStreamMBS)	166
* 4.23.9 CreateEvfImageRef as EdsEvfImageMBS	166
* 4.23.10 CreateFileStream(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) as EdsStreamMBS	167
* 4.23.11 CreateFileStream(path as string, CreateDisposition as Integer, DesiredAccess as Integer) as EdsStreamMBS	167
* 4.23.12 CreateImage as EdsImageMBS	167
* 4.23.13 CreateMemoryStream(size as UInt32) as EdsStreamMBS	168
* 4.23.14 CreateMemoryStreamFromMemoryblock(Memory as Memoryblock, size as Integer = -1, offset as Integer = 0) as EdsStreamMBS	168
* 4.23.15 CreateMemoryStreamFromstring(data as string) as EdsStreamMBS	168
* 4.23.16 Length as UInt64	168
* 4.23.17 Pointer as Ptr	169
* 4.23.18 Position as UInt64	169
* 4.23.19 Read(size as UInt64) as string	169
* 4.23.20 Seek(Offset as Int64, origin as Integer)	170
* 4.23.21 Write(Data as string) as UInt64	170
* 4.23.23 kEdsAccess_Error = -1	170
* 4.23.24 kEdsAccess_Read = 0	170
* 4.23.25 kEdsAccess_ReadWrite = 2	170
* 4.23.26 kEdsAccess_Write = 1	171
* 4.23.27 kEdsFileCreateDisposition_CreateAlways = 1	171
* 4.23.28 kEdsFileCreateDisposition_CreateNew = 0	171
* 4.23.29 kEdsFileCreateDisposition_OpenAlways = 3	171
* 4.23.30 kEdsFileCreateDisposition_OpenExisting = 2	171
* 4.23.31 kEdsFileCreateDisposition_TruncateExisting = 4	171
* 4.23.32 kEdsSeek_Begin = 1	171
* 4.23.33 kEdsSeek_Cur = 0	172
* 4.23.34 kEdsSeek_End = 2	172
- 4.24.1 class EdsTimeMBS	173
* 4.24.3 Date as Date	173
* 4.24.5 Day as UInt32	173
* 4.24.6 Hour as UInt32	173
* 4.24.7 Milliseconds as UInt32	173
* 4.24.8 Minute as UInt32	174
* 4.24.9 Month as UInt32	174
* 4.24.10 Second as UInt32	174

* 4.24.11 Year as UInt32	174
– 4.25.1 class EdsVolumeInfoMBS	175
* 4.25.3 Access as Integer	175
* 4.25.4 FreeSpaceInBytes as UInt64	175
* 4.25.5 MaxCapacity as UInt64	175
* 4.25.6 StorageType as Integer	175
* 4.25.7 VolumeLabel as String	176
* 4.25.9 kEdsAccess_Error = -1	176
* 4.25.10 kEdsAccess_Read = 0	176
* 4.25.11 kEdsAccess_ReadWrite = 2	176
* 4.25.12 kEdsAccess_Write = 1	176
* 4.25.13 kEdsStorageType_CF = 1	176
* 4.25.14 kEdsStorageType_HD = 4	176
* 4.25.15 kEdsStorageType_Non = 0	177
* 4.25.16 kEdsStorageType_SD = 2	177
– 4.26.1 class EdsVolumeMBS	178
* 4.26.3 Child(index as UInt32) as EdsDirectoryItemMBS	178
* 4.26.4 FormatVolume	178
* 4.26.5 Parent as EdsCameraMBS	178
* 4.26.6 VolumeInfo as EdsVolumeInfoMBS	179

Chapter 2

List of all classes

• EdsBaseMBS	27
• EdsCameraAddedHandlerMBS	64
• EdsCameraListMBS	65
• EdsCameraMBS	66
• EdsCameraStateEventHandlerMBS	74
• EdsDeviceInfoMBS	76
• EdsDirectoryItemInfoMBS	77
• EdsDirectoryItemMBS	80
• EdsEvfImageMBS	84
• EdsFocusInfoMBS	85
• EdsFocusPointMBS	86
• EdsImageInfoMBS	88
• EdsImageMBS	90
• EdsObjectEventHandlerMBS	150
• EdsPictureStyleDescMBS	152
• EdsPointMBS	155
• EdsProgressMBS	156
• EdsPropertyEventHandlerMBS	158
• EdsRationalMBS	160

• EdsRectMBS	161
• EdsSizeMBS	163
• EdsStreamMBS	164
• EdsTimeMBS	173
• EdsVolumeInfoMBS	175
• EdsVolumeMBS	178

Chapter 3

List of all modules

- EDSModuleMBS

95

Chapter 4

Canon EOS Digital

4.1 class EdsBaseMBS

4.1.1 class EdsBaseMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The base object class.

4.1.2 Methods

4.1.3 ChildCount as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets the number of child objects of the designated object.

Notes:

Example: Number of files in a directory.

Lasterror is set.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

Param: Designate additional property information. Use additional property information if multiple items of information such as picture styles can be set or retrieved for a property.
Values that can be designated for each property are as follows.

Lasterror is set.

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Example:

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

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

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets property information from the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

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

4.1.18 GetPropertyDesc(PropertyID as UInt32) as Memoryblock

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets a list of property data that can be set for the object, as well as maximum and minimum values.

Notes:

PropertyID: Designate a property ID.

Lasterror is set.

Returns a memoryblock with EdsPropertyDesc structure data.

This structure has:

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

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

4.1.19 GetPropertyElementCount(PropertyID as UInt32) as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Queries property description and returns the number of items for a property.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets the byte size and data type of a designated property from a camera object or image object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets progress events.

Notes: An event is received as notification of progress during processing that takes a relatively long time, such as downloading files from a remote camera. If you register the callback function, the EDS SDK calls the callback function during execution or on completion of the following APIs. This timing can be used in updating on-screen progress bars, for example.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Example:


```

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

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

```

Notes:

PropertyID: Designate the property ID.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets property data for the object.

Notes:

PropertyID: Designate the property ID.

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

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

Lasterror is set.

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

4.1.35 Properties

4.1.36 DataRef as String

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The reference to stream data.

Notes: (Read only property)

4.1.37 Handle as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The internal object reference.

Notes: (Read and Write property)

4.1.38 Lasterror as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The last error code of last command.

Notes:

See EDS_ERR_* constants in EDSModuleMBS.

(Read and Write property)

4.1.39 MemoryRef as Memoryblock

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The reference to stream data.

Notes: (Read only property)

4.1.40 Progress as EdsProgressMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Register a progress event.

Notes: (Read only property)

4.1.41 Constants

4.1.42 kEdsDataType_Bool = 1

Plugin Version: 12.1. **Function:** One of the data type constants.

Notes: Boolean

4.1.43 kEdsDataType_Bool_Array = 30

Plugin Version: 12.1. **Function:** One of the data type constants.

Notes: Array of Boolean

4.1.44 kEdsDataType_ByteBlock = 14

Plugin Version: 12.1. **Function:** One of the data type constants.

Notes: Bytes (use memoryblock)

4.1.45 kEdsDataType_Double = 13

Plugin Version: 12.1. **Function:** One of the data type constants.

Notes: Double

4.1.46 kEdsDataType_Float = 12

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Float

4.1.47 kEdsDataType_FocusInfo = 101

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Focus info. Use EdsFocusInfoMBS.

4.1.48 kEdsDataType_Int16 = 4

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Int16

4.1.49 kEdsDataType_Int16_Array = 32

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Array of Int16

4.1.50 kEdsDataType_Int32 = 8

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Int32

4.1.51 kEdsDataType_Int32_Array = 33

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Array of Int32

4.1.52 kEdsDataType_Int64 = 10

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Int64

4.1.53 kEdsDataType_Int8 = 3

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Int8

4.1.54 kEdsDataType_Int8_Array = 31

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Array of Int8

4.1.55 kEdsDataType_PictureStyleDesc = 102

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: A Picture style description. Use EdsPictureStyleDescMBS.

4.1.56 kEdsDataType_Point = 21

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Point (use EdsPointMBS)

4.1.57 kEdsDataType_Rational = 20

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Rational value

4.1.58 kEdsDataType_Rational_Array = 37

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Array of rational numbers (Use EdsRationalMBS)

4.1.59 kEdsDataType_Rect = 22

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Rectangle (use EdsRectMBS)

4.1.60 kEdsDataType_String = 2

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: String value

4.1.61 kEdsDataType_Time = 23

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Time (use EdsTimeMBS)

4.1.62 kEdsDataType_UInt16 = 7

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: UInt16

4.1.63 kEdsDataType_UInt16_Array = 35

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Array of UInt16

4.1.64 kEdsDataType_UInt32 = 9

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: UInt32

4.1.65 kEdsDataType_UInt32_Array = 36

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Array of UInt32

4.1.66 kEdsDataType_UInt64 = 11

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: UInt64

4.1.67 kEdsDataType_UInt8 = 6

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: UInt8

4.1.68 kEdsDataType_UInt8_Array = 34

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Array of UInt8

4.1.69 kEdsDataType_Unknown = 0

Plugin Version: 12.1. **Function:** One of the data type constants.
Notes: Unknown

4.1.70 kEdsProgressOption_Done = 1

Plugin Version: 12.1. **Function:** One of the Progress Option Constants
Notes: Call a progress callback function when the progress reaches 100% .

4.1.71 kEdsProgressOption_NoReport = 0

Plugin Version: 12.1. **Function:** One of the Progress Option Constants
Notes: Do not call a progress callback function.

4.1.72 kEdsProgressOption_Periodically = 2

Plugin Version: 12.1. **Function:** One of the Progress Option Constants
Notes: Call a progress callback function periodically.

4.1.73 kEdsPropID_AEBracket = & h0000040e

Plugin Version: 12.1. **Function:** One of the proeperty constants.
Notes: Please check the EDS SDK API Programming Reference for details.

4.1.74 `kEdsPropID_AEMode = & h00000400`

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.75 `kEdsPropID_AEModeSelect = & h00000436`

Plugin Version: 12.5. **Function:** One of the proeperty constants.

Notes:

Please check the EDSDK API Programming Reference for details.
New in 2.11 SDK.

4.1.76 `kEdsPropID_AFMode = & h00000404`

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.77 `kEdsPropID_Artist = & h00000418`

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.78 `kEdsPropID_AtCapture_Flag = & h80000000`

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.79 `kEdsPropID_Av = & h00000405`

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.80 kEdsPropID_AvailableShots = & h0000040a

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.81 kEdsPropID_BatteryLevel = & h00000008

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.82 kEdsPropID_BatteryQuality = & h00000010

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.83 kEdsPropID_BodyIDEx = & h00000015

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.84 kEdsPropID_Bracket = & h0000040b

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.85 kEdsPropID_CFn = & h00000009

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.86 kEdsPropID_ClickWBPoint = & h00000301

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.87 kEdsPropID_ColorMatrix = & h00000113

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.88 kEdsPropID_ColorSaturation = & h0000010a

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.89 kEdsPropID_ColorSpace = & h0000010d

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.90 kEdsPropID_ColorTemperature = & h00000107

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.91 kEdsPropID_ColorTone = & h0000010b

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.92 kEdsPropID_Contrast = & h00000109

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.93 kEdsPropID_Copyright = & h00000419

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.94 kEdsPropID_CurrentFolder = & h0000000d

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.95 kEdsPropID_CurrentStorage = & h0000000c

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.96 kEdsPropID_DateTime = & h00000006

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.97 kEdsPropID_DepthOffField = & h0000041b

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.98 kEdsPropID_DigitalExposure = & h00000105

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.99 kEdsPropID_DriveMode = & h00000401

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.100 kEdsPropID_EFCompensation = & h0000041e

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.101 kEdsPropID_Evf_AFMode = & h0000050E

Plugin Version: 12.1. **Function:** One of the proeprerty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.102 kEdsPropID_Evf_ColorTemperature = & h00000503

Plugin Version: 12.1. **Function:** One of the proeprerty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.103 kEdsPropID_Evf_CoordinateSystem = & h00000540

Plugin Version: 12.1. **Function:** One of the proeprerty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.104 kEdsPropID_Evf_DepthOfFieldPreview = & h00000504

Plugin Version: 12.1. **Function:** One of the proeprerty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.105 kEdsPropID_Evf_FocusAid = & h00000509

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.106 kEdsPropID_Evf_Histogram = & h0000050A

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.107 kEdsPropID_Evf_HistogramB = & h00000518

Plugin Version: 12.5. **Function:** One of the proeperty constants.

Notes:

Please check the EDS SDK API Programming Reference for details.
New in 2.11 SDK.

4.1.108 kEdsPropID_Evf_HistogramG = & h00000517

Plugin Version: 12.5. **Function:** One of the proeperty constants.

Notes:

Please check the EDS SDK API Programming Reference for details.
New in 2.11 SDK.

4.1.109 kEdsPropID_Evf_HistogramR = & h00000516

Plugin Version: 12.5. **Function:** One of the proeperty constants.

Notes:

Please check the EDS SDK API Programming Reference for details.
New in 2.11 SDK.

4.1.110 kEdsPropID_Evf_HistogramStatus = & h0000050C

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.111 kEdsPropID_Evf_HistogramY = & h00000515

Plugin Version: 12.5. **Function:** One of the proeperty constants.

Notes:

Please check the EDS SDK API Programming Reference for details.
New in 2.11 SDK.

4.1.112 kEdsPropID_Evf_ImageClipRect = & h00000545

Plugin Version: 12.5. **Function:** One of the proeperty constants.

Notes:

Please check the EDS SDK API Programming Reference for details.
New in 2.11 SDK.

4.1.113 kEdsPropID_Evf_ImagePosition = & h0000050B

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.114 kEdsPropID_Evf_Mode = & h00000501

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.115 kEdsPropID_Evf_OutputDevice = & h00000500

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Example:

```
// we set bit for redirecting output to PC, leave other bits as they are.  
dim device as UInt32 = camera.GetPropertyDataUInt32(camera.kEdsPropID_Evf_OutputDevice)  
if camera.lasterror = EDSModuleMBS.EDS_ERR_OK then  
  
device = Bitwise.BitOr(device, EDSModuleMBS.kEdsEvfOutputDevice_PC)  
camera.SetPropertyDataUInt32 camera.kEdsPropID_Evf_OutputDevice, 0, device  
end if
```

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.116 kEdsPropID_Evf_WhiteBalance = & h00000502

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.117 kEdsPropID_Evf_Zoom = & h00000507

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.118 kEdsPropID_Evf_ZoomPosition = & h00000508

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.119 kEdsPropID_Evf_ZoomRect = & h00000541

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.120 kEdsPropID_ExposureCompensation = & h00000407

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.121 kEdsPropID_FEBracket = & h0000040f

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.122 kEdsPropID_FilterEffect = & h00000110

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.123 kEdsPropID_FirmwareVersion = & h00000007

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.124 kEdsPropID_FlashCompensation = & h00000408

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.125 kEdsPropID_FlashMode = & h00000414

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.126 kEdsPropID_FlashOn = & h00000412

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.127 kEdsPropID_FocalLength = & h00000409

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.128 kEdsPropID_FocusInfo = & h00000104

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.129 kEdsPropID_GPSAltitude = & h00000806

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.130 kEdsPropID_GPSAltitudeRef = & h00000805

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.131 kEdsPropID_GPSDateStamp = & h0000081D

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.132 kEdsPropID_GPSLatitude = & h00000802

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.133 kEdsPropID_GPSLatitudeRef = & h00000801

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.134 kEdsPropID_GPSLongitude = & h00000804

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.135 kEdsPropID_GPSLongitudeRef = & h00000803

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.136 kEdsPropID_GPSMapDatum = & h00000812

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.137 kEdsPropID_GPSSatellites = & h00000808

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.138 kEdsPropID_GPSStatus = & h00000809

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.139 kEdsPropID_GPSTimeStamp = & h00000807

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.140 kEdsPropID_GPSVersionID = & h00000800

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.141 kEdsPropID_HDDirectoryStructure = & h00000020

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.142 kEdsPropID_ICCProfile = & h00000103

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.143 kEdsPropID_ImageQuality = & h00000100

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.144 kEdsPropID_ISOBracket = & h00000410

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.145 kEdsPropID_ISOSpeed = & h00000402

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.146 kEdsPropID_JpegQuality = & h00000101

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.147 kEdsPropID_LensName = & h0000040d

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.148 kEdsPropID_LensStatus = & h00000416

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.149 kEdsPropID_Linear = & h00000300

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.150 kEdsPropID_MakerName = & h00000005

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.151 kEdsPropID_MeteringMode = & h00000403

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.152 kEdsPropID_MyMenu = & h0000000e

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.153 kEdsPropID_NoiseReduction = & h00000411

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.154 kEdsPropID_Orientation = & h00000102

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.155 kEdsPropID_OwnerName = & h00000004

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.156 kEdsPropID_ParameterSet = & h00000112

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.157 kEdsPropID_PhotoEffect = & h0000010f

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.158 kEdsPropID_PictureStyle = & h00000114

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.159 kEdsPropID_PictureStyleCaption = & h00000200

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.160 kEdsPropID_PictureStyleDesc = & h00000115

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.161 kEdsPropID_ProductName = & h00000002

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.162 kEdsPropID_Record = & h00000510

Plugin Version: 12.5. **Function:** One of the proeperty constants.

Notes:

Please check the EDS SDK API Programming Reference for details.

New in 2.11 SDK.

4.1.163 kEdsPropID_RedEye = & h00000413

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.164 kEdsPropID_SaveTo = & h0000000b

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.165 kEdsPropID_Sharpness = & h0000010c

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.166 kEdsPropID_ToneCurve = & h0000010e

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.167 kEdsPropID_ToningEffect = & h00000111

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.168 kEdsPropID_Tv = & h00000406

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.169 kEdsPropID_Unknown = & h0000ffff

Plugin Version: 12.1. **Function:** One of the proeperty constants.

Notes: Please check the EDSDK API Programming Reference for details.

4.1.170 kEdsPropID_WBCoeffs = & h00000302

Plugin Version: 12.1. **Function:** One of the proeprerty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.171 kEdsPropID_WhiteBalance = & h00000106

Plugin Version: 12.1. **Function:** One of the proeprerty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.172 kEdsPropID_WhiteBalanceBracket = & h0000040c

Plugin Version: 12.1. **Function:** One of the proeprerty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.1.173 kEdsPropID_WhiteBalanceShift = & h00000108

Plugin Version: 12.1. **Function:** One of the proeprerty constants.

Notes: Please check the EDS SDK API Programming Reference for details.

4.2 class EdsCameraAddedHandlerMBS

4.2.1 class EdsCameraAddedHandlerMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class is to monitor for cameras being added.

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

4.2.2 Events

4.2.3 CameraAdded as Integer

Plugin Version: 12.1, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This event is called when a new camera is added.

Notes: Returns EDS_ERR_OK if successful. Otherwise, ensure the implementation returns an appropriate error code.

4.3 class EdsCameraListMBS

4.3.1 class EdsCameraListMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The object for a list of cameras.

Notes:

This object represents an enumeration of the cameras remotely connected to the host PC by USB interface. This object can be used to select the camera to be controlled from among the cameras currently connected with EDSDK client application. This object can also be used when getting an EdsCameraMBS child object. Subclass of the EdsBaseMBS class.

4.3.2 Methods

4.3.3 Child(index as UInt32) as EdsCameraMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets an indexed child object of the designated object.

Notes:

Index is 0 based and range from 0 to ChildCount-1.
LastError is set.

4.4 class EdsCameraMBS

4.4.1 class EdsCameraMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This object represents a remotely connected camera.

Notes:

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

Subclass of the EdsBaseMBS class.

4.4.2 Methods

4.4.3 Child(index as UInt32) as EdsVolumeMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets an indexed child object of the designated object.

Notes:

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

Lasterror is set.

4.4.4 CloseSession

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Closes a logical connection with a remote camera.

Notes: Lasterror is set.

4.4.5 DateTime as EdsTimeMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Convenience function to query date and time values.

Notes:

Calls GetPropertyData for you with kEdsPropID_DateTime.

Lasterror is set.

4.4.6 DeviceInfo as EdsDeviceInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets device information, such as the device name.

Notes:

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

Lasterror is set.

Returns nil on any error.

4.4.7 DownloadEvfImage(image as EdsEvfImageMBS, OldSDK as boolean)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Downloads the live view image data set for a camera currently in live view mode.

Notes:

Live view can be started by using the property ID:kEdsPropertyID_Evf_OutputDevice and data:EdsOutputDevice_PC to call SetPropertyData.

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

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

Lasterror is set.

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

4.4.8 FocusInfo as EdsFocusInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Convenience function to query focus information.

Notes:

Lasterror is set.

This queries kEdsPropID_FocusInfo with GetPropertyData for you and returns an EdsFocusInfoMBS object.

4.4.9 OpenSession

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Establishes a logical connection with a remote camera.

Notes:

Use this API after getting the camera's EdsCamera object.
Lasterror is set.

4.4.10 Parent as EdsCameraListMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets the parent object of the designated object.

Notes: Lasterror is set.

4.4.11 PictureStyleDesc as EdsPictureStyleDescMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Convenience function to query Picture Style Description information.

Notes:

Calls GetPropertyData for you with kEdsPropID_PictureStyleDesc and returns object with values.
Lasterror is set.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sends a command such as "Shoot" to a remote camera.

Example:

```
dim camera as EdsCameraMBS // your camera object
```

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

Notes:

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

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

Lasterror is set.

Please check SDK manual for details.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets the remote camera state or mode.

Notes:

command: Designate the particular mode ID to set the camera to. See kEdsCameraStatusCommand* constants.

Param: Currently unused. Designate 0.

Lasterror is set.

Please check SDK manual for details.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Sets the remaining HDD capacity on the host computer(excluding the portion from image transfer),as calculated by subtracting the portion from the previous time.

Notes:

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

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

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

Lasterror is set.

4.4.15 Constants

4.4.16 kEdsCameraCommand_BulbEnd = 3

Plugin Version: 12.1. **Function:** One of the camera command constants.

Notes:

Lock the UI before bulb shooting.

An exposure time event is generated at the start of bulb shooting. (kEdsStateEvent_BulbExposureTime)

4.4.17 `kEdsCameraCommand_BulbStart = 2`

Plugin Version: 12.1. **Function:** One of the camera command constants.

Notes: Starts bulb shooting/ Ends bulb shooting

4.4.18 `kEdsCameraCommand_DoClickWBEvf = & h00000104`

Plugin Version: 12.1. **Function:** One of the camera command constants.

Notes:

Adjusts the white balance of the live view image at the specified position

This command is supported only in live view mode.

4.4.19 `kEdsCameraCommand_DoEvfAf = & h00000102`

Plugin Version: 12.1. **Function:** One of the camera command constants.

Notes:

Controls auto focus in live view mode.

This command is supported by the EOS 50D or EOS 5D Mark II or later cameras, and only in live view mode.

4.4.20 `kEdsCameraCommand_DriveLensEvf = & h00000103`

Plugin Version: 12.1. **Function:** One of the camera command constants.

Notes:

Drives the lens and adjusts focus

This command is supported only in live view mode.

4.4.21 `kEdsCameraCommand_EvfAf_OFF = 0`

Plugin Version: 12.1. **Function:** One of the camera command constants.

4.4.22 `kEdsCameraCommand_EvfAf_ON = 1`

Plugin Version: 12.1. **Function:** One of the camera command constants.

4.4.23 kEdsCameraCommand_ExtendShutDownTimer = 1

Plugin Version: 12.1. **Function:** One of the camera command constants.

Notes: Requests to extend the time for the auto shut-off timer. (Keep Device On)

4.4.24 kEdsCameraCommand_PressShutterButton = 4

Plugin Version: 12.1. **Function:** One of the camera command constants.

Notes:

Controls shutter button operations.

This command is supported by the EOS 50D or EOS 5D Mark II or later cameras.

4.4.25 kEdsCameraCommand_ShutterButton_Completely = 3

Plugin Version: 12.1. **Function:** One of the camera command constants.

4.4.26 kEdsCameraCommand_ShutterButton_Completely_NonAF = & h00010003

Plugin Version: 12.1. **Function:** One of the camera command constants.

4.4.27 kEdsCameraCommand_ShutterButton_Halfway = 1

Plugin Version: 12.1. **Function:** One of the camera command constants.

4.4.28 kEdsCameraCommand_ShutterButton_Halfway_NonAF = & h00010001

Plugin Version: 12.1. **Function:** One of the camera command constants.

4.4.29 kEdsCameraCommand_ShutterButton_OFF = 0

Plugin Version: 12.1. **Function:** One of the camera command constants.

4.4.30 `kEdsCameraCommand_TakePicture = 0`

Plugin Version: 12.1. **Function:** One of the camera command constants.

Notes: Requests the camera to shoot.

4.4.31 `kEdsCameraStatusCommand_EnterDirectTransfer = 2`

Plugin Version: 12.1. **Function:** One of the camera status commands.

4.4.32 `kEdsCameraStatusCommand_ExitDirectTransfer = 3`

Plugin Version: 12.1. **Function:** One of the camera status commands.

4.4.33 `kEdsCameraStatusCommand_UILock = 0`

Plugin Version: 12.1. **Function:** One of the camera status commands.

4.4.34 `kEdsCameraStatusCommand_UIUnLock = 1`

Plugin Version: 12.1. **Function:** One of the camera status commands.

4.4.35 `kEdsProgressOption_Done = 1`

Plugin Version: 12.1. **Function:** One of the Progress Option Constants

Notes: Call a progress callback function when the progress reaches 100% .

4.4.36 `kEdsProgressOption_NoReport = 0`

Plugin Version: 12.1. **Function:** One of the Progress Option Constants

Notes: Do not call a progress callback function.

4.4.37 kEdsProgressOption_Periodically = 2

Plugin Version: 12.1. **Function:** One of the Progress Option Constants

Notes: Call a progress callback function periodically.

4.5 class EdsCameraStateEventHandlerMBS

4.5.1 class EdsCameraStateEventHandlerMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The class to receive camera state events.

4.5.2 Methods

4.5.3 Add(camera as EdsCameraMBS, CameraStateEvent as UInt32)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Designate event for receiving events related to camera object states.

Notes: Lasterror is set.

4.5.4 Constructor

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates an event handler object.

Notes: You can later add objects to it.

See also:

- 4.5.5 Constructor(camera as EdsCameraMBS, CameraStateEvent as UInt32) 74

4.5.5 Constructor(camera as EdsCameraMBS, CameraStateEvent as UInt32)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Designate event for receiving events related to camera object states.

Notes: Lasterror is set.

See also:

- 4.5.4 Constructor 74

4.5.6 Events

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

Plugin Version: 12.1, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Called when the state changed.

Notes:

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

Returns EDS_ERR_OK if successful. In other cases, see the EDS Error Lists.

4.6 class EdsDeviceInfoMBS

4.6.1 class EdsDeviceInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The class for device information.

4.6.2 Properties

4.6.3 DeviceDescription as String

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The device name.
Notes: (Read and Write property)

4.6.4 deviceSubType as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The device subtype.
Notes:

Canon PTP cameras: 1

Canon PTP-IP cameras: 2

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

4.6.5 PortName as String

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The port name.
Notes: (Read and Write property)

4.6.6 reserved as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Reserved for the future.
Notes: (Read and Write property)

4.7 class EdsDirectoryItemInfoMBS

4.7.1 class EdsDirectoryItemInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class represents directory item information for the memory card in the camera.

4.7.2 Properties

4.7.3 DateTime as UInt32

Plugin Version: 12.5, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The date and time value.

Notes:

New in 2.11 SDK.

(Read and Write property)

4.7.4 FileName as String

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Returns the directory name or file name if successful.

Notes:

Example: "_MG_0060.JPG"

(Read and Write property)

4.7.5 Format as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Returns the directory item type.

Notes:

See kEdsImageType* constants.

(Read and Write property)

4.7.6 GroupID as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The group ID for this file.

Notes:

A non-zero integer. The same group ID is assigned to files that belong to the same group, such as RAW+JPEG images or RAW+AVI images.
(Read and Write property)

4.7.7 IsFolder as Boolean

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether this is a folder.

Notes:

If a folder: True
If not a folder: False
(Read and Write property)

4.7.8 Option as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The option property.

Notes:

An option when a direct transfer request is received (a `kEdsObjectEvent_DirItemRequestTransferDT` event). `kEdsTransferOptionToDesktop` is set when [Wallpaper] in the direct transfer is executed by means of camera operations.
Prohibit it under other timing conditions.
(Read and Write property)

4.7.9 Size as UInt64

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The file size.

Notes:

For folders, the file size is indicated as 0.
(Read and Write property)

4.7.10 Constants

4.7.11 kEdsImageType_CR2 = 6

Plugin Version: 12.1. **Function:** One of the image type constants.
Notes: CR2

4.7.12 kEdsImageType_CRW = 2

Plugin Version: 12.1. **Function:** One of the image type constants.
Notes: CRW

4.7.13 kEdsImageType_Jpeg = 1

Plugin Version: 12.1. **Function:** One of the image type constants.
Notes: JPEG

4.7.14 kEdsImageType_RAW = 4

Plugin Version: 12.1. **Function:** One of the image type constants.
Notes: RAW

4.7.15 kEdsImageType_Unknown = 0

Plugin Version: 12.1. **Function:** One of the image type constants.
Notes: Unknown

4.8 class EdsDirectoryItemMBS

4.8.1 class EdsDirectoryItemMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This object represents a file or folder on the camera.

Notes:

When files are downloaded from the camera, each file to be downloaded is treated as one of these objects. Subclass of the EdsBaseMBS class.

4.8.2 Methods

4.8.3 Child(index as UInt32) as EdsDirectoryItemMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets an indexed child object of the designated object.

Notes:

Index is 0 based and range from 0 to ChildCount-1.
LastError is set.

4.8.4 DeleteDirectoryItem

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Deletes a camera folder or file.

Notes:

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

Don't use the object after you deleted it.
LastError is set.

4.8.5 DirectoryInfoInfo as EdsDirectoryItemInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets information about the directory or file objects on the memory card (volume) in a remote camera.

Notes:

LastError is set.
Returns nil on any error.

4.8.6 Download(ReadSize as UInt64, stream as EdsStreamMBS)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Downloads a file on a remote camera (in the camera memory or on a memory card) to the host computer.

Notes:

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

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

ReadSize: Designate the size in bytes to download.

stream: Specifies the destination stream.

Lasterror is set.

4.8.7 DownloadCancel

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Must be executed when downloading of a directory item is canceled.

Notes:

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

This operation need not be executed when using DownloadThumbnail.

Lasterror is set.

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

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

4.8.8 DownloadComplete

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Must be called when downloading of directory items is complete.

Notes:

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

This operation need not be executed when using DownloadThumbnail.

Lasterror is set.

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

4.8.9 DownloadThumbnail(stream as EdsStreamMBS)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Extracts and downloads thumbnail information from image files in a camera.

Notes:

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

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

4.8.10 Parent as EdsDirectoryItemMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets the parent object of the designated object.

Notes: Lasterror is set.

4.8.11 Properties

4.8.12 FileAttributes as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets attributes of files on a camera.

Example:

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

Notes:

Returns the file attributes.

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

Lasterror is set.

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

4.8.13 Constants

4.8.14 kEdsFileAttribute_Archive = & h20

Plugin Version: 12.1. **Function:** One of the file attribute constants.

Notes: Archive attribute

4.8.15 kEdsFileAttribute_Hidden = 2

Plugin Version: 12.1. **Function:** One of the file attribute constants.

Notes: Hidden attribute

4.8.16 kEdsFileAttribute_Normal = 0

Plugin Version: 12.1. **Function:** One of the file attribute constants.

Notes: A standard file

4.8.17 kEdsFileAttribute_ReadOnly = 1

Plugin Version: 12.1. **Function:** One of the file attribute constants.

Notes: Read-only

4.8.18 kEdsFileAttribute_System = 4

Plugin Version: 12.1. **Function:** One of the file attribute constants.

Notes: System attribute

4.9 class EdsEvfImageMBS

4.9.1 class EdsEvfImageMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This object represents PC live view image data.

Notes:

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

Subclass of the EdsBaseMBS class.

4.9.2 Methods

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates an object used to get the live view image data set.

Notes:

Lasterror is set.

See EdsCreateEvfImageRef in the SDK documentation.

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

4.10 class EdsFocusInfoMBS

4.10.1 class EdsFocusInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class represents focus information.

Notes: It stores kEdsPropID_FocusInfo property data.

4.10.2 Methods

4.10.3 FocusPoint(index as Integer) as EdsFocusPointMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The array of focus points.

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

4.10.4 Properties

4.10.5 ExecuteMode as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The execute mode.

Notes: (Read and Write property)

4.10.6 ImageRect as EdsRectMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The rectangle of the image.

Notes: (Read and Write property)

4.10.7 PointNumber as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Number of frames.

Notes: (Read and Write property)

4.11 class EdsFocusPointMBS

4.11.1 class EdsFocusPointMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class represents the AF frame information of focus information.

Notes: It stores AF frame information of the kEdsPropID_FocusInfo property.

4.11.2 Properties

4.11.3 JustFocus as Boolean

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the frame is just focus.

Notes: (Read and Write property)

4.11.4 Rect as EdsRectMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The rectangle of the frame.

Notes: (Read and Write property)

4.11.5 Reserved as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Reserved.

Notes: (Read and Write property)

4.11.6 Selected as Boolean

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Whether the point is selected.

Notes: (Read and Write property)

4.11.7 Valid as Boolean

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** True if the frame is valid.

4.11. CLASS EDSFOCUSPOINTMBS

87

Notes: (Read and Write property)

4.12 class EdsImageInfoMBS

4.12.1 class EdsImageInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class represents various information found in image data.

4.12.2 Properties

4.12.3 componentDepth as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Bits per sample.
Notes:

Either 8 or 16.

Note: Image files may contain image data of mixed resolutions.
(Read and Write property)

4.12.4 effectiveRect as EdsRectMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The effective image rectangle.

Notes:

This means the area excluding the black bands on the top and bottom of the thumbnail image.
(Read and Write property)

4.12.5 height as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The image height in pixels.

Notes: (Read and Write property)

4.12.6 numOfComponents as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Number of color components in image.

Notes: (Read and Write property)

4.12.7 reserved1 as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Reserved.
Notes: (Read and Write property)

4.12.8 reserved2 as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Reserved.
Notes: (Read and Write property)

4.12.9 width as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The image width in pixels.
Notes: (Read and Write property)

4.13 class EdsImageMBS

4.13.1 class EdsImageMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This object represents image data.

Notes:

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

Subclass of the EdsBaseMBS class.

4.13.2 Methods

4.13.3 CacheImage(UseCache as boolean)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Switches a setting on and off for creation of an image cache in the SDK for a designated image object during extraction (processing) of the image data.

Notes:

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

UseCache: Image Cache on/off.

Lasterror is set.

4.13.4 Constructor(stream as EdsImageMBS)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates an image object from an image file.

Notes:

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

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

Lasterror is set.

4.13.5 DateTime as EdsTimeMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Convenience function to query date and time values.

Notes:

Calls GetPropertyData for you with kEdsPropID_DateTime.
Lasterror is set.

4.13.6 FocusInfo as EdsFocusInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Convenience function to query focus information.

Notes:

Lasterror is set.

This queries kEdsPropID_FocusInfo with GetPropertyData for you and returns an EdsFocusInfoMBS object.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets designated image data from an image file, in the form of a designated rectangle.

Notes:

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

Lasterror is set.

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

TargetImageType: Designate the output image type. Because the output format of EdsGetImage may only be RGB, only kEdsTargetImageType_RGB or kEdsTargetImageType_RGB16 can be designated.

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

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

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

->Thus, only kEdsTargetImageType_RGB is available.

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

Dest: Designate the rectangle size for output.

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

Lasterror is set.

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

Instead, the resolution of the image type designated by `inImageType` is used. For example, the calculation for `kEdsTargetImageType_RGB` is 3 (R, G, and B) x 8 (resolution) x width x height 8 (bytes). Similarly, `kEdsTargetImageType_RGB16` is calculated by 3 x 16 x width x height 8 (bytes).

4.13.8 `ImageInfo(ImageSource as Integer) as EdsImageInfoMBS`

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets image information from a designated image object.

Notes:

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

Lasterror is set.

4.13.9 `PictureStyleDesc as EdsPictureStyleDescMBS`

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Convenience function to query Picture Style Description information.

Notes:

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

Lasterror is set.

4.13.10 `ReflectImageProperty`

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Incorporates image object property changes (effected by means of `EdsSetPropertyData`) in the stream.

Notes: Lasterror is set.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Saves as a designated image type after RAW processing.

Notes:

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

JPEGQuality: Image quality for JPEG compression

iccProfileStream: ICC profile stream.

Lasterror is set.

4.13.12 Constants

4.13.13 kEdsImageSrc_FullView = 0

Plugin Version: 12.1. **Function:** One of the image source constants.

Notes: The image itself (a full-sized image)

4.13.14 kEdsImageSrc_Preview = 2

Plugin Version: 12.1. **Function:** One of the image source constants.

Notes: A preview image

4.13.15 kEdsImageSrc_RAWFullView = 4

Plugin Version: 12.1. **Function:** One of the image source constants.

Notes: A RAW full-sized image

4.13.16 kEdsImageSrc_RAWThumbnail = 3

Plugin Version: 12.1. **Function:** One of the image source constants.

Notes: A RAW thumbnail image

4.13.17 kEdsImageSrc_Thumbnail = 1

Plugin Version: 12.1. **Function:** One of the image source constants.

Notes: A thumbnail image

4.13.18 kEdsTargetImageType_DIB = 11

Plugin Version: 12.1. **Function:** One of the target image type constants.

Notes: Device Independent Bitmap

4.13.19 kEdsTargetImageType_JPEG = 1

Plugin Version: 12.1. **Function:** One of the target image type constants.

Notes: JPEG

4.13.20 kEdsTargetImageType_RGB = 9

Plugin Version: 12.1. **Function:** One of the target image type constants.

Notes: 8-bit RGB, chunky format

4.13.21 kEdsTargetImageType_RGB16 = 10

Plugin Version: 12.1. **Function:** One of the target image type constants.

Notes: 16-bit RGB, chunky format

4.13.22 kEdsTargetImageType_TIFF = 7

Plugin Version: 12.1. **Function:** One of the target image type constants.

Notes: 8-bit TIFF

4.13.23 kEdsTargetImageType_TIFF16 = 8

Plugin Version: 12.1. **Function:** One of the target image type constants.

Notes: 16-bit TIFF

4.13.24 kEdsTargetImageType_Unknown = 0

Plugin Version: 12.1. **Function:** One of the target image type constants.

Notes: Folder, or unknown image type

4.14 module EDSModuleMBS

4.14.1 module EDSModuleMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The main module for the EDS SDK.

Notes:

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

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

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

4.14.2 Methods

4.14.3 GetCameraList as EdsCameraListMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets camera list objects.

Notes:

Lasterror is set.

Returns the camera list object or nil.

4.14.4 GetEvent

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This function acquires an event.

Notes:

In console application, please call this function regularly to acquire the event from a camera.

Lasterror is set.

4.14.5 Initialize

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Initializes the libraries.

Notes:

When using the EDSDK libraries, you must call this API once before using EDSDK APIs.

Lasterror is set.

4.14.6 Lasterror as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The last error code of any EDS function in all the classes.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Loads the SDK.

Example:

```
dim file as FolderItem

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

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

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

Notes:

Pass folderitem for framework on Mac or DLL on Windows.

Returns true on success.

After loading, you need to call Initialize method.

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

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

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

Using wrong switch, you get wrong numbers.

See also:

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

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Loads the SDK.

Notes:

Pass path for framework on Mac or DLL on Windows.

Returns true on success.

After loading, you need to call Initialize method.

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

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

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

Using wrong switch, you get wrong numbers.

See also:

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

4.14.9 Terminate

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Terminates use of the libraries.

Notes:

Calling this function releases all resources allocated by the libraries.

Lasterror is set.

4.14.10 Constants

4.14.11 EdsImageQuality_LJ = & h0010ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: Jpeg Large

4.14.12 EdsImageQuality_LJF = & h0013ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: Jpeg Large Fine

4.14.13 EdsImageQuality_LJN = & h0012ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: Jpeg Large Normal

4.14.14 EdsImageQuality_LR = & h0064ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: RAW

4.14.15 EdsImageQuality_LRLJ = & h00640010

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: RAW + Jpeg Large

4.14.16 EdsImageQuality_LRLJF = & h00640013

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: RAW + Jpeg Large Fine

4.14.17 EdsImageQuality_LRLJN = & h00640012

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: RAW + Jpeg Large Normal

4.14.18 EdsImageQuality_LRM1J = & h00640510

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: RAW + Jpeg Middle1

4.14.19 EdsImageQuality_LRM2J = & h00640610

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: RAW + Jpeg Middle2

4.14.20 EdsImageQuality_LRMJF = & h00640113

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: RAW + Jpeg Middle Fine

4.14.21 EdsImageQuality_LRMJN = & h00640112

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: RAW + Jpeg Middle Normal

4.14.22 EdsImageQuality_LRS1JF = & h00640E13

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: RAW + Jpeg Small1 Fine

4.14.23 EdsImageQuality_LRS1JN = & h00640E12

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: RAW + Jpeg Small1 Normal

4.14.24 EdsImageQuality_LRS2JF = & h00640F13

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: RAW + Jpeg Small2

4.14.25 EdsImageQuality_LRS3JF = & h00641013

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: RAW + Jpeg Small3

4.14.26 EdsImageQuality_LRSJ = & h00640210

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: RAW + Jpeg Small

4.14.27 EdsImageQuality_LRSJF = & h00640213

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: RAW + Jpeg Small Fine

4.14.28 EdsImageQuality_LRSJN = & h00640212

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: RAW + Jpeg Small Normal

4.14.29 EdsImageQuality_M1J = & h0510ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Middle1

4.14.30 EdsImageQuality_M2J = & h0610ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Middle2

4.14.31 EdsImageQuality_MJF = & h0113ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Middle Fine

4.14.32 EdsImageQuality_MJN = & h0112ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Middle Normal

4.14.33 EdsImageQuality_MR = & h0164ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1)

4.14.34 EdsImageQuality_MRLJ = & h01640010

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Large

4.14.35 EdsImageQuality_MRLJF = & h01640013

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Large Fine

4.14.36 EdsImageQuality_MRLJN = & h01640012

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Large Normal

4.14.37 EdsImageQuality_MRM1J = & h01640510

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Middle1

4.14.38 EdsImageQuality_MRM2J = & h01640610

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Middle2

4.14.39 EdsImageQuality_MRMJF = & h01640113

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Middle Fine

4.14.40 EdsImageQuality_MRMJN = & h01640112

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Middle Normal

4.14.41 EdsImageQuality_MRS1JF = & h01640E13

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Small1 Fine

4.14.42 EdsImageQuality_MRS1JN = & h01640E12

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Small1 Normal

4.14.43 EdsImageQuality_MRS2JF = & h01640F13

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Small2

4.14.44 EdsImageQuality_MRS3JF = & h01641013

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Small3

4.14.45 EdsImageQuality_MRSJ = & h01640210

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Small

4.14.46 EdsImageQuality_MRSJF = & h01640213

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Small Fine

4.14.47 EdsImageQuality_MRSJN = & h01640212

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: MRAW(SRAW1) + Jpeg Small Normal

4.14.48 EdsImageQuality_S1JF = & h0E13ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Small1 Fine

4.14.49 EdsImageQuality_S1JN = & h0E12ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Small1 Normal

4.14.50 EdsImageQuality_S2JF = & h0F13ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Small2

4.14.51 EdsImageQuality_S3JF = & h1013ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Small3

4.14.52 EdsImageQuality_SJ = & h0210ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Small

4.14.53 EdsImageQuality_SJF = & h0213ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Small Fine

4.14.54 EdsImageQuality_SJN = & h0212ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: Jpeg Small Normal

4.14.55 EdsImageQuality_SR = & h0264ff0f

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2)

4.14.56 EdsImageQuality_SRLJ = & h02640010

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Large

4.14.57 EdsImageQuality_SRLJF = & h02640013

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Large Fine

4.14.58 EdsImageQuality_SRLJN = & h02640012

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Large Normal

4.14.59 EdsImageQuality_SRM1J = & h02640510

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Middle1

4.14.60 EdsImageQuality_SRM2J = & h02640610

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Middle2

4.14.61 EdsImageQuality_SRMJF = & h02640113

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Middle Fine

4.14.62 EdsImageQuality_SRMJN = & h02640112

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Middle Normal

4.14.63 EdsImageQuality_SRS1JF = & h02640E13

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Small1 Fine

4.14.64 EdsImageQuality_SRS1JN = & h02640E12

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Small1 Normal

4.14.65 EdsImageQuality_SRS2JF = & h02640F13

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Small2

4.14.66 EdsImageQuality_SRS3JF = & h02641013

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Small3

4.14.67 EdsImageQuality_SRSJ = & h02640210

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Small

4.14.68 EdsImageQuality_SRSJF = & h02640213

Plugin Version: 12.1. **Function:** One of the Image Quality constants.
Notes: SRAW(SRAW2) + Jpeg Small Fine

4.14.69 EdsImageQuality_SRSJN = & h02640212

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: SRAW(SRAW2) + Jpeg Small Normal

4.14.70 EdsImageQuality_Unknown = & hfffffff

Plugin Version: 12.1. **Function:** One of the Image Quality constants.

Notes: Unknown

4.14.71 EDS_CMP_ID_CLIENT_COMPONENTID = & h01000000

Plugin Version: 12.1. **Function:** One of the ED-SDK Base Component IDs.

4.14.72 EDS_CMP_ID_HLSDK_COMPONENTID = & h03000000

Plugin Version: 12.1. **Function:** One of the ED-SDK Base Component IDs.

4.14.73 EDS_CMP_ID_LLSDK_COMPONENTID = & h02000000

Plugin Version: 12.1. **Function:** One of the ED-SDK Base Component IDs.

4.14.74 EDS_COMPONENTID_MASK = & h7F000000

Plugin Version: 12.1. **Function:** One of the Error Code Masks constants.

4.14.75 EDS_ERRORID_MASK = & h0000FFFF

Plugin Version: 12.1. **Function:** One of the Error Code Masks constants.

4.14.76 EDS_ERR_CANNOT_MAKE_OBJECT = & h0000A104

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.77 EDS_ERR_CAPTURE_ALREADY_TERMINATED = & h00002018

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.78 EDS_ERR_COMM_BUFFER_FULL = & h000000C3

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.79 EDS_ERR_COMM_DEVICE_INCOMPATIBLE = & h000000C2

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.80 EDS_ERR_COMM_DISCONNECTED = & h000000C1

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.81 EDS_ERR_COMM_PORT_IS_IN_USE = & h000000C0

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.82 EDS_ERR_COMM_USB_BUS_ERR = & h000000C4

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.83 EDS_ERR_DEVICEPROP_NOT_SUPPORTED = & h0000200A

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.84 EDS_ERR_DEVICE_BUSY = & h00000081

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.85 EDS_ERR_DEVICE_CF_GATE_CHANGED = & h00000089

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.86 EDS_ERR_DEVICE_DIAL_CHANGED = & h0000008A

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.87 EDS_ERR_DEVICE_DISK_ERROR = & h00000088

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.88 EDS_ERR_DEVICE_EMERGENCY = & h00000083

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.89 EDS_ERR_DEVICE_INTERNAL_ERROR = & h00000085

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.90 EDS_ERR_DEVICE_INVALID = & h00000082

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.91 EDS_ERR_DEVICE_INVALID_PARAMETER = & h00000086

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.92 EDS_ERR_DEVICE_MEMORY_FULL = & h00000084

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.93 EDS_ERR_DEVICE_NOT_FOUND = & h00000080

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.94 EDS_ERR_DEVICE_NOT_INSTALLED = & h0000008B

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.95 EDS_ERR_DEVICE_NOT_LAUNCHED = & h000000E4

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.96 EDS_ERR_DEVICE_NOT_RELEASED = & h0000008D

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.97 EDS_ERR_DEVICE_NO_DISK = & h00000087

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.98 EDS_ERR_DEVICE_STAY_AWAKE = & h0000008C

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.99 EDS_ERR_DIR_ENTRY_EXISTS = & h00000043

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.100 EDS_ERR_DIR_ENTRY_NOT_FOUND = & h00000042

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.101 EDS_ERR_DIR_IO_ERROR = & h00000041

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.102 EDS_ERR_DIR_NOT_EMPTY = & h00000044

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.103 EDS_ERR_DIR_NOT_FOUND = & h00000040

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.104 EDS_ERR_ENUM_NA = & h000000F0

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.105 EDS_ERR_FILE_ALREADY_EXISTS = & h0000002B

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.106 EDS_ERR_FILE_CLOSE_ERROR = & h00000024

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.107 EDS_ERR_FILE_DATA_CORRUPT = & h0000002D

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.108 EDS_ERR_FILE_DISK_FULL_ERROR = & h0000002A

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.109 EDS_ERR_FILE_FORMAT_UNRECOGNIZED = & h0000002C

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.110 EDS_ERR_FILE_IO_ERROR = & h00000020

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.111 EDS_ERR_FILE_NAMING_NA = & h0000002E

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.112 EDS_ERR_FILE_NOT_FOUND = & h00000022

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.113 EDS_ERR_FILE_OPEN_ERROR = & h00000023

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.114 EDS_ERR_FILE_PERMISSION_ERROR = & h00000029

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.115 EDS_ERR_FILE_READ_ERROR = & h00000027

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.116 EDS_ERR_FILE_SEEK_ERROR = & h00000025

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.117 EDS_ERR_FILE_TELL_ERROR = & h00000026

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.118 EDS_ERR_FILE_TOO_MANY_OPEN = & h00000021

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.119 EDS_ERR_FILE_WRITE_ERROR = & h00000028

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.120 EDS_ERR_HANDLE_NOT_FOUND = & h000000F2

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.121 EDS_ERR_INCOMPATIBLE_VERSION = 6

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.122 EDS_ERR_INCOMPLETE_TRANSFER = & h00002007

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.123 EDS_ERR_INTERNAL_ERROR = 2

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.124 EDS_ERR_INVALID_CODE_FORMAT = & h00002016

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.125 EDS_ERR_INVALID_DEVICEPROP_FORMAT = & h0000201B

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.126 EDS_ERR_INVALID_DEVICEPROP_VALUE = & h0000201C

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.127 EDS_ERR_INVALID_FN_CALL = & h000000F1

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.128 EDS_ERR_INVALID_FN_POINTER = & h00000065

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.129 EDS_ERR_INVALID_HANDLE = & h00000061

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.130 EDS_ERR_INVALID_ID = & h000000F3

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.131 EDS_ERR_INVALID_INDEX = & h00000063

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.132 EDS_ERR_INVALID_LENGTH = & h00000064

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.133 EDS_ERR_INVALID_OBJECTFORMATCODE = & h0000200B

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.134 EDS_ERR_INVALID_PARAMETER = & h00000060

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.135 EDS_ERR_INVALID_PARENTOBJECT = & h0000201A

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.136 EDS_ERR_INVALID_POINTER = & h00000062

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.137 EDS_ERR_INVALID_SORT_FN = & h00000066

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.138 EDS_ERR_INVALID_STRAGEID = & h00002008

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.139 EDS_ERR_INVALID_TRANSACTIONID = & h00002004

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.140 EDS_ERR_LAST_GENERIC_ERROR_PLUS_ONE = & h000000F5

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.141 EDS_ERR_LENS_COVER_CLOSE = & h0000A006

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.142 EDS_ERR_LOW_BATTERY = & h0000A101

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.143 EDS_ERR_MEM_ALLOC_FAILED = 3

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.144 EDS_ERR_MEM_FREE_FAILED = 4

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.145 EDS_ERR_MISSING_SUBCOMPONENT = & h0000000A

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.146 EDS_ERR_NOT_CAMERA_SUPPORT_SDK_VERSION = & h00002021

Plugin Version: 12.5. **Function:** One of the error constants.

Notes: New in 2.11 SDK.

4.14.147 EDS_ERR_NOT_SUPPORTED = 7

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.148 EDS_ERR_NO_VALID_OBJECTINFO = & h00002015

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.149 EDS_ERR_OBJECT_NOTREADY = & h0000A102

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.150 EDS_ERR_OK = 0

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.151 EDS_ERR_OPERATION_CANCELLED = 5

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.152 EDS_ERR_OPERATION_REFUSED = & h0000A005

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.153 EDS_ERR_PARTIAL_DELETION = & h00002012

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.154 EDS_ERR_PROPERTIES_MISMATCH = & h00000051

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.155 EDS_ERR_PROPERTIES_NOT_LOADED = & h00000053

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.156 EDS_ERR_PROPERTIES_UNAVAILABLE = & h00000050

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.157 EDS_ERR_PROTECTION_VIOLATION = 9

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.158 EDS_ERR_SELECTION_UNAVAILABLE = & h0000000B

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.159 EDS_ERR_SELF_TEST_FAILED = & h00002011

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.160 EDS_ERR_SESSION_ALREADY_OPEN = & h0000201E

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.161 EDS_ERR_SESSION_NOT_OPEN = & h00002003

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.162 EDS_ERR_SPECIFICATION_BY_FORMAT_UNSUPPORTED = & h00002014

Plugin Version: 12.1. **Function:** One of the error constants.

**4.14.163 EDS_ERR_SPECIFICATION_OF_DESTINATION_UNSUPPORTED =
& h00002020**

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.164 EDS_ERR_STI_DEVICE_CREATE_ERROR = & h000000E2

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.165 EDS_ERR_STI_DEVICE_RELEASE_ERROR = & h000000E3

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.166 EDS_ERR_STI_INTERNAL_ERROR = & h000000E1

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.167 EDS_ERR_STI_UNKNOWN_ERROR = & h000000E0

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.168 EDS_ERR_STREAM_ALREADY_OPEN = & h000000A2

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.169 EDS_ERR_STREAM_BAD_OPTIONS = & h000000AB

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.170 EDS_ERR_STREAM_CLOSE_ERROR = & h000000A4

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.171 EDS_ERR_STREAM_COULDNT_BEGIN_THREAD = & h000000AA

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.172 EDS_ERR_STREAM_END_OF_STREAM = & h000000AC

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.173 EDS_ERR_STREAM_IO_ERROR = & h000000A0

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.174 EDS_ERR_STREAM_NOT_OPEN = & h000000A1

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.175 EDS_ERR_STREAM_OPEN_ERROR = & h000000A3

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.176 EDS_ERR_STREAM_PERMISSION_ERROR = & h000000A9

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.177 EDS_ERR_STREAM_READ_ERROR = & h000000A7

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.178 EDS_ERR_STREAM_SEEK_ERROR = & h000000A5

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.179 EDS_ERR_STREAM_TELL_ERROR = & h000000A6

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.180 EDS_ERR_STREAM_WRITE_ERROR = & h000000A8

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.181 EDS_ERR_TAKE_PICTURE_AF_NG = & h00008D01

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.182 EDS_ERR_TAKE_PICTURE_CARD_NG = & h00008D07

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.183 EDS_ERR_TAKE_PICTURE_CARD_PROTECT_NG = & h00008D08

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.184 EDS_ERR_TAKE_PICTURE_MIRROR_UP_NG = & h00008D03

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.185 EDS_ERR_TAKE_PICTURE_MOVIE_CROP_NG = & h00008D09

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.186 EDS_ERR_TAKE_PICTURE_NO_CARD_NG = & h00008D06

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.187 EDS_ERR_TAKE_PICTURE_RESERVED = & h00008D02

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.188 EDS_ERR_TAKE_PICTURE_SENSOR_CLEANING_NG = & h00008D04

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.189 EDS_ERR_TAKE_PICTURE_SILENCE_NG = & h00008D05

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.190 EDS_ERR_TAKE_PICTURE_STROBO_CHARGE_NG = & h00008D0A

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.191 EDS_ERR_TRANSACTION_CANCELLED = & h0000201F

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.192 EDS_ERR_UNEXPECTED_EXCEPTION = 8

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.193 EDS_ERR_UNIMPLEMENTED = 1

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.194 EDS_ERR_UNKNOWN_COMMAND = & h0000A001

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.195 EDS_ERR_UNKNOWN_VENDOR_CODE = & h00002017

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.196 EDS_ERR_USB_DEVICE_LOCK_ERROR = & h000000D0

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.197 EDS_ERR_USB_DEVICE_UNLOCK_ERROR = & h000000D1

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.198 EDS_ERR_WAIT_TIMEOUT_ERROR = & h000000F4

Plugin Version: 12.1. **Function:** One of the error constants.

4.14.199 EDS_ISSPECIFIC_MASK = & h80000000

Plugin Version: 12.1. **Function:** One of the Error Code Masks constants.

4.14.200 EDS_MAX_NAME = 256

Plugin Version: 12.1. **Function:** The maximum file name length is limited to EDS_MAX_NAME.

4.14.201 EDS_RESERVED_MASK = & h00FF0000

Plugin Version: 12.1. **Function:** One of the Error Code Masks constants.

4.14.202 EDS_TRANSFER_BLOCK_SIZE = 512

Plugin Version: 12.1. **Function:** The transfer block size.

4.14.203 Evf_AFMode_Live = 1

Plugin Version: 12.1. **Function:** One of the AF Mode constants.
Notes: Live Mode

4.14.204 Evf_AFMode_LiveFace = 2

Plugin Version: 12.1. **Function:** One of the AF Mode constants.
Notes: Live Face Mode

4.14.205 Evf_AFMode_Quick = 0

Plugin Version: 12.1. **Function:** One of the AF Mode constants.
Notes: Quick Mode

4.14.206 kEdsAEMode_Av = 2

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Aperture Priority AE

4.14.207 kEdsAEMode_A_DEP = 5

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Auto Depth-of-Field AE

4.14.208 kEdsAEMode_Bulb = 4

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Bulb

4.14.209 kEdsAEMode_Closeup = 14

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Close-Up

4.14.210 kEdsAEMode_CreativeAuto = 19

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Creative Auto

4.14.211 kEdsAEMode_Custom = 7

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Camera settings registered

4.14.212 kEdsAEMode_DEP = 6

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Depth-of-Field AE

4.14.213 kEdsAEMode_FlashOff = 15

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Flash Off

4.14.214 kEdsAEMode_Green = 9

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Auto

4.14.215 kEdsAEMode_Landscape = 13

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Landscape

4.14.216 kEdsAEMode_Lock = 8

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Lock

4.14.217 kEdsAEMode_Manual = 3

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Manual Exposure

4.14.218 kEdsAEMode_Movie = 20

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Not documented.

4.14.219 kEdsAEMode_NightPortrait = 10

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Night Scene Portrait

4.14.220 kEdsAEMode_PhotoInMovie = 21

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Photo In Movie (This value is valid for only Image.)

4.14.221 kEdsAEMode_Portrait = 12

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Portrait

4.14.222 kEdsAEMode_Program = 0

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Program AE

4.14.223 kEdsAEMode_SceneIntelligentAuto = 22

Plugin Version: 12.5. **Function:** One of the shooting mode constants.
Notes:

Auto
New in 2.11 SDK.

4.14.224 kEdsAEMode_Sports = 11

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Sports

4.14.225 kEdsAEMode_Tv = 1

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Shutter-Speed Priority AE

4.14.226 kEdsAEMode_Unknown = & hfffffff

Plugin Version: 12.1. **Function:** One of the shooting mode constants.
Notes: Not valid/no settings changes

4.14.227 kEdsBatteryLevel2_AC = & hFFFFFFFF

Plugin Version: 12.1. **Function:** One of the battery level constants.

4.14.228 kEdsBatteryLevel2_BCLevel = 0

Plugin Version: 12.1. **Function:** One of the battery level constants.

4.14.229 kEdsBatteryLevel2_Empty = 0

Plugin Version: 12.1. **Function:** One of the battery level constants.

4.14.230 kEdsBatteryLevel2_Error = 0

Plugin Version: 12.1. **Function:** One of the battery level constants.

4.14.231 kEdsBatteryLevel2_Half = 49

Plugin Version: 12.1. **Function:** One of the battery level constants.

4.14.232 kEdsBatteryLevel2_Hi = 69

Plugin Version: 12.1. **Function:** One of the battery level constants.

4.14.233 kEdsBatteryLevel2_Low = 9

Plugin Version: 12.1. **Function:** One of the battery level constants.

4.14.234 kEdsBatteryLevel2_Normal = 80

Plugin Version: 12.1. **Function:** One of the battery level constants.

4.14.235 kEdsBatteryLevel2_Quarter = 19

Plugin Version: 12.1. **Function:** One of the battery level constants.

4.14.236 kEdsBracket_AEB = & h01

Plugin Version: 12.1. **Function:** One of the bracket constants.
Notes: AE bracket

4.14.237 kEdsBracket_FEB = & h08

Plugin Version: 12.1. **Function:** One of the bracket constants.
Notes: FE bracket

4.14.238 kEdsBracket_ISO = & h02

Plugin Version: 12.1. **Function:** One of the bracket constants.
Notes: ISO bracket

4.14.239 kEdsBracket_Unknown = & hfffffff

Plugin Version: 12.1. **Function:** One of the bracket constants.
Notes: Bracket off

4.14.240 kEdsBracket_WBB = & h04

Plugin Version: 12.1. **Function:** One of the bracket constants.
Notes: WB bracket

4.14.241 kEdsColorMatrix_1 = 1

Plugin Version: 12.1. **Function:** One of the color matrix constants.

4.14.242 kEdsColorMatrix_2 = 2

Plugin Version: 12.1. **Function:** One of the color matrix constants.

4.14.243 kEdsColorMatrix_3 = 3

Plugin Version: 12.1. **Function:** One of the color matrix constants.

4.14.244 kEdsColorMatrix_4 = 4

Plugin Version: 12.1. **Function:** One of the color matrix constants.

4.14.245 kEdsColorMatrix_5 = 5

Plugin Version: 12.1. **Function:** One of the color matrix constants.

4.14.246 kEdsColorMatrix_6 = 6

Plugin Version: 12.1. **Function:** One of the color matrix constants.

4.14.247 kEdsColorMatrix_7 = 7

Plugin Version: 12.1. **Function:** One of the color matrix constants.

4.14.248 kEdsColorMatrix_Custom = 0

Plugin Version: 12.1. **Function:** One of the color matrix constants.

4.14.249 kEdsColorSpace_AdobeRGB = 2

Plugin Version: 12.1. **Function:** One of the colorspace constants.

4.14.250 kEdsColorSpace_sRGB = 1

Plugin Version: 12.1. **Function:** One of the colorspace constants.

4.14.251 kEdsColorSpace_Unknown = & hfffffff

Plugin Version: 12.1. **Function:** One of the colorspace constants.

4.14.252 kEdsCompressQuality_Fine = 3

Plugin Version: 12.1. **Function:** One of the image quality constants.

4.14.253 kEdsCompressQuality_Lossless = 4

Plugin Version: 12.1. **Function:** One of the image quality constants.

4.14.254 kEdsCompressQuality_Normal = 2

Plugin Version: 12.1. **Function:** One of the image quality constants.

4.14.255 kEdsCompressQuality_SuperFine = 5

Plugin Version: 12.1. **Function:** One of the image quality constants.

4.14.256 kEdsCompressQuality_Unknown = & hfffffff

Plugin Version: 12.1. **Function:** One of the image quality constants.

4.14.257 kEdsETTL2ModeAverage = 1

Plugin Version: 12.1. **Function:** One of the ETTL2 Mode evaluative constants.

Notes: Average

4.14.258 kEdsETTL2ModeEvaluative = 0

Plugin Version: 12.1. **Function:** One of the ETTL2 Mode evaluative constants.
Notes: Evaluative

4.14.259 kEdsEvfDepthOfFieldPreview_OFF = & h00000000

Plugin Version: 12.1. **Function:** One of the Depth of Field Preview Constants.
Notes: Off

4.14.260 kEdsEvfDepthOfFieldPreview_ON = & h00000001

Plugin Version: 12.1. **Function:** One of the Depth of Field Preview Constants.
Notes: On

4.14.261 kEdsEvfDriveLens_Far1 = & h00008001

Plugin Version: 12.1. **Function:** One of the Drive Lens constants.

4.14.262 kEdsEvfDriveLens_Far2 = & h00008002

Plugin Version: 12.1. **Function:** One of the Drive Lens constants.

4.14.263 kEdsEvfDriveLens_Far3 = & h00008003

Plugin Version: 12.1. **Function:** One of the Drive Lens constants.

4.14.264 kEdsEvfDriveLens_Near1 = & h00000001

Plugin Version: 12.1. **Function:** One of the Drive Lens constants.

4.14.265 kEdsEvfDriveLens_Near2 = & h00000002

Plugin Version: 12.1. **Function:** One of the Drive Lens constants.

4.14.266 kEdsEvfDriveLens_Near3 = & h00000003

Plugin Version: 12.1. **Function:** One of the Drive Lens constants.

4.14.267 kEdsEvfOutputDevice_PC = 2

Plugin Version: 12.1. **Function:** One of the Output Device constants.

Notes: The live view image can be transferred to the PC.

4.14.268 kEdsEvfOutputDevice_TFT = 1

Plugin Version: 12.1. **Function:** One of the Output Device constants.

Notes: Live view is displayed on the camera's TFT.

4.14.269 kEdsEvfZoom_Fit = 1

Plugin Version: 12.1. **Function:** One of the Zoom constants.

Notes: Entire screen

4.14.270 kEdsEvfZoom_x10 = 10

Plugin Version: 12.1. **Function:** One of the Zoom constants.

Notes: 10 times.

4.14.271 kEdsEvfZoom_x5 = 5

Plugin Version: 12.1. **Function:** One of the Zoom constants.

Notes: 5 times

4.14.272 kEdsFilterEffect_Green = 4

Plugin Version: 12.1. **Function:** One of the filter effect constants.
Notes: Green

4.14.273 kEdsFilterEffect_None = 0

Plugin Version: 12.1. **Function:** One of the filter effect constants.
Notes: No effect

4.14.274 kEdsFilterEffect_Orange = 2

Plugin Version: 12.1. **Function:** One of the filter effect constants.
Notes: Orange

4.14.275 kEdsFilterEffect_Red = 3

Plugin Version: 12.1. **Function:** One of the filter effect constants.
Notes: Red

4.14.276 kEdsFilterEffect_Yellow = 1

Plugin Version: 12.1. **Function:** One of the filter effect constants.
Notes: Yellow

4.14.277 kEdsImageQualityForLegacy_LJ = & h001f000f

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.
Notes: Jpeg Large

4.14.278 kEdsImageQualityForLegacy_LJF = & h00130000

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.
Notes: Jpeg Large Fine

4.14.279 kEdsImageQualityForLegacy_LJN = & h00120000

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: Jpeg Large Normal

4.14.280 kEdsImageQualityForLegacy_LR = & h00240000

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: RAW

4.14.281 kEdsImageQualityForLegacy_LR2 = & h002f000f

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: RAW

4.14.282 kEdsImageQualityForLegacy_LR2LJ = & h002f001f

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: RAW + Jpeg Large

4.14.283 kEdsImageQualityForLegacy_LR2M1J = & h002f051f

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: RAW + Jpeg Middle1

4.14.284 kEdsImageQualityForLegacy_LR2M2J = & h002f061f

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: RAW + Jpeg Middle2

4.14.285 kEdsImageQualityForLegacy_LR2SJ = & h002f021f

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: RAW + Jpeg Small

4.14.286 kEdsImageQualityForLegacy_LRLJF = & h00240013

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.
Notes: RAW + Jpeg Large Fine

4.14.287 kEdsImageQualityForLegacy_LRLJN = & h00240012

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.
Notes: RAW + Jpeg Large Normal

4.14.288 kEdsImageQualityForLegacy_LRMJF = & h00240113

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.
Notes: RAW + Jpeg Middle Fine

4.14.289 kEdsImageQualityForLegacy_LRMJN = & h00240112

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.
Notes: RAW + Jpeg Middle Normal

4.14.290 kEdsImageQualityForLegacy_LRSJF = & h00240213

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.
Notes: RAW + Jpeg Small Fine

4.14.291 kEdsImageQualityForLegacy_LRSJN = & h00240212

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.
Notes: RAW + Jpeg Small Normal

4.14.292 kEdsImageQualityForLegacy_M1J = & h051f000f

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.
Notes: Jpeg Middle1

4.14.293 kEdsImageQualityForLegacy_M2J = & h061f000f

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: Jpeg Middle2

4.14.294 kEdsImageQualityForLegacy_MJF = & h01130000

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: Jpeg Middle Fine

4.14.295 kEdsImageQualityForLegacy_MJN = & h01120000

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: Jpeg Middle Normal

4.14.296 kEdsImageQualityForLegacy_SJ = & h021f000f

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: Jpeg Small

4.14.297 kEdsImageQualityForLegacy_SJF = & h02130000

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: Jpeg Small Fine

4.14.298 kEdsImageQualityForLegacy_SJN = & h02120000

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: Jpeg Small Normal

4.14.299 kEdsImageQualityForLegacy_Unknown = & hfffffff

Plugin Version: 12.1. **Function:** One of the Legacy Image Quality constants.

Notes: Unknown

4.14.300 kEdsImageSize_Large = 0

Plugin Version: 12.1. **Function:** One of the image size constants.
Notes: Large

4.14.301 kEdsImageSize_Middle = 1

Plugin Version: 12.1. **Function:** One of the image size constants.
Notes: Middle

4.14.302 kEdsImageSize_Middle1 = 5

Plugin Version: 12.1. **Function:** One of the image size constants.
Notes: Middle

4.14.303 kEdsImageSize_Middle2 = 6

Plugin Version: 12.1. **Function:** One of the image size constants.
Notes: Middle

4.14.304 kEdsImageSize_Small = 2

Plugin Version: 12.1. **Function:** One of the image size constants.
Notes: Small

4.14.305 kEdsImageSize_Small1 = 14

Plugin Version: 12.1. **Function:** One of the image size constants.
Notes: Small

4.14.306 kEdsImageSize_Small2 = 15

Plugin Version: 12.1. **Function:** One of the image size constants.
Notes: Small

4.14.307 kEdsImageSize_Small3 = 16

Plugin Version: 12.1. **Function:** One of the image size constants.
Notes: Small

4.14.308 kEdsImageSize_Unknown = & hfffffff

Plugin Version: 12.1. **Function:** One of the image size constants.
Notes: Unknown

4.14.309 kEdsObjectEvent_All = & h00000200

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.310 kEdsObjectEvent_DirItemCancelTransferDT = & h0000020a

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.311 kEdsObjectEvent_DirItemContentChanged = & h00000207

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.312 kEdsObjectEvent_DirItemCreated = & h00000204

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.313 kEdsObjectEvent_DirItemInfoChanged = & h00000206

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.314 kEdsObjectEvent_DirItemRemoved = & h00000205

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.315 kEdsObjectEvent_DirItemRequestTransfer = & h00000208

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.316 kEdsObjectEvent_DirItemRequestTransferDT = & h00000209

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.317 kEdsObjectEvent_FolderUpdateItems = & h00000203

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.318 kEdsObjectEvent_VolumeAdded = & h0000020c

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.319 kEdsObjectEvent_VolumeInfoChanged = & h00000201

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.320 kEdsObjectEvent_VolumeRemoved = & h0000020d

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.321 kEdsObjectEvent_VolumeUpdateItems = & h00000202

Plugin Version: 12.1. **Function:** One of the Object event constants.

4.14.322 kEdsPhotoEffect_Monochrome = 5

Plugin Version: 12.1. **Function:** One of the photo effect constants.

Notes: Black and white

4.14.323 kEdsPhotoEffect_Off = 0

Plugin Version: 12.1. **Function:** One of the photo effect constants.
Notes: Off (Color Effect deactivated. Normal shooting.)

4.14.324 kEdsPictureStyle_Auto = & h0087

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: Auto

4.14.325 kEdsPictureStyle_Faithful = & h0085

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: Faithful

4.14.326 kEdsPictureStyle_Landscape = & h0083

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: Landscape

4.14.327 kEdsPictureStyle_Monochrome = & h0086

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: Monochrome

4.14.328 kEdsPictureStyle_Neutral = & h0084

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: Neutral

4.14.329 kEdsPictureStyle_PC1 = & h0041

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: PC1

4.14.330 kEdsPictureStyle_PC2 = & h0042

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: PC2

4.14.331 kEdsPictureStyle_PC3 = & h0043

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: PC3

4.14.332 kEdsPictureStyle_Portrait = & h0082

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: Portrait

4.14.333 kEdsPictureStyle_Standard = & h0081

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: Standard

4.14.334 kEdsPictureStyle_User1 = & h0021

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: User defined

4.14.335 kEdsPictureStyle_User2 = & h0022

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: User defined

4.14.336 kEdsPictureStyle_User3 = & h0023

Plugin Version: 12.1. **Function:** One of the picture style constants.
Notes: User defined

4.14.337 kEdsPropertyEvent_All = & h00000100

Plugin Version: 12.1. **Function:** One of the property event constants.

Notes: One of the state events for EdsPropertyEventHandlerMBS class. Please check EDS SDK API Programming Reference for details.

4.14.338 kEdsPropertyEvent_PropertyChanged = & h00000101

Plugin Version: 12.1. **Function:** One of the property event constants.

Notes: One of the state events for EdsPropertyEventHandlerMBS class. Please check EDS SDK API Programming Reference for details.

4.14.339 kEdsPropertyEvent_PropertyDescChanged = & h00000102

Plugin Version: 12.1. **Function:** One of the property event constants.

Notes: One of the state events for EdsPropertyEventHandlerMBS class. Please check EDS SDK API Programming Reference for details.

4.14.340 kEdsSaveTo_Both = 3

Plugin Version: 12.1. **Function:** One of the SaveTo constants.

Notes: Save both ways (memory card of a remote camera and by downloading to a host computer)

4.14.341 kEdsSaveTo_Camera = 1

Plugin Version: 12.1. **Function:** One of the SaveTo constants.

Notes: Save on a memory card of a remote camera.

4.14.342 kEdsSaveTo_Host = 2

Plugin Version: 12.1. **Function:** One of the SaveTo constants.

Notes: Save by downloading to a host computer.

4.14.343 kEdsStateEvent_AfResult = & h00000309

Plugin Version: 12.1. **Function:** One of the state event constants.

Notes: One of the state events for EdsCameraStateEventHandlerMBS class. Please check EDSK API Programming Reference for details.

4.14.344 kEdsStateEvent_All = & h00000300

Plugin Version: 12.1. **Function:** One of the state event constants.

Notes: One of the state events for EdsCameraStateEventHandlerMBS class. Please check EDSK API Programming Reference for details.

4.14.345 kEdsStateEvent_BulbExposureTime = & h00000310

Plugin Version: 12.1. **Function:** One of the state event constants.

Notes: One of the state events for EdsCameraStateEventHandlerMBS class. Please check EDSK API Programming Reference for details.

4.14.346 kEdsStateEvent_CaptureError = & h00000305

Plugin Version: 12.1. **Function:** One of the state event constants.

Notes: One of the state events for EdsCameraStateEventHandlerMBS class. Please check EDSK API Programming Reference for details.

4.14.347 kEdsStateEvent_InternalError = & h00000306

Plugin Version: 12.1. **Function:** One of the state event constants.

Notes: One of the state events for EdsCameraStateEventHandlerMBS class. Please check EDSK API Programming Reference for details.

4.14.348 kEdsStateEvent_JobStatusChanged = & h00000302

Plugin Version: 12.1. **Function:** One of the state event constants.

Notes: One of the state events for EdsCameraStateEventHandlerMBS class. Please check EDSK API Programming Reference for details.

4.14.349 kEdsStateEvent_Shutdown = & h00000301

Plugin Version: 12.1. **Function:** One of the state event constants.

Notes: One of the state events for EdsCameraStateEventHandlerMBS class. Please check EDSDK API Programming Reference for details.

4.14.350 kEdsStateEvent_ShutDownTimerUpdate = & h00000304

Plugin Version: 12.1. **Function:** One of the state event constants.

Notes: One of the state events for EdsCameraStateEventHandlerMBS class. Please check EDSDK API Programming Reference for details.

4.14.351 kEdsStateEvent_WillSoonShutDown = & h00000303

Plugin Version: 12.1. **Function:** One of the state event constants.

Notes: One of the state events for EdsCameraStateEventHandlerMBS class. Please check EDSDK API Programming Reference for details.

4.14.352 kEdsStroboModeExternalATTL = 2

Plugin Version: 12.1. **Function:** One of the Strobo Mode constants.

4.14.353 kEdsStroboModeExternalAuto = 4

Plugin Version: 12.1. **Function:** One of the Strobo Mode constants.

4.14.354 kEdsStroboModeExternalETTL = 1

Plugin Version: 12.1. **Function:** One of the Strobo Mode constants.

4.14.355 kEdsStroboModeExternalManual = 5

Plugin Version: 12.1. **Function:** One of the Strobo Mode constants.

4.14.356 kEdsStroboModeExternalTTL = 3

Plugin Version: 12.1. **Function:** One of the Strobo Mode constants.

4.14.357 kEdsStroboModeInternal = 0

Plugin Version: 12.1. **Function:** One of the Strobo Mode constants.

4.14.358 kEdsStroboModeManual = 6

Plugin Version: 12.1. **Function:** One of the Strobo Mode constants.

4.14.359 kEdsTonigEffect_Blue = 2

Plugin Version: 12.1. **Function:** One of the Tonig Effect constants.

4.14.360 kEdsTonigEffect_Green = 4

Plugin Version: 12.1. **Function:** One of the Tonig Effect constants.

4.14.361 kEdsTonigEffect_None = 0

Plugin Version: 12.1. **Function:** One of the Tonig Effect constants.

4.14.362 kEdsTonigEffect_Purple = 3

Plugin Version: 12.1. **Function:** One of the Tonig Effect constants.

4.14.363 kEdsTonigEffect_Sepia = 1

Plugin Version: 12.1. **Function:** One of the Tonig Effect constants.

4.14.364 kEdsTransferOption_ByDirectTransfer = 1

Plugin Version: 12.1. **Function:** One of the Transfer Option constants.

4.14.365 kEdsTransferOption_ByRelease = 2

Plugin Version: 12.1. **Function:** One of the Transfer Option constants.

4.14.366 kEdsTransferOption_ToDesktop = & h00000100

Plugin Version: 12.1. **Function:** One of the Transfer Option constants.

4.14.367 kEdsWhiteBalance_Auto = 0

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Auto

4.14.368 kEdsWhiteBalance_Click = -1

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Setting the white balance by clicking image coordinates.

4.14.369 kEdsWhiteBalance_Cloudy = 2

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Cloudy

4.14.370 kEdsWhiteBalance_ColorTemp = 9

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Color temperature

4.14.371 kEdsWhiteBalance_Daylight = 1

Plugin Version: 12.1. **Function:** One of the white balance constants.
Notes: Daylight

4.14.372 kEdsWhiteBalance_Fluorescent = 4

Plugin Version: 12.1. **Function:** One of the white balance constants.
Notes: Fluorescent

4.14.373 kEdsWhiteBalance_Pasted = -2

Plugin Version: 12.1. **Function:** One of the white balance constants.
Notes: White balance copied from another image.

4.14.374 kEdsWhiteBalance_PCSet1 = 10

Plugin Version: 12.1. **Function:** One of the white balance constants.
Notes: Custom white balance: PC-1

4.14.375 kEdsWhiteBalance_PCSet2 = 11

Plugin Version: 12.1. **Function:** One of the white balance constants.
Notes: Custom white balance: PC-2

4.14.376 kEdsWhiteBalance_PCSet3 = 12

Plugin Version: 12.1. **Function:** One of the white balance constants.
Notes: Custom white balance: PC-3

4.14.377 kEdsWhiteBalance_PCSet4 = 20

Plugin Version: 12.1. **Function:** One of the white balance constants.
Notes: Custom white balance: PC-4

4.14.378 kEdsWhiteBalance_PCSet5 = 21

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Custom white balance: PC-5

4.14.379 kEdsWhiteBalance_Shade = 8

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Shade

4.14.380 kEdsWhiteBalance_Strobe = 5

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Flash

4.14.381 kEdsWhiteBalance_Tungsten = 3

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Tungsten

4.14.382 kEdsWhiteBalance_WhitePaper = 6

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Manual (set by shooting a white card or paper)

4.14.383 kEdsWhiteBalance_WhitePaper2 = 15

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Manual 2

4.14.384 kEdsWhiteBalance_WhitePaper3 = 16

Plugin Version: 12.1. **Function:** One of the white balance constants.

Notes: Manual 3

4.14.385 kEdsWhiteBalance_WhitePaper4 = 18

Plugin Version: 12.1. **Function:** One of the white balance constants.
Notes: Manual 4

4.14.386 kEdsWhiteBalance_WhitePaper5 = 19

Plugin Version: 12.1. **Function:** One of the white balance constants.
Notes: Manual 5

4.15 class EdsObjectEventHandlerMBS

4.15.1 class EdsObjectEventHandlerMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The class to watch for object events.

4.15.2 Methods

4.15.3 Add(camera as EdsBaseMBS, ObjectEvent as UInt32)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Registers event handler to listen for object events.

Notes: Lasterror is set.

4.15.4 Constructor

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Constructor to create object event handler.

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

See also:

- 4.15.5 Constructor(camera as EdsBaseMBS, ObjectEvent as UInt32) 150

4.15.5 Constructor(camera as EdsBaseMBS, ObjectEvent as UInt32)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates object event handler and registers it to listen object events.

Notes: Lasterror is set.

See also:

- 4.15.4 Constructor 150

4.15.6 Events

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

Plugin Version: 12.1, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The event called when an object changed.

Notes:

4.15. CLASS *EDSOBJECTEVENTHANDLERMBS*

151

obj: The target object.

Return `EDS_ERR_OK` if successful. In other cases, see the EDS Error Lists.

4.16 class EdsPictureStyleDescMBS

4.16.1 class EdsPictureStyleDescMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Use this class when retrieving picture styles.

4.16.2 Properties

4.16.3 ColorTone as Int32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The Color tone.
Notes:

An integer from 4 to 4
(Read and Write property)

4.16.4 Contrast as Int32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The Contrast setting.
Notes:

An integer from 4 to 4.
(Read and Write property)

4.16.5 FilterEffect as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The Monochrome filter effect
Notes:

0: None
1: Yellow
2: Orange
3: Red
4: Green
& hFFFFFFFF: Unknown
(Read and Write property)

4.16.6 Saturation as Int32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The saturation value.

Notes:

An integer from 4 to 4
(Read and Write property)

4.16.7 sharpFineness as UInt32

Plugin Version: 16.4, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The sharp fineness value.

Notes:

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

4.16.8 Sharpness as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The Sharpness value.

Notes:

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

4.16.9 sharpThreshold as UInt32

Plugin Version: 16.4, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The sharp threshold value.

Notes:

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

4.16.10 ToningEffect as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Monochrome tone.

Notes:

0: None

1: Sepia

2: Blue

3: Violet

(Read and Write property)

4.17 class EdsPointMBS

4.17.1 class EdsPointMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class is generally used to represent a set of coordinates.

4.17.2 Properties

4.17.3 X as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The x value.
Notes: (Read and Write property)

4.17.4 Y as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The y value.
Notes: (Read and Write property)

4.18 class EdsProgressMBS

4.18.1 class EdsProgressMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The class for progress event.

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

4.18.2 Events

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

Plugin Version: 12.1, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The progress event.
Notes:

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

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

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

Return EDS_ERR_OK (0) if everything is okay.

4.18.4 Constants

4.18.5 kEdsProgressOption_Done = 1

Plugin Version: 12.1. **Function:** One of the Progress Option Constants

Notes: Call a progress callback function when the progress reaches 100% .

4.18.6 kEdsProgressOption_NoReport = 0

Plugin Version: 12.1. **Function:** One of the Progress Option Constants

Notes: Do not call a progress callback function.

4.18.7 kEdsProgressOption_Periodically = 2

Plugin Version: 12.1. **Function:** One of the Progress Option Constants

Notes: Call a progress callback function periodically.

4.19 class EdsPropertyEventHandlerMBS

4.19.1 class EdsPropertyEventHandlerMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The class for a property event handler.

4.19.2 Methods

4.19.3 Add(camera as EdsCameraMBS, PropertyEvent as UInt32)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Registers this event handler to report property events for the given camera.

Notes: Lasterror is set.

4.19.4 Constructor

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Constructor to create property event handler.

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

See also:

- 4.19.5 Constructor(camera as EdsCameraMBS, PropertyEvent as UInt32) 158

4.19.5 Constructor(camera as EdsCameraMBS, PropertyEvent as UInt32)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Constructor to create property event handler and registers this event handler to report property events for the given camera.

Notes: Lasterror is set.

See also:

- 4.19.4 Constructor 158

4.19.6 Events

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

Plugin Version: 12.1, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Event for receiving property-related camera events.

Notes:

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

PropertyID: Returns the property ID created by the event.

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

Returns `EDS_ERR_OK` if successful. In other cases, see the EDS Error Lists.

4.20 class EdsRationalMBS

4.20.1 class EdsRationalMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class is generally used to represent fractions.

Notes: It is used with many properties such as kEdsPropID_Av and kEdsPropID_Tv.

4.20.2 Properties

4.20.3 denominator as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The denominator part of the fraction.

Notes: (Read and Write property)

4.20.4 numerator as Int32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The numerator part of the fraction.

Notes: (Read and Write property)

4.21 class EdsRectMBS

4.21.1 class EdsRectMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class is generally used to indicate the coordinates of a rectangle.

4.21.2 Properties

4.21.3 Height as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The height of the rectangle.

Notes: (Read and Write property)

4.21.4 Point as EdsPointMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Get or set the location of the rectangle.

Notes: (Read and Write property)

4.21.5 Size as EdsSizeMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Get or set the size of the rectangle.

Notes: (Read and Write property)

4.21.6 Width as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The width of the rectangle.

Notes: (Read and Write property)

4.21.7 X as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The x position.

Notes: (Read and Write property)

4.21.8 Y as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The y position.

Notes: (Read and Write property)

4.22 class EdsSizeMBS

4.22.1 class EdsSizeMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class generally represents the width and height of a rectangle.

4.22.2 Properties

4.22.3 Height as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The height value.
Notes: (Read and Write property)

4.22.4 Width as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The width value.
Notes: (Read and Write property)

4.23 class EdsStreamMBS

4.23.1 class EdsStreamMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The class for a file/data stream.

Notes:

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

4.23.2 Methods

4.23.3 Constructor(data as string)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a stream from the memory buffer you prepared.

Notes:

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

Lasterror is set.

See also:

- 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0) 164
- 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) 165
- 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer) 165
- 4.23.7 Constructor(size as UInt64) 166

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a stream from the memory buffer you prepare.

Notes:

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

Lasterror is set.

See also:

- 4.23.3 Constructor(data as string) 164

4.23. CLASS EDSSTREAMMBS	165
• 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer)	165
• 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer)	165
• 4.23.7 Constructor(size as UInt64)	166

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new file on a host computer (or opens an existing file) and creates a file stream for access to the file.

Notes:

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

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

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

DesiredAccess: Pass kEdsAccess_Read, kEdsAccess_Write or kEdsAccess_ReadWrite.

Lasterror is set.

See also:

• 4.23.3 Constructor(data as string)	164
• 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0)	164
• 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer)	165
• 4.23.7 Constructor(size as UInt64)	166

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new file on a host computer (or opens an existing file) and creates a file stream for access to the file.

Notes:

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

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

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

DesiredAccess: Pass kEdsAccess_Read, kEdsAccess_Write or kEdsAccess_ReadWrite.

Lasterror is set.

See also:

- 4.23.3 Constructor(data as string) 164
- 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0) 164
- 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) 165
- 4.23.7 Constructor(size as UInt64) 166

4.23.7 Constructor(size as UInt64)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a stream in the memory of a host computer.

Notes:

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

See also:

- 4.23.3 Constructor(data as string) 164
- 4.23.4 Constructor(Memory as Memoryblock, size as Int64 = -1, offset as Integer = 0) 164
- 4.23.5 Constructor(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) 165
- 4.23.6 Constructor(path as string, CreateDisposition as Integer, DesiredAccess as Integer) 165

4.23.8 CopyData(WriteSize as UInt64, outStream as EdsStreamMBS)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Copies data from the copy source stream to the copy destination stream.

Notes:

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

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

Lasterror is set.

4.23.9 CreateEvfImageRef as EdsEvfImageMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates an object used to get the live view image data set.

Notes:

Lasterror is set.

See EdsCreateEvfImageRef in the SDK documentation.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new file on a host computer (or opens an existing file) and creates a file stream for access to the file.

Notes:

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

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

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

DesiredAccess: Pass kEdsAccess_Read, kEdsAccess_Write or kEdsAccess_ReadWrite.

Lasterror is set.

See also:

- 4.23.11 CreateFileStream(path as string, CreateDisposition as Integer, DesiredAccess as Integer) as EdsStreamMBS 167

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a new file on a host computer (or opens an existing file) and creates a file stream for access to the file.

Notes:

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

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

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

DesiredAccess: Pass kEdsAccess_Read, kEdsAccess_Write or kEdsAccess_ReadWrite.

Lasterror is set.

See also:

- 4.23.10 CreateFileStream(path as folderitem, CreateDisposition as Integer, DesiredAccess as Integer) as EdsStreamMBS 167

4.23.12 CreateImage as EdsImageMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates an image object from an image file.

Notes:

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

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

Lasterror is set.

4.23.13 CreateMemoryStream(size as UInt32) as EdsStreamMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a stream in the memory of a host computer.

Notes:

In the case of writing in excess of the allocated buffer size, the memory is automatically extended.

Lasterror is set.

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

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a stream from the memory buffer you prepare.

Notes:

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

Lasterror is set.

4.23.15 CreateMemoryStreamFromstring(data as string) as EdsStreamMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Creates a stream from the memory buffer you prepared.

Notes:

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

Lasterror is set.

4.23.16 Length as UInt64

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets the stream size.

Notes:

Returns the number of bytes of the stream.
Lasterror is set.

4.23.17 Pointer as Ptr

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets the pointer to the start address of memory managed by the memory stream.

Notes:

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

Lasterror is set.

4.23.18 Position as UInt64

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets the current read or write position of the stream (that is, the file position indicator).

Notes:

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

Lasterror is set.

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

4.23.19 Read(size as UInt64) as string

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Reads data with given maximum length into the buffer, starting at the current read or write position of the stream.

Notes:

The size of data actually read can be slower.

Lasterror is set.

4.23.20 Seek(Offset as Int64, origin as Integer)

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Moves the read or write position of the stream (that is, the file position indicator).

Notes:

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

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

Lasterror is set.

4.23.21 Write(Data as string) as UInt64

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Writes data of a designated buffer to the current read or write position of the stream.

Notes:

Lasterror is set.

Returns number of bytes written.

4.23.22 Constants

4.23.23 `kEdsAccess_Error = -1`

Plugin Version: 12.1. **Function:** One of the file access constants.

Notes: Error

4.23.24 `kEdsAccess_Read = 0`

Plugin Version: 12.1. **Function:** One of the file access constants.

Notes: Open a read-only stream.

4.23.25 `kEdsAccess_ReadWrite = 2`

Plugin Version: 12.1. **Function:** One of the file access constants.

Notes: Allow reading and writing.

4.23.26 kEdsAccess_Write = 1

Plugin Version: 12.1. **Function:** One of the file access constants.

Notes: Open a write-only stream.

4.23.27 kEdsFileCreateDisposition_CreateAlways = 1

Plugin Version: 12.1. **Function:** One of the file create disposition constants.

Notes: Creates a new file. If the designated file already exists, that file is overwritten and existing attributes is erased.

4.23.28 kEdsFileCreateDisposition_CreateNew = 0

Plugin Version: 12.1. **Function:** One of the file create disposition constants.

Notes: Creates a new file. An error occurs if the designated file already exists.

4.23.29 kEdsFileCreateDisposition_OpenAlways = 3

Plugin Version: 12.1. **Function:** One of the file create disposition constants.

Notes: If the file exists, it is opened. If the designated file does not exist, a new file is created.

4.23.30 kEdsFileCreateDisposition_OpenExisting = 2

Plugin Version: 12.1. **Function:** One of the file create disposition constants.

Notes: Opens a file. An error occurs if the designated file does not exist.

4.23.31 kEdsFileCreateDisposition_TruncateExisting = 4

Plugin Version: 12.1. **Function:** One of the file create disposition constants.

Notes: Opens a file and sets the file size to 0 bytes.

4.23.32 kEdsSeek_Begin = 1

Plugin Version: 12.1. **Function:** One of the seek origin constants.

Notes: Moves the file position indicator from the beginning of the stream forward by inOffset bytes.

4.23.33 kEdsSeek_Cur = 0

Plugin Version: 12.1. **Function:** One of the seek origin constants.

Notes: Moves the file position indicator from the current position in the stream forward by inOffset bytes.

4.23.34 kEdsSeek_End = 2

Plugin Version: 12.1. **Function:** One of the seek origin constants.

Notes:

Moves the file position indicator from the end of the stream by offset bytes.

To move toward the beginning, designate a negative value.

Positive values will move the indicator beyond the end of the file.

4.24 class EdsTimeMBS

4.24.1 class EdsTimeMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** This class represents the camera time or the shooting date of an image.

Notes: It is used to store kEdsPropID_DateTime property data.

4.24.2 Methods

4.24.3 Date as Date

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Convenience function to return the same date as a Real Studio date object.

4.24.4 Properties

4.24.5 Day as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The day value.
Notes:

Value from 1 to 31.

(Read and Write property)

4.24.6 Hour as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The hour value.
Notes:

Value from 0 to 23.

(Read and Write property)

4.24.7 Milliseconds as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The millisecond value.

Notes: (Read and Write property)

4.24.8 Minute as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The minute value.
Notes:

Value from 0 to 59.
(Read and Write property)

4.24.9 Month as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The month value.
Notes:

1=January, 2=February, ...
Value from 1 to 12.
(Read and Write property)

4.24.10 Second as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The second value.
Notes:

Value from 0 to 59.
(Read and Write property)

4.24.11 Year as UInt32

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The year value.
Notes:

This is a 4 digit year number.
(Read and Write property)

4.25 class EdsVolumeInfoMBS

4.25.1 class EdsVolumeInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The class for volume information.

4.25.2 Properties

4.25.3 Access as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The access rights.
Notes:

See kEdsAccess* constants.
(Read and Write property)

4.25.4 FreeSpaceInBytes as UInt64

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Available capacity (in bytes)
Notes: (Read and Write property)

4.25.5 MaxCapacity as UInt64

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Maximum size (in bytes)
Notes: (Read and Write property)

4.25.6 StorageType as Integer

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The storage type.
Notes:

See kEdsStorage* constants.
(Read and Write property)

4.25.7 VolumeLabel as String

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Volume name.
Notes: (Read and Write property)

4.25.8 Constants

4.25.9 kEdsAccess_Error = -1

Plugin Version: 12.1. **Function:** One of the Access Mode Constants

4.25.10 kEdsAccess_Read = 0

Plugin Version: 12.1. **Function:** One of the Access Mode Constants

4.25.11 kEdsAccess_ReadWrite = 2

Plugin Version: 12.1. **Function:** One of the Access Mode Constants

4.25.12 kEdsAccess_Write = 1

Plugin Version: 12.1. **Function:** One of the Access Mode Constants

4.25.13 kEdsStorageType_CF = 1

Plugin Version: 12.1. **Function:** One of the Storage Type Constants
Notes: Compact flash

4.25.14 kEdsStorageType_HD = 4

Plugin Version: 12.1. **Function:** One of the Storage Type Constants
Notes: HD card

4.25.15 kEdsStorageType_Non = 0

Plugin Version: 12.1. **Function:** One of the Storage Type Constants

Notes: No memory card inserted

4.25.16 kEdsStorageType_SD = 2

Plugin Version: 12.1. **Function:** One of the Storage Type Constants

Notes: SD card

4.26 class EdsVolumeMBS

4.26.1 class EdsVolumeMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** The class for a volume on the camera's recording media

Notes:

This object represents the memory card inside the camera. If the camera model allows two memory cards to be installed at once, the EdsVolumeRef object represents one memory card each. This object is used to get an EdsDirectoryItemRef object, which is a child object, when performing operations on a file or folder on the memory card.

Subclass of the EdsBaseMBS class.

4.26.2 Methods

4.26.3 Child(index as UInt32) as EdsDirectoryItemMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets an indexed child object of the designated object.

Notes:

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

Lasterror is set.

4.26.4 FormatVolume

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Formats volumes of memory cards in a camera.

Notes:

Lasterror is set.

Be careful to avoid doing this when the camera is not in the right mode. Lock the UI, for example.

4.26.5 Parent as EdsCameraMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets the parent object of the designated object.

Notes: Lasterror is set.

4.26.6 VolumeInfo as EdsVolumeInfoMBS

Plugin Version: 12.1, Console & Web: Yes, Mac: Yes, Win: Yes, Linux: Yes. **Function:** Gets volume information for a memory card in the camera.

Notes:

Lasterror is set.

Returns nil on any error.

Chapter 5

List of Questions in the FAQ

- 6.0.1 Can anyone help me convert seconds to time in this format hh:mm:ss? 191
- 6.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 192
- 6.0.3 How to catch delete key? 193
- 6.0.4 How to convert cmyk to rgb? 193
- 6.0.5 How to delete a folder? 195
- 6.0.6 How to detect if CPU is 64bit processor? 196
- 6.0.7 How to refresh a htmlviewer on Windows? 196
- 6.0.8 Is there an example for vector graphics in REALbasic? 197
- 6.0.9 Picture functions do not preserve resolution values? 197
- 6.0.10 A toolbox call needs a rect - how do I give it one? 198
- 6.0.11 API client not supported? 198
- 6.0.12 Can I access Access Database with Java classes? 199
- 6.0.13 Can I create PDF from Real Studio Report using DynaPDF? 200
- 6.0.14 Can I use AppleScripts in a web application? 200
- 6.0.15 Can I use graphics class with DynaPDF? 201
- 6.0.16 Can I use OGG with REALbasic? 201
- 6.0.17 Can I use sockets on a web application? 201
- 6.0.18 Can I use your ChartDirector plugin on a web application? 201
- 6.0.19 Can I use your DynaPDF plugin on a web application? 203

- 6.0.20 Can I use your plugin controls on a web application? 203
- 6.0.21 Can you get an unique machine ID? 203
- 6.0.22 ChartDirector: Alignment Specification 204
- 6.0.23 ChartDirector: Color Specification 204
- 6.0.24 ChartDirector: Font Specification 208
- 6.0.25 ChartDirector: Mark Up Language 211
- 6.0.26 ChartDirector: Parameter Substitution and Formatting 215
- 6.0.27 ChartDirector: Shape Specification 220
- 6.0.28 Copy styled text? 221
- 6.0.29 Do you have code to validate a credit card number? 221
- 6.0.30 Do you have plugins for X-Rite EyeOne, eXact or i1Pro? 222
- 6.0.31 Does SQL Plugin handle stored procedures with multiple result sets? 222
- 6.0.32 Does the plugin home home? 223
- 6.0.33 folderitem.absolutepath is limited to 255 chars. How can I get longer ones? 223
- 6.0.34 Future of editablenmovie class? 224
- 6.0.35 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? 224
- 6.0.36 How about Plugin support for older OS X? 225
- 6.0.37 How can I detect whether an Intel CPU is a 64bit CPU? 226
- 6.0.38 How can I disable the close box of a window on Windows? 227
- 6.0.39 How can I get all the environment variables from Windows? 227
- 6.0.40 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? 228
- 6.0.41 How can I get text from a PDF? 228
- 6.0.42 How can I get text from a Word Document? 228
- 6.0.43 How can I get the item string for a given file creator? 229
- 6.0.44 How can I launch an app using it's creator code? 230
- 6.0.45 How can I learn what shared libraries are required by a plugin on Linux? 230
- 6.0.46 How can I validate an email address? 231
- 6.0.47 How do I check if the QuickTime component for the JPEG exporting is available? 232

	183
• 6.0.48 How do I check if the QuickTime component for the JPEG importing is available?	233
• 6.0.49 How do I check if the QuickTime component for the Sequence grabber is available?	234
• 6.0.50 How do I decode correctly an email subject?	234
• 6.0.51 How do I enable/disable a single tab in a tabpanel?	235
• 6.0.52 How do I find the root volume for a file?	236
• 6.0.53 How do I get the current languages list?	236
• 6.0.54 How do I get the Mac OS Version?	237
• 6.0.55 How do I get the printer name?	238
• 6.0.56 How do I make a metal window if RB does not allow me this?	238
• 6.0.57 How do I make a smooth color transition?	239
• 6.0.58 How do I read the applications in the dock app?	240
• 6.0.59 How do I truncate a file?	241
• 6.0.60 How do update a Finder's windows after changing some files?	241
• 6.0.61 How to access a USB device directly?	241
• 6.0.62 How to add icon to file on Mac?	242
• 6.0.63 How to ask the Mac for the Name of the Machine?	242
• 6.0.64 How to automatically enable retina in my apps?	243
• 6.0.65 How to avoid leaks with Cocoa functions?	243
• 6.0.66 How to avoid trouble connecting to oracle database with SQL Plugin?	244
• 6.0.67 How to avoid _NSAutoreleaseNoPool console messages in threads?	244
• 6.0.68 How to bring app to front?	245
• 6.0.69 How to bring my application to front?	245
• 6.0.70 How to catch Control-C on Mac or Linux in a console app?	245
• 6.0.71 How to change name of application menu?	246
• 6.0.72 How to change the name in the menubar of my app on Mac OS X?	246
• 6.0.73 How to check if a folder/directory has subfolders?	247
• 6.0.74 How to check if Macbook runs on battery or AC power?	248
• 6.0.75 How to check if Microsoft Outlook is installed?	248
• 6.0.76 How to check on Mac OS which country or language is currently selected?	249

- 6.0.77 How to code sign my app with plugins? 250
- 6.0.78 How to collapse a window? 250
- 6.0.79 How to compare two pictures? 251
- 6.0.80 How to compile PHP library? 252
- 6.0.81 How to convert a `BrowserType` to a `String` with `WebSession.Browser`? 254
- 6.0.82 How to convert a `EngineType` to a `String` with `WebSession.Engine`? 254
- 6.0.83 How to convert a `PlatformType` to a `String` with `WebSession.Platform`? 255
- 6.0.84 How to convert a text to iso-8859-1 using the `TextEncoder`? 256
- 6.0.85 How to convert `ChartTime` back to Xojo date? 256
- 6.0.86 How to convert line endings in text files? 257
- 6.0.87 How to convert picture to string and back? 257
- 6.0.88 How to copy an array? 258
- 6.0.89 How to copy an dictionary? 259
- 6.0.90 How to copy parts of a movie to another one? 259
- 6.0.91 How to create a birthday like calendar event? 260
- 6.0.92 How to create a GUID? 261
- 6.0.93 How to create a Mac picture clip file? 261
- 6.0.94 How to create a PDF file in REALbasic? 262
- 6.0.95 How to create `EmailAttachment` for PDF Data in memory? 262
- 6.0.96 How to create PDF for image files? 263
- 6.0.97 How to CURL Options translate to Plugin Calls? 264
- 6.0.98 How to delete file with ftp and curl plugin? 265
- 6.0.99 How to detect display resolution changed? 265
- 6.0.100 How to detect retina? 265
- 6.0.101 How to disable force quit? 265
- 6.0.102 How to disable the error dialogs from Internet Explorer on javascript errors? 266
- 6.0.103 How to display a PDF file in REALbasic? 266
- 6.0.104 How to do a lottery in RB? 266
- 6.0.105 How to do an asycron DNS lookup? 267

	185
• 6.0.106 How to draw a dashed pattern line?	268
• 6.0.107 How to draw a nice antialiased line?	269
• 6.0.108 How to draw with CGContextMBS using my own handle?	270
• 6.0.109 How to dump java class interface?	270
• 6.0.110 How to duplicate a picture with mask or alpha channel?	271
• 6.0.111 How to enable assistive devices?	272
• 6.0.112 How to encrypt a file with Blowfish?	272
• 6.0.113 How to extract text from HTML?	273
• 6.0.114 How to find empty folders in a folder?	273
• 6.0.115 How to find iTunes on a Mac OS X machine fast?	274
• 6.0.116 How to find network interface for a socket by it's name?	274
• 6.0.117 How to find version of Microsoft Word?	275
• 6.0.118 How to fix CURL error 60/53 on connecting to server?	276
• 6.0.119 How to format double with n digits?	276
• 6.0.120 How to get a time converted to user time zone in a web app?	277
• 6.0.121 How to get an handle to the frontmost window on Windows?	277
• 6.0.122 How to get CFAbsoluteTime from date?	278
• 6.0.123 How to get client IP address on web app?	278
• 6.0.124 How to get fonts to load in charts on Linux?	279
• 6.0.125 How to get fonts to load in DynaPDF on Linux?	279
• 6.0.126 How to get GMT time and back?	280
• 6.0.127 How to get good crash reports?	280
• 6.0.128 How to get list of all threads?	280
• 6.0.129 How to get parameters from webpage URL in Real Studio Web Edition?	281
• 6.0.130 How to get Real Studio apps running Linux?	281
• 6.0.131 How to get the color for disabled textcolor?	282
• 6.0.132 How to get the current free stack space?	282
• 6.0.133 How to get the current timezone?	283
• 6.0.134 How to get the current window title?	284

- 6.0.135 How to get the cursor blink interval time? 285
- 6.0.136 How to get the list of the current selected files in the Finder? 286
- 6.0.137 How to get the Mac OS system version? 287
- 6.0.138 How to get the Mac OS Version using System.Gestalt? 287
- 6.0.139 How to get the screensize excluding the task bar? 288
- 6.0.140 How to get the size of the frontmost window on Windows? 288
- 6.0.141 How to get the source code of a HTMLViewer? 289
- 6.0.142 How to handle really huge images with GraphicsMagick or ImageMagick? 289
- 6.0.143 How to handle tab key for editable cells in listbox? 289
- 6.0.144 How to hard link MapKit framework? 291
- 6.0.145 How to have a PDF downloaded to the user in a web application? 291
- 6.0.146 How to hide all applications except mine? 292
- 6.0.147 How to hide script errors in HTMLViewer on Windows? 292
- 6.0.148 How to hide the grid/background/border in ChartDirector? 293
- 6.0.149 How to hide the mouse cursor on Mac? 293
- 6.0.150 How to insert image to NSTextView or TextArea? 293
- 6.0.151 How to jump to an anchor in a htmlviewer? 294
- 6.0.152 How to keep a movieplayer unclickable? 294
- 6.0.153 How to keep my web app from using 100% CPU time? 294
- 6.0.154 How to kill a process by name? 295
- 6.0.155 How to know how many CPUs are present? 295
- 6.0.156 How to know if a movie is finished? 296
- 6.0.157 How to know if QuickTime is installed on any target and can play MPEG 4 movies? 296
- 6.0.158 How to know if QuickTime is installed on any target? 297
- 6.0.159 How to know the calling function? 297
- 6.0.160 How to launch an app using it's creator code? 298
- 6.0.161 How to launch disc utility? 298
- 6.0.162 How to make a lot of changes to a REAL SQL Database faster? 299
- 6.0.163 How to make a NSImage object for my retina enabled app? 299

	187
• 6.0.164 How to make a window borderless on Windows?	299
• 6.0.165 How to make an alias using AppleEvents?	300
• 6.0.166 How to make an application smaller?	301
• 6.0.167 How to make AppleScripts much faster?	301
• 6.0.168 How to make double clicks on a canvas?	301
• 6.0.169 How to make my Mac not sleeping?	303
• 6.0.170 How to make my own registration code scheme?	304
• 6.0.171 How to make small controls on Mac OS X?	304
• 6.0.172 How to mark my Mac app as background only?	305
• 6.0.173 How to move a file or folder to trash?	306
• 6.0.174 How to move an application to the front using the creator code?	307
• 6.0.175 How to move file with ftp and curl plugin?	307
• 6.0.176 How to normalize string on Mac?	307
• 6.0.177 How to obscure the mouse cursor on Mac?	308
• 6.0.178 How to open icon file on Mac?	308
• 6.0.179 How to open PDF in acrobat reader?	309
• 6.0.180 How to open printer preferences on Mac?	309
• 6.0.181 How to open special characters panel on Mac?	310
• 6.0.182 How to optimize picture loading in Web Edition?	310
• 6.0.183 How to parse XML?	311
• 6.0.184 How to play audio in a web app?	311
• 6.0.185 How to pretty print xml?	312
• 6.0.186 How to print to PDF?	313
• 6.0.187 How to query Spotlight's Last Open Date for a file?	313
• 6.0.188 How to quit windows?	314
• 6.0.189 How to read a CSV file correctly?	314
• 6.0.190 How to read the command line on windows?	315
• 6.0.191 How to render PDF pages with PDF Kit?	316
• 6.0.192 How to restart a Mac?	316

- 6.0.193 How to resume ftp upload with curl plugin? 317
- 6.0.194 How to rotate a PDF page with CoreGraphics? 317
- 6.0.195 How to rotate image with CoreImage? 318
- 6.0.196 How to run a 32 bit application on a 64 bit Linux? 319
- 6.0.197 How to save a quicktime movie as a reference movie? 319
- 6.0.198 How to save HTMLViewer to PDF with landscape orientation? 319
- 6.0.199 How to save RTFD? 320
- 6.0.200 How to scale a picture proportionally with mask? 320
- 6.0.201 How to scale a picture proportionally? 321
- 6.0.202 How to scale/resize a picture? 322
- 6.0.203 How to search with regex and use unicode codepoints? 323
- 6.0.204 How to see if a file is invisible for Mac OS X? 323
- 6.0.205 How to set cache size for SQLite or REALSQLDatabase? 324
- 6.0.206 How to set the modified dot in the window? 325
- 6.0.207 How to show a PDF file to the user in a Web Application? 325
- 6.0.208 How to show Keyboard Viewer programmatically? 325
- 6.0.209 How to show the mouse cursor on Mac? 326
- 6.0.210 How to shutdown a Mac? 327
- 6.0.211 How to sleep a Mac? 327
- 6.0.212 How to speed up rasterizer for displaying PDFs with DynaPDF? 328
- 6.0.213 How to use PDFLib in my RB application? 328
- 6.0.214 How to use quotes in a string? 328
- 6.0.215 How to use Sybase in Web App? 328
- 6.0.216 How to use the Application Support folder? 329
- 6.0.217 How to use the IOPMCopyScheduledPowerEvents function in Realbasic? 329
- 6.0.218 How to validate a GUID? 332
- 6.0.219 How to walk a folder hierarchie non recursively? 332
- 6.0.220 I got this error: PropVal, QDPictMBS.Name (property value), Type mismatch error. Expected CGDataProviderMBS, but got Variant, Name:QDPictMBS 333
- 6.0.221 I registered the MBS Plugins in my application, but later the registration dialog is shown. 334

	189
• 6.0.222 I want to accept Drag & Drop from iTunes	334
• 6.0.223 I'm drawing into a listbox but don't see something.	336
• 6.0.224 I'm searching for a method or so to move a window from position x.y to somewhere else on the screen.	336
• 6.0.225 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?	337
• 6.0.226 Is the fn key on a powerbook keyboard down?	337
• 6.0.227 Is there a case sensitive Dictionary?	337
• 6.0.228 Is there a way to use the MBS plugin to get only the visible item and folder count on a volume?	338
• 6.0.229 Is there an easy way I can launch the Displays preferences panel?	338
• 6.0.230 Is there an easy way I can launch the Quicktime preferences panel?	339
• 6.0.231 List of Windows Error codes?	339
• 6.0.232 Midi latency on Windows problem?	339
• 6.0.233 My Xojo Web App does not launch. Why?	340
• 6.0.234 Pictures are not shown in my application. Why?	341
• 6.0.235 Realbasic doesn't work with your plugins on Windows 98.	341
• 6.0.236 REALbasic or my RB application itself crashes on launch on Mac OS Classic. Why?	341
• 6.0.237 SQLiteDatabase not initialized error?	341
• 6.0.238 Textconverter returns only the first x characters. Why?	341
• 6.0.239 The type translation between CoreFoundation/Foundation and Realbasic data types.	342
• 6.0.240 Uploaded my web app with FTP, but it does not run on the server!	344
• 6.0.241 What classes to use for hotkeys?	344
• 6.0.242 What do I need for Linux to get picture functions working?	345
• 6.0.243 What does the NAN code mean?	345
• 6.0.244 What font is used as a 'small font' in typical Mac OS X apps?	346
• 6.0.245 What is last plugin version to run on Mac OS X 10.4?	346
• 6.0.246 What is last plugin version to run on PPC?	347
• 6.0.247 What is the difference between Timer and WebTimer?	347
• 6.0.248 What is the list of Excel functions?	347
• 6.0.249 What is the replacement for PluginMBS?	348

- 6.0.250 What to do on Realbasic reporting a conflict? 348
- 6.0.251 What to do with a NSImageCacheException? 349
- 6.0.252 What to do with MySQL Error 2014? 349
- 6.0.253 What ways do I have to ping? 349
- 6.0.254 Where is CGGetActiveDisplayListMBS? 350
- 6.0.255 Where is CGGetDisplaysWithPointMBS? 350
- 6.0.256 Where is CGGetDisplaysWithRectMBS? 350
- 6.0.257 Where is CGGetOnlineDisplayListMBS? 350
- 6.0.258 Where is GetObjectClassNameMBS? 350
- 6.0.259 Where is NetworkAvailableMBS? 351
- 6.0.260 Where is StringHeight function in DynaPDF? 351
- 6.0.261 Where is XLSDocumentMBS class? 351
- 6.0.262 Where to get information about file formats? 352
- 6.0.263 Where to register creator code for my application? 352
- 6.0.264 Which Mac OS X frameworks are 64bit only? 352
- 6.0.265 Which plugins are 64bit only? 353
- 6.0.266 Why application doesn't launch because of a missing ddraw.dll!? 353
- 6.0.267 Why application doesn't launch because of a missing shlwapi.dll!? 353
- 6.0.268 Why do I hear a beep on keydown? 353
- 6.0.269 Why does folderitem.item return nil? 353
- 6.0.270 Why doesn't showurl work? 354
- 6.0.271 Why have I no values in my chart? 354
- 6.0.272 Will application size increase with using plugins? 354
- 6.0.273 XLS: Custom format string guidelines 354

Chapter 6

The FAQ

6.0.1 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)

6.0.2 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:

- 6.0.3 How to catch delete key? 193
- 6.0.4 How to convert cmyk to rgb? 193
- 6.0.5 How to delete a folder? 195
- 6.0.6 How to detect if CPU if 64bit processor? 196
- 6.0.7 How to refresh a htmlviewer on Windows? 196

6.0.3 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:

- 6.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 192
- 6.0.4 How to convert cmyk to rgb? 193
- 6.0.5 How to delete a folder? 195
- 6.0.6 How to detect if CPU if 64bit processor? 196
- 6.0.7 How to refresh a htmlviewer on Windows? 196

6.0.4 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:

- 6.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 192
- 6.0.3 How to catch delete key? 193
- 6.0.5 How to delete a folder? 195
- 6.0.6 How to detect if CPU is 64bit processor? 196
- 6.0.7 How to refresh a htmlviewer on Windows? 196

6.0.5 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:

- 6.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 192
- 6.0.3 How to catch delete key? 193
- 6.0.4 How to convert cmyk to rgb? 193
- 6.0.6 How to detect if CPU is 64bit processor? 196
- 6.0.7 How to refresh a htmlviewer on Windows? 196

6.0.6 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:

- 6.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 192
- 6.0.3 How to catch delete key? 193
- 6.0.4 How to convert cmyk to rgb? 193
- 6.0.5 How to delete a folder? 195
- 6.0.7 How to refresh a htmlviewer on Windows? 196

6.0.7 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:

- 6.0.2 How do I get the proper highlight color on Mac OS X for active/inactive selection? 192
- 6.0.3 How to catch delete key? 193
- 6.0.4 How to convert cmyk to rgb? 193
- 6.0.5 How to delete a folder? 195
- 6.0.6 How to detect if CPU is 64bit processor? 196

6.0.8 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

```

6.0.9 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.

6.0.10 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
```

6.0.11 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.

6.0.12 Can I access Access Database with Java classes?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** You can use ucanaccess to access databases created with Microsoft

Example:

```

dim options(-1) as string

// load all the jar files we have in a folder called java:

dim appFolder as FolderItem = GetFolderItem("")

Dim count as Integer = appFolder.Parent.Child("java").Count
dim libjs() as string
For i as Integer = 1 to count
Dim f As FolderItem = appFolder.Parent.Child("java").item(i)
If f <> Nil and f.Exists Then
libjs.append f.NativePath+";"
End If
Next

// now init virtual machine
dim library as string = Join(libjs, "")
dim vm as new JavaVMMBS(library)

if vm.Handle = 0 then
MsgBox "Failed to initialize virtual machine"
else
// now make a new database connection with ucanaccess
dim d as new JavaDatabaseMBS(vm,"net.ucanaccess.jdbc.UcanaccessDriver")
Dim DbFile as FolderItem = appFolder.Parent.Child("Database11.accdb")
dim j as JavaConnectionMBS = d.getConnection("jdbc:ucanaccess://" + DbFile.NativePath)

// select and show values
dim r as JavaResultSetMBS = j.MySelectSQL("Select * From test")
while r.NextRecord
MsgBox r.getString("FirstName") + " " + r.getString("LastName")
wend

end if

Exception e as JavaExceptionMBS

```

```
MsgBox e.message+" errorcode: "+str(e.ErrorNumber)
```

Notes:

see website:

<http://ucanaccess.sourceforge.net/site.html>

6.0.13 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:

This is a feature request to allow graphics subclasses:

Feedback case 11391: feedback://showreport?report_id=11391

6.0.14 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.

6.0.15 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)

6.0.16 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.

6.0.17 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.

6.0.18 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.

6.0.19 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>

6.0.20 Can I use your plugin controls on a web application?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** No.

6.0.21 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.

6.0.22 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

6.0.23 ChartDirector: Color Specification

Plugin Version: 8.2, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** ChartDirector: Color Specification

Notes:

Many functions in the ChartDirector API accept colors as parameters. ChartDirector supports colors specified in web and HTML compatible ARGB format, in which ARGB refers to the Alpha transparency, Red, Green and Blue components of the color.

In addition to ARGB colors, ChartDirector supports "dynamic" colors. A dynamic color is a color that changes depending on the position of the pixels. The "dynamic" colors that ChartDirector supports include "pattern colors", "metal colors", "gradient colors", "zone colors" and "dash line colors".

ChartDirector supports specifying colors indirectly using "palette colors". When a "palette color" is used, the color is specified as an index to a palette. The actual color is looked up from the palette. ARGB Color ARGB color consists of 4 components - alpha transparency, red, green and blue. The four components are encoded as a 32-bit number, with each component occupying 8 bits. In hexadecimal notation, it is AAR-

BottomLeft	1	The leftmost point on the bottom line.
BottomCenter	2	The center point on the bottom line.
BottomRight	3	The rightmost point on the bottom line.
Left	4	The leftmost point on the middle horizontal line.
Center	5	The center point on the middle horizontal line.
Right	6	The rightmost point on the middle horizontal line.
TopLeft	7	The leftmost point on the top line.
TopCenter	8	The center point on the top line.
TopRight	9	The rightmost point on the top line.
Bottom	2	The center point on the bottom line. Same as BottomCenter.
Top	8	The center point on the top line. Same as TopCenter.
TopLeft2	10	An alternative top-left position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, TopLeft2 refers to refers to the left of the top side, while TopLeft refers to the top of the left side. The reverse applies for a horizontal axis.
TopRight2	11	An alternative top-right position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, TopRight2 refers to refers to the right of the top side, while TopRight refers to the top of the right side. The reverse applies for a horizontal axis.
BottomLeft2	12	An alternative bottom-left position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, BottomLeft2 refers to refers to the left of the bottom side, while BottomLeft refers to the bottom of the left side. The reverse applies for a horizontal axis.
BottomRight2	13	An alternative bottom-right position used in Axis.setTitlePos for axis title positioning only. For a vertical axis, BottomRight2 refers to refers to the right of the bottom side, while BottomRight refers to the bottom of the right side. The reverse applies for a horizontal axis.

RGGBB, where AA, RR, GG and BB are the alpha transparency, red, green and blue components.

Each component ranges from 00 - FF (0 - 255), representing its intensity. For example, pure red color is 00FF0000, pure green color is 0000FF00, and pure blue color is 000000FF. White color is 00FFFFFF, and black color is 00000000.

Most programming language requires you to put special prefix in front of hexadecimal characters. For C++, the prefix is "0x". For example, the syntax for the hexadecimal number 00FFFFFF is 0x00FFFFFF, or simply 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.

6.0.24 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.

6.0.25 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.

6.0.26 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.

6.0.27 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
```

6.0.28 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.

6.0.29 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)

6.0.30 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.

6.0.31 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.

6.0.32 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.

6.0.33 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

6.0.34 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.

6.0.35 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.

6.0.36 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.

6.0.37 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.

6.0.38 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.

6.0.39 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.

6.0.40 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.

6.0.41 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.

6.0.42 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.

6.0.43 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.

6.0.44 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
```

6.0.45 How can I learn what shared libraries are required by a plugin on Linux?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** Please use the ldd command in the terminal.

Notes:

You build an app on any platform, but for Linux.

For the resulting .so files in the libs folder, you can run the ldd command with the library path as parameter. It shows you references lib files and you can make sure you have those installed.

This is a sample run of our graphicsmagick plugin:

```
cs@Ubuntu32:
textasciitilde /MeinProgramm/MeinProgramm Libs$ ldd libMBSGraphicsMagickPlugin17744.so
linux-gate.so.1 =>(0xb76ee000)
libdl.so.2 =>/lib/i386-linux-gnu/libdl.so.2 (0xb6f0e000)
libgtk-x11-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgtk-x11-2.0.so.0 (0xb6aa6000)
libpthread.so.0 =>/lib/i386-linux-gnu/libpthread.so.0 (0xb6a8a000)
libstdc++.so.6 =>/usr/lib/i386-linux-gnu/libstdc++.so.6 (0xb69a5000)
libm.so.6 =>/lib/i386-linux-gnu/libm.so.6 (0xb6979000)
libgcc_s.so.1 =>/lib/i386-linux-gnu/libgcc_s.so.1 (0xb695b000)
libc.so.6 =>/lib/i386-linux-gnu/libc.so.6 (0xb67b1000)
/lib/ld-linux.so.2 (0xb76ef000)
libgdk-x11-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgdk-x11-2.0.so.0 (0xb6701000)
libpangocairo-1.0.so.0 =>/usr/lib/i386-linux-gnu/libpangocairo-1.0.so.0 (0xb66f4000)
libX11.so.6 =>/usr/lib/i386-linux-gnu/libX11.so.6 (0xb65c0000)
libXfixes.so.3 =>/usr/lib/i386-linux-gnu/libXfixes.so.3 (0xb65ba000)
```

```

libatk-1.0.so.0 =>/usr/lib/i386-linux-gnu/libatk-1.0.so.0 (0xb659a000)
libcairo.so.2 =>/usr/lib/i386-linux-gnu/libcairo.so.2 (0xb64ce000)
libgdk_pixbuf-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgdk_pixbuf-2.0.so.0 (0xb64ad000)
libgio-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgio-2.0.so.0 (0xb6356000)
libpangoft2-1.0.so.0 =>/usr/lib/i386-linux-gnu/libpangoft2-1.0.so.0 (0xb632a000)
libpango-1.0.so.0 =>/usr/lib/i386-linux-gnu/libpango-1.0.so.0 (0xb62e0000)
libfontconfig.so.1 =>/usr/lib/i386-linux-gnu/libfontconfig.so.1 (0xb62ab000)
libgobject-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgobject-2.0.so.0 (0xb625c000)
libglib-2.0.so.0 =>/lib/i386-linux-gnu/libglib-2.0.so.0 (0xb6163000)
libXext.so.6 =>/usr/lib/i386-linux-gnu/libXext.so.6 (0xb6151000)
libXrender.so.1 =>/usr/lib/i386-linux-gnu/libXrender.so.1 (0xb6147000)
libXinerama.so.1 =>/usr/lib/i386-linux-gnu/libXinerama.so.1 (0xb6142000)
libXi.so.6 =>/usr/lib/i386-linux-gnu/libXi.so.6 (0xb6132000)
libXrandr.so.2 =>/usr/lib/i386-linux-gnu/libXrandr.so.2 (0xb6129000)
libXcursor.so.1 =>/usr/lib/i386-linux-gnu/libXcursor.so.1 (0xb611e000)
libXcomposite.so.1 =>/usr/lib/i386-linux-gnu/libXcomposite.so.1 (0xb611a000)
libXdamage.so.1 =>/usr/lib/i386-linux-gnu/libXdamage.so.1 (0xb6115000)
libfreetype.so.6 =>/usr/lib/i386-linux-gnu/libfreetype.so.6 (0xb607b000)
libxcb.so.1 =>/usr/lib/i386-linux-gnu/libxcb.so.1 (0xb605a000)
libpixman-1.so.0 =>/usr/lib/i386-linux-gnu/libpixman-1.so.0 (0xb5fc2000)
libpng12.so.0 =>/lib/i386-linux-gnu/libpng12.so.0 (0xb5f98000)
libxcb-shm.so.0 =>/usr/lib/i386-linux-gnu/libxcb-shm.so.0 (0xb5f93000)
libxcb-render.so.0 =>/usr/lib/i386-linux-gnu/libxcb-render.so.0 (0xb5f89000)
libz.so.1 =>/lib/i386-linux-gnu/libz.so.1 (0xb5f73000)
libgmodule-2.0.so.0 =>/usr/lib/i386-linux-gnu/libgmodule-2.0.so.0 (0xb5f6e000)
libselinux.so.1 =>/lib/i386-linux-gnu/libselinux.so.1 (0xb5f4f000)
libresolv.so.2 =>/lib/i386-linux-gnu/libresolv.so.2 (0xb5f36000)
libexpat.so.1 =>/lib/i386-linux-gnu/libexpat.so.1 (0xb5f0c000)
libffi.so.6 =>/usr/lib/i386-linux-gnu/libffi.so.6 (0xb5f05000)
libpcre.so.3 =>/lib/i386-linux-gnu/libpcre.so.3 (0xb5ec9000)
librt.so.1 =>/lib/i386-linux-gnu/librt.so.1 (0xb5ec0000)
libXau.so.6 =>/usr/lib/i386-linux-gnu/libXau.so.6 (0xb5ebb000)
libXdmcp.so.6 =>/usr/lib/i386-linux-gnu/libXdmcp.so.6 (0xb5eb4000)
cs@Ubuntu32:
textasciitilde /MeinProgramm/MeinProgramm Libs$

```

As you see all library have been found and their load address is printed behind the na,e.
If a library is missing, you usually see the address missing there or being zero.

6.0.46 How can I validate an email address?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** You can try this code:

Example:

```

Dim re As RegEx
re = New RegEx

```

```
Dim rm As RegExMatch
```

```
re.SearchPattern = "[a-z0-9!#$%&'*/+=?^_`{|}
textasciitilde - ]+(?:\.[a-z0-9!#$%&'*/+=?^_`{|}
textasciitilde - ]+)*@(?:[a-z0-9](?:[a-z0-9-
]*[a-z0-9])?\.)+[a-z0-9](?:[a-z0-9-
]*[a-z0-9])?"
rm = re.Search(editField1.Text)
```

```
if rm = Nil Then
StaticText2.text = editField1.Text + " not valid email"
Else
StaticText2.Text = editField1.Text + " is valid"
End if
```

Notes:

Adapted from:
<http://www.regular-expressions.info/email.html>

6.0.47 How do I check if the QuickTime component for the JPEG exporting is available?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: No. **Answer:** If you want to know if the PictureToString functions will work, you may try this function:

Example:

```
Function IsQTJPEGEExporterAvailable() As Boolean
```

```
dim q as QTComponentInformationMBS
```

```
// search for QuickTime JPEG exporter codec
q=new QTComponentInformationMBS
```

```
while q.NextComponent
if q.Type="imco" and q.SubType="jpeg" then
Return true
end if
wend
```

```
Return false // not found
End Function
```

Notes:

It should work like this for other types like:


```

"tiff" ->TIFF
"PNTG" ->Mac Paint
"gif " ->GIF
"WRLE" ->Windows BMP
"tga " ->Targa
"png " ->PNG
etc.

```

6.0.48 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.

```

6.0.49 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.

6.0.50 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.

6.0.51 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.

6.0.52 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
```

6.0.53 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.

6.0.54 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.

6.0.55 How do I get the printer name?

Plugin Version: all, Console & Web: No. **Answer:** For Mac OS Classic see the code below and for Mac OS X use the Carbon Print Manager Classes from the MBS Plugin.

Example:

```
dim s as String
dim i as Integer

s=app.ResourceFork.GetResource("STR ",-8192)
if s<>"" then
i=ascb(leftb(s,1))
s=mid(s,2,i)

MsgBox s
end if
```

Notes:

A note from Craig Hoyt:

After looking at your example I had a little deja-vu experience. Several years ago I played around with this same code in FutureBasic. I discovered that it did not and still doesn't provide the 'Printer Name', it does return the print driver name. If it returns 'LaserWriter 8' as the print driver you can look into this file and get the 'PAPA' resource # -8192 to get the actual Printer Name. Unfortunately this does not hold true for other printers. My Epson and HP Printers (the Epson has an Ethernet Card and the HP is USB) do not provide this info in their drivers. As far as I can tell it only returns the name by polling the printer itself.

6.0.56 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.

6.0.57 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.

6.0.58 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 CFOBJECTMBS = 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.

6.0.59 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.

6.0.60 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.

6.0.61 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.

6.0.62 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.

6.0.63 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).

6.0.64 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.

6.0.65 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.

6.0.66 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>
```

6.0.67 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

6.0.68 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.

6.0.69 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)

6.0.70 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.

6.0.71 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.

6.0.72 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/> .

6.0.73 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.

6.0.74 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.

6.0.75 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

```

6.0.76 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.

6.0.77 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.

6.0.78 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.

6.0.79 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.

6.0.80 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.

6.0.81 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
```

6.0.82 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

```

6.0.83 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

```

6.0.84 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.

6.0.85 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.

6.0.86 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.

6.0.87 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
```

6.0.88 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.

6.0.89 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.

6.0.90 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.

6.0.91 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.

6.0.92 How to create a GUID?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Use the UUIDMBS class for this.

6.0.93 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.

6.0.94 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.

6.0.95 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.

6.0.96 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.

6.0.97 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)

6.0.98 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.

6.0.99 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".

6.0.100 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)
```

6.0.101 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.

6.0.102 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.

6.0.103 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.

6.0.104 How to do a lottery in RB?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:** Try this function:

Example:

```
Sub Lotto(max as Integer,count as Integer,z() as Integer)
// Lotto count numbers of max put into the array z beginning at index 0
dim n(0) as Integer ' all the numbers
dim m as Integer ' the highest field in the current array
dim i,a,b,d as Integer ' working variables

'fill the array with the numbers
m=max-1
redim n(m)
```

```

for i=0 to m
n(i)=i+1
next

' unsort them by exchanging random ones
m=max*10
for i=1 to m
a=rnd*max
b=rnd*max

d=n(a)
n(a)=n(b)
n(b)=d
next

' get the first count to the dest array
m=count-1
redim z(m)
for i=0 to m
z(i)=n(i)
next

'sort the result
z.sort
End Sub

Sub Open()
// Test it

dim za(0) as Integer ' the array of the numbers

lotto 49,6,za ' 6 of 49 in Germany

' and display them
staticText1.text=str(za(0))+chr(13)+str(za(1))+chr(13)+str(za(2))+chr(13)+str(za(3))+chr(13)+str(za(4))+chr(13)+str(za(5))+chr(13)+str(za(6))+chr(13)+str(za(7))+chr(13)+str(za(8))+chr(13)+str(za(9))+chr(13)+str(za(10))+chr(13)+str(za(11))+chr(13)+str(za(12))+chr(13)+str(za(13))+chr(13)+str(za(14))+chr(13)+str(za(15))+chr(13)+str(za(16))+chr(13)+str(za(17))+chr(13)+str(za(18))+chr(13)+str(za(19))+chr(13)+str(za(20))+chr(13)+str(za(21))+chr(13)+str(za(22))+chr(13)+str(za(23))+chr(13)+str(za(24))+chr(13)+str(za(25))+chr(13)+str(za(26))+chr(13)+str(za(27))+chr(13)+str(za(28))+chr(13)+str(za(29))+chr(13)+str(za(30))+chr(13)+str(za(31))+chr(13)+str(za(32))+chr(13)+str(za(33))+chr(13)+str(za(34))+chr(13)+str(za(35))+chr(13)+str(za(36))+chr(13)+str(za(37))+chr(13)+str(za(38))+chr(13)+str(za(39))+chr(13)+str(za(40))+chr(13)+str(za(41))+chr(13)+str(za(42))+chr(13)+str(za(43))+chr(13)+str(za(44))+chr(13)+str(za(45))+chr(13)+str(za(46))+chr(13)+str(za(47))+chr(13)+str(za(48))+chr(13)+str(za(49))+chr(13)+str(za(50))+chr(13)+str(za(51))+chr(13)+str(za(52))+chr(13)+str(za(53))+chr(13)+str(za(54))+chr(13)+str(za(55))+chr(13)+str(za(56))+chr(13)+str(za(57))+chr(13)+str(za(58))+chr(13)+str(za(59))+chr(13)+str(za(60))+chr(13)+str(za(61))+chr(13)+str(za(62))+chr(13)+str(za(63))+chr(13)+str(za(64))+chr(13)+str(za(65))+chr(13)+str(za(66))+chr(13)+str(za(67))+chr(13)+str(za(68))+chr(13)+str(za(69))+chr(13)+str(za(70))+chr(13)+str(za(71))+chr(13)+str(za(72))+chr(13)+str(za(73))+chr(13)+str(za(74))+chr(13)+str(za(75))+chr(13)+str(za(76))+chr(13)+str(za(77))+chr(13)+str(za(78))+chr(13)+str(za(79))+chr(13)+str(za(80))+chr(13)+str(za(81))+chr(13)+str(za(82))+chr(13)+str(za(83))+chr(13)+str(za(84))+chr(13)+str(za(85))+chr(13)+str(za(86))+chr(13)+str(za(87))+chr(13)+str(za(88))+chr(13)+str(za(89))+chr(13)+str(za(90))+chr(13)+str(za(91))+chr(13)+str(za(92))+chr(13)+str(za(93))+chr(13)+str(za(94))+chr(13)+str(za(95))+chr(13)+str(za(96))+chr(13)+str(za(97))+chr(13)+str(za(98))+chr(13)+str(za(99))+chr(13)+str(za(100))
End Sub

```

6.0.105 How to do an asycron DNS lookup?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** use CFHostMBS class (Mac OS X only).

Notes:

REALbasic internal functions and plugin DNS functions are sycronized.

You can use `DNSLookupThreadMBS` class for doing them asynchron.

6.0.106 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.

6.0.107 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.

6.0.108 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)

6.0.109 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

6.0.110 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.

6.0.111 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.

6.0.112 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.

6.0.113 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 .

6.0.114 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
```

6.0.115 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
```

6.0.116 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.

6.0.117 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".

6.0.118 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/>

6.0.119 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.

6.0.120 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
```

6.0.121 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
```

6.0.122 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.

6.0.123 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
```

6.0.124 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.

6.0.125 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.

6.0.126 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.

6.0.127 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>

6.0.128 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.

6.0.129 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.

6.0.130 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.

6.0.131 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" ...

6.0.132 How to get the current free stack space?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You can something like the code below:

Example:

```
Sub ShowStackSize()
dim threadid as Integer
```

```

dim size as Integer

declare function GetCurrentThread lib "Carbon" (byref threadid as Integer) as short
declare function ThreadCurrentStackSize lib "Carbon" (threadid as Integer, byref size as Integer) as short

if GetCurrentThread(threadid)=0 then
if 0=ThreadCurrentStackSize(threadid,size) then
MsgBox str(size)
end if
end if
End Sub

```

Notes: For Mac OS 9, use "ThreadLib" instead of "CarbonLib". You can use # if you like for that.

6.0.133 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

```

6.0.134 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

```

6.0.135 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.

6.0.136 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
```

6.0.137 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
```

6.0.138 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.

6.0.139 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.

6.0.140 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!

6.0.141 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
```

6.0.142 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.

6.0.143 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.

6.0.144 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.

6.0.145 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.

6.0.146 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
```

6.0.147 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).

6.0.148 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.

6.0.149 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.

6.0.150 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.

6.0.151 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
```

6.0.152 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
```

6.0.153 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.

6.0.154 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.

6.0.155 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.

6.0.156 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!?

6.0.157 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.

6.0.158 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.

6.0.159 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.

6.0.160 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
```

6.0.161 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.

6.0.162 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.

6.0.163 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.

6.0.164 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

```

6.0.165 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

6.0.166 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.

6.0.167 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
```

6.0.168 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
```

6.0.169 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.

6.0.170 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?

6.0.171 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))

```

6.0.172 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.

6.0.173 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.

6.0.174 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)

6.0.175 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 "RNTD 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.

6.0.176 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.

6.0.177 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.

6.0.178 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
```

6.0.179 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.

6.0.180 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
```

6.0.181 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.

6.0.182 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>

6.0.183 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.

6.0.184 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)+";")
```

6.0.185 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>

6.0.186 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.

6.0.187 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.

6.0.188 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.

6.0.189 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.

6.0.190 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.

6.0.191 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.

6.0.192 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
```

6.0.193 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.

6.0.194 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.

6.0.195 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
```

6.0.196 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.

6.0.197 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))
```

6.0.198 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.

6.0.199 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.

6.0.200 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.

6.0.201 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)

6.0.202 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.

6.0.203 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

```

6.0.204 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

```

6.0.205 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.

6.0.206 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
```

6.0.207 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>

6.0.208 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

```

6.0.209 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.

6.0.210 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
```

6.0.211 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
```

6.0.212 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.

6.0.213 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.

6.0.214 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""."
```

6.0.215 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
```

6.0.216 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!

6.0.217 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.

6.0.218 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".

6.0.219 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.

6.0.220 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.

6.0.221 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.

6.0.222 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.

6.0.223 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.

6.0.224 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.

6.0.225 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)

6.0.226 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.

6.0.227 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

6.0.228 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.

6.0.229 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

```

6.0.230 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

```

6.0.231 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>

6.0.232 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)

6.0.233 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?

6.0.234 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.

6.0.235 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.

6.0.236 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.

6.0.237 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.

6.0.238 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.

6.0.239 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 CTypeRef to Variant:

CFDictionaryRef ->Dictionary
 CFStringRef ->String
 CFDataRef ->String
 CFURL ->String
 CFNumber ->Integer/Double/Int64
 CFArray ->Array
 CFDate ->date
 nil ->nil
 CGColorSpace ->CGColorSpaceMBS
 CGColor ->CGColorMBS
 CGImage ->CGImageMBS
 CF* ->CF*MBS

Variant to Carbon CFTypeRef:

Dictionary ->CFDictionaryRef
 Boolean ->CFBooleanRef
 Color ->CFNumberRef
 Integer ->CFNumberRef
 Int64 ->CFNumberRef
 Single ->CFNumberRef
 Double ->CFNumberRef
 String ->CFStringRef
 Color ->CGColorRef
 Date ->CFDateRef
 nil ->nil
 Memoryblock ->CFDataRef
 Folderitem ->CFURLRef
 Dictionary ->CFDictionaryRef
 Array of Variant/String/Date/Double/Single/Int64/Integer ->CFArray
 CGRectMBS ->CGRect as CFDataRef
 CGSizeMBS ->CGSize as CFDataRef
 CGPointMBS ->CGPoint as CFDataRef
 CGColorMBS ->CGColor
 CGColorSpaceMBS ->CGColorSpace
 CGImageMBS ->CGImage
 CGDataConsumerMBS ->CGDataConsumer
 CGDataProviderMBS ->CGDataProvider
 CF*MBS ->CF*

Strings without encodings should be put into dictionaries as memoryblocks.

6.0.240 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.

6.0.241 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.

6.0.242 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.

6.0.243 What does the NAN code mean?

Plugin Version: all, Console & Web: No, Mac: Yes, Win: Yes, Linux: Yes. **Answer:**

6.0.244 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
```

6.0.245 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.

6.0.246 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.

6.0.247 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.

6.0.248 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.

6.0.249 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.

6.0.250 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.

6.0.251 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.

6.0.252 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.

6.0.253 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.

6.0.254 Where is CGGetActiveDisplayListMBS?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now CGDisplayMBS.GetActiveDisplayList.

6.0.255 Where is CGGetDisplaysWithPointMBS?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now CGDisplayMBS.GetDisplaysWithPoint.

6.0.256 Where is CGGetDisplaysWithRectMBS?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now CGDisplayMBS.GetDisplaysWithRect.

6.0.257 Where is CGGetOnlineDisplayListMBS?

Plugin Version: all, Console & Web: No, Mac: No, Win: Yes, Linux: No. **Answer:** This is now CGDisplayMBS.GetOnlineDisplayList.

6.0.258 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.

6.0.259 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.

6.0.260 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.

6.0.261 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.

6.0.262 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>

6.0.263 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>

6.0.264 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.

6.0.265 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.

6.0.266 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.

6.0.267 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.

6.0.268 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.

6.0.269 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.

6.0.270 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.

6.0.271 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.

6.0.272 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.

6.0.273 XLS: Custom format string guidelines

Plugin Version: all, Console & Web: No, Mac: Yes, Win: No, Linux: No. **Answer:** You have to download the source code and compile a static version of the library.

Notes:

Up to four sections of format codes can be specified. The format codes, separated by semicolons, define the formats for positive numbers, negative numbers, zero values, and text, in that order. If only two sections are specified, the first is used for positive numbers and zeros, and the second is used for negative numbers. If only one section is specified, it is used for all numbers. Four sections example:

,# # # .00-); [Red] (# ,# # # .00);0.00;"sales"@

The following table describes the different symbols that are available for use in custom number formats.

Specify colors

To set the text color for a section of the format, type the name of one of the following eight colors in square brackets in the section. The color code must be the first item in the section.

Instead of using the name of the color, the color index can be used, like this [Color3] for Red. Valid numeric indexes for color range from 1 to 56, which reference by index to the legacy color palette.

Specify conditions

To set number formats that will be applied only if a number meets a specified condition, enclose the condition in square brackets. The condition consists of a comparison operator and a value. Comparison operators include: = Equal to; >Greater than; <Less than; >= Greater than or equal to, <= Less than or equal to, and <>Not equal to. For example, the following format displays numbers that are less than or equal to 100 in a red font and numbers that are greater than 100 in a blue font.

[Red] [<=100] ; [Blue] [>100]

If the cell value does not meet any of the criteria, then pound signs ("# ") are displayed across the width of the cell.

Dates and times

Examples

Parameter	Description
x	The x value of the data point. For an enumerated x-axis (see <code>Axis.setLabels</code> on what is an enumerated axis), the first data point is 0, and the nth data point is (n-1).
xLabel	The bottom x-axis label of the data point.
x2Label	The top x-axis label of the data point.
value	The value of the data point.
accValue	The sum of values of all data points that are in the same x position and same data group as the current data point, and with data set number less than or equal to the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
totalValue	The sum of values of all data points that are in the same x position and same data group as the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
percent	The percentage of the data point based on the total value of all data points that are in the same x position and same data group as the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
accPercent	The accumulated percentage of the data point based on the total value of all data points that are in the same x position and same data group as the current data point. This is useful for stacked charts, such as stacked bar chart and stacked area chart.
gpercent	The percentage of the data point based on the total value of all data points in a layer.
dataSet	The data set number to which the data point belongs. The first data set is 0. The nth data set is (n-1).
dataSetName	The name of the data set to which the data point belongs.
dataItem	The data point number within the data set. The first data point is 0. The nth data point is (n-1).
dataGroup	The data group number to which the data point belongs. The first data group is 0. The nth data group is (n-1).
dataGroupName	The name of the data group to which the data point belongs.
layerId	The layer number to which the data point belongs. The first layer is 0. The nth layer is (n-1).
fieldN	The (N + 1)th extra field. For example, { field0 } means the first extra field. An extra field is an array of custom elements added using <code>Layer.addExtraField</code> , <code>Layer.addExtraField2</code> , <code>BaseChart.addExtraField</code> or <code>BaseChart.addExtraField2</code> .

diFieldN	Same as fieldN. See above.
dsFieldN	Similar to fieldN, except that dsFieldN means the extra field is indexed by data set number. The Pth data set corresponds to the Pth element of the extra field.
dsdiFieldN	Similar to fieldN, except that dsdiFieldN means the extra fields are indexed by both the data set number and data point number. The Pth data item of the Qth data set corresponds to the Pth element of the (N + Q)th extra field.

Parameter	Description
zx	The symbol scale in the x dimension. Applicable for layers with symbol scales set by <code>LineStyle.setSymbolScale</code> .
zy	The symbol scale in the y dimension. Applicable for layers with symbol scales set by <code>LineStyle.setSymbolScale</code> .
z	The symbol scale without distinguishing the dimension to use. Applicable for layers with symbol scales set by <code>LineStyle.setSymbolScale</code> .

Parameter	Description
slope	The slope of the trend line.
intercept	The y-intercept of the trend line.
corr	The correlation coefficient in linear regression analysis.
stderr	The standard error in linear regression analysis.

Parameter	Description
top	The value of the top edge of the box-whisker symbol.
bottom	The value of the bottom edge of the box-whisker symbol.
max	The value of the maximum mark of the box-whisker symbol.
min	The value of the minimum mark of the box-whisker symbol.
med	The value of the median mark of the box-whisker symbol.

Parameter	Description
high	The high value.
low	The low value.
open	The open value.
close	The close value.

Parameter	Description
dir	The direction of the vector.
len	The length of the vector.

Parameter	Description
radius	The radial value of the data point.
value	Same as { radius } . See above.
angle	The angular value of the data point.
x	Same as { angle } . See above.
label	The angular label of the data point.
xLabel	Same as { label } . See above.
name	The name of the layer to which the data point belongs.
dataSetName	Same as { name } . See above.
i	The data point number. The first data point is 0. The nth data point is (n-1).
dataItem	Same as { i } . See above.
z	The symbol scale. Applicable for layers with symbol scales set by Polar-Layer.setSymbolScale.
fieldN	The (N + 1)th extra field. For example, { field0 } means the first extra field. An extra field is an array of custom elements added using Layer.addExtraField, Layer.addExtraField2, BaseChart.addExtraField or BaseChart.addExtraField2.
diFieldN	Same as fieldN. See above.
dsFieldN	Similar to fieldN, except that dsFieldN means the extra field is indexed by layer index. The Pth layer corresponds to the Pth element of the extra field.
dsdiFieldN	Similar to fieldN, except that dsdiFieldN means the extra fields are indexed by both the data set number and data point number. The Pth data item of the Qth layer corresponds to the Pth element of the (N + Q)th extra field.
Parameter	Description
dir	The direction of the vector.
len	The length of the vector.
Parameter	Description
value	The axis value at the tick position.
label	The axis label at the tick position.
Parameter	Description
[param]	The name of the parameter
[a]	If this field a number, it specifies the number of decimal places (digits to the right of the decimal point).

[b]	The thousand separator. Should be a non-alphanumeric character (not 0-9, A-Z, a-z). Use ' '.
textasciitilde ' for no thousand separator. The default is ' '.	
textasciitilde ', which can be modified using BaseChart.setNumberFormat.	
[c]	The decimal point character. The default is '.', which can be modified using BaseChart.setNumberFormat.
[d]	The negative sign character. Use ' '.
textasciitilde ' for no negative sign character. The default is '-', which can be modified using BaseChart.setNumberFormat.	

Parameter	Description
yyyy	The year in 4 digits (e.g. 2002)
yyy	The year showing only the least significant 3 digits (e.g. 002 for the year 2002)
yy	The year showing only the least significant 2 digits (e.g. 02 for the year 2002)
y	The year showing only the least significant 1 digits (e.g. 2 for the year 2002)
mmm	The month formatted as its name. The default is to use the first 3 characters of the english month name (Jan, Feb, Mar ...). The names can be configured using BaseChart.setMonthNames.
mm	The month formatted as 2 digits from 01 - 12, adding leading zero if necessary.
m	The month formatted using the minimum number of digits from 1 - 12.
MMM	The first 3 characters of the month name converted to upper case. The names can be configured using BaseChart.setMonthNames.
MM	The first 2 characters of the month name converted to upper case. The names can be configured using BaseChart.setMonthNames.
M	The first character of the month name converted to upper case. The names can be configured using BaseChart.setMonthNames.
dd	The day of month formatted as 2 digits from 01 - 31, adding leading zero if necessary.
d	The day of month formatted using the minimum number of digits from 1 - 31.
w	The name of the day of week. The default is to use the first 3 characters of the english day of week name (Sun, Mon, Tue ...). The names can be configured using BaseChart.setWeekDayNames.
hh	The hour of day formatted as 2 digits, adding leading zero if necessary. The 2 digits will be 00 - 23 if the 'a' option (see below) is not specified, otherwise it will be 01 - 12.
h	The hour of day formatted using the minimum number of digits. The digits will be 0 - 23 if the 'a' option (see below) is not specified, otherwise it will be 01 - 12.
nn	The minute formatted as 2 digits from 00 - 59, adding leading zero if necessary.
n	The minute formatted using the minimum number of digits from 00 - 59.
ss	The second formatted as 2 digits from 00 - 59, adding leading zero if necessary.
s	The second formatted using the minimum number of digits from 00 - 59.
a	Display either 'am' or 'pm', depending on whether the time is in the morning or afternoon. The text 'am' and 'pm' can be modified using BaseChart.setAMPM.

Shape Id	Value	Description
SquareShape	1	Square shape. See (1, 1) above.
DiamondShape	2	Diamond shape. See (2, 1) above.
TriangleShape	3	Triangle shape pointing upwards. See (3, 1) above.
RightTriangleShape	4	Triangle shape pointing rightwards. See (4, 1) above.
LeftTriangleShape	5	Triangle shape pointing leftwards. See (5, 1) above.
InvertedTriangleShape	6	Triangle shape pointing downwards. See (1, 2) above.
CircleShape	7	Circle shape. See (2, 2) above.
StarShape	[Method]	Star shapes of various points. See (2, 3), (2, 4), (2, 5), (3, 1), (3, 2), (3, 3), (3, 4), (3, 5) above for stars with 3 to 10 points.
PolygonShape	[Method]	Polygon shapes symmetrical about a vertical axis with a vertex at the top center position. See (4, 1), (4, 3), (4, 5), (5, 1) for polygons of 5 to 8 sides.
Polygon2Shape	[Method]	Polygon shapes symmetrical about a vertical axis but without any vertex at the top center position. See (4, 2), (4, 4) for polygons of 5 and 6 sides.
CrossShape	[Method]	'+' shapes. See (5, 2), (5, 3), (5, 4), (5, 5), (6, 1), (6, 2), (6, 3) for '+' shape with arm width of 0.1 - 0.7.
Cross2Shape	[Method]	'X' shapes. See (6, 4), (6, 5), (7, 1), (7, 2), (7, 3), (7, 4), (7, 5) for 'X' shapes with arm width of 0.1 - 0.7.

langEnglish	0	Roman script
langFrench	1	Roman script
langGerman	2	Roman script
langItalian	3	Roman script
langDutch	4	Roman script
langSwedish	5	Roman script
langSpanish	6	Roman script
langDanish	7	Roman script
langPortuguese	8	Roman script
langNorwegian	9	Roman script
langHebrew	10	Hebrew script
langJapanese	11	Japanese script
langArabic	12	Arabic script
langFinnish	13	Roman script
langGreek	14	Greek script using smRoman script code
langIcelandic	15	modified smRoman/Icelandic script
langMaltese	16	Roman script
langTurkish	17	modified smRoman/Turkish script
langCroatian	18	modified smRoman/Croatian script
langTradChinese	19	Chinese (Mandarin) in traditional characters
langUrdu	20	Arabic script
langHindi	21	Devanagari script
langThai	22	Thai script
langKorean	23	Korean script

Nan	Meaning
1	Invalid square root (negative number, usually)
2	Invalid addition (indeterminate such as infinity + (-infinity))
4	Invalid division (indeterminate such as 0/0)
8	Invalid multiplication (indeterminate such as 0*infinity)
9	Invalid modulo such as (a mod 0)
17	Try to convert invalid string to a number like val("x7")
33	Invalid argument in a trig function
34	Invalid argument in an inverse trig function
36	Invalid argument in a log function
37	Invalid argument in Pow function
38	Invalid argument in toolbox financial function
40	Invalid argument in hyperbolic function
42	Invalid argument in a gamma function

Symbol	Description and result
0	Digit placeholder. For example, if the value 8.9 is to be displayed as 8.90, use the format #.00
#	Digit placeholder. This symbol follows the same rules as the 0 symbol. However, the application shall not display extra zeros when the number typed has fewer digits on either side of the decimal than there are # symbols in the format. For example, if the custom format is #.# #, and 8.9 is in the cell, the number 8.9 is displayed.
?	Digit placeholder. This symbol follows the same rules as the 0 symbol. However, the application shall put a space for insignificant zeros on either side of the decimal point so that decimal points are aligned in the column. For example, the custom format 0.0? aligns the decimal points for the numbers 8.9 and 88.99 in a column.
. (period)	Decimal point.
%	Percentage. If the cell contains a number between 0 and 1, and the custom format 0% is used, the application shall multiply the number by 100 and add the percentage symbol in the cell.
, (comma)	Thousands separator. The application shall separate thousands by commas if the format contains a comma that is enclosed by number signs (#) or by zeros. A comma that follows a placeholder scales the number by one thousand. For example, if the format is #.0,, and the cell value is 12,200,000 then the number 12.2 is displayed.
E- E+ e- e+	Scientific format. The application shall display a number to the right of the "E" symbol that corresponds to the number of places that the decimal point was moved. For example, if the format is 0.00E+00, and the value 12,200,000 is in the cell, the number 1.22E+07 is displayed. If the number format is #0.0E+0, then the number 12.2E+6 is displayed.
\$ -+/():space	Displays the symbol. If it is desired to display a character that differs from one of these symbols, precede the character with a backslash (\). Alternatively, enclose the character in quotation marks. For example, if the number format is (000), and the value 12 is in the cell, the number (012) is displayed.
\	Display the next character in the format. The application shall not display the backslash. For example, if the number format is 0\!, and the value 3 is in the cell, the value 3! is displayed.
*	Repeat the next character in the format enough times to fill the column to its current width. There shall not be more than one asterisk in one section of the format. If more than one asterisk appears in one section of the format, all but the last asterisk shall be ignored. For example, if the number format is 0*x, and the value 3 is in the cell, the value 3xxxxxx is displayed. The number of x characters that are displayed in the cell varies based on the width of the column.
_ (underline)	Skip the width of the next character. This is useful for lining up negative and positive values in different cells of the same column. For example, the number format _(0.0.);(0.0) aligns the numbers 2.3 and -4.5 in the column even though the negative number is enclosed by parentheses.
"text"	Display whatever text is inside the quotation marks. For example, the format 0.00 "dollars" displays 1.23 dollars when the value 1.23 is in the cell.
@	Text placeholder. If text is typed in the cell, the text from the cell is placed in the format where the at symbol (@) appears. For example, if the number format is "Bob "@ Smith" (including quotation marks), and the value "John" is in the cell, the value Bob John Smith is displayed.

[Black] [Green] [White] [Blue] [Magenta] [Yellow] [Cyan] [Red]

To display	As	Use this code
Months	1-12	m
Months	01-12	mm
Months	Jan-Dec	mmm
Months	January-December	mmmm
Months	J-D	mmmmm
Days	1-31	d
Days	01-31	dd
Days	Sun-Sat	ddd
Days	Sunday-Saturday	dddd
Years	00-99	yy
Years	1900-9999	yyyy
Hours	0-23	h
Hours	00-23	hh
Minutes	0-59	m
Minutes	00-59	mm
Seconds	0-59	s
Seconds	00-59	ss
Time	4 AM	h AM/PM
Time	4:36 PM	h:mm AM/PM
Time	4:36:03 P	h:mm:ss A/P
Time	4:36:03.75	h:mm:ss.00
Elapsed time	1:02	[h] :mm
Elapsed time	62:16	[mm] :ss
Elapsed time	3735.80	[ss] .00

To display	As	Use this code
1234.59	1234.6	# # # # .#
8.9	8.900	# .000
.631	0.6	0.#
12	12.0	# .0#
1234.568	1234.57	# .0#
44.398	44.398	???.???
102.65	102.65	???.???
2.8	2.8	???.???
5.25	5 1/4	# ??/??
5.3	5 3/10	# ??/??
12000	12,000	# ,# # #
12000	12	# ,
12400000	12.4	0.0,,