

Scripting Guide

ADOBE® FRAMEMAKER® 12

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Adobe® FrameMaker® 12 Scripting Guide

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Chapter 1: Overview

A script is a series of commands that instructs Adobe® FrameMaker® to perform a set of specified actions. Scripts automate repetitive tasks, such as counting the images in a book or adding an indent to all the para tags in a file. Use scripts as a creative tool to streamline time-consuming tasks.

If you are new to scripting, you can acquaint yourself with the basic scripting concepts provided in the [Introduction to Scripting](#) manual.

About this document

Naming conventions

To help you identify the structures, constants, and functions defined by the ESTK, this document adheres to the following naming conventions:

Type	Naming Convention	Example
API error codes	Prefix: <code>Constants.FE</code> Suffix: Error number in parentheses	<code>Constants.FE_BadName (-33)</code>
API functions	Suffix: <code>()</code>	<code>UpdateTextInset ()</code>
API scriptable function property names	Prefix: <code>Constants.FS_</code> Suffix: Enumerated value in parentheses	<code>Constants.FS_ForceImportAsText (17)</code>
Flags used by API functions	Prefix: <code>Constants.FF_</code> Suffix: Enumerated value in parentheses	<code>Constants.FF_UFF_VAR ()</code>
Initialization constants	Prefix: <code>Constants.FA_Init</code> Suffix: Enumerated value in parentheses	<code>Constants.FA_Init_First (1)</code>
Notification constants	Prefix: <code>Constants.FA_Note</code>	<code>Constants.FA_Note_PreFileType (9)</code>
Object types	Prefix: <code>Constants.FO_</code> Suffix: Enumerated value in parentheses	<code>Constants.FO_Doc (4)</code>
Property value constants	Prefix: <code>Constants.FV_</code> Suffix: Enumerated value in parentheses	<code>Constants.FV_Doc_Type_MIF (0x03)</code>

Typographic conventions

Notice the use of different fonts to represent different types of information:

- What you type is shown in **text like this**.
- Function names, property names, structure names, returned values, constants, filter names, program names, paths, and filenames are also shown in `text like this`.

Scripting support in FrameMaker

FrameMaker supports ExtendScript, which is an extended implementation of JavaScript. While JavaScript files have .js extension, ExtendScript files have .jsx extension.

For more information on JavaScript modules, tools, utilities, and features that are available to all JavaScript-enabled Adobe applications, see [JavaScript Tools Guide](#).

Development and debugging tools in ExtendScript toolkit

For assistance in developing, debugging, and testing scripts, Adobe provides the ExtendScript Toolkit. ExtendScript Toolkit is an interactive development and testing environment for ExtendScript, which is installed with FrameMaker and all JavaScript-enabled applications. For details, see Chapter 2, “The ExtendScript Toolkit” and Chapter 8, “ExtendScript Tools and Features” in [JavaScript Tools Guide](#).

ExtendScript capabilities

Using ExtendScript Toolkit, you can develop and debug ExtendScript. ExtendScript provides the following features that make scripting easy:

- **User interface development tools:** The ScriptUI module defines Window objects that represent platform-specific windows and various control elements, such as buttons and static text. Resource specification allows you to create user-interface elements. Using the event-handling callback functions, you can define the behavior of your user-interaction controls. ScriptUI provides a rich set of containers (such as Group, Panel, and TabbedPanel) and user interface controls (such as Button, Image, Scrollbar, Treeview, and FlashPlayer). ScriptUI works with the ExtendScript JavaScript interpreter to provide JavaScript programs with the ability to create and interact with user interface elements. The Graphic customization objects provide the ability to customize the appearance of user-interface controls before they are drawn. For details, see Chapter 4, “User-Interface Tools” in [JavaScript Tools Guide](#).
- **Extensions:**
 - ExtendScript offers tools for communicating with other computers or the Internet using standard protocols. The Socket object supports low-level TCP connections. For details, see Chapter 6, “External Communication Tools” in [JavaScript Tools Guide](#).
 - Adobe ExtendScript defines classes that simplify cross-platform file-system access. These classes are available to all applications that support a JavaScript interface. For details, see Chapter 3, “File System Access” in [JavaScript Tools Guide](#).
 - You can extend the JavaScript DOM for an application. To extend the JavaScript DOM, write a C or C++ shared library, compile it for the relevant platform, and load it into JavaScript as an ExternalObject instance. A shared library is implemented by a DLL in Windows, a bundle or framework in Mac OS, or a SharedObject in UNIX. For details, see Chapter 7, “Integrating External Libraries” in [JavaScript Tools Guide](#).
- **Inter-application communication and messaging:** ExtendScript provides a common scripting environment for all Adobe JavaScript-enabled applications. The cross-DOM API allows implementation of functions, such as open files and execute scripts, that are common across message-enabled applications. Using simple syntax you can implement application-specific functionality for message-enabled application. The BridgeTalk class of the messaging API has globally available static properties and functions that provide access to environmental information relevant for communication between applications. The error codes defined by the interapplication messaging protocol are compatible with the ExtendScript error codes. For details, see Chapter 5, “Interapplication Communication with Scripts” in [JavaScript Tools Guide](#).

Creating Scripts

Adobe provides ExtendScript Toolkit (ESTK) with its applications as a scripting utility. ESTK has many features that make it easier to use than a text editor. ESTK has a built-in syntax checker that identifies where the problems are in your script and tries to explain how to fix them. You can run your scripts right from the ESTK without saving the file. Running scripts without saving them first saves you time, especially when you are learning to work with ESTK.

Accessing ESTK

Connect ESTK to FrameMaker

When you launch ExtendScript Toolkit from FrameMaker (File > Script ...), ExtendScript Toolkit is already connected to FrameMaker. Only when you launch ExtendScript Toolkit from Windows (Start > Programs...), complete the following steps to connect ESTK to FrameMaker.

- 1 In the ExtendScript Toolkit, select **Adobe FrameMaker <Version#>** in the pop-up menu.
- 2 Click .

If FrameMaker is not already running, a message appears: “Target Adobe FrameMaker <Version#> is not running. Do you want to launch Adobe FrameMaker <Version#>?”

- 3 Click **Yes**.

FrameMaker is launched and connected to ESTK.

To write, edit, and run scripts

In FrameMaker, do the following:

- 1 Click File > Script > New Script.

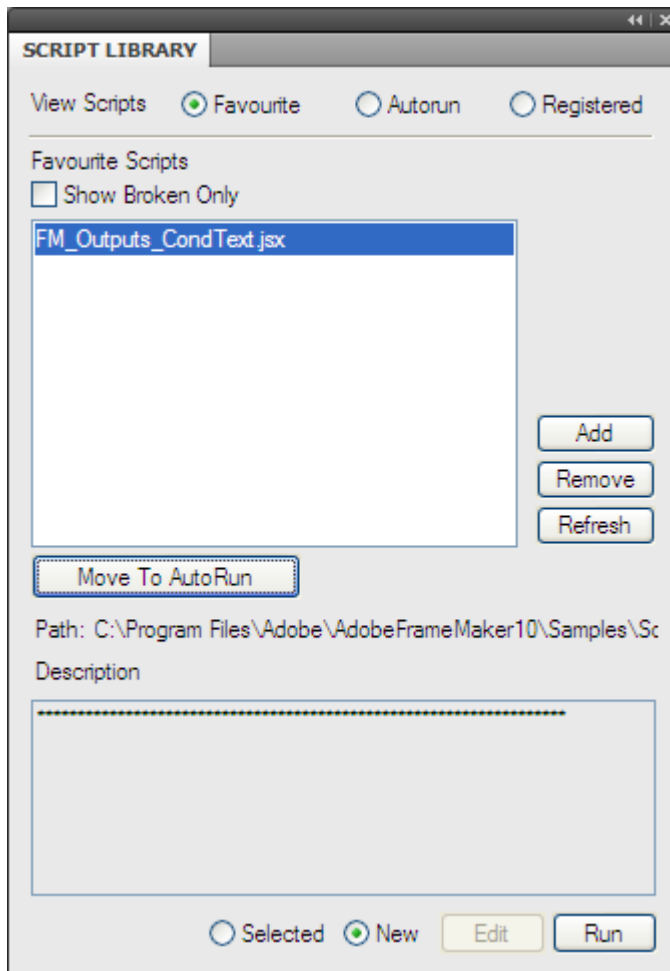
The ESTK editor opens.

- 2 Write the script in the editor.
- 3 To run the script, click the Play button.

You can also start ExtendScript Toolkit from Windows (Start > Programs). When you start ExtendScript Toolkit from Windows, connect ESTK to FrameMaker.

Using script library

In FrameMaker, select File > Script > Catalog to display the script library.

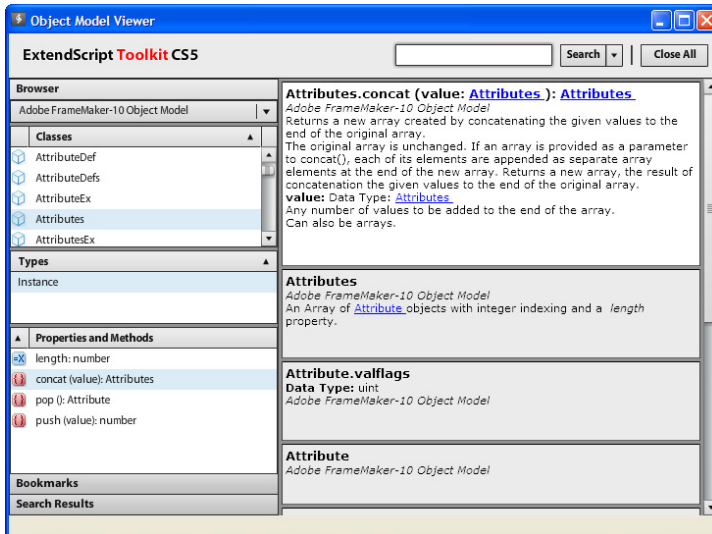


Using the script catalog, you can manage your existing scripts:

- Favorites: Scripts you tag as your favorite appear here.
- Autorun: These scripts run when FrameMaker is launched.
- Registered: Scripts that run on certain triggers, such as on opening a file or saving a file.

Using object model viewer

Object Model Viewer in ESTK helps you to get the information on different classes and the methods in ExtendScript. Press F1 or click Help > Object Model Viewer to open Object Model Viewer.



In the Object Model Viewer, select an object model under Browse to you can do the following to locate information:

- Under Browser, select the object model for which you want the information. Object Model Viewer displays the classes in the object model and details such as type, properties, method, and description of the class.
- Search for a class, method, or property.
- Bookmark a class, method, or property. It then appears under the Bookmarks section.

ExtendScript use cases

Some of the ExtendScript use cases can be:

- **Scripts to automate repetitive tasks:** You can write utilities to automate repetitive tasks, such as change alignment of all the tables in a FrameMaker document.
- **Notification-based scripts:** You can write scripts that are triggered on FrameMaker events such as opening, printing, or saving a document.
- **Menu command scripts/scripts to extend FrameMaker functionality:** Using these scripts, you can add menus and commands in FrameMaker.
- **Startup scripts:** These scripts get executed when FrameMaker starts. You can set up scripts to run at startup by copying them at the following location: <FMINSTALL_DIR>\startup. Alternatively, you can use the Script Library dialog to register Autorun scripts.

Chapter 2: What's new in ESTK 12

Support MathML

ESTK 12 provides support for the MathML “[MathML](#)” on page 386 object. Using the ESTK, you can now create and work with MathML equations.

To create a new MathML object instance, use “[NewMathML](#)” on page 560.

CMS connector framework

The “[CMSObject](#)” on page 499 now extends support for the new “[CMSShowPropertyUIWithTitle](#)” on page 507 method.

Support for background color in objects

ESTK 12 supports background color:

- [FmtChangeList](#)

Support for paragraph background color in objects

ESTK 12 supports background color:

- [FmtChangeList](#)
- [Pgf](#)
- [PgfFmt](#)

New properties

ESTK 12 provides the following new object properties:

Object	Properties
Command	Product: Specifies the Product (Structured, unstructured, XML Author) to add the command. View: Specifies the View (WYSIWYG, Author, XML) to add the command. Window: Specifies the Window (Doc, Book, Ditamap) to add the command.
“ app ” on page 447	CharacterReferencesOnXMLExport: If there are leading/trailing whitespaces (spaces and tabs) in elements, save the whitespaces as character references to enable round-tripping. UserSettingsDir: Name of the FrameMaker app directory. ProductFamily: The FrameMaker product family name (FrameMaker, FrameMaker XML Author)

Chapter 3: Sample ESTK scripts

ExtendScript is similar to JavaScript. You can easily develop ExtendScript for any of the applications in FrameMaker if you are familiar with JavaScript.

Following are examples for scripts that automate specific activities in FrameMaker.

Note: Sample scripts shipped with FrameMaker are at the following location: <FMINSTALL_DIR>\samples

Adding text to a document and enabling change bars

The following script adds a sample text to a FrameMaker document and then enables the change bar. Open a FrameMaker document before running the script.

Copy and paste the script to ESTK and select FrameMaker <Version#> as the target application. Click the Play button to run the script.

```
var doc = app.ActiveDoc;
var firstPgf = doc.MainFlowInDoc.FirstTextFrameInFlow.FirstPgf;
var tl = new TextLoc(firstPgf, 0);
doc.AddText (tl, "Hello");
doc.AutoChangeBars = 1;
```

The script creates a text location using the new `TextLoc()` method. Assign the first page of the document as the text location. Using the `AddText()` method, add a sample text. Set the `AutoChangeBars` property to 1 to enable the change bar.

Changing the table properties in a document

The following script changes the left indentation of all the tables in a FrameMaker body page by 1 inch. It also changes the width of the columns to 2 inches. Open a FrameMaker document that has tables with two columns before running the script.

```
var doc = app.ActiveDoc;
var flow = doc.MainFlowInDoc;
var tbl = 0;
var textItems = flow.GetText(Constants.FTI_TblAnchor);
for (var i = 0; i < textItems.len; i += 1)
{
    tbl = textItems[i].obj;
    tbl.TblLeftIndent = (2*72 * 65536);
    var tblColWidths = new Metrics (2 * 72 * 65536, 2 * 72 * 65536);
    tbl.TblColWidths = tblColWidths;
}
```

The script creates the document's main flow using the `MainFlowInDoc` method. Use the `GetText(FTI_TblAnchor)` method to list all tables in the main flow. Using a for loop, for each table, use the `TblLeftIndent()` method to change the left indentation.

Use the `TblColwidths()` method to change the width of the column. This method accepts the argument in a metric form. So, create the arguments as a metric object using the new `Metrics()` method.

Note: By convention, there are 72 points per inch. Multiply the inch value with 65536 to get the correct value. 1 inch is equal to $1 * 72 * 65536$ points.

Chapter 4: Differences between scripts and FDK

If you are familiar with the FDK (FrameMaker Developer Kit) object model, this chapter will help you get quickly get familiarized with ESTK. Adobe FrameMaker scripts are modeled closely on the FrameMaker FDK. These scripts act as wrappers to the FDK and hide the complexity of using FDK functions from users.

This chapter documents the differences between using scripts and using FDK.

Naming differences between scripts and FDK

FDK	Scripts
Every FDK object is identified by an object ID.	Every script entity is identified as an object.
Every property in FDK starts with <code>FP_</code> . For example, <code>FP_CharTag</code> .	Properties are used directly, in scripts. Remove the <code>FP_</code> prefix before using the properties in scripts. For example, <code>FP_CharTag</code> in FDK becomes just <code>CharTag</code> in scripts. Every property has its own data type. The properties can either be read-only or read-write. Note: All FDK properties can be used in FrameMaker scripts.
Every API in FDK starts with <code>F_API</code> methodname.	Methods are used directly in scripts. Remove the <code>F_API</code> prefix before using the methods in scripts. For example, <code>F_ApiSplitElement</code> becomes just <code>SplitElement</code> in scripts.
Every object in FDK starts with <code>FO_</code> . For example, <code>FO_Doc</code> .	Use objects directly in scripts. Remove the <code>FO_</code> prefix before using the objects in scripts. For example, <code>FO_Doc</code> in FDK becomes just <code>Doc</code> in scripts. Note: FDK object <code>FO_Session</code> is mapped to <code>app</code> and not to <code>Session</code> . This <code>app</code> script object is readily available for all FrameMaker scripts to use.
Every structure in FDK starts with <code>F_</code> and ends with a <code>T</code> . For example, <code>F_AttributeT</code> .	Structures are used directly in scripts. Remove the <code>F_</code> prefix and the ending <code>'T'</code> before using the structures in scripts. For example, <code>F_AttributeT</code> in FDK becomes just <code>Attribute</code> in scripts. Some FDK structures contain other FDK structures within themselves. In a script, the structures within a structure are treated as an object data type. See the <code>F_TextRangeT</code> structure in Example 3 below.
FDK uses data types such as <code>StringT</code> for strings and <code>IntT</code> , <code>UIntT</code> for numbers.	Scripts map the FDK data types as follows: <code>StringT</code> is mapped to Javascript <code>String</code> . <code>IntT</code> and <code>UIntT</code> are mapped to Javascript <code>Number</code> . <code>ObjHandleT</code> is mapped to Javascript <code>Object</code> .

The following examples clearly highlight the differences between scripts and the FDK.

Example 1:

The `app` property is readily available to all FrameMaker scripts and maps to the `FO_Session` object in FDK.

In this example, you query the `ActiveDoc` property that returns the `Active Document Object (Doc)` in the current FrameMaker Session. The reference to this object is stored in the variable `doc`.

```
doc = app.ActiveDoc;
flow = doc.MainFlowInDoc;
sync = flow.FlowIsSynchronized;
```

Explanation:

- Line 1 stores the reference to the Active Document Object.
- Line 2 creates an object called `flow` by querying a property of the `doc` object.
- Line 3 queries a property of the newly created `flow` object (created in line 2).

You can query each of the object references as a new object recursively, until you reach the desired object property:

```
sync = app.ActiveDoc.MainFlowInDoc.FlowIsSynchronized;
```

The same example in FDK is as follows:

```
F_ObjHandleT docId, flowId;
IntT sync;
docId = F_ApiGetId(0, FV_SessionId, FP_ActiveDoc);
flowId = F_ApiGetId(FV_SessionId, docId, FP_MainFlowInDoc);
sync = F_ApiGetInt(docId, flowId, FP_FlowIsSynchronized);
```

As discussed in the table above, Example 1 demonstrates how FDK properties [`FP_ActiveDoc`, `FP_MainFlowInDoc` and `FP_FlowIsSynchronized`] are mapped to script properties [`ActiveDoc`, `MainFlowInDoc` and `FlowIsSynchronized`].

Example 2:

Example 2 builds on Example 1 and shows how methods are called in scripts.

Every object has some methods of its own. These methods can be invoked in the same way as properties are invoked.

In Example 1, you created the `doc` object. To invoke a method, use `doc.methodname()`. For example, `doc.UpdateVariables()`;

This code calls the `UpdateVariables` method of the `doc` object.

FDK users can relate these methods to FDK APIs. The same code in FDK becomes:

```
F_ApiUpdateVariables(FV_SessionId, docId);
```

Notice how the FDK API `F_ApiUpdateVariables` becomes the method name `UpdateVariables` in scripts, as mentioned in the table above.

Global Methods:

Not every method is accessible through a specific object. There are some methods that are not called through any objects but are called directly. These methods are called Global Methods. Examples of Global Methods include `ChooseFile()`, `CallClient()` and `Sleep()`.

In addition to these methods, all FDK Variables and Macros are available as Global Methods. These Variables usually start with `FV_` in FDK.

Consider the following line of code for FDK:

```
F_ApiSetInt(FV_SessionId, docId, FP_Capitalization, FV_CAPITAL_CASE_SMALL);
```


The same code can be written in scripts as follows:

```
doc.Capitalization = FV_CAPITAL_CASE_SMALL;
```

However, there is a separate class called `Constants` that can be used to access these Global Methods. The script code can also be written as:

```
doc.Capitalization = Constants.FV_CAPITAL_CASE_SMALL;
```

Example 3:

Every FDK Structure such as `F_TextItemT`, and `F_TextLocT` are also mapped to objects in scripts. All the fields of these structures are mapped to the read or write properties of these objects.

For example, structure `F_PointT`:

```
typedef struct {  
MetricT x,y; /* The coordinate pair */  
} F_PointT;
```

is mapped to the `Point` object in scripting. The `Point` object has two properties `x` and `y`.

See another FDK structure called `F_TextRangeT`:

```
typedef struct {  
F_TextLocT beg; /* The beginning of the range */  
F_TextLocT end; /* The end of the range */  
} F_TextRangeT;
```

This structure is mapped to the `TextRange` object with both the properties `beg` and `end` being of type `TextLoc`.

Notice that `F_TextLocT` itself is another structure.

Note: Structure objects do not have any methods associated with them.

The following example script fetches an Active Document and adds some text in the first paragraph of the first flow of this document.

```
doc = app.ActiveDoc;  
flow = doc.MainFlowInDoc;  
textFrame = flow.FirstTextFrameInFlow;  
pgf = textFrame.FirstPgf;  
textLoc = new TextLoc();  
textLoc.obj = pgf;  
textLoc.offset = 0;  
doc.AddText(textLoc, 'Sample Text');
```

Notice how the `F_TextLocT` FDK structure maps to the `TextLoc` object in scripts.

Lines 1, 2, 3, 4 can be combined and written as:

```
pgf = app.ActiveDoc.MainFlowInDoc.FirstTextFrameInFlow.FirstPgf;
```

Lines 6, 7, 8 can be combined and written by passing parameters in the constructor of the `TextLoc` object as:

```
textLoc = new TextLoc(pgf, 0);
```

Scripts have advanced features such as notifications and commands.

Notifications

Notifications is the internal mechanism through which a script registered for a particular event is run when the event is triggered.

As an example, consider the following script:

```
/*
    Sample script to demonstrate how to use notification mechanism of FrameMaker though
    ExtendScript
*/
/*
There are basically two parts to a notification script.
    1. Registering for a desired notification. (This is done by calling 'Notification()' with
    desired notifications as argument.)
    2. Implement a handler for these notifications in your script. ( Implement 'Notify()' in
    script)
*/
/*
Part 1. Registering for Notifications
    Notification()' is a global function and is available readily in scripting. (Similar to
    F_ApiNotification())
    The Syntax for Notification() is: Notification(int, int,.....,int, bool);
    it takes:
        a.) list of notifications(FA_Note_PreOpenDoc, FA_Note_PostOpenDoc etc.) and
        b.) param bool: true = register for provided notification list, false = unregister for provided
    notification list.
    (This parameter is optional and by default 'true')
    Note: for more details please see F_ApiNotification() in FDK reference guide.
*/

/*
    Notification(FA_Note_PreOpenDoc,true);
    This is same as Notification(FA_Note_PreSaveDoc)
    or you can register for more than one notification at once
    Notification(FA_Note_PostOpenDoc,FA_Note_PreSaveDoc);
    Here we register for the notification: FA_Note_PostOpenDoc - this notification is
    triggered just after a document is opened.
    Notification(FA_Note_PostOpenDoc,true);
*/

/*
Part 2: handler
    This can be done by implementing function 'Notify()' that are called by FrameMaker when any
```

```
desired even occurs. (Similar to F_ApiNotify())
Syntax for this callback function is:
@params
    note: notification id to identify the event.
    object: current document or book object which generated the event.
    sparm: The string, if any, associated with the notification
        (For example, if the notification is for an Open or Save operation, sparm specifies the pathname
of the affected file. If the notification is for text entry, sparm specifies the text the user
typed.)
    iparam: The Integer, if any, associated with the notification. Probably the fcode or bit flags.
Notify(note, doc, sparm, iparam)
    Note: for more details please see F_ApiNotify() in FDK reference guide.
*/
function Notify(note, object, sparm, iparam)
{
switch (note) {
    case FA_Note_PostOpenDoc:
        alert("Opened document " + sparm);
        break;
}
}
```

The line of code:

```
Notification(FA_Note_PostOpenDoc,true);
```

registers this script for the FA_Note_PostOpenDoc notification. This notification is triggered **just after** any document is opened in FrameMaker.

The lines of code:

```
function Notify(note, object, sparm, iparam)
{
switch (note) {
case FA_Note_PostOpenDoc:
alert("Opened document " + sparm);
break;
}
}
```

pops up an alert with the file name just after the file is opened.

Menus and Commands

Scripting allows you to add custom menus and associate commands with these menus. In addition, you can implement your own handlers for commands in a similar way as the FDK.

The following script adds two menus and associated commands to the FrameMaker main menu.

```
/*
    In this script, we add two menu items to FrameMaker Session and associate two different
    commands to these menu items
*/
// Main menu bar
/* First we get the object associated with Main menubar in FrameMaker*/
mMenu = app.GetNamedMenu("!MakerMainMenu") ;
// F_ApiGetNamedMenu(FV_SessionId, FO_Menu, (ConStringT)"!MakerMainMenu")
/*
Defining new menu items
DefineAndAddMenu(name, label)
FDK equivalent : F_ApiDefineAndAddMenu(F_ObjHandleT toMenuId, StringT name, StringT label)
*/
nMenu1 = mMenu.DefineAndAddMenu("Menu1", "Menu1");
nMenu2 = mMenu.DefineAndAddMenu("Menu2", "Menu2");
// Adding command to menus
/*
DefineAndAddCommand(cmdID, name, label, shortcut)
FDK equivalent: F_ApiDefineAndAddCommand(IntT cmdID, F_ObjHandleT toMenuId, StringT name,
StringT label, StringT shortcut)
cmdID is a integer that will be passed to Command() function defined in your script. It should
be unique to the script.
*/
nMenu1.DefineAndAddCommand(1,"cmd1","command1","");
nMenu2.DefineAndAddCommand(2,"cmd2","command2","");
// Another way for creating a command and adding it to menu items.
//cmd3 = DefineCommand(3, "cmd3", "cmd3", "");
// FDK equivalent : F_ApiDefineCommand(IntT cmdID, StringT name, StringT label, StringT shortcut)
// add the command to different menu items
//nMenu1.AddCommandToMenu(cmd3);
// FDK equivalent : ApiAddCommandToMenu(F_ObjHandleT toMenuId, F_ObjHandleT commandId)
//nMenu2.AddCommandToMenu(cmd3);
// must call if script has been run through ESTK, redundant otherwise.
UpdateMenus();
// Call back equivalent to F_ApiCommand(command)
function Command(cmd){
    switch(cmd) {
        case 1:
            alert("Command1 executed");
            break;
        case 2:
            alert("Command2 executed");
            break;
    }
}
```

Let us examine the script in detail:

- 1 The line: `mMenu = app.GetNamedMenu("!MakerMainMenu")` ; fetches the name of the FrameMaker main menu and stores it in the variable `mMenu`.

- 2 The lines:

```
nMenu1 = mMenu.DefineAndAddMenu("Menu1", "Menu1");
nMenu2 = mMenu.DefineAndAddMenu("Menu2", "Menu2");
```

add two new menu entries `Menu1` and `Menu2`, under the main menu. The name of the main menu is already stored in step 1.

3 The commands:

```
nMenu1.DefineAndAddCommand(1, "cmd1", "command1", "");  
nMenu2.DefineAndAddCommand(2, "cmd2", "command2", "");
```

add two new menu entries called Command 1 and Command 2 under the menu entries Menu1 and Menu2, that were defined in step 2.

4 Finally, the block of code:

```
function Command(cmd) {  
    case 1: alert("Command 1 executed");  
        break;  
    case 2: alert("command 2 executed");  
        break;  
}
```

assigns the relevant commands to the menu entries defined in step 3.

The number after the keyword case is the menu ID. Look at the command in step 3:

```
nMenu1.DefineAndAddCommand(1, "cmd1", "command1", "");
```

The first value within the parenthesis is the menuID. This value is passed to the case statement.

The system pops up the relevant alert when the corresponding menu entry is clicked.

Chapter 5: Object Reference

AFrame

Property name	Data Type	Description
AFramelsCropped	bool	Indicates whether the anchored frame is cropped or not. Possible values are: 0 - (Default) Indicates the frame is not cropped. 1 - Indicates the frame is cropped.
AFramelsFloating	bool	Indicates whether the anchored frame is set to be floatable or not. Possible values are: 0 - (Default) Indicates the frame is not floatable. 1 - Indicates the frame is floatable.
Alignment	number	Indicates how the anchored frame is aligned. Possible values are: • Constants.FV_ALIGN_LEFT (0) • Constants.FV_ALIGN_CENTER (1) • Constants.FV_ALIGN_RIGHT (2) • Constants.FV_ALIGN_INSIDE (3) • Constants.FV_ALIGN_OUTSIDE (4)

Property name	Data Type	Description
AnchorType	number	Indicates the location where the frame is anchored. Possible values are: • Constants.FV_ANCHOR_INLINE (1) • Constants.FV_ANCHOR_TOP (2) • Constants.FV_ANCHOR_BELOW (3) • Constants.FV_ANCHOR_BOTTOM (4) • Constants.FV_ANCHOR_SUBCOL_LEFT (5) • Constants.FV_ANCHOR_SUBCOL_RIGHT (6) • Constants.FV_ANCHOR_SUBCOL_NEAREST (7) • Constants.FV_ANCHOR_SUBCOL_FARTHEST (8) • Constants.FV_ANCHOR_SUBCOL_INSIDE (9) • Constants.FV_ANCHOR_SUBCOL_OUTSIDE (10) • Constants.FV_ANCHOR_TEXTFRAME_LEFT (11) • Constants.FV_ANCHOR_TEXTFRAME_RIGHT (12) • Constants.FV_ANCHOR_TEXTFRAME_NEAREST (13) • Constants.FV_ANCHOR_TEXTFRAME_FARTHEST (14) • Constants.FV_ANCHOR_TEXTFRAME_INSIDE (15) • Constants.FV_ANCHOR_TEXTFRAME_OUTSIDE (16) • Constants.FV_ANCHOR_RUN_INTO_PARAGRAPH (17)
BaselineOffset	number	Baseline Offset
Element	Element	If the anchored frame is in a structured flow in a FrameMaker document, Element indicates the element containing the anchored frame.
InTextFrame	TextFrame	Indicates the text frame in which the anchored frame is placed.
InTextObj	FMObject	Indicates the column or text frame in which the anchored frame is placed.
NextAFrame	AFrame	Contains the next anchored frame in the text frame.
PrevAFrame	AFrame	Contains the previous anchored frame in the text frame.
SideOffset	number	Denotes the near side offset.
TextLoc	TextLoc	Contains the location of the anchor symbol.
FirstGraphicInFrame	FMObject	Contains the first object in the anchored frame.
LastGraphicInFrame	FMObject	Contains the last object in the anchored frame.
Angle	number	Indicates the angle of rotation of the graphic object.
ArrowBaseAngle	number	Denotes the arrowhead base angle in degrees.

Property name	Data Type	Description
ArrowLength	number	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	number	Indicates the factor by which the arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is False.
ArrowScaleHead	number	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	number	Denotes the arrowhead tip angle in degrees.
ArrowType	number	Denotes the style of the arrowhead. Possible values are: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	number	Indicates the border width specified in points. The permissible range is 0.015 pt to 360 points.
Color	Color	Denotes the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	number	Denotes the fill pattern (numbers between 0 and 15). Constants are provided for fill patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
FrameParent	FObject	Denotes the frame containing the graphic object.
GraphicCantBeSelected	number	Set to 1 if the graphic object cannot be selected. Set to 0, otherwise.
GraphicsSelected	number	Set to 1, if the graphic object is selected. Else, set to 0.
GroupParent	Group	Specifies the group to which the object belongs. Note: Anchored frames do NOT have this property.
HeadArrow	number	Set to 1 if the line has an arrow head. Set to 0, otherwise.
Height	number	Denotes the height of the object denoted in points. The permissible range is from 0.125 points to 3600 points.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.

Property name	Data Type	Description
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	number	Specifies the type of the end of the line. The possible values are: - Constants.FV_CAP_BUTT (0x00) - Constants.FV_CAP_ROUND (0x01) - Constants.FV_CAP_SQUARE (0x02)
LocX	number	Specifies the distance of the object from the left side of the parent frame (in inches). The permissible range is – 216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set this value manually for anchored frames.
LocY	number	Distance of the object from the top of the parent frame (in inches) The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You cannot set this value manually for anchored frames.
NextGraphicInDoc	FMOBJECT	Denotes the next graphic object in the document.
NextGraphicInFrame	FMOBJECT	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMOBJECT	Denotes the next graphic object in the group.
NextSelectedGraphicInDoc	FMOBJECT	Denotes the next selected graphic object in the document.
ObjectAttributes	Strings	A list of strings. Each string expresses an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	number	Specifies the overprint settings for the object. The possible values are: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)
Pen	number	Specifies the pen pattern (numbers between 0 and 7). Constants are provided for pen patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)

Property name	Data Type	Description
PrevGraphicInFrame	FMOBJECT	Denotes the previous graphic object in the frame.
PrevGraphicInGroup	FMOBJECT	Denotes the previous graphic object in the group.
Runaround	number	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The possible values are: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	number	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	number	Set to 1 if the arrowhead is enabled at the beginning of the line; Set to 0 otherwise.
TintPercent	number	Specifies the tint percentage.
Unique	number	Indicates the graphic object's internal unique number.
Width	number	Denotes the width of the object. The permissible range is from 0.125 points to 3600 points.
FirstGraphicInFrame	FMOBJECT	Contains the first object in the anchored frame.
LastGraphicInFrame	FMOBJECT	Contains the last object in the anchored frame.

AFrame methods

[Delete](#), [GetProps](#), [SetProps](#), [ObjectValid](#).

Arc

Property name	Data Type	Description
DTheta	number	Denotes the arc angle length in degrees. The permissible range is -360 degrees to +360 degrees.
Theta	number	Specifies the start angle in degrees. The permissible range is 0 degrees to 360 degrees.
Angle	number	Specifies the angle of the object's rotation.
ArrowBaseAngle	number	Indicates the arrowhead base angle in degrees.
ArrowLength	number	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleHead	number	Set to 1 if the arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowScaleFactor	number	Specifies the factor by which arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is set to False.

Property name	Data Type	Description
ArrowTipAngle	number	Specifies the arrowhead tip angle in degrees.
ArrowType	number	Denotes the Arrowhead style. Possible values are: • Constants.FV_ARROW_STICK (0x01) • Constants.FV_ARROW_HOLLOW (0x02) • Constants.FV_ARROW_FILLED (0x03)
BorderWidth	number	Specifies the border width in points. The permissible range is 0.015 point to 360 point.
Color	Color	Indicates the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a Metrics object. The 0 th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	number	Denotes the fill pattern. The patterns are denoted by numbers between 0 and 15. The following constants are provided for the fill patterns 0, 7 and 15: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR (15)
FrameParent	FMOBJECT	Specifies the frame containing the graphic object.
GraphicCantBeSelected	number	Set to 1 if the graphic object cannot be selected. Else, set to 0.
GraphicsSelected	number	Set to 1 if the graphic object is selected, else set to 0.
GroupParent	Group	Indicates the group to which the object belongs. Anchored and unanchored frames do not have this property.
HeadArrow	number	Set to 1 if line has an arrowhead, set to 0 otherwise.
Height	number	Specifies the height of the object in points. The permissible range is from 0.125 pt to 3600 pt.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.

Property name	Data Type	Description
LineCap	number	Indicates the type of line end. The possible values are: - Constants.FV_CAP_BUTT (0x00) - Constants.FV_CAP_ROUND (0x01) - Constants.FV_CAP_SQUARE (0x02)
LocX	number	Specifies the distance of the object from the left side of the parent, in inches. The permissible range is from –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set the LocX property for anchored frames.
LocY	number	Specifies the distance of the object from the top of the parent frame, in inches. The permissible range is from –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You CANNOT set the LocY property for anchored frames.
NextGraphicInDoc	FMOBJECT	Indicates the next graphic object in the document.
NextGraphicInFrame	FMOBJECT	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMOBJECT	Indicates the next graphic object in the group.
NextSelectedGraphicInDoc	FMOBJECT	Specifies the next selected graphic object in the document.
ObjectAttributes	Strings	Contains a list of strings, each string expressing an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	number	Specifies the overprint settings for the object. The possible values are: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)
Pen	number	Indicates the pen pattern, denoted by numbers between 0 and 7. Constants are provided for some of the fill patterns: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
PrevGraphicInFrame	FMOBJECT	Specifies the previous graphic object in the frame.
PrevGraphicInGroup	FMOBJECT	Indicates the previous graphic object in the group.

Property name	Data Type	Description
Runaround	number	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. Possible values are: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	number	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	number	Set to 1 if the arrowhead is enabled at the beginning of the line. Set to 0, otherwise.
TintPercent	number	Specifies the tint percentage.
Unique	number	Denotes the internal identifier of the graphic object.
Width	number	Specifies the width of the object in points. The permissible range is 0.125 point to 3600 point.

Arc methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

AttrCondExpr

Property name	Data Type	Description
NextAttrCondExprInDoc	AttrCondExpr	Indicates the pointer to the next AttrCondExpr object in the document.
AttrCondExprStr	string	The AttrCondExpr expression in string format.
AttrCondExprIsActive	bool	Set to True if this expression is applied to the document. (Application will mean filtering the document according the constraints in the expression). Set to False, otherwise.

AttrCondExpr methods

[ApplyAttributeExpression](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Attribute

Property name	Data Type	Description
name	string	The name of the attribute.

Property name	Data Type	Description
values	Strings	The attribute value.
valflags	uint	The validation error flags. This property is read only.
allow	uint	Allow error as special case to suppress reporting by validation.

Attribute methods

[Attribute.](#)

AttributeDef

Property name	Data Type	Description
name	string	Name of the attribute
required	number	Set to 1 if the attribute is required. Else, set to 0.
flags	uint	The flag value determines whether an attribute is hidden, read-only or neither. The following are the values that an attribute can have: • Constants.FV_AF_READ_ONLY (0x0001) - The attribute value is read-only. • Constants.FV_AF_HIDDEN (0x0002) - The attribute value is hidden. • NULL - The attribute value is neither read-only nor hidden.

Property name	Data Type	Description
attrType	number	Denotes the attribute value's type. The value is one of: - Constants.FV_AT_STRING (0) - Any arbitrary text string. - Constants.FV_AT_STRINGS (1) - One or more arbitrary text strings. - Constants.FV_AT_CHOICES (2) - A value from a list of choices. - Constants.FV_AT_INTEGER (3) - A signed whole number (optionally restricted to a range of values). - Constants.FV_AT_INTEGERS (4) - One or more integers (optionally restricted to a range of values). - Constants.FV_AT_REAL (5) - A real number (optionally restricted to a range of values). - Constants.FV_AT_REALS (6) - One or more real numbers (optionally restricted to a range of values). - Constants.FV_AT_UNIQUE_ID (7) - A string that uniquely identifies an element. - Constants.FV_AT_UNIQUE_IDREF (8) - A reference to a UniqueID attribute. - Constants.FV_AT_UNIQUE_IDREFS (9) - One or more references to a UniqueID attribute.
choices	Strings	The choices from which to select, if the Type parameter is set to Constants.FV_AT_CHOICES (2).
defValues	Strings	Default value of the attribute.
rangeMin	string	The minimum permissible value, if any.
rangeMax	string	The maximum permissible value, if any.

AttributeDef methods

[AttributeDef](#).

AttributeDefs

An Array of [AttributeDef](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

AttributeDefs methods

[concat](#), [pop](#), [push](#).

AttributeEx

Property name	Data Type	Description
name	string	The name of the attribute.
values	Strings	The attribute value.
valflags	uint	The validation error flags. This property is read only.
allow	uint	Allow error as special case to suppress reporting by validation.

Attributes

An Array of [Attribute](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array.

Attributes methods

[concat](#), [pop](#), [push](#).

AttributesEx

An Array of [AttributeEx](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array.

AttributesEx methods

[concat](#), [pop](#), [push](#).

BodyPage

Property name	Data Type	Description
MasterPage	string	Denotes the name of the master page background for the body page if the PageBackground property is set to Constants.FV_BGD_OTHER (0x02). The value is null if the PageBackground property is set to either Constants.FV_BGD_DEFAULT (0x00) or Constants.FV_BGD_NONE (0x01).
PageBackground	number	Indicates the type of master page background. The possible values are: - Constants.FV_BGD_DEFAULT (0x00): The page has a Left or Right master page background if the document is double-sided, or a Right master page background if the document is single-sided. - Constants.FV_BGD_NONE (0x01): The page has no master page background. - Constants.FV_BGD_OTHER (0x02): The page has the custom master page background specified by the MasterPage property. To determine whether a body page has a Left or a Right master page background, when its PageBackground property is set to Constants.FV_BGD_DEFAULT (0x00), query its PageIsRecto property.
PageFrame	UnanchoredFrame	Denotes the page frame for the page.
PageHeight	number	Indicates the height of the page.
PageIsRecto	number	Set to 1 if the page is a Right page; Set to 0 if the page is a Left page.
PageNext	BodyPage	Denotes the next body page in the document.
PageNum	number	Contains the current page number.
PageNumString	string	Contains the page number string.
PagePrev	BodyPage	Denotes the previous body page in the document.
PageWidth	number	Denotes the width of the page.
PointPageNum	number	Indicates the point page number.

BodyPage methods

[ApplyPageLayout](#), [Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Book

Property name	Data Type	Description
BookDontUpdateReferences	number	Set to 0 if FrameMaker is set to update cross-references when it opens the book; Set to 1, otherwise.
BooksModified	number	Set to 1 if the book has been modified; Set to 0, otherwise.
BooksSelected	number	Set to 1 if the book icon in the book window is selected; Set to 0 otherwise.
FirstComponentInBook	BookComponent	Denotes the first component in the book.
FirstSelectedComponentInBook	BookComponent	Denotes the first selected component in the book.
IsIconified	number	Set to 1 if the book window is iconified; set to 0 otherwise.
IsInFront	number	Set to 1 if the book window is in front of other windows in the FrameMaker product session; Set to 0 otherwise.
IsOnScreen	number	Set to 1 if the document is visible on the screen; Set to 0 otherwise. Note: The IsOnScreen property is always 1 for books, and setting it to 0 has no effect.
Label	string	Denotes the title in the book window title bar.
Name	string	Indicates the path of the book.
NextOpenBookInSession	Book	Denotes the next open book in FrameMaker session's list of open books.
StatusLine	string	String that appears in the book status bar. Querying this string returns the status string.
ScreenHeight	number	Denotes the height of the book window in pixels.
ScreenWidth	number	Denotes the width of the book window in pixels.
ScreenX	number	Specifies the offset of the book window in pixels from the left side of the screen (or the left of the FrameMaker product application window). If you set a value that results in the book window being off the screen, that value is ignored and the old value is retained.
ScreenY	number	Indicates the offset of the book window in pixels from the top of the screen (or the top of the FrameMaker product application window). If you set a value that results in the book window being off the screen, that value is ignored and the old value is retained.
TypeOfDisplayText	number	Specifies the type of text snippet to display for each icon in the book window. The two possible values are: - Constants.FV_BK_FILENAME (1)- displays the book component's filename - Constants.FV_BK_TEXT (2)- displays the first paragraph of the component's first flow.

Property name	Data Type	Description
AcrobatBookmarkDisplayTags	number	Set to 1 if the <code>IncludeParagraphTagsinBookmarkText</code> property is set to 1 (the paragraph tag is added before the paragraph text in each bookmark); Set to 0 otherwise.
DocAcrobatColumnArticleThreads	number	Set to 1 if you want separate article threads for each column; set to 0 if you want separate article threads for each text frame. Note: The <code>DocPDFNoArticleThread</code> property must be set to <code>FALSE</code> , when setting this option.
DocAcrobatDefaultsChanged	number	Set to 1 if the default heuristics for determining the paragraph level are disabled; Set to 0, otherwise.
DocAcrobatElementList	Strings	Contains a list of the element tags and context labels to include in bookmarks. Note: The <code>DocPDFElementList</code> property applies only to structured <code>FrameMaker</code> documents.
DocAcrobatElements	number	Set to 1 if elements rather than paragraphs are used for bookmarks; Set to 0 otherwise. Note: The <code>DocPDFElements</code> property applies only to structured <code>FrameMaker</code> documents.
DocAcrobatNoArticleThreads	number	Set to 1 if you do not want article threads in the resulting PDF; Set to 0 otherwise.
GenerateAcrobatInfo	number	Set to 1 if the <code>GenerateAdobeAcrobatData</code> property is set to <code>True</code> . Else, set to 0. To generate PDF data, you must set the other document print properties as follows: • <code>PrintToFile</code> - <code>True</code> • <code>PrintThumbnails</code> - <code>False</code> • <code>PrintSeps</code> - <code>False</code> • <code>PrintBlankPages</code> - <code>True</code> • <code>PrintLastSheetFirst</code> - <code>False</code> • <code>PrintNumCopies</code> - 1 • <code>PrintOddPages</code> - <code>True</code> • <code>PrintEvenPages</code> - <code>True</code> • <code>PrintScale</code> - 100%
PDFBookmark	bool	Set to <code>True</code> if <code>FrameMaker</code> is set to generate bookmarks when saving as PDF. Set to <code>False</code> , otherwise.

Property name	Data Type	Description
PDFBookmarksOpenLevel	number	Denotes the level of bookmarks to be expanded when Acrobat opens the generated PDF document. The value can be any integer, or one of the following constants: - Constants.FV_PDFBookmarksOpenDefaultLevel (-1) - Constants.FV_PDFBookmarksOpenAllLevels (-2) - Constants.FV_PDFBookmarksOpenNoneLevel (-3) If you specify an integer that is greater than the number of levels in the Bookmarks Settings, the Constants.PDFBookmarksOpenAllLevels (-2) value takes effect.
PDFConvertCMYKtoRGB	number	When set to 1, the PDFConvertCMYKtoRGB property corresponds with the setting "Convert CMYK colors to RGB" in the Save As PDF dialog box.
PDFDestsMarked	number	Set to 1 if the document has paragraphs or elements marked through the MarkedForNamedDestination property. One of two things must occur in order for this property to be True: 1. The document must have been created and opened in FrameMaker 6.0 or later. 2. The PDF FileSize Optimization client must have been run over it to mark all paragraphs or elements that are targets of hypertext links.
PDFDistillerAbsent	number	A value of 1 indicates that there is no Acrobat Distiller available. Any other value indicates that Acrobat Distiller is available.
PDFDocInfo	Strings	Contains a list of strings expressing values to be set in the PDF Document Info dictionary when you save the book as PDF. Each dictionary entry is expressed as a pair of strings; the first string expresses the field name, and the second string expresses the field value.
PDFEndPage	string	Denotes the last page in the range of pages to be printed, in the FrameMaker numbering style.
PDFJobOption	string	Specifies the name of the Distiller Job Options. If the specified name does not exist in the Distiller Job Options list, then the first Distiller Job Option in the list is used.
PDFJobOptionsAbsent	number	A value of 1 indicates that PDF Job Options are not available. Any other value indicates that PDF Job Options are available.
PDFOpenPage	string	Denotes the PDF page number, in the FrameMaker numbering style, at which Acrobat opens the generated PDF document.
PDFPageHeight	number	Denotes the page height for the generated PDF document.
PDFPageWidth	number	Indicates the page width for the generated PDF document.

Property name	Data Type	Description
PDFPrintPageRange	number	Specifies the page range for generating the PDF document. If set, the PDF file contains only the specified pages. Else, FrameMaker generates PDF for the entire document or book.
PDFRegistrationMarks	number	Contains the registration marks for the generated PDF. The permissible values are: • Constants.FV_PDFRegistrationMarksNone (0) • Constants.FV_PDFRegistrationMarksWestern (1) • Constants.FV_PDFRegistrationMarksTombo (2)
PDFSeparateFiles	number	Set to 1, if a separate PDF file should be generated for each document in a book; Set to 0 otherwise. This property can be set for single documents, but is ignored in that case.
PDFStartPage	string	Denotes the first page of the printing page range, in the FrameMaker numbering style.
PDFZoomFactor	number	When the PDFZoomType property is set to Constants.FV_PDFZoomNone (0), the PDFZoomFactor property denotes the zoom percentage of the PDF document (metric 25% to 1600%). If the value is negative or zero, the value of Constants.FV_PDFZoomDefault (1) takes effect.
PDFZoomType	number	Denotes the PDF zoom setting at which Acrobat opens the generated PDF document. Permissible values are: • Constants.FV_PDFZoomNone (0) • Constants.FV_PDFZoomDefault (1) • Constants.FV_PDFZoomPage (2) • Constants.FV_PDFZoomWidth (3) • Constants.FV_PDFZoomHeight (4) If a value other than these is specified, Constants.FV_PDFZoomDefault (1) takes effect.
PDFAllNamedDestinations	number	Set to 1 if the generated PDF document should include Named Destinations for every paragraph and FrameMaker structure element in the book. This results in a larger PDF filesize. If set to 0, the generated PDF document will have Named Destinations only for those paragraphs and objects that have already been marked with PDFDestsMarked set to True.
PrintBlankPages	number	Set to 1 if the PageRounding property is set to allow empty pages at the end of documents; set to 0 otherwise.
PrintCollated	number	Set to 1 if Collate is enabled; Set to 0 otherwise.
PrintEmulsion	number	Denotes the direction of the print emulsion. The possible value are: • Constants.FV_EMUL_UP (0) - Emulsion side up • Constants.FV_EMUL_DOWN (1) - Emulsion side down

Property name	Data Type	Description
PrinterName	string	This property has no effect.
PrintEvenPages	number	Set to 1 if Print Even-Numbered Pages is enabled.
PrintFileName	string	Specifies the filename to print to. You can set the filename to be the default filename by specifying the <code>PrintFileName</code> value as null.
PrintImaging	number	Denotes the type of print imaging. The permissible values are: - Constants.FV_IMG_POSITIVE (0) - Constants.FV_IMG_NEGATIVE (1)
PrintLastSheetFirst	number	Set to 1 to print the last sheet first. Else, set to 0.
PrintLowRes	number	Set to 1 to print in low resolution. Else, set to 0.
PrintNumCopies	number	Denotes the number of copies to print.
PrintOddPages	number	Set to 1 if Print Odd-Numbered Pages is enabled.
PrintPaperHeight	number	Specifies the height of the printing paper.
PrintPaperWidth	number	Indicates the width of the printing paper.
PrintRegistrationMarks	number	Set to 1 if Registration Marks is enabled; Set to 0 otherwise.
PrintScale	number	Denotes the Print scale factor expressed as a percentage metric (0% to 100%). For print scale percentages, the value <code>1<<16</code> or <code>0x10000</code> specifies 100%.
PrintSeps	number	Set to 1 if Print Separations is enabled.
PrintToFile	number	Set to 1 if Print Only to File is enabled.
SkipBlankSeps	number	Set to 1 if Skip Blank Separations (do not print blank color separations) is enabled.
CustomElementList	Strings	Contains the list of tags to display when <code>ElementCatalogDisplay</code> is set to <code>Constants.FV_ELCAT_CUSTOM (0x04)</code> .
ElementCatalog	ElementCatalogEntries	Contains a list of elements in the Element Catalog.
ElementCatalogDisplay	number	Catalog display options. Show tags for: - Constants.FV_ELCAT_STRICT (0x00): Valid children for working from start to finish. - Constants.FV_ELCAT_LOOSE (0x01): Valid children for working in any order. - Constants.FV_ELCAT_CHILDREN (0x02): Children allowed anywhere in parent. - Constants.FV_ELCAT_ALL (0x03): All elements. - Constants.FV_ELCAT_CUSTOM (0x04): List of tags specified by the <code>CustomElementList</code> property.

Property name	Data Type	Description
FileExtensionOverride	string	Denotes the filename extension to use when saving the document as XML. Typically, this property is used to save XHTML with a .htm extension rather than .xml. This setting should be set in the structure application for the document's DOCTYPE.
ElementSelection	ElementRange	Indicates the currently selected element range in the book.
FirstFmtChangeListInDoc	FmtChangeList	Specifies the ID of the first format change list in the list of format change lists in the book.
FirstElementDefInDoc	ElementDef	Denotes the first element definition in the list of element definitions in the document (FO_ElementDef ID).
HighestLevelElement	Element	Denotes the top most element for a structured book/document.
NewElemAttrDisplay	number	Specifies the attribute display properties for new elements. The permissible values are: • Constants.FV_ATTR_DISP_NONE (1): Do not display attributes. • Constants.FV_ATTR_DISP_REQSPEC (2): Display required and specified attributes. • Constants.FV_ATTR_DISP_ALL (3): Display all attributes.
NewElemAttrEditing	number	Specifies when the Edit Attributes dialog box appears for new elements. The permissible values are: • Constants.FV_ATTR_EDIT_NONE (0) • Constants.FV_ATTR_EDIT_REQUIRED (1) • Constants.FV_ATTR_EDIT_ALWAYS (2)
SeparateInclusions	number	Set to 1 if inclusions are listed separately in the element catalog; set to 0 otherwise.
StructuredApplication	string	Contains the name of the structured application that is associated with the book. If the book has no associated structure application, GetString() returns an empty string.
UseInitialStructure	number	Set to 1 if FrameMaker inserts the initial structure for new elements; set to 0 otherwise.
XmlDocType	string	Contains the DOCTYPE parameter from the source XML.
XmlEncoding	string	Specifies the encoding parameter of the XML Declaration for the source XML. The string is empty if no encoding is specified. If this property is set, the XML Declaration contains the encoding parameter with this value on Save As XML.
XmlFileEncoding	string	Specifies the encoding that is detected for the source XML book. If no encoding is specified for the source XML, XmlEncoding is an empty string. In that case, if this value is set, it determines the encoding to use when saving as XML. If XmlEncoding has a value, this string may be empty.

Property name	Data Type	Description
XmlPublicId	string	Contains the DOCTYPE public identifier for the source XML document.
XmlStandAlone	number	Indicates an integer that specifies the XML standalone parameter for the XML document, that is the source of the current document. The permissible values are: - Constants.FV_XML_STANDALONE_YES (1) - Constants.FV_XML_STANDALONE_NO (2) - Constants.FV_XML_STANDALONE_NONE (3) - Constants.FV_XML_STANDALONE_NODEC (4) The standalone parameter is declared in the XML Declaration. For a file with no XML declaration, the value is Constants.FV_XML_STANDALONE_NODEC (4). For an XML declaration with no standalone parameter, this value is Constants.FV_XML_STANDALONE_NONE (3).
XmlStyleSheet	string	Specifies the XML stylesheet processing instruction to write out to XML when saving the book as XML. Note; The ESTK does not verify that you are using the correct syntax in this string. The string you set should not include the PI delimiters, <? and ?>. For example, the string you supply for my.css may be: <pre>"type=\"text\\css\" href=\"my.css\""</pre> Only use this string to set a specific stylesheet specification. GetString() always returns null for this parameter. To get the list of stylesheet specifications associated with a book, use XmlStyleSheetList.
XmlStyleSheetList	Strings	Contains a list of stylesheet processing instructions for the current book. One book can have more than one stylesheet specification associated with it. Note: The ESTK does not verify that you are using the correct syntax in these strings. The strings should not include the PI delimiters, <? and ?>. For example, the string you supply for my.css may be: <pre>"type=\"text\\css\" href=\"my.css\""</pre> Setting a list as the value to the XmlStyleSheetList property completely overwrites the preceding list.
XmlSystemId	string	Contains the DOCTYPE system identifier for the source XML document.

Property name	Data Type	Description
XmlUseBOM	number	Indicates whether a byte order mark was detected when opening the source XML. The permissible values are: • Constants.FV_XML_USEBOM_YES (1) • Constants.FV_XML_USEBOM_NO (2) • Constants.FV_XML_USEBOM_UTF8 (3) • Constants.FV_XML_USEBOM_UTF16BE (4) • Constants.FV_XML_USEBOM_UTF16LE (5) • Constants.FV_XML_USEBOM_UTF32BE (6) • Constants.FV_XML_USEBOM_UTF32LE (7) When saving as XML, if this property is set to Constants.FV_XML_USEBOM_YES (1), FrameMaker writes a byte order mark in the resulting XML.
XmlVersion	string	Depicts the XML Version that is specified in the XML Declaration when the file is opened. If no XML version is specified, <code>GetString()</code> returns an empty string. If this string contains an invalid XML declaration, a parsing error occurs when the book is saved as XML.
XmlWellFormed	number	Indicates whether the source XML is qualified as well formed. The permissible values are: • Constants.FV_XML_WELLFORMED_YES (1) • Constants.FV_XML_WELLFORMED_NO (2)
BooksViewOnly	number	Set to 1 if the book is view-only; set to 0 otherwise.
ViewOnlyDeadCodes	UInts	Contains a list of F-codes that cannot be executed in the book.
ViewOnlyWinBorders	number	Set to 1 if the book has normal window borders; Set to 0 if the book's border buttons are suppressed.
ViewOnlyWinPopup	number	Set to 1 if the book window pop-up menu is available; set to 0 otherwise.

Property name	Data Type	Description
PDFGenerateForReview	number	This property is used to generate a PDF for review workflow that is getting review comments in PDF and importing them back to FrameMaker document. The property helps in importing back the comments correctly. When this flag is turned ON, the behavior is same as if the "Generate for review only" checkbox is ON in the PDF setup dialog.
ShowElementDescriptiveNames	bool	Set to True to show descriptive names for elements; Set to False, otherwise. Note: <i>The ShowElementDescriptiveNames property is applicable only for structured FrameMaker.</i>
UseInitialStructureOfAutoInsertedElements	bool	If set to True, auto-insertion rules will be processed recursively. For example: If an element is inserted automatically, and auto-insertion rules exist for this element, in the element definition, then those rules would also be processed.

Book methods

[Close](#), [Compare](#), [GetProps](#), [GetUniqueObject](#), [Import](#), [NewBookComponentInHierarchy](#),
[NewBookComponentOfTypeInHierarchy](#), [NewSeriesBookComponent](#), [NewSeriesObject](#), [ObjectValid](#), [Save](#),
[SetProps](#), [SilentPrintDoc](#), [SimpleGenerate](#), [SimpleImportElementDefs](#), [SimpleImportFormats](#), [SimpleSave](#),
[UpdateBook](#).

BookComponent

Property name	Data Type	Description
BookComponentIsGeneratable	number	Set to 1 if the book component is a generated file (BookComponentType is not set to Constants.FV_BK_NOT_GENERATABLE (16)); set to 0, otherwise.
BookComponentType	number	Depicts the type of the book component. The possible values are: • Constants.FV_BK_TOC (0) - Table of contents. • Constants.FV_BK_LIST_FIGURE (1) - List of figures. • Constants.FV_BK_LIST_TABLE (2) - List of tables. • Constants.FV_BK_LIST_PGF (3) - List of paragraphs. • Constants.FV_BK_LIST_MARKER (4) - List of markers. • Constants.FV_BK_LIST_MARKER_ALPHA (5) - Alphabetical list of markers. • Constants.FV_BK_LIST_PGF_ALPHA (6) - Alphabetical list of paragraphs. • Constants.FV_BK_INDEX_STAN (7) - Standard index • Constants.FV_BK_INDEX_AUTHOR (8) - Index of authors. • Constants.FV_BK_INDEX_SUBJECT (9) - Subject index. • Constants.FV_BK_INDEX_MARKER (10) - Index of markers. • Constants.FV_BK_LIST_FORMATS (11) - List of formats • Constants.FV_BK_LIST_REFERENCES (12) - List of references. • Constants.FV_BK_INDEX_FORMATS (13) - Index of formats. • Constants.FV_BK_INDEX_REFERENCES (14) - Index of references. • Constants.FV_BK_NOT_GENERATABLE (16) - Book component is not a generated file.
BookParent	Book	Specifies the book that contains the component (Constants.FO_BookID).

Property name	Data Type	Description
ChapNumComputeMethod	number	The component document's chapter numbering type. The possible values are: - Constants.FV_NUM_READ_FROM_FILE (0x00) - Use the numbering properties from the document associated with this book component. - Constants.FV_NUM_CONTINUE (0x01) - Continue numbering from the previous chapter. - Constants.FV_NUM_RESTART (0x02) - Use the value specified for the ChapterNumber property. - Constants.FV_NUM_SAME (0x03) - Use the same chapter number as for the previous file.
ChapterNumber	number	If the ChapNumComputeMethod property is set to Constants.FV_NUM_RESTART (0x02), use the ChapterNumber property as the chapter number.
ChapterNumStyle	number	Denotes the chapter numbering style. The possible value are: - Constants.FV_NUMSTYLE_NUMERIC (0x00) - Arabic - Constants.FV_NUMSTYLE_ROMAN_UC (0x01) - Roman, uppercase - Constants.FV_NUMSTYLE_ROMAN_LC (0x02) - Roman, lowercase - Constants.FV_NUMSTYLE_ALPHA_UC (0x03) - Alphabetic, uppercase - Constants.FV_NUMSTYLE_ALPHA_LC (0x04) - Alphabetic, lowercase - Constants.FV_NUMSTYLE_KANJI (0x05) - Kanji - Constants.FV_NUMSTYLE_ZENKAKU (0x06) - Zenkaku - Constants.FV_NUMSTYLE_ZENKAKU_UC (0x07) - Zenkaku, uppercase - Constants.FV_NUMSTYLE_ZENKAKU_LC (0x08) - Zenkaku, lowercase - Constants.FV_NUMSTYLE_KANJI_KAZU (0x09) - Kazu - Constants.FV_NUMSTYLE_DAIJI (0x0a) - Daiji - Constants.FV_NUMSTYLE_TEXT (0x0b) - Text. This property is only for volume/chapter numbers.
ChapterNumText	string	If the ChapNumStyle property is set to Constants.FV_NUMSTYLE_TEXT (0x0b), use the string specified in the ChapterNumText property as the chapter number.

Property name	Data Type	Description
ComponentDisplayText	string	Specifies the text that displays in the book window when the value of the <code>TypeOfDisplayText</code> property is set to <code>Constants.FV_BK_TEXT (2)</code> . Set the <code>ComponentDisplayText</code> property to an empty string (" ") to allow FrameMaker to automatically update the text line with normal information.
ComponentIsSelected	number	Set to 1 if the component is selected in the book window; otherwise set to 0.
ExtractTags	Strings	List of paragraph tags or markers type names that are used to set up a generatable file (for example, table of contents, list of figures, standard index or index of authors).
FirstPageNum	number	Number for the first page in the component; used when the <code>PageNumComputeMethod</code> property is set to <code>Constants.FV_NUM_RESTART (0x02)</code> .
FnFirstNum	string	Number for the first footnote in the component; used when the <code>FnNumComputeMethod</code> property is set to <code>Constants.FV_NUM_RESTART (0x02)</code> .
FnCustNumString	string	Indicates the characters for custom document footnote numbers.
FnNumStyle	number	Footnote numbering style. The possible values are: • <code>Constants.FV_FN_NUM_NUMERIC (0x00)</code> - Arabic • <code>Constants.FV_FN_NUM_ROMAN_UC (0x01)</code> - Roman uppercase • <code>Constants.FV_FN_NUM_ROMAN_LC (0x02)</code> - Roman lowercase • <code>Constants.FV_FN_NUM_ALPHA_UC (0x03)</code> - Alphabetic uppercase • <code>Constants.FV_FN_NUM_ALPHA_LC (0x04)</code> - Alphabetic lowercase • <code>Constants.FV_FN_NUM_CUSTOM (0x05)</code> - Custom numbering • <code>Constants.FV_FN_NUM_KANJI (0x06)</code> - Kanji characters • <code>Constants.FV_FN_NUM_ZENKAKU (0x07)</code> - Zenkaku • <code>Constants.FV_FN_NUM_ZENKAKU_UC (0x08)</code> - Zenkaku uppercase • <code>Constants.FV_FN_NUM_ZENKAKU_LC (0x09)</code> - Zenkaku lowercase • <code>Constants.FV_FN_NUM_KANJI_KAZU (0x0A)</code> - Kazu • <code>Constants.FV_FN_NUM_DAIJI (0x0B)</code> - Daiji

Property name	Data Type	Description
FnNumComputeMethod	number	The component document's footnote numbering type. The possible values are: - Constants.FV_NUM_READ_FROM_FILE (0x00) - Use the numbering properties from the document associated with this book component. - Constants.FV_NUM_CONTINUE (0x01) - Continue numbering from the previous file. - Constants.FV_NUM_RESTART (0x02) - Use the number specified by the FnFirstNum property. - Constants.FV_NUM_PER_PAGE (0x03) - Restart numbering on each page.
GenerateInclude	number	Set to 1 if the document appears in the scroll list of files to be generated by the Generate/Update command for the book; otherwise set to 0.
ImportFmtInclude	number	Set to 1 if the book component is included in the list of components to be updated with imported formats or element definitions, when the user or a client executes Import Formats or Import Element Definitions; otherwise set to 0.
InsertLinks	number	Set to 1 if hypertext links are automatically inserted in generated files; otherwise set to 0.
Name	string	Indicates the path of the document that the component represents.
NextComponentInBook	BookComponent	Specifies the next component in the book file.
NextSelectedComponentInBook	BookComponent	Specifies the next selected component in the book window.
PageNumComputeMethod	number	The component document's page numbering type. The possible values are: - Constants.FV_NUM_READ_FROM_FILE (0x00) - Use the numbering properties from the document associated with this book component. - Constants.FV_NUM_CONTINUE (0x01) - Continue the numbering from the previous file. - Constants.FV_NUM_RESTART (0x02) - Restart numbering at the value specified by the FirstPageNum property.

Property name	Data Type	Description
PageNumStyle	number	Page numbering style. The possible values are: - Constants.FV_PAGE_NUM_NUMERIC (0x00) - Arabic - Constants.FV_PAGE_NUM_ROMAN_UC (0x01) - Roman uppercase - Constants.FV_PAGE_NUM_ROMAN_LC (0x02) - Roman lowercase - Constants.FV_PAGE_NUM_ALPHA_UC (0x03) - Alphabetic uppercase - Constants.FV_PAGE_NUM_ALPHA_LC (0x04) - Alphabetic lowercase - Constants.FV_PAGE_NUM_KANJI (0x05) - Kanji characters - Constants.FV_PAGE_NUM_ZENKAKU (0x06) - Zenkaku - Constants.FV_PAGE_NUM_ZENKAKU_UC (0x07) - Zenkaku uppercase - Constants.FV_PAGE_NUM_ZENKAKU_LC (0x08) - Zenkaku lowercase - Constants.FV_PAGE_NUM_KANJI_KAZU (0x09) - Kazu - Constants.FV_PAGE_NUM_DAIJI (0x0a) - Daiji
PageSide	number	Specifies the page side on which to start the component document. The possible values are: - Constants.FV_BK_START_FROM_FILE (0x01) - Constants.FV_BK_START_NEXT_AVAILABLE (0x02) - Constants.FV_BK_START_LEFT (0x03) - Constants.FV_BK_START_RIGHT (0x04)
PgfNumComputeMethod	number	The type of numbering for the component document's paragraph. Possible values are: - Constants.FV_NUM_READ_FROM_FILE (0x00) - Use the numbering properties from the document associated with this book component. - Constants.FV_NUM_CONTINUE (0x01) - Continue the numbering from the previous file. - Constants.FV_NUM_RESTART (0x02) - Restart numbering at 1.
PrevComponentInBook	BookComponent	Denotes the previous component in the book file.
PrintInclude	number	Set to 1 if the component document is included in the list of book files to be printed; otherwise set to 0.
TblFnCustNumString	string	Specifies the characters for custom table footnote numbers.

Property name	Data Type	Description
TblFnNumStyle	number	Table footnote numbering style. The possible values are: - Constants.FV_FN_NUM_NUMERIC (0x00) - Arabic - Constants.FV_FN_NUM_ROMAN_UC (0x01) - Roman uppercase - Constants.FV_FN_NUM_ROMAN_LC (0x02) - Roman lowercase - Constants.FV_FN_NUM_ALPHA_UC (0x03) - Alphabetic uppercase - Constants.FV_FN_NUM_ALPHA_LC (0x04) - Alphabetic lowercase - Constants.FV_FN_NUM_CUSTOM (0x05) - Custom numbering - Constants.FV_FN_NUM_KANJI (0x06) - Kanji characters - Constants.FV_FN_NUM_ZENKAKU (0x07) - Zenkaku - Constants.FV_FN_NUM_ZENKAKU_UC (0x08) - Zenkaku uppercase - Constants.FV_FN_NUM_ZENKAKU_LC (0x09) - Zenkaku lowercase - Constants.FV_FN_NUM_KANJI_KAZU (0x0A) - Kazu - Constants.FV_FN_NUM_DAIJI (0x0B) - Daiji
TblFnNumComputeMethod	number	The numbering type of the component document's table footnote. Possible values are: - Constants.FV_NUM_READ_FROM_FILE (0x00) - Use the numbering properties from the document associated with this book component. - Constants.FV_NUM_RESTART (0x02) - Start at 1.
Unique	number	Represents the Unique ID of the book component.
VolNumComputeMethod	number	The component document's volume numbering type. The possible values are: - Constants.FV_NUM_READ_FROM_FILE (0x00) - Use the numbering properties from the document associated with this book component. - Constants.FV_NUM_CONTINUE (0x01) - Continue numbering from the previous volume. - Constants.FV_NUM_RESTART (0x02) - Use the value specified for the VolumeNumber property. - Constants.FV_NUM_SAME (0x03) - Use the same volume number as for the previous file.
VolumeNumber	number	If the VolNumComputeMethod property is set to Constants.FV_NUM_RESTART (0x02), use the value specified in the VolumeNumber property as the volume number.

Property name	Data Type	Description
VolumeNumStyle	number	The volume numbering style. The possible values are: - Constants.FV_NUMSTYLE_NUMERIC (0x00) - Arabic - Constants.FV_NUMSTYLE_ROMAN_UC (0x01) - Roman uppercase - Constants.FV_NUMSTYLE_ROMAN_LC (0x02) - Roman lowercase - Constants.FV_NUMSTYLE_ALPHA_UC (0x03) - Alphabetic uppercase - Constants.FV_NUMSTYLE_ALPHA_LC (0x04) - Alphabetic lowercase - Constants.FV_NUMSTYLE_KANJI (0x05) - Kanji - Constants.FV_NUMSTYLE_ZENKAKU (0x06) - Zenkaku - Constants.FV_NUMSTYLE_ZENKAKU_UC (0x07) - Zenkaku uppercase - Constants.FV_NUMSTYLE_ZENKAKU_LC (0x08) - Zenkaku lowercase - Constants.FV_NUMSTYLE_KANJI_KAZU (0x09) - Kazu - Constants.FV_NUMSTYLE_DAIJI (0x0a) - Daiji - Constants.FV_NUMSTYLE_TEXT (0x0b) - Text
VolumeNumText	string	If the <code>VolNumStyle</code> property is set to <code>Constants.FV_NUMSTYLE_TEXT (0x0b)</code> , use the string specified in the <code>VolumeNumText</code> property as the chapter number.
ComponentElement	Element	Specifies the component element (FO_Element ID).
ExtractElementTags	Strings	List of element tags that are used to set up a generatable file (for example, table of contents, list of figures, or list of tables).
FirstComponentInBookComponent	BookComponent	Denotes the first component of the hierarchy for which the current component is the parent.
BookComponentParent	BookComponent	Denotes the parent of the current book element.
ExcludeBookComponent	number	Specifies the component to exclude when printing the book.
BookComponentTemplatePath	string	The path to the file that is used as a template for a folder.
BookComponentTitle	string	The name of a folder or a group component.

Property name	Data Type	Description
ComponentType	number	Indicates whether the component is a folder, group, or a document. The value is one of: - Constants.FV_BK_FOLDER (0x02) - Folder - Constants.FV_BK_GROUP (0x40) - Group - Constants.FV_BK_FM (0x8) - FrameMaker document - Constants.FV_BK_MIF (0x10) - MIF document - Constants.FV_BK_XML (0x20) - XML document
XmlApplicationForBookComponent	string	The application name for the XML that is set as template for the folder.
SecNumComputeMethod	number	Indicates the type of numbering applied to a particular book component. The value is one of: - Constants.FV_NUM_CONTINUE (0x01) - Constants.FV_NUM_RESTART (0x02) - Constants.FV_NUM_SAME (0x03)
SectionNumStyle	number	Denotes the section numbering style. Possible values are: - Constants.FV_PAGE_NUM_NUMERIC (0x00) - Arabic - Constants.FV_PAGE_NUM_ROMAN_UC (0x01) - Roman uppercase - Constants.FV_PAGE_NUM_ROMAN_LC (0x02) - Roman lowercase - Constants.FV_PAGE_NUM_ALPHA_UC (0x03) - Alphabetic uppercase - Constants.FV_PAGE_NUM_ALPHA_LC (0x04) - Alphabetic lowercase - Constants.FV_PAGE_NUM_KANJI (0x05) - Kanji characters - Constants.FV_PAGE_NUM_ZENKAKU (0x06) - Zenkaku - Constants.FV_PAGE_NUM_ZENKAKU_UC (0x07) - Zenkaku uppercase - Constants.FV_PAGE_NUM_ZENKAKU_LC (0x08) - Zenkaku lowercase - Constants.FV_PAGE_NUM_KANJI_KAZU (0x09) - Kazu - Constants.FV_PAGE_NUM_DAIJI (0x0a) - Daiji
SectionNumber	number	Denotes the section number of the specified component.
SectionNumText	string	The text to use for the SectionNumber property.

Property name	Data Type	Description
SubsecNumComputeMethod	number	Indicates the type of numbering applied to a particular book component. The value is one of: - Constants.FV_NUM_CONTINUE (0x01) - Constants.FV_NUM_RESTART (0x02) - Constants.FV_NUM_SAME (0x03)
SubsectionNumStyle	number	Denotes the subsection numbering style. Possible values are: - Constants.FV_PAGE_NUM_NUMERIC (0x00) - Arabic - Constants.FV_PAGE_NUM_ROMAN_UC (0x01) - Roman uppercase - Constants.FV_PAGE_NUM_ROMAN_LC (0x02) - Roman lowercase - Constants.FV_PAGE_NUM_ALPHA_UC (0x03) - Alphabetic uppercase - Constants.FV_PAGE_NUM_ALPHA_UC (0x03) - Alphabetic uppercase - Constants.FV_PAGE_NUM_ALPHA_LC (0x04) - Alphabetic lowercase - Constants.FV_PAGE_NUM_KANJI (0x05) - Kanji characters - Constants.FV_PAGE_NUM_ZENKAKU (0x06) - Zenkaku - Constants.FV_PAGE_NUM_ZENKAKU_UC (0x07) - Zenkaku uppercase - Constants.FV_PAGE_NUM_ZENKAKU_LC (0x08) - Zenkaku lowercase - Constants.FV_PAGE_NUM_KANJI_KAZU (0x09) - Kazu - Constants.FV_PAGE_NUM_DAIJI (0x0a) - Daiji
SubsectionNumber	number	Denotes the subsection number of the specified component.
SubsectionNumText	string	The text to use for the SubsectionNumber property.
NextBookComponentInDFSOrder	BookComponent	Denotes the pointer to traverse through book components in a hierarchal manner (top to bottom).
BookComponentFileType	number	Determines the file type of the document. The possible values are: - Constants.FV_BK_FM (0x8) - FrameMaker document - Constants.FV_BK_MIF (0x10) - MIF document - Constants.FV_BK_XML (0x20) - XML document - Constants.FV_BK_XML (0x20) - Ditamap
PrevBookComponentInDFSOrder	BookComponent	Denotes the pointer to traverse through book components in an heirarchial manner (bottom to top).

Property name	Data Type	Description
BookComponentIsFolderWithTemplate	number	Determines whether a template is associated with a book. Returns 1 if the <code>BookComponent</code> is a folder and a template is associated with the component. Returns 0, otherwise.
BookComponentIsFolderWithoutTemplate	number	Determines whether a template is not associated with a book. Returns 1 if the <code>BookComponent</code> is a folder and a template is not associated. Returns 0 otherwise.
ComponentIsDitaMap	bool	Determines whether a book component is a ditamap. Set to 1 if the book component is a ditamap; set to 0 otherwise.

BookComponent methods

[Delete](#), [GetProps](#), [MoveComponent](#), [ObjectValid](#), [SetProps](#).

Cell

Property name	Data Type	Description
CellAboveInCol	Cell	Denotes the cell above the current cell (FO_CellID).
CellAngle	number	Indicates the angle of rotation of the cell.
CellBelowInCol	Cell	Denotes the cell below the current cell (FO_CellID).
CellColNum	number	Represents the cell's column number.
CellDefaultBottomRuling	RulingFmt	Indicates the cell's default bottom ruling (FO_RulingFmt ID).
CellDefaultLeftRuling	RulingFmt	Specifies the cell's default left ruling (FO_RulingFmt ID).
CellDefaultRightRuling	RulingFmt	Indicates the cell's default right ruling (FO_RulingFmt ID).
CellDefaultTopRuling	RulingFmt	Represents the cell's default top ruling (FO_RulingFmt ID).
CellsShown	number	Returns 1 if the cell is conditional and is visible; returns 0 otherwise.
CellsStraddled	number	Returns 1 if the cell is in a straddle but is not the first cell; returns 0 if the cell is the first cell in a straddle, or is not in a straddle.
CellNumColsStraddled	number	Specifies the number of columns in the straddle, if the cell is the first cell in a horizontal straddle; Otherwise the value is 1.
CellNumRowsStraddled	number	Specifies the number of rows in the straddle, if the cell is the first cell in a vertical straddle; Otherwise the value is 1.
ContentHeight	number	Denotes the distance between the top of the cell and the baseline of the last line in the cell.
CellOverrideBottomRuling	RulingFmt	Represents the cell's bottom ruling (FO_RulingFmt ID), if there is an override. The value is null if there is no override.

Property name	Data Type	Description
CellOverrideFill	number	Indicates the cell's fill pattern. The value is null if there is no override fill pattern.
CellOverrideLeftRuling	RulingFmt	Indicates the cell's left ruling (FO_RulingFmt ID), if there is an override. The value is null if there is no override.
CellOverrideRightRuling	RulingFmt	Specifies the cell's right ruling (FO_RulingFmt ID), if there is an override. The value is null if there is no override.
CellOverrideShading	Color	Denotes the cell's spot color (FO_Color ID). The value is null if there is no override shading.
CellOverrideTopRuling	RulingFmt	Denotes the cell's top ruling (FO_RulingFmt ID), if there is an override. The value is null if there is no override.
CellRow	Row	Denotes the row containing the cell (FO_RowID).
CellUseOverrideBRuling	number	Set to 1 if the cell's bottom ruling (specified by the CellOverrideBottomRuling property) overrides the default ruling specified by the table format; set to 0 otherwise.
CellUseOverrideFill	number	Set to 1 if the cell's fill pattern (specified by the CellOverrideFill property) overrides the default fill pattern specified by the table format; set to 0 otherwise.
CellUseOverrideLRuling	number	Set to 1 if the cell's left ruling (specified by the CellOverrideLeftRuling property) overrides the ruling specified by the table format; set to 0 otherwise.
CellUseOverrideRRuling	number	Set to 1 if the cell's right ruling (specified by the CellOverrideRightRuling property) overrides the ruling specified by the table format; set to 0 otherwise.
CellUseOverrideShading	number	Set to 1 if the cell's shading (specified by the CellOverrideShading property) overrides the default shading specified by the table format; set to 0 otherwise.
CellUseOverrideTRuling	number	Set to 1 if the cell's top ruling (specified by the CellOverrideTopRuling property) overrides the default top ruling specified by the table format; set to 0 otherwise.
Element	Element	Denotes the element containing the cell, if the cell is in a FrameMaker document.
FirstPgf	Pgf	Represents the first paragraph in the cell (FO_Pgf ID).
InTextFrame	TextFrame	Represents the text frame containing the cell (FO_TextFrame ID).
InTextObj	SubCol	Represents the text object containing the cell (FO_SubCol ID).
LastPgf	Pgf	Indicates the last paragraph in the cell (FO_Pgf ID).
NextCellInRow	Cell	Denotes the next cell in current row from left to right (FO_Cell ID).
NextCellInTbl	Cell	Represents the next cell from left to right (FO_Cell ID). If the cell is at the end of a row, the next cell is the first cell in the next row.
NextCell	Cell	Represents the next cell in the text frame (FO_Cell ID).

Property name	Data Type	Description
Overflowed	number	Specifies whether the text in the cell overflows. Set to 1 if the row Height Limit Maximum is too low to display all the text in the cell; set to 0 otherwise.
PrevCellInRow	Cell	Represents the previous cell in the current row (FO_Cell ID).
PrevCell	Cell	Denotes the previous cell in the text frame (FO_Cell ID).
Unique	number	Represents the cell's unique ID.

Cell methods

[GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#), [StraddleCells](#), [UnStraddleCells](#).

CharFmt

Property name	Data Type	Description
Capitalization	number	The capitalization type. The possible values are: - Constants.FV_CAPITAL_CASE_NORM (0) - Normal capitalization (mixed uppercase and lowercase) - Constants.FV_CAPITAL_CASE_SMALL (1) - Small caps - Constants.FV_CAPITAL_CASE_LOWER (2) - Lowercase letters only - Constants.FV_CAPITAL_CASE_UPPER (3) - Uppercase letters only
ChangeBar	number	Returns 1 if Change Bars are on.
CharTag	string	Denotes the character format's tag name.
Color	Color	Indicates the spot color ((FO_Color ID).
CombinedFontFamily	CombinedFontDefn	Denotes the combined font definition (FO_CombinedFontDefn).
FontAngle	number	Represents the font angle (specifies an index into the array of font angles provided by the session property FontAngleNames).
FontEncodingName	string	Indicates the encoding of the font.
FontFamily	number	Specifies the font family (specifies an index into the array of font families provided by the session property FontFamilyNames).
FontPlatformName	string	Name that uniquely identifies a font on a specific platform. For combined fonts, the name is the Asian font name.
FontPostScriptName	string	Name given to a font when it is sent to a PostScript printer. For combined fonts, the name is the Asian font name.

Property name	Data Type	Description
WesternFontPlatformName	string	Name that uniquely identifies the Roman component of a combined font on a specific platform.
WesternFontPostScriptName	string	Name given to the Roman component of a combined font when it is sent to a PostScript printer.
FontSize	number	Denotes the font size (2 point to 400 point).
FontVariation	number	Indicates the font variation (specifies an index into the array of font variations provided by the session property <code>FontVariationNames</code>).
FontWeight	number	Indicates the font weight (specifies an index into the array of font weights provided by the session property <code>FontWeightNames</code>).
Language	number	Denotes the hyphenation and spell-checking language to use. The possible languages are: • Constants.FV_LANG_NOLANGUAGE (0x00) • Constants.FV_LANG_ENGLISH (0x01) • Constants.FV_LANG_BRITISH (0x02) • Constants.FV_LANG_GERMAN (0x03) • Constants.FV_LANG_SWISS_GERMAN (0x04) • Constants.FV_LANG_FRENCH (0x05) • Constants.FV_LANG_CANADIAN_FRENCH (0x06) • Constants.FV_LANG_SPANISH (0x07) • Constants.FV_LANG_CATALAN (0x08) • Constants.FV_LANG_ITALIAN (0x09) • Constants.FV_LANG_FINNISH (0x10) • Constants.FV_LANG_SWEDISH (0x11) • Constants.FV_LANG_JAPANESE (0x12) • Constants.FV_LANG_TRADITIONAL_CHINESE (0x13) • Constants.FV_LANG_SIMPLIFIED_CHINESE (0x14) • Constants.FV_LANG_KOREAN (0x15) • Constants.FV_LANG_PORTUGUESE (0x0A) • Constants.FV_LANG_BRAZILIAN (0x0B) • Constants.FV_LANG_DANISH (0x0C) • Constants.FV_LANG_DUTCH (0x0D) • Constants.FV_LANG_NORWEGIAN (0x0E) • Constants.FV_LANG_NYNORSK (0x0F)

Property name	Data Type	Description
KernX	number	Horizontal kern value for manual kerning expressed as a percentage of an em (metric –1000% to 1000%). A positive value moves a character right and a negative value moves a character left.
KernY	number	Vertical kern value for manual kerning expressed as a percentage of an em (metric –1000% to 1000%). A positive value moves characters up and a negative value moves characters down.
Name	string	Specifies the character format's name.
NextCharFmtInDoc	CharFmt	Denotes the next character format in the document (FO_CharFmt ID).
Overline	number	Returns 1 if <code>Overline</code> is enabled; returns 0 otherwise.
PairKern	number	Returns 1 if <code>PairKern</code> is enabled; returns 0 otherwise.
Position	number	Denotes the vertical position of the character. Possible values are: • <code>Constants.FV_POS_NORM</code> (0) - Normal • <code>Constants.FV_POS_SUPER</code> (1) - Superscript • <code>Constants.FV_POS_SUB</code> (2) - Subscript
Stretch	number	Denotes the character stretch (set width) expressed as a percentage of normal stretch for the font (metric –10% to 1000%).
Strikethrough	number	Returns True if <code>Strikethrough</code> is enabled; otherwise returns False.
Underlining	number	Indicates the character tracking expressed as a percentage of an em (metric –100% to 1000%).
UseCapitalization	number	Returns 1 if the <code>Capitalization</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseChangeBar	number	Returns 1 if the <code>ChangeBar</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseColor	number	Returns 1 if the <code>Color</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseFontAngle	number	Returns 1 if the <code>FontAngle</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseFontFamily	number	Returns 1 if the <code>FontFamily</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseFontSize	number	Returns 1 if the <code>FontSize</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseFontVariation	number	Returns 1 if the <code>FontVariation</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseFontWeight	number	Returns 1 if the <code>FontWeight</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseKernX	number	Returns 1 if the <code>KernX</code> property overrides the default value; returns 0 if the "As Is" setting is used.

Property name	Data Type	Description
UseKernY	number	Returns 1 if the <code>KernY</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseOverline	number	Returns 1 if the <code>Overline</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UsePairKern	number	Returns 1 if the <code>PairKern</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UsePosition	number	Returns 1 if the <code>Position</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseStretch	number	Returns 1 if the <code>Stretch</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseStrikethrough	number	Returns 1 if the <code>Strikethrough</code> property overrides the default value; returns 0 if the "As Is" setting is used.
UseUnderlining	number	Returns 1 if the <code>Underlining</code> property overrides the default value; returns 0 if the "As Is" setting is used.
BkColor	FMOBJECT	Denotes the text background color. If this property is applied on a paragraph format, it denotes the background color of the whole paragraph; if it is applied on a character format, it denotes the background color of the text over which the character format is applied.
UseBkColor	bool	The <code>UseBkColor</code> is a Boolean flag which indicates whether the <code>BkColor</code> property is set or not. A value of 1 indicates the text has some background color. A value of 0 indicates a transparent background. Note: When the <code>UseBkColor</code> property is set to 0, the <code>BkColor</code> value is not used.

CharFmt methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

CMSCheckinParam

Property name	Data Type	Description
version	int	Denotes the version of the checked-in document. This property uses values from the <code>CMSVersioningStrategy</code> enumeration: <code>CMSSameVersion</code>: Same version <code>CMSMinorVersion</code>: Minor version <code>CMSMajorVersion</code>: Major version
versionLabel	string	Specifies the label of the document version

Property name	Data Type	Description
description	string	Specifies the description of the document version
checkinComment	string	Specifies the check-in comments of the document version
makeThisCurrentVersion	bool	Determines whether the specified version is the current version. Set to True to make this checked-in document the current version; else set to False

CMSDeleteParam

Property name	Data Type	Description
deleteAllVersion	bool	Determines whether to delete all versions of the current document. Set to True if user want to delete all the version of a file.; else set to False.
deleteAllDependents	bool	Determines whether to delete all dependents of the current document. True if user wants to delete all the dependents of a file; else set to False

CMSInfo

Property name	Data Type	Description
cmsName	string	Specifies the name of the content management system.
userFields	string	Specifies the list of optional user fields. If no user fields is specified then its value is NULL.
userLoginUi	bool	Determines if the default Connection manager dialog is used for login. False if default Connection manager dialog is used for login; else set to True.

CMSMenuItem

Property name	Data Type	Description
id	int	Specifies the ID of the menu item.
name	string	Specifies the name of the menu item.
flags	int	Specifies the type of menu. Uses the values from the following enumeration: FV_CMSMenu_Is_Item: Custom menu is single item FV_CMSMenu_Is_Disabled: Custom menu is disabled FV_CMSMenu_Is_Separator: Custom menu is separator FV_CMSMenu_Is_SubMenu: Custom menu is of type submenu

CMSProperty

Property name	Data Type	Description
prop	int	Specifies the CMS Property Id. Use the value of enum F_CMSItemPropertyT (See following enum) or custom property added by the user (pending - peterb)
label	string	Specifies the label of the property
isMultiValue	bool	Determines if the property is multivalued. Set to True if the property is multivalued; else set to False.
isEditable	bool	Determines if the property is editable. Set to True if the property is editable; else set to False.
values	TypedVals	Specifies the values of the property

CMSProperties

An Array of objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

CMSRegistration

Property name	Data Type	Description
Capitalization	number	The capitalization type. The possible values are: • Constants.FV_CAPITAL_CASE_NORM (0) • Constants.FV_CAPITAL_CASE_SMALL (1) • Constants.FV_CAPITAL_CASE_LOWER (2) • Constants.FV_CAPITAL_CASE_UPPER (3)

CMSResult

Property name	Data Type	Description
status	StatusT	Specifies the Command status
opResult	int	Specifies the Operation result. If CMS Command needs CMSTree update, assign F_CMSOpResultT values (See following enum),else can return any value depending on operation. For example: opResult = True/False for FA_CMSIsValidCommand, opResult = CMSPropertyNewMaxOpCode for FA_CMSGetPropertyMaxOpCode. etc.
message	string	If operation fails, user can send error message to FrameMaker.For FA_CMSObjectOpenReadOnly, FA_CMSObjectEdit command, user can return file-name which is downloaded
cmsItems	CMSResult	List of CMS objects

CMSSession

Property name	Data Type	Description
Capitalization	number	The capitalization type. The possible values are: • Constants.FV_CAPITAL_CASE_NORM (0) • Constants.FV_CAPITAL_CASE_SMALL (1) • Constants.FV_CAPITAL_CASE_LOWER (2) • Constants.FV_CAPITAL_CASE_UPPER (3)

Color

Property name	Data Type	Description
Black	number	Represents the percentage of black (metric 0% to 100%).
ColorOverprint	number	Overprint setting for the color. Possible values are: - Constants.FV_COLOR_KNOCKOUT (0x00) - Constants.FV_COLOR_OVERPRINT (0x01)
ColorPrintCtl	number	Indicates the type of color printing used in the document. Possible values are: - Constants.FV_PRINT_SPOT (0x0) - Constants.FV_PRINT_PROCESS (0x1) - Constants.FV_PRINT_NO (0x2)
ColorTintPercent	number	Specifies the percentage of the TintBaseColor to use for tinting. Possible values are the tint percentage (0% to 100%) or Constants.FV_COLOR_NOT_TINTED (0x7fffffff) if the color is not a tint.
ColorViewCtl	number	A 12-bit number for spot color views. The least significant 2 bits are View 1, the next 2 bits are View 2, and so on. The values of each 2-bit setting are one of the following: - Constants.FV_SEP_NORMAL (0x0) - Constants.FV_SEP_NONE (0x1) - Constants.FV_SEP_WHITE (0x2)
Cyan	number	Indicates the percentage of cyan (metric 0% to 100%).
FamilyName	string	Color library name. Note that you must specify the full ink name, including any trademark symbols. For example, use "MUNSELL\xa8 Book of Color" for "MUNSELL® Book of Color."
InkName	string	Specifies the name of the color library pigment. Use this name instead of Pantone.
Magenta	number	Represents the percentage of magenta (metric 0% to 100%).
Name	string	Denotes the name of the color.
NextColorInDoc	Color	Indicates the next color in the document (FO_Color ID).

Property name	Data Type	Description
ReservedColor	number	Color names reserved by FrameMaker. The values are: - Constants.FV_COLOR_NOT_RESERVED (0) - Constants.FV_COLOR_CYAN (1) - Constants.FV_COLOR_MAGENTA (2) - Constants.FV_COLOR_YELLOW (3) - Constants.FV_COLOR_BLACK (4) - Constants.FV_COLOR_WHITE (5) - Constants.FV_COLOR_RED (6) - Constants.FV_COLOR_GREEN (7) - Constants.FV_COLOR_BLUE (8)
TintBaseColor	Color	Denotes the color from which the tint is derived (FO_Color ID), or Constants.FV_NO_BASE_COLOR (0x00) if the color is not a tint.
Yellow	number	Percentage of yellow (metric 0% to 100%).

Color methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

CombinedFont

Property name	Data Type	Description
combinedFont	CombinedFontDefn	ID of the combined font.
variation	uint	Index of the font variation.
weight	uint	Index of the font weight.
angle	uint	Index of the font angle.

CombinedFont methods

[CombinedFont](#).

CombinedFontDefn

Property name	Data Type	Description
NextCombinedFontDefnInDoc	CombinedFontDefn	Represents the next combined font definition instance in the document (FO_CombinedFontDefn ID).
Name	string	Indicates the name of the combined font.
BaseFamily	number	Asian font family (specifies index into the arrays of font families provided by the session property, <code>FontFamilyNames</code>)
WesternFamily	number	Specifies the western font family (specifies index into the arrays of font families provided by the session property, <code>FontFamilyNames</code>).
ViewHotspotIndicators	Bool	Turns on hotspot indicators. Hotspot indicators are small square boxes at the centre of an object to indicate that the object is actually a hotspot.
WesternSize	number	Represents the scaling factor for Roman text expressed as a percentage of base font size (metric 1% to 1000%).
WesternShift	number	Indicates the baseline offset of Roman text expressed as a percentage of base font size (metric 1% to 1000%).
FontEncodingName	string	Specifies the combined font's encoding, based on the <code>BaseFamily</code> property.
UserString	string	Represents a string that your client can set as the value for the <code>FO_CombinedFontDefn</code> object.

CombinedFontDefn methods

[CombinedFamilyFonts](#), [Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

CombinedFonts

An Array of [CombinedFont](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array.

CombinedFonts methods

[concat](#), [pop](#), [push](#).

Command

Property name	Data Type	Description
CanHaveCheckMark	number	Returns True if the menu item can have a check mark. If the menu item is defined by FrameMaker, you can read this property, but not set it.
CheckMarksOn	number	Returns 1 if the menu item can have a check mark and the check mark is on. If the menu item is defined by FrameMaker, you can read this property, but not set it.
CommandNum	number	Represents the integer that you specified for the <code>cmd</code> parameter of <code>DefineAndAddCommand()</code> or <code>DefineCommand()</code> . When the user executes the command, FrameMaker passes this integer to your client's <code>Command()</code> function. If the menu item is defined by FrameMaker, you can read this property, but not set it.
EnabledWhen	number	The context in which the menu item is enabled.. If the menu item is defined by FrameMaker, you can read this property, but not set it. The following are the values that the <code>EnabledWhen</code> property can have and the corresponding contexts in which a menu item is active. • Constants.FV_ENABLE_OBJ_PROPS (8) - The insertion point is in text, a table, or a math object, or a graphic object is selected. • Constants.FV_ENABLE_IN_TABLE (9) - The insertion point or selection is in any part of a table. • Constants.FV_ENABLE_IN_TABLE_TITLE (10) - The insertion point or selection is in the table title. • Constants.FV_ENABLE_IN_CELL_TEXT (11) - The insertion point or selection is in a table cell. • Constants.FV_ENABLE_IS_CELL (12) - A single cell in a table is selected. • Constants.FV_ENABLE_IS_CELLS (13) - One or more cells in a table are selected.

Property name	Data Type	Description
		- Constants.FV_ENABLE_IS_TABLE(14) - An entire table is selected. - Constants.FV_ENABLE_IS_OBJ (15) - An object is selected. - Constants.FV_ENABLE_IS_TEXT_FRAME (16) - A text frame is selected. - Constants.FV_ENABLE_IS_OR_IN_FRAME (17) - The selected object is a graphic frame or is in a graphic frame that is not a page frame. - Constants.FV_ENABLE_IS_AFRAME (18) - The first selected object is an anchored frame. - Constants.FV_ENABLE_IS_TEXT_INSET (19) - The first selected object is a text inset. - Constants.FV_ENABLE_IS_GRAPHIC_INSET (20) - The first selected object is a graphic inset. - Constants.FV_ENABLE_IN_FLOW (21) - A text frame is selected, or the insertion point or selection is in a paragraph. - Constants.FV_ENABLE_COPY (22) - Some text or an object is selected.
		- Constants.FV_ENABLE_COPY_FONT (23) - The insertion point or selection is in the text of a paragraph, a math object, a table, or a text line. - Constants.FV_ENABLE_CAN_PASTE(24) - The Clipboard contains an object or text that can be pasted at the insertion point. - Constants.FV_ENABLE_IS_VIEW_ONLY (25) - The current document is locked. - Constants.FV_ENABLE_NEEDS_DOCP_ONLY (26) - A document is open. - Constants.FV_ENABLE_NEEDS_BOOKP_ONLY (27) - A book is open. - Constants.FV_ENABLE_NEEDS_DOCP_OR_BOOKP (28) - A document or a book is open.
ExpandOMaticParent	Command	Denotes the virtual parent object, if the menu item is an expandomatic menu item.
Fcode	uint	Specifies an f-code that FrameMaker executes when the user chooses the menu item or presses the keyboard shortcut.
Fcodes	UInts	The list of f-codes that the FrameMaker product executes when the user chooses the menu item or presses the keyboard shortcut. Normally, the first f-code in the list is the same as the f-code specified by the Fcode property.

Property name	Data Type	Description
HasShiftOrUnshiftCommand	number	Specifies whether a command has an accompanying shift command or unshift command. The value is one of: - Constants.FV_ITEM_HAS_SHIFT_COMMAND (1) - Constants.FV_ITEM_HAS_UNSHIFT_COMMAND (2) - Constants.FV_ITEM_HAS_NO_SHIFT_OR_UNSHIFT_COMMAND (3)
HelpLink	string	The hypertext link to call when the user requests context-sensitive help for the command. If you set the HelpLink property, specify the destination file and an optional page number or linkname. For example, specify foo.doc:lastpage. Do not specify hypertext commands such as <code>gotopage</code>. FrameMaker automatically prefixes the appropriate hypertext command to the HelpLink string when the user requests context-sensitive help. If the destination file is not in the client directory, FrameMaker looks for the file in the FrameMaker product help directory. Note: The HelpLink property is valid only for commands created by clients, and is not valid for commands created directly by FrameMaker.
KeyboardShortcutLabel	string	The keyboard shortcut string that appears on the menu. This string need not be one of the actual shortcuts specified by the KeyboardShortcuts property.
KeyboardShortcuts	Strings	The list of keyboard shortcuts that the user can press to execute the command. To add a shortcut, append it to the list. Note: ESTK does not allow you to delete shortcuts from the list.
Labels	Strings	If the command is a menu item, the Labels property depicts the list of labels the menu item can have in different contexts. If the menu item has only one label in all contexts, Labels specifies only the string for that specific label. If the menu item has different labels in different contexts, Labels specifies pairs of strings with the following format: <pre>Context, Label</pre> where Label specifies the menu item label and Context specifies the context in which the label appears on the menu.

Property name	Data Type	Description
MenuItemType	number	The type of command or menu item. The value is one of: - Constants.FV_MENUITEM_FRAME (1) - the command is a menu item defined by FrameMaker. - Constants.FV_MENUITEM_API (2) - the command is a menu item defined by a client. - Constants.FV_MENUITEM_MACRO (3) - the menu item is not a command; it calls a macro. - Constants.FV_MENUITEM_EXPANDOMATIC (4) - the menu item is an expandomatic menu item (such as !ShowParagraphTags) defined by FrameMaker.
Mode	number	The mode in which keyboard shortcuts are recorded. The value is one of: - Constants.FV_MODE_MATH (1) - Constants.FV_MODE_NONMATH (2) - Constants.FV_MODE_ALL (3)
NextCommandInSession	Command	Represents the next command in the list of commands in the session.
ShiftOrUnshiftCommand	Command	If the HasShiftOrUnshiftCommand property is set to Constants.FV_ITEM_HAS_SHIFT_COMMAND (1), the ShiftOrUnshiftCommand property, represents the command to use when the user holds down the Shift key. If the HasShiftOrUnshiftCommand property is set to Constants.FV_ITEM_HAS_UNSHIFT_COMMAND (2), the ShiftOrUnshiftCommand denotes the command to use when the user is not holding down the Shift key.
Label	string	Indicates the dialog box title.
MenuItemsEnabled	number	Returns 1 if the menu or menu item is enabled. Returns 0 if the menu or menu item is disabled (dimmed).
Name	string	Represents the name of the command, menu, or menu item separator.
NextMenuItemInMenu	FMOBJECT	Indicates the next menu item, menu, or separator in the menu.
NextMenuItemInSession	FMOBJECT	Specifies the next menu item, menu, or separator in the list of menu items, menus, and separators in the session.
PrevMenuItemInMenu	FMOBJECT	Specifies the previous menu item, menu, or separator in the list of menu items, menus, and separators in the session.

Property name	Data Type	Description
Product	int	Specifies the Product to add the command. Values: Constants.FV_PRODUCT_UNSTRUCTURED Constants.FV_PRODUCT_STRUCTURED Constants.FV_PRODUCT_XMLAUTHOR Constants.FV_PRODUCT_ALL (Equivalent to: Constants.FV_PRODUCT_UNSTRUCTURED Constants.FV_PRODUCT_STRUCTURED Constants.FV_PRODUCT_XMLAUTHOR)
View	int	Specifies the View to add the command. Values: Constants.FV_VIEW_WYSIWYG Constants.FV_VIEW_AUTHOR Constants.FV_VIEW_XML Constants.FV_VIEW_ALL (Equivalent to: Constants.FV_VIEW_WYSIWYG Constants.FV_VIEW_AUTHOR Constants.FV_VIEW_XML)
Window	int	Specifies the Window to add the command. Values: Constants.FV_WINDOW_DOC Constants.FV_WINDOW_BOOK Constants.FV_WINDOW_DITAMAP Constants.FV_WINDOW_ALL (Equivalent to: Constants.FV_WINDOW_DOC Constants.FV_WINDOW_BOOK Constants.FV_WINDOW_DITAMAP)

Command methods

[Delete](#), [Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

CompareRet

Property name	Data Type	Description
sum	Doc	Specifies the summary document.
comp	Doc	Specifies the composite document.

CompareRet methods

[CompareRet](#).

CondFmt

Property name	Data Type	Description
CondFmtIsShown	number	Returns True if the condition is shown. To hide text with a specified condition, set this property and the <code>ShowAll</code> property of the Doc object to False.
Name	string	Denotes the name of the condition format.
NextCondFmtInDoc	CondFmt	Denotes the next condition format in the document (FO_CondFmt ID).
SepOverride	Color	Indicates the color separation format override (FO_Color ID).
StyleOverride	number	The style condition indicators for conditional text. The possible values are: • Constants.FV_CN_NO_OVERRIDE (0) • Constants.FV_CN_OVERLINE (1) • Constants.FV_CN_STRIKETHROUGH (2) • Constants.FV_CN_SINGLE_UNDERLINE (3) • Constants.FV_CN_DOUBLE_UNDERLINE (4) • Constants.FV_CN_CHANGEBAR (5) • Constants.FV_CN_NUMERIC_UNDERLINE (6) • Constants.FV_CN_NMRIC_AND_CHNGBAR (7)
UseSepOverride	number	Returns 1 if color specified by the <code>SepOverride</code> property is used instead of the default color.
BkColor	Color	<code>BkColor</code> is the text background color property whose value is the color to be used. If this property is applied on a paragraph format, the color is applied as the background color of the whole paragraph. If this property is applied on a character format, the color is applied as the background color of the text over which the character format is applied.
UseBkColor	bool	The <code>UseBkColor</code> is a Boolean flag which indicates whether the <code>BkColor</code> is set or not. <code>UseBkColor=1</code> indicates the text has some background color. <code>UseBkColor=0</code> indicates transparent background. When <code>UseBkColor=0</code>, the <code>BkColor</code> value is not used.

CondFmt methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Constants

Property name	Data Type
Constants.FDK_LIBRARY_VERSION	int Value: 0x11000000
Constants.FE_Success	int Value: 0
Constants.FE_Transport	int Value: -1
Constants.FE_BadDocId	int Value: -2
Constants.FE_BadObjId	int Value: -3
Constants.FE_BadPropNum	int Value: -4
Constants.FE_BadPropType	int Value: -5
Constants.FE_ReadOnly	int Value: -6
Constants.FE_OutOfRange	int Value: -7
Constants.FE_DocModified	int Value: -8
Constants.FE_GroupSelect	int Value: -9
Constants.FE_WithinFrame	int Value: -10
Constants.FE_NotGraphic	int Value: -11
Constants.FE_NotFrame	int Value: -12
Constants.FE_NotGroup	int Value: -13
Constants.FE_BadNewFrame	int Value: -14
Constants.FE_BadNewGroup	int Value: -15

Property name	Data Type
Constants.FE_BadNewSibling	int Value: -16
Constants.FE_BadDelete	int Value: -17
Constants.FE_BadPageDelete	int Value: -18
Constants.FE_TypeUnNamed	int Value: -19
Constants.FE_NameNotFound	int Value: -20
Constants.FE_OffsetNotFound	int Value: -21
Constants.FE_SomeUnresolved	int Value: -22
Constants.FE_BadNew	int Value: -23
Constants.FE_NotBodyPage	int Value: -24
Constants.FE_NotPgf	int Value: -25
Constants.FE_NotBookComponent	int Value: -26
Constants.FE_BadOperation	int Value: -27
Constants.FE_BadElementDefId	int Value: -28
Constants.FE_BadElementId	int Value: -29
Constants.FE_BadNotificationNum	int Value: -30
Constants.FE_BadContainer	int Value: -104
Constants.FE_BadTemplatePath	int Value: -105
Constants.FE_BadXmlApplication	int Value: -106

Property name	Data Type
Constants.FE_DupName	int Value: -32
Constants.FE_BadName	int Value: -33
Constants.FE_CompareTypes	int Value: -34
Constants.FE_BadCompare	int Value: -35
Constants.FE_BadRange	int Value: -36
Constants.FE_PageFrame	int Value: -37
Constants.FE_CantSmooth	int Value: -38
Constants.FE_NotTextFrame	int Value: -39
Constants.FE_HiddenPage	int Value: -40
Constants.FE_NotTextObject	int Value: -41
Constants.FE_SystemError	int Value: -42
Constants.FE_BadParameter	int Value: -43
Constants.FE_Canceled	int Value: -44
Constants.FE_FailedState	int Value: -45
Constants.FE_WantsCustom	int Value: -46
Constants.FE_WantsLandscape	int Value: -47
Constants.FE_WantsPortrait	int Value: -48
Constants.FE_ViewOnly	int Value: -49

Property name	Data Type
Constants.FE_BadSaveFileName	int Value: -50
Constants.FE_GenRuleItemExpected	int Value: -51
Constants.FE_GenRuleMixedConnectors	int Value: -52
Constants.FE_GenRuleLeftBracketExpected	int Value: -53
Constants.FE_GenRuleRightBracketExpected	int Value: -54
Constants.FE_GenRuleAmbiguous	int Value: -55
Constants.FE_GenRuleSyntaxError	int Value: -56
Constants.FE_GenRuleConnectorExpected	int Value: -57
Constants.FE_InvalidString	int Value: -58
Constants.FE_BadSelectionForOperation	int Value: -59
Constants.FE_WrongProduct	int Value: -60
Constants.FE_BookStructured	int Value: -61
Constants.FE_BadRefFlowId	int Value: -62
Constants.FE_FlowStructured	int Value: -63
Constants.FE_BadRefElementId	int Value: -64
Constants.FE_BadInsertPos	int Value: -65
Constants.FE_BadBookId	int Value: -66
Constants.FE_BookUnStructured	int Value: -67

Property name	Data Type
Constants.FE_BadCompPath	int Value: -68
Constants.FE_BadElementSelection	int Value: -69
Constants.FE_FileClosedByClient	int Value: -70
Constants.FE_NotPgOrFlow	int Value: -71
Constants.FE_NotMenu	int Value: -72
Constants.FE_NotCommand	int Value: -73
Constants.FE_NotApiCommand	int Value: -74
Constants.FE_NotInMenu	int Value: -75
Constants.FE_BadShortcut	int Value: -76
Constants.FE_BadMenuBar	int Value: -77
Constants.FE_PropNotSet	int Value: -78
Constants.FE_InvAttributeDef	int Value: -79
Constants.FE_InvAttribute	int Value: -80
Constants.FE_CircularReference	int Value: -81
Constants.FE_NoSuchFlow	int Value: -82
Constants.FE_BadFileType	int Value: -83
Constants.FE_MissingFile	int Value: -84
Constants.FE_CantUpdateMacEdition	int Value: -85

Property name	Data Type
Constants.FE_CanceledByClient	int Value: -86
Constants.FE_EmptyTextObject	int Value: -87
Constants.FE_Busy	int Value: -88
Constants.FE_FilterFailed	int Value: -89
Constants.FE_AsianSystemRequired	int Value: -90
Constants.FE_TintedColor	int Value: -91
Constants.FE_NoColorFamily	int Value: -92
Constants.FE_StringTooLong	int Value: -93
Constants.FE_InternalErrorFailedToWriteInsets	int Value: -94
Constants.FE_NotFound	int Value: -95
Constants.FE_LanguageNotAvailable	int Value: -96
Constants.FE_BadBaseColor	int Value: -97
Constants.FE_BadFamilyName	int Value: -98
Constants.FE_BadLinkName	int Value: -99
Constants.FE_ReservedColor	int Value: -100
Constants.FE_TableInLockedTi	int Value: -101
Constants.FE_XRefUnresolved	int Value: -102
Constants.FE_BadXRefSrcDocId	int Value: -103

Property name	Data Type
Constants.FE_InvalidAttrExpr	int Value: -107
Constants.FE_DocAlreadyHasTrackedEdits	int Value: -108
Constants.FE_BookComponentAlreadyHasTrackedEdits	int Value: -109
Constants.FE_AcceptRejectCalledOnWrongPreviewState	int Value: -110
Constants.FE_FailedExportedFileInvalid	int Value: -111
Constants.FE_BadKey	int Value: -177
Constants.FE_BadKeyField	int Value: -178
Constants.FE_BadValue	int Value: -179
Constants.FE_KeyCatalogNotLoaded	int Value: -180
Constants.FE_KeyCatalogIsStale	int Value: -181
Constants.FE_KeyDefinitionDoesNotExist	int Value: -182
Constants.FE_KeyDefinitionAlreadyExists	int Value: -183
Constants.FE_BadFilterType	int Value: -184
Constants.FE_KeyCatalogNotSpecified	int Value: -185
Constants.FE_NonDITADocument	int Value: -186
Constants.FE_UpdateDITAResourceFailedInvalidElement Type	int Value: -187
Constants.FE_UpdateDITAResourceFailedCannotResolve Reference	int Value: -188
Constants.FE_UpdateDITAResourceFailedCannotFindReferencedFile	int Value: -189

Property name	Data Type
Constants.FE_UpdateDITAResourceFailedCannotOpenReferencedFile	int Value: -190
Constants.FE_UpdateDITAResourceFailedCannotConvertToFMObject	int Value: -191
Constants.FE_UpdateDITAResourceFailed	int Value: -192
Constants.FE_FDKUndoNotAllowed	int Value: -193
Constants.FR_DialogStayUp	int Value: -10000
Constants.FR_ModalStayUp	int Value: -10000
Constants.FR_CancelOperation	int Value: -10001
Constants.FR_DisplayedTiDialog	int Value: -10002
Constants.FR_ECMImportSuccess	int Value: -10003
Constants.FR_SkipStep	int Value: -10004
Constants.FR_YesOperation	int Value: -10005
Constants.FR_NoOperation	int Value: -10006
Constants.FR_DisplayedXRefDialog	int Value: -10007
Constants.FR_ClosedXRefDialog	int Value: -10008
Constants.FR_DisplayedModelessDialogForNonContainerElem	int Value: -10009
Constants.FR_CancelInsertElementOperation	int Value: -10010
Constants.FR_HideDialogOnClose	int Value: -10011
Constants.FR_DisplayedModalDialogForNonContainerElem	int Value: -10012

Property name	Data Type
Constants.FR_UpdateDITAResponseSuccess	int Value: -10013
Constants.FR_UpdateDITAResponseFailed	int Value: -10014
Constants.FR_UpdateDITAResponseFailedInvalidElement Type	int Value: -10015
Constants.FR_UpdateDITAResponseFailedCannotResolve Reference	int Value: -10016
Constants.FR_UpdateDITAResponseFailedCannotFindRef erencedFile	int Value: -10017
Constants.FR_UpdateDITAResponseFailedCannotOpenRe ferencedFile	int Value: -10018
Constants.FR_UpdateDITAResponseFailedCannotConvert ToFMOobject	int Value: -10019
Constants.FR_KeyCatalogLoaded	int Value: -10020
Constants.FR_CommandEnabled	int Value: -10021
Constants.FR_CommandDisabled	int Value: -10022
Constants.FV_ACCESSBAR_OPEN	int Value: 1
Constants.FV_ACCESSBAR_CLOSE	int Value: 2
Constants.FV_MATH	int Value: 3
Constants.FV_FORMATBAR_OPEN	int Value: 4
Constants.FV_FORMATBAR_CLOSE	int Value: 5
Constants.FV_CHAR_CATALOG	int Value: 6
Constants.FV_PGF_CATALOG	int Value: 7
Constants.FV_ELEMENT_CATALOG	int Value: 8

Property name	Data Type
Constants.FV_GRAPHIC	int Value: 9
Constants.FV_THESAURUS	int Value: 10
Constants.FV_TEMPLATE_BROWSER	int Value: 11
Constants.FV_HIST	int Value: 12
Constants.FV_TBL_CATALOG	int Value: 13
Constants.FV_GRAPHICS_CATALOG	int Value: 14
Constants.FV_HELP_INDEX	int Value: 0
Constants.FV_HELP_KEYS	int Value: 1
Constants.FV_HELP_SAMPLES	int Value: 2
Constants.FV_HELP_OVERVIEW	int Value: 3
Constants.FV_HELP_ONLINE_MANUALS	int Value: 4
Constants.FV_HELP_CONTEXT	int Value: 5
Constants.FV_HELP_INIT_CONTEXT	int Value: 6
Constants.FV_HELP_HYPERTEXT	int Value: 7
Constants.FV_HELP_WEBWORKS	int Value: 8
Constants.FP_DockDialog	int Value: 2344
Constants.FV_DIALOG_DOCK_NONE	int Value: 0x00
Constants.FV_DIALOG_DOCK_LEFT	int Value: 0x1

Property name	Data Type
Constants.FV_DIALOG_DOCK_RIGHT	int Value: (0x1 << 1)
Constants.FV_DIALOG_DOCK_TOP	int Value: (0x1 << 2)
Constants.FV_DIALOG_DOCK_BOTTOM	int Value: (0x1 << 3)
Constants.FV_DIALOG_DOCK_ALL	int Value: 0xFF
Constants.FP_IsDialogDocked	int Value: 2345
Constants.FP_IsDialogVisible	int Value: 2346
Constants.FP_GroupDialog	int Value: 2349
Constants.FV_DIALOG_GROUP_NONE	int Value: 0x0
Constants.FV_DIALOG_GROUP_SPECIAL	int Value: 0x1
Constants.FV_DIALOG_GROUP_CATALOGS	int Value: (0x1 << 1)
Constants.FV_DIALOG_GROUP_DESIGNERS	int Value: (0x1 << 2)
Constants.FV_DIALOG_GROUP_ATTRIBUTES	int Value: (0x1 << 3)
Constants.FV_DIALOG_GROUP_PODS	int Value: (0x1 << 4)
Constants.FV_DIALOG_GROUP_PODSRIGHT	int Value: (0x1 << 5)
Constants.FV_DIALOG_GROUP_EDIT	int Value: (0x1 << 6)
Constants.FV_DIALOG_GROUP_ALLPANELS	int Value: (0x1 << 7)
Constants.FV_DIALOG_GROUP_RMKITS	int Value: (0x1 << 8)
Constants.FV_DIALOG_GROUP_ALL	int Value: 0xFF

Property name	Data Type
Constants.FP_ResizeGripperPos	int Value: 2350
Constants.FV_DIALOG_RESIZEGRIPPERPOS_NONE	int Value: 0
Constants.FV_DIALOG_RESIZEGRIPPERPOS_FRONT	int Value: 1
Constants.FV_DIALOG_RESIZEGRIPPERPOS_BELOW	int Value: 2
Constants.FP_MinSize	int Value: 2351
Constants.FP_MaxSize	int Value: 2352
Constants.FP_Focus	int Value: 2358
Constants.FP_AlertClientUnique	int Value: 2290
Constants.FP_AlertClientName	int Value: 2291
Constants.FP_AlertString	int Value: 2292
Constants.FP_AlertType	int Value: 2293
Constants.FV_AlertOneButton	int Value: 1
Constants.FV_AlertTwoButton	int Value: 2
Constants.FV_AlertThreeButton	int Value: 3
Constants.FF_ALERT_OK_DEFAULT	int Value: 0
Constants.FF_ALERT_CANCEL_DEFAULT	int Value: 1
Constants.FF_ALERT_CONTINUE_NOTE	int Value: 2
Constants.FF_ALERT_CONTINUE_WARN	int Value: 3

Property name	Data Type
Constants.FF_ALERT_YES_DEFAULT	int Value: 4
Constants.FF_ALERT_NO_DEFAULT	int Value: 5
Constants.FF_ALERT_YES_NO_CANCEL	int Value: 6
Constants.FF_XRUI_INTERNAL	int Value: 0x01
Constants.FF_XRUI_OPEN_DOCS	int Value: 0x02
Constants.FF_XRUI_CLOSED_DOCS	int Value: 0x04
Constants.FF_XRUI_FORCE_UPDATE	int Value: 0x08
Constants.FF_XRUI_EVERYTHING	int Value: (0x01 0x02 0x04)
Constants.FF_Custom_SingleSided	int Value: 0
Constants.FF_Custom_FirstPageRight	int Value: 1
Constants.FF_Custom_FirstPageLeft	int Value: 2
Constants.FF_CLOSE_MODIFIED	int Value: 1
Constants.FF_CMP_SUMMARY_ONLY	int Value: 0x01
Constants.FF_CMP_CHANGE_BARS	int Value: 0x02
Constants.FF_CMP_HYPERLINKS	int Value: 0x04
Constants.FF_CMP_SUMKIT	int Value: 0x08
Constants.FF_CMP_COMPKIT	int Value: 0x10
Constants.FF_CMP_ATTRIBUTES	int Value: 0x20

Property name	Data Type
Constants.FF_IMAGE_BACKGROUND	int Value: 0x0001
Constants.FF_IMAGE_MASTER	int Value: 0x0002
Constants.FF_IMAGE_CLIP	int Value: 0x0004
Constants.FF_IMAGE_NOTRIM	int Value: 0x0008
Constants.FF_IMAGE_PAGEFRAME	int Value: 0x000F
Constants.FV_INTERACT_ROTATE	int Value: 1
Constants.FV_INTERACT_ROTATE_CONSTRAIN	int Value: 2
Constants.FF_ATTACH_BORDER_STATUS	int Value: 0x0001
Constants.FF_ATTACH_BORDER_PAGENUM	int Value: 0x0002
Constants.FF_ATTACH_BORDER_ZOOM	int Value: 0x0004
Constants.FF_ATTACH_BORDER_PAGEUPDOWN	int Value: 0x0008
Constants.FF_ATTACH_BORDER_RIGHTICONS	int Value: 0x0010
Constants.FF_ATTACH_ALL	int Value: (0x0001 0x0002 0x0004 0x0008 0x0010)
Constants.FF_UFF_PGF	int Value: 0x0001
Constants.FF_UFF_FONT	int Value: 0x0002
Constants.FF_UFF_PAGE	int Value: 0x0004
Constants.FF_UFF_TABLE	int Value: 0x0008
Constants.FF_UFF_COND	int Value: 0x0010

Property name	Data Type
Constants.FF_UFF_REFPAGE	int Value: 0x0020
Constants.FF_UFF_VAR	int Value: 0x0040
Constants.FF_UFF_XREF	int Value: 0x0080
Constants.FF_UFF_COLOR	int Value: 0x0100
Constants.FF_UFF_MATH	int Value: 0x0200
Constants.FF_UFF_DOCUMENT_PROPS	int Value: 0x0400
Constants.FF_UFF_COMBINED_FONTS	int Value: 0x0800
Constants.FF_UFF_FBA	int Value: 0x1000
Constants.FF_UFF_REMOVE_PAGE_BREAKS	int Value: 0x4000
Constants.FF_UFF_REMOVE_EXCEPTIONS	int Value: 0x8000
Constants.FF_UFF_ALL	int Value: 0xFFFF
Constants.FF_INTERACTIVE	int Value: 0x0001
Constants.FF_CUT_TBL_CELLS	int Value: 0x0002
Constants.FF_DONT_DELETE_HIDDEN_TEXT	int Value: 0x0004
Constants.FF_INSERT_BELOW_RIGHT	int Value: 0x0008
Constants.FF_VISIBLE_ONLY	int Value: 0x0010
Constants.FF_REPLACE_CELLS	int Value: 0x0020
Constants.FF_DONT_APPLY_ALL_ROWS	int Value: 0x0040

Property name	Data Type
Constants.FF_STRIP_HYPertext	int Value: 0x0080
Constants.FF_SELECT_WHOLE_TABLE	int Value: 0x80000000
Constants.FF_CLEAR_SEL	int Value: 0
Constants.FF_TEXT_SEL	int Value: 1
Constants.FF_TEXT_EXT	int Value: 2
Constants.FF_TEXT_Q_COPY	int Value: 3
Constants.FF_CONTEXT_DRAGTXT	int Value: 4
Constants.FF_PASTE_SEL_TEXT	int Value: 11
Constants.FF_PASTE_CLIP_TEXT	int Value: 12
Constants.FF_COPY_TO_CLIP	int Value: 13
Constants.FF_CELL_SEL	int Value: 21
Constants.FF_CELL_EXT	int Value: 22
Constants.FF_TABLE_SELALL	int Value: 23
Constants.FF_CELL_RES	int Value: 24
Constants.FF_CELLS_RES	int Value: 25
Constants.FF_VIEWER_MENU	int Value: 32
Constants.FF_CONTEXT_MENU	int Value: 33
Constants.FF_STRUCTURE_MENU	int Value: 34

Property name	Data Type
Constants.FF_HYPertext	int Value: 41
Constants.FF_ELEMENT_CONTEXT	int Value: 47
Constants.FF_ELEMENT_EXT_CONTEXT	int Value: 48
Constants.FF_BUBBLE_CONTEXT	int Value: 49
Constants.FF_BUBBLE_EXT_CONTEXT	int Value: 50
Constants.FF_ELEMENT_SEL	int Value: 51
Constants.FF_ELEMENT_EXT	int Value: 52
Constants.FF_BUBBLE_SEL	int Value: 53
Constants.FF_BUBBLE_EXT	int Value: 54
Constants.FF_BUBBLE_COPY	int Value: 55
Constants.FF_COLLAPSE_ELEM	int Value: 56
Constants.FF_COLLAPSE_ALL	int Value: 57
Constants.FF_OPEN_BOOK_COMP	int Value: 58
Constants.FF_PASTE_CLIP_OBJ	int Value: 61
Constants.FF_OBJ_SEL	int Value: 62
Constants.FF_OBJ_EXT	int Value: 63
Constants.FF_OBJ_EXT_BOR	int Value: 64
Constants.FF_OBJ_Q_COPY	int Value: 65

Property name	Data Type
Constants.FF_OBJ_ROTATE	int Value: 66
Constants.FF_OBJ_CROTATE	int Value: 67
Constants.FF_BOR_SEL	int Value: 71
Constants.FF_BOR_EXT	int Value: 72
Constants.FF_CONTEXT_DRAG	int Value: 73
Constants.FF_CONTEXT_DRAG_EXT	int Value: 74
Constants.FF_RES_MOVE	int Value: 81
Constants.FF_RES_MOVE1	int Value: 82
Constants.FF_RES_VERTEX	int Value: 83
Constants.FF_RES_ADD	int Value: 84
Constants.FF_RES_DEL	int Value: 85
Constants.FF_SHIFT_KEY	int Value: 0x0001
Constants.FF_CONTROL_KEY	int Value: 0x0002
Constants.FF_ALT_KEY	int Value: 0x0004
Constants.FF_CMD_KEY	int Value: 0x0010
Constants.FF_ATTRDISP	int Value: 86
Constants.FF_ATTRDISP_ALL	int Value: 87
Constants.FF_EDIT_ATTRIBUTE	int Value: 88

Property name	Data Type
Constants.FF_ATTR_SEL	int Value: 89
Constants.FS_ShowBrowser	int Value: 1
Constants.FS_AlertUserAboutFailure	int Value: 2
Constants.FS_DontNotifyAPIClients	int Value: 3
Constants.FS_UpdateBrowserDirectory	int Value: 4
Constants.FS_MakeVisible	int Value: 5
Constants.FS_MakeIconic	int Value: 6
Constants.FS_DisallowMIF	int Value: 7
Constants.FS_DisallowDoc	int Value: 8
Constants.FS_DisallowBookMIF	int Value: 9
Constants.FS_DisallowBookDoc	int Value: 10
Constants.FS_DisallowFilterTypes	int Value: 11
Constants.FS_DisallowPlainText	int Value: 12
Constants.FS_ForceOpenAsText	int Value: 13
Constants.FS_UseRecoverFile	int Value: 14
Constants.FS_UseAutoSaveFile	int Value: 15
Constants.FV_DoCancel	int Value: 0
Constants.FV_DoOK	int Value: 1

Property name	Data Type
Constants.FV_DoYes	int Value: 2
Constants.FV_DoNo	int Value: 3
Constants.FV_DoShowDialog	int Value: 4
Constants.FV_OpenViewOnly	int Value: 5
Constants.FS_FilesText	int Value: 16
Constants.FV_TextFile_EOLisEOP	int Value: 12
Constants.FV_TextFile_EOLisNotEOP	int Value: 13
Constants.FS_FilesInUse	int Value: 17
Constants.FV_ResetLockAndContinue	int Value: 7
Constants.FV_OpenEditableCopy	int Value: 8
Constants.FS_BooksInUse	int Value: 18
Constants.FS_LockCantBeReset	int Value: 19
Constants.FS_FilesOldVersion	int Value: 20
Constants.FS_FilesStructured	int Value: 21
Constants.FV_StripStructureAndOpen	int Value: 10
Constants.FS_FontNotFoundInDoc	int Value: 22
Constants.FS_FontChangedMetric	int Value: 23
Constants.FS_RefFileNotFound	int Value: 24

Property name	Data Type
Constants.FV_AllowAllRefFilesUnFindable	int Value: 11
Constants.FS_LanguageNotAvailable	int Value: 25
Constants.FS_OpenInNewWindow	int Value: 26
Constants.FS_OpenId	int Value: 27
Constants.FS_FontNotFoundInCatalog	int Value: 28
Constants.FS_NewDoc	int Value: 29
Constants.FS_OpenDocViewOnly	int Value: 30
Constants.FS_NameStripe	int Value: 31
Constants.FS_BeefyDoc	int Value: 32
Constants.FS_DisallowSgml	int Value: 33
Constants.FS_FileTypeHint	int Value: 34
Constants.FS_UpdateTextReferences	int Value: 35
Constants.FS_UpdateXRefs	int Value: 36
Constants.FS_OpenDocFluid	int Value: 37
Constants.FV_DoUserPreference	int Value: 12
Constants.FS_StructuredOpenApplication	int Value: 38
Constants.FS_SgmlBookFileName	int Value: 39
Constants.FS_OpenFileNotWritable	int Value: 40

Property name	Data Type
Constants.FS_OpenAsType	int Value: 41
Constants.FV_AUTORECOGNIZE	int Value: 0x00
Constants.FV_TYPE_BINARY	int Value: 0x01
Constants.FV_TYPE_MIF	int Value: 0x02
Constants.FV_TYPE_TEXT	int Value: 0x03
Constants.FV_TYPE_SGML	int Value: 0x04
Constants.FV_TYPE_XML	int Value: 0x05
Constants.FV_TYPE_FILTER	int Value: 0xFF
Constants.FS_OpenBookViewOnly	int Value: 42
Constants.FS_DisallowXml	int Value: 43
Constants.FS_NoStructuredErrorLog	int Value: 44
Constants.FS_VerifyInsets	int Value: 45
Constants.FS_IsErrorDoc	int Value: 46
Constants.FS_TemplateShouldInsertRoot	int Value: 47
Constants.FS_CMSSId	int Value: 48
Constants.FS_CMSSessionId	int Value: 49
Constants.FS_NumOpenParams	int Value: 49
Constants.FS_OpenedFileName	int Value: 1

Property name	Data Type
Constants.FS_OpenNativeError	int Value: 2
Constants.FS_OpenStatus	int Value: 3
Constants.FS_NumOpenReturnParams	int Value: 3
Constants.FV_NumOpenStatusFields	int Value: 5
Constants.FV_LockWasReset	int Value: 0
Constants.FV_LockNotReset	int Value: 1
Constants.FV_LockCouldntBeReset	int Value: 2
Constants.FV_FileWasInUse	int Value: 3
Constants.FV_FilesViewOnly	int Value: 4
Constants.FV_LockWasInvalid	int Value: 5
Constants.FV_FilesNotWritable	int Value: 6
Constants.FV_FileModDateChanged	int Value: 7
Constants.FV_FileHasNewName	int Value: 32
Constants.FV_RecoverFileUsed	int Value: 33
Constants.FV_AutoSaveFileUsed	int Value: 34
Constants.FV_FileWasFiltered	int Value: 35
Constants.FV_FontsWereMapped	int Value: 36
Constants.FV_FontMetricsChanged	int Value: 37

Property name	Data Type
Constants.FV_FonTSMappedInCatalog	int Value: 38
Constants.FV_LanguagesWerentFound	int Value: 39
Constants.FV_BeefyDoc	int Value: 40
Constants.FV_FilesOldVersion	int Value: 41
Constants.FV_FileStructureStripped	int Value: 42
Constants.FV_FilesText	int Value: 43
Constants.FV_OpenedViewOnly	int Value: 44
Constants.FV_EditableCopyOpened	int Value: 45
Constants.FV_BadFileRefsWereMapped	int Value: 46
Constants.FV_ReferencedFilesWerentFound	int Value: 47
Constants.FV_FileAlreadyOpen	int Value: 48
Constants.FV_UnresolvedXRefs	int Value: 49
Constants.FV_UnresolvedTextInsets	int Value: 50
Constants.FV_OpenedFluid	int Value: 51
Constants.FV_FonTSWithUnavailableEncodingsUsed	int Value: 53
Constants.FV_FileHadStructure	int Value: 64
Constants.FV_FileAlreadyOpenThisSession	int Value: 65
Constants.FV_BadFileType	int Value: 66

Property name	Data Type
Constants.FV_BadFileName	int Value: 67
Constants.FV_CantNewBooks	int Value: 68
Constants.FV_CantOpenBooksViewOnly	int Value: 69
Constants.FV_BadScriptValue	int Value: 70
Constants.FV_MissingScript	int Value: 71
Constants.FV_CantForceOpenAsText	int Value: 72
Constants.FV_DisallowedType	int Value: 73
Constants.FV_DocDamagedByTextFilter	int Value: 74
Constants.FV_DocHeadersDamaged	int Value: 75
Constants.FV_DocWrongSize	int Value: 76
Constants.FV_ChecksumDamage	int Value: 77
Constants.FV_CantOpenBooksFluid	int Value: 78
Constants.FV_CancelUseRecoverFile	int Value: 96
Constants.FV_CancelUseAutoSaveFile	int Value: 97
Constants.FV_CancelFileIsText	int Value: 98
Constants.FV_CancelFileIsInUse	int Value: 99
Constants.FV_CancelFileHasStructure	int Value: 100
Constants.FV_CancelReferencedFilesNotFound	int Value: 101

Property name	Data Type
Constants.FV_CancelLanguagesNotFound	int Value: 102
Constants.FV_CancelFontsMapped	int Value: 103
Constants.FV_CancelFontMetricsChanged	int Value: 104
Constants.FV_CancelFontsMappedInCatalog	int Value: 105
Constants.FV_CancelFilesDoc	int Value: 106
Constants.FV_CancelFilesMIF	int Value: 107
Constants.FV_CancelBook	int Value: 108
Constants.FV_CancelBookMIF	int Value: 109
Constants.FV_CancelFilesFilterable	int Value: 110
Constants.FV_CancelFilesOldVersion	int Value: 111
Constants.FV_UserCanceled	int Value: 112
Constants.FV_CancelFileBrowser	int Value: 113
Constants.FV_CancelBeefyDoc	int Value: 114
Constants.FV_CancelFilesSgml	int Value: 115
Constants.FV_CancelFontsWithUnavailableEncodings	int Value: 116
Constants.FV_CancelOpenFileNotWritable	int Value: 117
Constants.FV_CancelTempDiskFull	int Value: 118
Constants.FV_CancelFilesXml	int Value: 119

Property name	Data Type
Constants.FV_TooManyWindows	int Value: 128
Constants.FV_BadTemplate	int Value: 129
Constants.FV_FileNotReadable	int Value: 130
Constants.FS_FileType	int Value: 1
Constants.FV_SaveFmtBinary	int Value: 0
Constants.FV_SaveFmtInterchange	int Value: 1
Constants.FV_SaveFmtStationery	int Value: 3
Constants.FV_SaveFmtViewOnly	int Value: 4
Constants.FV_SaveFmtText	int Value: 6
Constants.FV_SaveFmtSgml	int Value: 7
Constants.FV_SaveFmtFilter	int Value: 8
Constants.FV_SaveFmtPdf	int Value: 9
Constants.FV_SaveFmtXml	int Value: 10
Constants.FV_SaveFmtBinary60	int Value: 11
Constants.FV_SaveFmtBinary70	int Value: 12
Constants.FV_SaveFmtBinary80	int Value: 13
Constants.FV_SaveFmtInterchange70	int Value: 14
Constants.FV_SaveFmtInterchange80	int Value: 15

Property name	Data Type
Constants.FV_SaveFmtBinary90	int Value: 16
Constants.FV_SaveFmtInterchange90	int Value: 17
Constants.FV_SaveFmtCompositeDoc	int Value: 18
Constants.FV_SaveFmtBookWithXml	int Value: 19
Constants.FV_SaveFmtBookWithFm	int Value: 20
Constants.FV_SaveFmtBinary100	int Value: 21
Constants.FV_SaveFmtInterchange100	int Value: 22
Constants.FV_SaveFmtBinary110	int Value: 23
Constants.FV_SaveFmtInterchange110	int Value: 24
Constants.FS_SaveMode	int Value: 4
Constants.FV_ModeSave	int Value: 0
Constants.FV_ModeSaveAs	int Value: 1
Constants.FS_SaveAsModeName	int Value: 5
Constants.FV_SaveAsNameAskUser	int Value: 0
Constants.FV_SaveAsUseFileName	int Value: 1
Constants.FV_SaveAsNameProvided	int Value: 2
Constants.FS_AutoBackupOnSave	int Value: 6
Constants.FV_SaveYesAutoBackup	int Value: 0

Property name	Data Type
Constants.FV_SaveNoAutoBackup	int Value: 1
Constants.FV_SaveUserPrefAutoBackup	int Value: 2
Constants.FS_MakePageCount	int Value: 7
Constants.FV_UseCurrentSetting	int Value: 0
Constants.FV_DontChangePageCount	int Value: 1
Constants.FV_MakePageCountEven	int Value: 2
Constants.FV_MakePageCountOdd	int Value: 3
Constants.FV_DeleteEmptyPages	int Value: 4
Constants.FS_ShowSaveTextDialog	int Value: 8
Constants.FS_SaveTextTblSetting	int Value: 9
Constants.FV_SaveTblUserPref	int Value: 0
Constants.FV_SaveTblRowsAsPgfs	int Value: 1
Constants.FV_SaveTblColsAsPgfs	int Value: 2
Constants.FV_SaveSkipTbIs	int Value: 3
Constants.FS_SaveTextExtraBlankLineAtEOP	int Value: 10
Constants.FS_UseDefaultUNIXpermissions	int Value: 11
Constants.FS_RetainNameStripe	int Value: 12
Constants.FS_UNIXpermissions	int Value: 13

Property name	Data Type
Constants.FS_UpdateFRVList	int Value: 14
Constants.FS_SaveFileTypeHint	int Value: 16
Constants.FS_StructuredSaveApplication	int Value: 18
Constants.FS_SaveFileNotWritable	int Value: 20
Constants.FS_ModDateChanged	int Value: 21
Constants.FS_DitavalFile	int Value: 22
Constants.FS_DitavalCondTag	int Value: 23
Constants.FS_DitaGenerateFlatBook	int Value: 25
Constants.FS_DitaGenerateComponentsAtOneLoc	int Value: 26
Constants.FS_DitaPostProcessingOnBook	int Value: 27
Constants.FS_DitaSavePdfViaBook	int Value: 28
Constants.FS_HasUnsupportedHotspotShapes	int Value: 29
Constants.FS_NumSaveParams	int Value: 29
Constants.FS_SavedFileName	int Value: 1
Constants.FS_SaveNativeError	int Value: 2
Constants.FS_SaveStatus	int Value: 3
Constants.FS_NumSaveReturnParams	int Value: 3
Constants.FV_NumSaveStatusFields	int Value: 2

Property name	Data Type
Constants.FV_ProductIsViewer	int Value: 32
Constants.FV_FileNotWritable	int Value: 33
Constants.FV_BadSaveFileName	int Value: 34
Constants.FV_BadFileId	int Value: 35
Constants.FV_BadSaveScriptValue	int Value: 36
Constants.FV_NonPortableSaveName	int Value: 37
Constants.FV_NonPortableFileRefs	int Value: 38
Constants.FV_ProductIsMaker	int Value: 39
Constants.FV_BadSaveObjectId	int Value: 40
Constants.FV_Unstructured	int Value: 41
Constants.FV_InvalidSaveFilter	int Value: 42
Constants.FV_UserCanceledSave	int Value: 48
Constants.FV_FileWasExported	int Value: 49
Constants.FV_CancelSaveFilesInUse	int Value: 50
Constants.FV_CancelSaveFileNotWritable	int Value: 51
Constants.FV_CancelSaveModDateChanged	int Value: 52
Constants.FV_CancelSaveExportedFileInvalid	int Value: 53
Constants.FS_HowToImport	int Value: 4

Property name	Data Type
Constants.FV_DoByRef	int Value: 5
Constants.FV_DoByCopy	int Value: 6
Constants.FV_DoUserChoice	int Value: 7
Constants.FS_ManualUpdate	int Value: 5
Constants.FS_TextInsetName	int Value: 6
Constants.FS_DisallowGraphicTypes	int Value: 9
Constants.FS_DisallowMacEditions	int Value: 10
Constants.FS_FileIsGraphic	int Value: 13
Constants.FS_FitGraphicInSelectedRect	int Value: 14
Constants.FS_GraphicDpi	int Value: 15
Constants.FV_DoImportAsTable	int Value: 8
Constants.FS_ForceImportAsText	int Value: 17
Constants.FS_FileIsMakerDoc	int Value: 18
Constants.FS_UseMainFlow	int Value: 19
Constants.FS_ImportFlowTag	int Value: 20
Constants.FS_ImportFlowPageSpace	int Value: 21
Constants.FV_ReferencePage	int Value: 9
Constants.FV_BodyPage	int Value: 10

Property name	Data Type
Constants.FS_FormatImportedText	int Value: 22
Constants.FV_SourceDoc	int Value: 0
Constants.FV_EnclosingDoc	int Value: 1
Constants.FV_PlainText	int Value: 2
Constants.FS_RemoveManualPageBreaks	int Value: 23
Constants.FS_RemoveOverrides	int Value: 24
Constants.FS_ImportTblTag	int Value: 25
Constants.FS_TblNumHeadingRows	int Value: 26
Constants.FS_LeaveHeadingRowsEmpty	int Value: 27
Constants.FS_TreatParaAsRow	int Value: 28
Constants.FS_CellSeparator	int Value: 29
Constants.FS_NumCellSeparators	int Value: 30
Constants.FS_NumColumns	int Value: 31
Constants.FS_FilesSgmlDoc	int Value: 32
Constants.FS_StructuredImportApplication	int Value: 35
Constants.FS_ImportAsType	int Value: 36
Constants.FS_FilesXmlDoc	int Value: 37
Constants.FS_RasterDpi	int Value: 38

Property name	Data Type
Constants.FS_RasterImageWidth	int Value: 39
Constants.FS_RasterImageHeight	int Value: 40
Constants.FS_ShowRasterDpiDialog	int Value: 41
Constants.FS_ClientUpdateSilent	int Value: 47
Constants.FS_NumImportParams	int Value: 47
Constants.FS_InsetData	int Value: 50
Constants.FS_UseHTTP	int Value: 51
Constants.FS_InsetElementDef	int Value: 52
Constants.FS_PDFPageNum	int Value: 45
Constants.FS_ImportedFileName	int Value: 1
Constants.FS_ImportNativeError	int Value: 2
Constants.FS_ImportStatus	int Value: 3
Constants.FS_NumImportReturnParams	int Value: 3
Constants.FV_NumImportStatusFields	int Value: 2
Constants.FV_ImportedByCopy	int Value: 0
Constants.FV_ImportedText	int Value: 1
Constants.FV_ImportedTextTable	int Value: 2
Constants.FV_ImportedMIF	int Value: 3

Property name	Data Type
Constants.FV_ImportedMakerDoc	int Value: 4
Constants.FV_ImportedFilteredFile	int Value: 5
Constants.FV_ImportedGraphicFile	int Value: 6
Constants.FV_ImportedMacEdition	int Value: 7
Constants.FV_ImportedSgmlDoc	int Value: 8
Constants.FV_ImportedXmlDoc	int Value: 9
Constants.FV_BadImportFileName	int Value: 16
Constants.FV_BadImportFileType	int Value: 17
Constants.FV_BadImportScriptValue	int Value: 18
Constants.FV_MissingImportScript	int Value: 19
Constants.FV_CantForceImportAsText	int Value: 20
Constants.FV_DisallowedImportType	int Value: 21
Constants.FV_NoMainFlow	int Value: 22
Constants.FV_NoFlowWithSpecifiedName	int Value: 23
Constants.FV_InsertionPointNotInText	int Value: 24
Constants.FV_InsertionPointInTableCell	int Value: 25
Constants.FV_InsertionPointInFootnote	int Value: 26
Constants.FV_InsufficientMemory	int Value: 27

Property name	Data Type
Constants.FV_BadEnclosingDocId	int Value: 28
Constants.FV_BadTextFileTypeHint	int Value: 29
Constants.FV_FlowUnstructured	int Value: 30
Constants.FV_CancelFileText	int Value: 32
Constants.FV_CancelFileDoc	int Value: 33
Constants.FV_CancelFileMIF	int Value: 34
Constants.FV_CancelFileFilterable	int Value: 35
Constants.FV_CancelFileGraphic	int Value: 36
Constants.FV_UserCanceledImport	int Value: 37
Constants.FV_CancelImportBrowser	int Value: 38
Constants.FV_CancelFileIsMacEdition	int Value: 39
Constants.FV_CancelFileSgml	int Value: 40
Constants.FV_CancelFileXml	int Value: 41
Constants.FV_ImportFileNotReadable	int Value: 48
Constants.FS_Export	int Value: 4
Constants.FV_ExportDocument	int Value: 0
Constants.FV_ExportObject	int Value: 1
Constants.FS_ExportType	int Value: 5

Property name	Data Type
Constants.FS_ExportTextRange	int Value: 6
Constants.FS_ExportObjectId	int Value: 7
Constants.FS_ExportObjectNeedsDpi	int Value: 12
Constants.FS_ExportFileTypeHint	int Value: 14
Constants.FS_StructuredExportApplication	int Value: 16
Constants.FS_ImportExportVersion	int Value: 17
Constants.FS_NumExportParams	int Value: 17
Constants.FS_ExportFileName	int Value: 1
Constants.FS_ExportNativeError	int Value: 2
Constants.FS_ExportStatus	int Value: 3
Constants.FV_NumExportStatusFields	int Value: 2
Constants.FS_NumExportReturnParams	int Value: 3
Constants.FV_ExportFileHasNewName	int Value: 0
Constants.FV_ExportProductsIsViewer	int Value: 1
Constants.FV_ExportFileNotWritable	int Value: 2
Constants.FV_InsufficientMem	int Value: 3
Constants.FV_BadExportFileName	int Value: 16
Constants.FV_MissingExportScript	int Value: 17

Property name	Data Type
Constants.FV_BadExportObjectId	int Value: 18
Constants.FV_InvalidTextRange	int Value: 19
Constants.FV_BadExportDocId	int Value: 20
Constants.FV_BadExportScriptValue	int Value: 21
Constants.FV_FilterFailed	int Value: 22
Constants.FV_InvalidExportFilter	int Value: 23
Constants.FV_UserCanceledExport	int Value: 32
Constants.FV_CanceledExportObjectNeedsDpi	int Value: 33
Constants.FV_ApiClientCanceledExport	int Value: 34
Constants.FS_AllowNonFMFiles	int Value: 1
Constants.FS_AllowViewOnlyFiles	int Value: 3
Constants.FS_ShowBookErrorLog	int Value: 4
Constants.FS_AllowInconsistentNumProps	int Value: 6
Constants.FS_UpdateBookGeneratedFiles	int Value: 7
Constants.FS_UpdateBookNumbering	int Value: 8
Constants.FS_UpdateBookOleLinks	int Value: 9
Constants.FS_UpdateBookTextReferences	int Value: 10
Constants.FS_UpdateBookXRefs	int Value: 11

Property name	Data Type
Constants.FS_UpdateBookMasterPages	int Value: 12
Constants.FS_NumUpdateBookParams	int Value: 12
Constants.FS_UpdateBookStatus	int Value: 1
Constants.FS_NumUpdateBookReturnParams	int Value: 1
Constants.FV_NumUpdateBookStatusFields	int Value: 4
Constants.FV_BookNotSelfConsistent	int Value: 0
Constants.FV_DuplicateFileInBook	int Value: 1
Constants.FV_NoNonGeneratedFilesInBook	int Value: 2
Constants.FV_CancelNonFMFileInBook	int Value: 32
Constants.FV_CancelViewOnlyFileInBook	int Value: 33
Constants.FV_CancelInconsistentNumPropsInFileInBook	int Value: 34
Constants.FV_UserCanceledUpdateBook	int Value: 35
Constants.FV_BadUpdateBookFileId	int Value: 64
Constants.FV_BadUpdateBookScriptValue	int Value: 65
Constants.FV_FileInBookNotOpened	int Value: 96
Constants.FV_FileInBookNotSaved	int Value: 97
Constants.FV_TooManyWindowsUpdateBook	int Value: 98
Constants.FV_Body	int Value: 1237

Property name	Data Type
Constants.FV_Heading	int Value: 1238
Constants.FV_Footing	int Value: 1239
Constants.FV_Above	int Value: 1240
Constants.FV_Below	int Value: 1241
Constants.FV_Left	int Value: 1242
Constants.FV_Right	int Value: 1243
Constants.FV_ChooseSelect	int Value: 0x00000000
Constants.FV_ChooseOpen	int Value: 0x00000001
Constants.FV_ChooseSave	int Value: 0x00000002
Constants.FV_ChooseOpenDir	int Value: 0x00000004
Constants.FV_ChooseMultiSelect	int Value: 0x00000008
Constants.FV_ChooseMultiOpen	int Value: 0x00000010
Constants.FV_BrowseLocalOnly	int Value: 0x00010000
Constants.FV_BrowseCmsOnly	int Value: 0x00020000
Constants.FV_BrowseLocalWithWebdavOnly	int Value: 0x00040000
Constants.FA_Init_First	int Value: 1
Constants.FA_Init_Subsequent	int Value: 2
Constants.FA_Init_TakeControl	int Value: 3

Property name	Data Type
Constants.FA_Init_DocReport	int Value: 4
Constants.FA_Note_PreOpenDoc	int Value: 1
Constants.FA_Note_PostOpenDoc	int Value: 2
Constants.FA_Note_PreOpenMIF	int Value: 3
Constants.FA_Note_PostOpenMIF	int Value: 4
Constants.FA_Note_PreSaveDoc	int Value: 5
Constants.FA_Note_PostSaveDoc	int Value: 6
Constants.FA_Note_PreSaveMIF	int Value: 7
Constants.FA_Note_PostSaveMIF	int Value: 8
Constants.FA_Note_PreFileType	int Value: 9
Constants.FA_Note_PostFileType	int Value: 10
Constants.FA_Note_PreQuitDoc	int Value: 11
Constants.FA_Note_DirtyDoc	int Value: 12
Constants.FA_Note_ClientCall	int Value: 13
Constants.FA_Note_FilterIn	int Value: 14
Constants.FA_Note_FilterOut	int Value: 15
Constants.FA_Note_PreOpenBook	int Value: 16
Constants.FA_Note_PostOpenBook	int Value: 17

Property name	Data Type
Constants.FA_Note_PreOpenBookMIF	int Value: 18
Constants.FA_Note_PostOpenBookMIF	int Value: 19
Constants.FA_Note_PreSaveBook	int Value: 20
Constants.FA_Note_PostSaveBook	int Value: 21
Constants.FA_Note_PreSaveBookMIF	int Value: 22
Constants.FA_Note_PostSaveBookMIF	int Value: 23
Constants.FA_Note_PreQuitBook	int Value: 24
Constants.FA_Note_DirtyBook	int Value: 25
Constants.FA_Note_PreQuitSession	int Value: 26
Constants.FA_Note_PostQuitSession	int Value: 27
Constants.FA_Note_PreRevertDoc	int Value: 28
Constants.FA_Note_PostRevertDoc	int Value: 29
Constants.FA_Note_PreRevertBook	int Value: 30
Constants.FA_Note_PostRevertBook	int Value: 31
Constants.FA_Note_PreAutoSaveDoc	int Value: 32
Constants.FA_Note_PostAutoSaveDoc	int Value: 33
Constants.FA_Note_BackToUser	int Value: 34
Constants.FA_Note_DisplayClientTiDialog	int Value: 35

Property name	Data Type
Constants.FA_Note_UpdateAllClientTi	int Value: 36
Constants.FA_Note_UpdateClientTi	int Value: 37
Constants.FA_Note_PreImport	int Value: 38
Constants.FA_Note_PostImport	int Value: 39
Constants.FA_Note_PostQuitDoc	int Value: 40
Constants.FA_Note_PostQuitBook	int Value: 41
Constants.FA_Note_PreFunction	int Value: 42
Constants.FA_Note_PostFunction	int Value: 43
Constants.FA_Note_PreMouseCommand	int Value: 44
Constants.FA_Note_PostMouseCommand	int Value: 45
Constants.FA_Note_PreHypertext	int Value: 46
Constants.FA_Note_PostHypertext	int Value: 47
Constants.FA_Note_PrePrint	int Value: 48
Constants.FA_Note_PostPrint	int Value: 49
Constants.FA_Note_BodyPageAdded	int Value: 50
Constants.FA_Note_BodyPageDeleted	int Value: 51
Constants.FA_Note_PreInsertElement	int Value: 52
Constants.FA_Note_PostInsertElement	int Value: 53

Property name	Data Type
Constants.FA_Note_PreChangeElement	int Value: 54
Constants.FA_Note_PostChangeElement	int Value: 55
Constants.FA_Note_PreWrapElement	int Value: 56
Constants.FA_Note_PostWrapElement	int Value: 57
Constants.FA_Note_PreDragElement	int Value: 58
Constants.FA_Note_PostDragElement	int Value: 59
Constants.FA_Note_PreCopyElement	int Value: 60
Constants.FA_Note_PostCopyElement	int Value: 61
Constants.FA_Note_PreSetAttrValue	int Value: 62
Constants.FA_Note_PostSetAttrValue	int Value: 63
Constants.FA_Note_PreImportElemDefs	int Value: 64
Constants.FA_Note_PostImportElemDefs	int Value: 65
Constants.FA_Note_ECMInternal	int Value: 66
Constants.FA_Note_PreExport	int Value: 67
Constants.FA_Note_PostExport	int Value: 68
Constants.FA_Note_PreInlineTypeIn	int Value: 69
Constants.FA_Note_PostInlineTypeIn	int Value: 70
Constants.FA_Note_PreSaveAsPDFDialog	int Value: 71

Property name	Data Type
Constants.FA_Note_PostSaveAsPDFDialog	int Value: 72
Constants.FA_Note_PreDistill	int Value: 73
Constants.FA_Note_PostDistill	int Value: 74
Constants.FA_Note_FilterFileToFile	int Value: 75
Constants.FA_Note_PreBookComponentOpen	int Value: 76
Constants.FA_Note_PostBookComponentOpen	int Value: 77
Constants.FA_Note_PreGenerate	int Value: 78
Constants.FA_Note_PostGenerate	int Value: 79
Constants.FA_Note_PreGoToXrefSrc	int Value: 80
Constants.FA_Note_PostGoToXrefSrc	int Value: 81
Constants.FA_Note_PreOpenSGML	int Value: 82
Constants.FA_Note_PostOpenSGML	int Value: 83
Constants.FA_Note_Dialog	int Value: 84
Constants.FA_Note_Alert	int Value: 85
Constants.FA_Note_Palette	int Value: 86
Constants.FA_Note_ToolBar	int Value: 87
Constants.FA_Note_ConsoleMessage	int Value: 88
Constants.FA_Note_Help	int Value: 89

Property name	Data Type
Constants.FA_Note_URL	int Value: 90
Constants.FA_Note_CursorChange	int Value: 91
Constants.FA_Note_FontSubstitution	int Value: 92
Constants.FA_Note_UndoCheckpoint	int Value: 93
Constants.FA_Note_FileOpen	int Value: 94
Constants.FA_Note_PreOpenXML	int Value: 95
Constants.FA_Note_PostOpenXML	int Value: 96
Constants.FA_Note_PreSaveXML	int Value: 97
Constants.FA_Note_PostSaveXML	int Value: 98
Constants.FA_Note_PreSaveSGML	int Value: 99
Constants.FA_Note_PostSaveSGML	int Value: 100
Constants.FA_Note_U3DCommand	int Value: 101
Constants.FA_Note_Not_U3DCommand	int Value: 102
Constants.FA_Note_Not_RSC_Supported_File	int Value: 103
Constants.FA_Note_RSC_Supported_File	int Value: 104
Constants.FA_Note_PostActiveDocChange	int Value: 105
Constants.FA_Note_PreUpdateXRefs	int Value: 106
Constants.FA_Note_PostUpdateXRefs	int Value: 107

Property name	Data Type
Constants.FA_Note_DisplayClientXRefDialog	int Value: 108
Constants.FA_Note_QuitModelessDialog	int Value: 109
Constants.FA_Note_InsertTopicRef	int Value: 110
Constants.FA_Note_InsertConRef	int Value: 111
Constants.FA_Note_GenerateFM	int Value: 112
Constants.FA_Note_OpenAllTopicRefs	int Value: 113
Constants.FA_Note_UpdateRefs	int Value: 114
Constants.FA_Note_AssignId	int Value: 115
Constants.FA_Note_DITAOptions	int Value: 116
Constants.FA_Note_NewDitamapFile	int Value: 117
Constants.FA_Note_NewBookmapFile	int Value: 118
Constants.FA_Note_NewTopicFile	int Value: 119
Constants.FA_Note_NewTaskFile	int Value: 120
Constants.FA_Note_NewConceptFile	int Value: 121
Constants.FA_Note_NewReferenceFile	int Value: 122
Constants.FA_Note_NewGlossEntryFile	int Value: 123
Constants.FA_Note_SWF_File	int Value: 124
Constants.FA_Note_Not_SWF_File	int Value: 125

Property name	Data Type
Constants.FA_Note_Enable_Disable_DITA_Menu_Commands	int Value: 126
Constants.FA_Note_Dialog_Create	int Value: 127
Constants.FA_Note_SetAttrValue	int Value: 128
Constants.FA_Note_UpdateRefs_On_Save	int Value: 129
Constants.FA_Note_Read_Struct_App	int Value: 130
Constants.FA_Note_Struct_Wizard	int Value: 131
Constants.FA_Note_Open_Dtd	int Value: 132
Constants.FA_Note_Open_Schema	int Value: 133
Constants.FA_Note_Open_EDD_For_App	int Value: 134
Constants.FA_Note_PostSetPropertyValue	int Value: 135
Constants.FA_Note_Not_AI_Supported_File	int Value: 136
Constants.FA_Note_AI_Supported_File	int Value: 137
Constants.FA_Note_Poster_Applied	int Value: 138
Constants.FA_Note_PrePublishDitamap	int Value: 139
Constants.FA_Note_PostPublishDitamap	int Value: 140
Constants.FA_Note_UpdateDITAReference	int Value: 141
Constants.FA_Note_UpdateDITAReferences	int Value: 142
Constants.FA_Note_LoadKeyCatalog	int Value: 143

Property name	Data Type
Constants.FA_Note_ReLoadKeyCatalog	int Value: 144
Constants.FA_Note_EnumeratedComponent	int Value: 145
Constants.FA_Note_PreSwitchView	int Value: 146
Constants.FA_Note_PostSwitchView	int Value: 147
Constants.FA_Note_IsCommandEnabled	int Value: 148
Constants.FA_Note_Num	int Value: 149
Constants.FTI_String	int Value: 0x00000001
Constants.FTI_LineBegin	int Value: 0x00000002
Constants.FTI_LineEnd	int Value: 0x00000004
Constants.FTI_PgfBegin	int Value: 0x00000008
Constants.FTI_PgfEnd	int Value: 0x00000010
Constants.FTI_FlowBegin	int Value: 0x00000020
Constants.FTI_FlowEnd	int Value: 0x00000040
Constants.FTI_PageBegin	int Value: 0x00000080
Constants.FTI_PageEnd	int Value: 0x00000100
Constants.FTI_SubColBegin	int Value: 0x00000200
Constants.FTI_SubColEnd	int Value: 0x00000400
Constants.FTI_FrameAnchor	int Value: 0x00000800

Property name	Data Type
Constants.FTI_FnAnchor	int Value: 0x00001000
Constants.FTI_TblAnchor	int Value: 0x00002000
Constants.FTI_MarkerAnchor	int Value: 0x00004000
Constants.FTI_XRefBegin	int Value: 0x00008000
Constants.FTI_XRefEnd	int Value: 0x00010000
Constants.FTI_VarBegin	int Value: 0x00020000
Constants.FTI_VarEnd	int Value: 0x00040000
Constants.FTI_ElementBegin	int Value: 0x00080000
Constants.FTI_ElementEnd	int Value: 0x00100000
Constants.FTI_CharPropsChange	int Value: 0x00200000
Constants.FTI_TextFrameBegin	int Value: 0x00400000
Constants.FTI_TextFrameEnd	int Value: 0x00800000
Constants.FTI_TextObjId	int Value: 0x01000000
Constants.FTI_TextInsetBegin	int Value: 0x02000000
Constants.FTI_TextInsetEnd	int Value: 0x04000000
Constants.FTI_ElemPrefixBegin	int Value: 0x08000000
Constants.FTI_ElemPrefixEnd	int Value: 0x10000000
Constants.FTI_ElemSuffixBegin	int Value: 0x20000000

Property name	Data Type
Constants.FTI_ElemSuffixEnd	int Value: 0x40000000
Constants.FTI2_RubiTextBegin	int Value: 0x80000001
Constants.FTI2_RubiTextEnd	int Value: 0x80000002
Constants.FTI2_RubiCompositeBegin	int Value: 0x80000004
Constants.FTI2_RubiCompositeEnd	int Value: 0x80000008
Constants.FTI_HardLineEnd	int Value: 1
Constants.FTI_HyphenLineEnd	int Value: 2
Constants.FTF_FAMILY	int Value: 0x80000000
Constants.FTF_VARIATION	int Value: 0x40000000
Constants.FTF_WEIGHT	int Value: 0x20000000
Constants.FTF_ANGLE	int Value: 0x10000000
Constants.FTF_UNDERLINING	int Value: 0x08000000
Constants.FTF_STRIKETHROUGH	int Value: 0x04000000
Constants.FTF_OVERLINE	int Value: 0x02000000
Constants.FTF_CHANGEBAR	int Value: 0x01000000
Constants.FTF_OUTLINE	int Value: 0x00800000
Constants.FTF_SHADOW	int Value: 0x00400000
Constants.FTF_PAIRKERN	int Value: 0x00200000

Property name	Data Type
Constants.FTF_SIZE	int Value: 0x00100000
Constants.FTF_KERNX	int Value: 0x00080000
Constants.FTF_KERNY	int Value: 0x00040000
Constants.FTF_SPREAD	int Value: 0x00020000
Constants.FTF_COLOR	int Value: 0x00010000
Constants.FTF_CHARTAG	int Value: 0x00008000
Constants.FTF_CAPITALIZATION	int Value: 0x00004000
Constants.FTF_POSITION	int Value: 0x00002000
Constants.FTF_STRETCH	int Value: 0x00001000
Constants.FTF_LANGUAGE	int Value: 0x00000800
Constants.FTF_TSUME	int Value: 0x00000400
Constants.FTF_ENCODING	int Value: 0x00000200
Constants.FTF_IIF	int Value: 0x00000002
Constants.FTF_CONDITIONTAG	int Value: 0x00000001
Constants.FTF_ALL	int Value: 0xFFFFFE03
Constants.FV_OBJ_END_OFFSET	int Value: 0x50000000
Constants.FT_Bad	int Value: 0
Constants.FT_Integer	int Value: 1

Property name	Data Type
Constants.FT_Metric	int Value: 2
Constants.FT_String	int Value: 3
Constants.FT_Id	int Value: 4
Constants.FT_Metrics	int Value: 5
Constants.FT_Strings	int Value: 6
Constants.FT_Points	int Value: 7
Constants.FT_Tabs	int Value: 8
Constants.FT_TextLoc	int Value: 9
Constants.FT_TextRange	int Value: 10
Constants.oldFT_ElementFmts	int Value: 11
Constants.FT_ElementCatalog	int Value: 12
Constants.FT_Ints	int Value: 13
Constants.FT_UBytes	int Value: 14
Constants.FT_UInts	int Value: 15
Constants.FT_FormatBranches	int Value: 16
Constants.FT_AttributeDefs	int Value: 17
Constants.FT_Attributes	int Value: 18
Constants.FT_ElementRange	int Value: 19

Property name	Data Type
Constants.FT_Vals	int Value: 20
Constants.FT_AttributesEx	int Value: 21
Constants.FT_Num	int Value: 22
Constants.FI_PLUGIN_PRODUCTNAME	int Value: 1
Constants.FI_PLUGIN_NAME	int Value: 2
Constants.FI_PLUGIN_TYPE	int Value: 3
Constants.FI_PLUGIN_DESCRIPTION	int Value: 4
Constants.FI_PLUGIN_PRODUCTS	int Value: 5
Constants.FI_PLUGIN_FACET	int Value: 6
Constants.FI_PLUGIN_FORMATID	int Value: 7
Constants.FI_PLUGIN_VENDOR	int Value: 8
Constants.FI_PLUGIN_SUFFIX	int Value: 9
Constants.FI_PLUGIN_INFORMAT	int Value: 10
Constants.FI_PLUGIN_OUTFORMAT	int Value: 11
Constants.FO_Session	int Value: 0
Constants.FO_StringResource	int Value: 1
Constants.FO_Book	int Value: 2
Constants.FO_BookComponent	int Value: 3

Property name	Data Type
Constants.FO_Doc	int Value: 4
Constants.FO_BodyPage	int Value: 5
Constants.FO_MasterPage	int Value: 6
Constants.FO_RefPage	int Value: 7
Constants.FO_HiddenPage	int Value: 8
Constants.FO_Last_Page	int Value: 8
Constants.FO_UnanchoredFrame	int Value: 9
Constants.FO_Group	int Value: 10
Constants.FO_Arc	int Value: 11
Constants.FO_Rectangle	int Value: 12
Constants.FO_Ellipse	int Value: 13
Constants.FO_RoundRect	int Value: 14
Constants.FO_Polyline	int Value: 15
Constants.FO_Polygon	int Value: 16
Constants.FO_Line	int Value: 17
Constants.FO_TextLine	int Value: 18
Constants.FO_TextFrame	int Value: 19
Constants.FO_Inset	int Value: 20

Property name	Data Type
Constants.FO_Math	int Value: 21
Constants.FO_DBGroup	int Value: 22
Constants.FO_Last_Graphic	int Value: 22
Constants.FO_AFrame	int Value: 23
Constants.FO_XLast_Graphic	int Value: 23
Constants.FO_Marker	int Value: 24
Constants.FO_Fn	int Value: 25
Constants.FO_XRef	int Value: 26
Constants.FO_XRefFmt	int Value: 27
Constants.FO_Var	int Value: 28
Constants.FO_VarFmt	int Value: 29
Constants.FO_Flow	int Value: 30
Constants.FO_Pgf	int Value: 31
Constants.FO_PgfFmt	int Value: 32
Constants.FO_CharFmt	int Value: 33
Constants.FO_CondFmt	int Value: 34
Constants.FO_Color	int Value: 35
Constants.FO_Tbl	int Value: 36

Property name	Data Type
Constants.FO_TblFmt	int Value: 37
Constants.FO_Row	int Value: 38
Constants.FO_Cell	int Value: 39
Constants.FO_RulingFmt	int Value: 40
Constants.FO_ElementDef	int Value: 41
Constants.FO_Element	int Value: 42
Constants.FO_DialogResource	int Value: 43
Constants.FO_DlgBox	int Value: 44
Constants.FO_DlgButton	int Value: 45
Constants.FO_DlgTriBox	int Value: 46
Constants.FO_DlgCheckBox	int Value: 47
Constants.FO_DlgPopUp	int Value: 48
Constants.FO_DlgScrollBar	int Value: 49
Constants.FO_DlgEditBox	int Value: 50
Constants.FO_DlgRadioButton	int Value: 51
Constants.FO_DlgLabel	int Value: 52
Constants.FO_DlgImage	int Value: 53
Constants.FO_DlgScrollBar	int Value: 54

Property name	Data Type
Constants.FO_Menu	int Value: 55
Constants.FO_Command	int Value: 56
Constants.FO_MenultemSeparator	int Value: 57
Constants.FO_FmtChangeList	int Value: 58
Constants.FO_FmtRule	int Value: 59
Constants.FO_FmtRuleClause	int Value: 60
Constants.FO_TiFlow	int Value: 61
Constants.FO_TiText	int Value: 62
Constants.FO_TiTextTable	int Value: 63
Constants.FO_TiApiClient	int Value: 64
Constants.FO_SubCol	int Value: 65
Constants.FO_MarkerType	int Value: 66
Constants.FO_CombinedFontDefn	int Value: 67
Constants.FO_Rubi	int Value: 68
Constants.FO_Alert	int Value: 69
Constants.FO_CursorResource	int Value: 70
Constants.FO_AttrCondExpr	int Value: 71
Constants.FO_DlgListView	int Value: 72

Property name	Data Type
Constants.FO_GraphicsFmt	int Value: 73
Constants.FO_CMSRegistration	int Value: 74
Constants.FO_CMSSession	int Value: 75
Constants.FO_CMSObject	int Value: 76
Constants.FO_KeyCatalog	int Value: 77
Constants.FO_Iterator	int Value: 78
Constants.FO_Num	int Value: 79
Constants.FO_First_Internal	int Value: 79
Constants.FO_Page	int Value: (79+0)
Constants.FO_Graphic	int Value: (79+1)
Constants.FO_Frame	int Value: (79+2)
Constants.FO_Cblock	int Value: (79+3)
Constants.FO_SubCond	int Value: (79+4)
Constants.FO_SubStyle	int Value: (79+5)
Constants.FO_SubDash	int Value: (79+6)
Constants.FO_SubCell	int Value: (79+7)
Constants.FO_SubTbl	int Value: (79+8)
Constants.FO_SubPblock	int Value: (79+9)

Property name	Data Type
Constants.FO_SubTextDef	int Value: (79+10)
Constants.FO_MenuCell	int Value: (79+11)
Constants.FO_TextInset	int Value: (79+12)
Constants.FO_DitaMap	int Value: (79+13)
Constants.FO_Last_Internal	int Value: (79+14)
Constants.FO_CMSTConnection	int Value: (79+15)
Constants.FO_CMSTObject2	int Value: (79+16)
Constants.FO_Bad	int Value: 255
Constants.FO_AnchoredFrame	int Value: 23
Constants.FO_UFrame	int Value: 9
Constants.FP_Name	int Value: 20
Constants.FP_Unique	int Value: 21
Constants.FP_UserString	int Value: 22
Constants.FP_ObjectAttributes	int Value: 23
Constants.FP_Label	int Value: 30
Constants.FP_IsIconified	int Value: 31
Constants.FP_IsInFront	int Value: 32
Constants.FP_ScreenX	int Value: 33

Property name	Data Type
Constants.FP_ScreenY	int Value: 34
Constants.FP_ScreenWidth	int Value: 35
Constants.FP_ScreenHeight	int Value: 36
Constants.FV_SessionId	int Value: 0
Constants.FP_VersionRevision	int Value: 41
Constants.FP_ProductName	int Value: 42
Constants.FP_VersionMajor	int Value: 43
Constants.FP_VersionMinor	int Value: 44
Constants.FP_Platform	int Value: 45
Constants.FP_OperatingSystem	int Value: 46
Constants.FP_WindowSystem	int Value: 47
Constants.FP_AutoSave	int Value: 48
Constants.FP_AutoSaveSeconds	int Value: 49
Constants.FP_AutoBackup	int Value: 50
Constants.FP_ActiveDoc	int Value: 51
Constants.FP_ProgId	int Value: 2421
Constants.FP_IsFMRRunningAsServer	int Value: 2348
Constants.FP_ActiveView	int Value: 2422

Property name	Data Type
Constants.FP_CurrentDoc	int Value: 2401
Constants.FP_PDFPageNum	int Value: 2402
Constants.FP_UndoFDKRecording	int Value: 2403
Constants.FP_StackWarningLevel	int Value: 2404
Constants.FP_NoFlashInPDF	int Value: 2405
Constants.FP_No3DInPDF	int Value: 2406
Constants.FP_InsetURL	int Value: 2407
Constants.FP_DontShowWelcomeScreen	int Value: 2408
Constants.FP_TechSuiteInternal	int Value: 2409
Constants.FP_IsTechnicalSuiteLicensed	int Value: 2410
Constants.FP_TechSuiteInternal2	int Value: 2411
Constants.FP_IsFMRunningInTrialPeriod	int Value: 2412
Constants.FP_EnableAutoSpellCheck	int Value: 2413
Constants.FP_CustomDelimiter	int Value: 2420
Constants.FV_WarnNever	int Value: 0
Constants.FV_WarnAlways	int Value: 1
Constants.FV_WarnOnce	int Value: 2
Constants.FV_UndoAll	int Value: 3

Property name	Data Type
Constants.FV_RedoAll	int Value: 4
Constants.FP_ActiveBook	int Value: 52
Constants.FP_FirstOpenDoc	int Value: 53
Constants.FP_FirstOpenBook	int Value: 54
Constants.FP_FontFamilyNames	int Value: 55
Constants.FP_FontVariationNames	int Value: 56
Constants.FP_FontWeightNames	int Value: 57
Constants.FP_FontAngleNames	int Value: 58
Constants.FP_MarkerNames	int Value: 59
Constants.FP_FontFamilyAttributes	int Value: 60
Constants.FV_FAMILY_VISIBLE	int Value: 0x00000001
Constants.FV_FAMILY_SELECTABLE	int Value: 0x00000002
Constants.FV_FAMILY_MAPPED	int Value: 0x00000004
Constants.FV_FAMILY_SURROGATE	int Value: 0xFFFF0000
Constants.FP_RememberMissingFontNames	int Value: 61
Constants.FP_Mif8bitOutput	int Value: 62
Constants.FP_GreekSize	int Value: 63
Constants.FP_RetainUndoState	int Value: 64

Property name	Data Type
Constants.FP_ProductIsStructured	int Value: 65
Constants.FP_ProductIsDemo	int Value: 66
Constants.FP_DisableAutofitAfterZoom	int Value: 67
Constants.FP_DefaultFontFamily	int Value: 68
Constants.FP_DefaultFontVariation	int Value: 69
Constants.FP_DefaultFontWeight	int Value: 70
Constants.FP_DefaultFontAngle	int Value: 71
Constants.FP_CTFontContext	int Value: 72
Constants.FP_FontFamilyFullNames	int Value: 73
Constants.FP_RpcPropertyName	int Value: 76
Constants.FP_RpcProgramNumber	int Value: 77
Constants.FP_DisplayName	int Value: 78
Constants.FP_ProcessNumber	int Value: 79
Constants.FP_OpenDir	int Value: 80
Constants.FP_HostName	int Value: 81
Constants.FP_UserName	int Value: 82
Constants.FP_UserLogin	int Value: 83
Constants.FP_UserHomeDir	int Value: 84

Property name	Data Type
Constants.FP_UserSettingsDir	int Value: 152
Constants.FP_Path	int Value: 85
Constants.FP_TmpDir	int Value: 86
Constants.FP_FM_HomeDir	int Value: 87
Constants.FP_FM_BinDir	int Value: 88
Constants.FP_FM_InitDir	int Value: 89
Constants.FP_FM_CurrentDir	int Value: 90
Constants.FP_FM_SgmlDir	int Value: 100
Constants.FP_FM_StructureDir	int Value: 2031
Constants.FP_FM_XmlDir	int Value: 2032
Constants.FP_Reformatting	int Value: 91
Constants.FP_Displaying	int Value: 92
Constants.FP_ApplyFormatRules	int Value: 93
Constants.FP_ApplyEOPRules	int Value: 2030
Constants.FP_Validating	int Value: 94
Constants.FP_ToolBar	int Value: 95
Constants.FP_FirstMenuItemInSession	int Value: 97
Constants.FP_FirstCommandInSession	int Value: 98

Property name	Data Type
Constants.FP_CurrentMenuSet	int Value: 99
Constants.FV_MENU_QUICK	int Value: 1
Constants.FV_MENU_COMPLETE	int Value: 2
Constants.FV_MENU_CUSTOM	int Value: 3
Constants.FP_IconBarOn	int Value: 101
Constants.FP_HelpPending	int Value: 102
Constants.FP_FM_HelpDir	int Value: 103
Constants.FP_PercentDone	int Value: 104
Constants.FP_ActiveAlert	int Value: 105
Constants.FP_Snap	int Value: 151
Constants.FP_Gravity	int Value: 107
Constants.FP_KByteAllocationSize	int Value: 106
Constants.FP_ImportFilters	int Value: 2288
Constants.FP_ExportFilters	int Value: 2289
Constants.FP_UIColorBackground	int Value: 2297
Constants.FP_UIColorRuler	int Value: 2298
Constants.FP_BIBGetAddressProc	int Value: 2299
Constants.FP_RasterFilterDpi	int Value: 2400

Property name	Data Type
Constants.FV_Hint_HintVersion	int Value: 0
Constants.FV_Hint_VendorId	int Value: 1
Constants.FV_Hint_FormatId	int Value: 2
Constants.FV_Hint_Platform	int Value: 3
Constants.FV_Hint_FilterVersion	int Value: 4
Constants.FV_Hint_FilterName	int Value: 5
Constants.FP_DefaultKeyCatalog	int Value: 2871
Constants.FP_FirstKeyCatalogInSession	int Value: 2872
Constants.FP_KeyCatalogWorkflow	int Value: 2859
Constants.FV_KeyCatalogWorkflowAuthoring	int Value: 0
Constants.FV_KeyCatalogWorkflowPublishing	int Value: 1
Constants.FV_KeyCatalogWorkflowSearching	int Value: 2
Constants.FV_KeyCatalogWorkflowMax	int Value: 3
Constants.FP_StatusLine	int Value: 108
Constants.FP_TextSelection	int Value: 109
Constants.FP_IsOnScreen	int Value: 110
Constants.FP_NextOpenDocInSession	int Value: 111
Constants.FP_FirstGraphicInDoc	int Value: 112

Property name	Data Type
Constants.FP_FirstPgflnDoc	int Value: 113
Constants.FP_FirstMarkerlnDoc	int Value: 114
Constants.FP_FirstVarlnDoc	int Value: 115
Constants.FP_FirstVarFmtlnDoc	int Value: 116
Constants.FP_FirstXReflnDoc	int Value: 117
Constants.FP_FirstXRefFmtlnDoc	int Value: 118
Constants.FP_FirstFnlnDoc	int Value: 119
Constants.FP_FirstTbllnDoc	int Value: 120
Constants.FP_FirstFlowlnDoc	int Value: 121
Constants.FP_FirstPgffmtlnDoc	int Value: 122
Constants.FP_FirstCharFmtlnDoc	int Value: 123
Constants.FP_FirstCondFmtlnDoc	int Value: 124
Constants.FP_FirstTblFmtlnDoc	int Value: 125
Constants.FP_FirstRulingFmtlnDoc	int Value: 126
Constants.FP_FirstColorlnDoc	int Value: 127
Constants.FP_FirstSelectedGraphiclnDoc	int Value: 128
Constants.FP_SelectedTbl	int Value: 129
Constants.FP_FileExtensionOverride	int Value: 2813

Property name	Data Type
Constants.FP_FirstAttrCondExprInDoc	int Value: 2815
Constants.FP_DocOpenType	int Value: 130
Constants.FV_DOC_TYPE_BINARY	int Value: 0x01
Constants.FV_DOC_TYPE_TEXT	int Value: 0x02
Constants.FV_DOC_TYPE_MIF	int Value: 0x03
Constants.FV_DOC_TYPE_FILTER	int Value: 0x04
Constants.FP_DocSaveFormat	int Value: 2415
Constants.FP_DocIsModified	int Value: 131
Constants.FP_DocIsHelp	int Value: 132
Constants.FP_DocIsViewOnly	int Value: 133
Constants.FP_ViewOnlyWinPalette	int Value: 134
Constants.FP_ViewOnlyWinMenubar	int Value: 135
Constants.FP_ViewOnlyWinBorders	int Value: 136
Constants.FP_ViewOnlyWinPopup	int Value: 137
Constants.FP_ViewOnlyXRef	int Value: 138
Constants.FV_VOX_NOT_ACTIVE	int Value: 0
Constants.FV_VOX_GOTO_BEHAVIOR	int Value: 1
Constants.FV_VOX_OPEN_BEHAVIOR	int Value: 2

Property name	Data Type
Constants.FV_VOX_ALERT	int Value: 3
Constants.FP_ViewOnlySelect	int Value: 139
Constants.FV_VOS_USER_ONLY	int Value: 1
Constants.FV_VOS_NONE	int Value: 2
Constants.FV_VOS_YES	int Value: 3
Constants.FP_ViewOnlyDeadCodes	int Value: 140
Constants.FP_FirstTiInDoc	int Value: 141
Constants.FP_FirstSelectedTiInDoc	int Value: 142
Constants.FP_DocIsViewOnlyWinPalette	int Value: 134
Constants.FP_MenuBar	int Value: 143
Constants.FP_ViewOnlyMenuBar	int Value: 144
Constants.FP_DocSaveType	int Value: 145
Constants.FP_Untouchable	int Value: 146
Constants.FP_DocFluidFlow	int Value: 147
Constants.FP_FirstMarkerTypeInDoc	int Value: 148
Constants.FP_MarkerTypeNames	int Value: 149
Constants.FP_AddMarkerTypeToStandardMarkers	int Value: 150
Constants.FP_ShowAll	int Value: 155

Property name	Data Type
Constants.FP_ShowCondIndicators	int Value: 156
Constants.FP_DontUpdateXRefs	int Value: 159
Constants.FP_DontUpdateTextInsets	int Value: 160
Constants.FP_LineBreakAfter	int Value: 177
Constants.FP_SuperScriptSize	int Value: 178
Constants.FP_SuperScriptShift	int Value: 179
Constants.FP_SubScriptSize	int Value: 180
Constants.FP_SubScriptShift	int Value: 181
Constants.FP_SmallCapsSize	int Value: 182
Constants.FP_SuperScriptStretch	int Value: 183
Constants.FP_SubScriptStretch	int Value: 184
Constants.FP_SmallCapsStretch	int Value: 185
Constants.FP_RubiSize	int Value: 186
Constants.FP_RubiFixedSize	int Value: 187
Constants.FP_NarrowRubiSpaceForJapanese	int Value: 188
Constants.FP_WideRubiSpaceForJapanese	int Value: 189
Constants.FP_NarrowRubiSpaceForOther	int Value: 190
Constants.FP_WideRubiSpaceForOther	int Value: 191

Property name	Data Type
Constants.FV_WIDE	int Value: 0
Constants.FV_NARROW	int Value: 1
Constants.FV_PROPORTIONAL	int Value: 2
Constants.FP_RubiOverhang	int Value: 192
Constants.FP_RubiAlignAtLineBounds	int Value: 193
Constants.FP_FirstRubiInDoc	int Value: 194
Constants.FP_ScreenCaptureDocToFile	int Value: 195
Constants.FP_Dictionary	int Value: 203
Constants.FP_VolNumComputeMethod	int Value: 211
Constants.FV_NUM_READ_FROM_FILE	int Value: 0x00
Constants.FV_NUM_CONTINUE	int Value: 0x01
Constants.FV_NUM_RESTART	int Value: 0x02
Constants.FV_NUM_SAME	int Value: 0x03
Constants.FV_NUM_PERPAGE	int Value: 0x03
Constants.FP_VolumeNumber	int Value: 212
Constants.FP_VolumeNumStyle	int Value: 213
Constants.FP_VolumeNumText	int Value: 214
Constants.FP_ChapNumComputeMethod	int Value: 215

Property name	Data Type
Constants.FP_ChapterNumber	int Value: 216
Constants.FP_ChapterNumStyle	int Value: 217
Constants.FV_NUMSTYLE_NUMERIC	int Value: 0x00
Constants.FV_NUMSTYLE_ROMAN_UC	int Value: 0x01
Constants.FV_NUMSTYLE_ROMAN_LC	int Value: 0x02
Constants.FV_NUMSTYLE_ALPHA_UC	int Value: 0x03
Constants.FV_NUMSTYLE_ALPHA_LC	int Value: 0x04
Constants.FV_NUMSTYLE_KANJI	int Value: 0x05
Constants.FV_NUMSTYLE_ZENKAKU	int Value: 0x06
Constants.FV_NUMSTYLE_ZENKAKU_UC	int Value: 0x07
Constants.FV_NUMSTYLE_ZENKAKU_LC	int Value: 0x08
Constants.FV_NUMSTYLE_KANJI_KAZU	int Value: 0x09
Constants.FV_NUMSTYLE_DAIJI	int Value: 0x0a
Constants.FV_NUMSTYLE_TEXT	int Value: 0x0b
Constants.FV_NUMSTYLE_FULLWIDTH	int Value: 0x0c
Constants.FV_NUMSTYLE_FULLWIDTH_UC	int Value: 0x0d
Constants.FV_NUMSTYLE_FULLWIDTH_LC	int Value: 0x0e
Constants.FV_NUMSTYLE_CHINESE_NUMERIC	int Value: 0x10

Property name	Data Type
Constants.FP_ChapterNumText	int Value: 218
Constants.FP_FirstPageNum	int Value: 224
Constants.FP_PageNumStyle	int Value: 225
Constants.FV_PAGE_NUM_NUMERIC	int Value: 0x00
Constants.FV_PAGE_NUM_ROMAN_UC	int Value: 0x01
Constants.FV_PAGE_NUM_ROMAN_LC	int Value: 0x02
Constants.FV_PAGE_NUM_ALPHA_UC	int Value: 0x03
Constants.FV_PAGE_NUM_ALPHA_LC	int Value: 0x04
Constants.FV_PAGE_NUM_KANJI	int Value: 0x05
Constants.FV_PAGE_NUM_ZENKAKU	int Value: 0x06
Constants.FV_PAGE_NUM_ZENKAKU_UC	int Value: 0x07
Constants.FV_PAGE_NUM_ZENKAKU_LC	int Value: 0x08
Constants.FV_PAGE_NUM_KANJI_KAZU	int Value: 0x09
Constants.FV_PAGE_NUM_DAIJI	int Value: 0x0a
Constants.FV_PAGE_NUM_FULLWIDTH	int Value: 0x0c
Constants.FV_PAGE_NUM_FULLWIDTH_UC	int Value: 0x0d
Constants.FV_PAGE_NUM_FULLWIDTH_LC	int Value: 0x0e
Constants.FV_PAGE_NUM_CHINESE_NUMERIC	int Value: 0x10

Property name	Data Type
Constants.FP_DocIsDoubleSided	int Value: 226
Constants.FP_FirstPageVerso	int Value: 227
Constants.FP_PointPageNumStyle	int Value: 228
Constants.FV_POINT_PAGE_NUM_NUMERIC	int Value: 0x00
Constants.FV_POINT_PAGE_NUM_ROMAN_UC	int Value: 0x01
Constants.FV_POINT_PAGE_NUM_ROMAN_LC	int Value: 0x02
Constants.FV_POINT_PAGE_NUM_ALPHA_UC	int Value: 0x03
Constants.FV_POINT_PAGE_NUM_ALPHA_LC	int Value: 0x04
Constants.FV_POINT_PAGE_NUM_KANJI	int Value: 0x05
Constants.FV_POINT_PAGE_NUM_ZENKAKU	int Value: 0x06
Constants.FV_POINT_PAGE_NUM_ZENKAKU_UC	int Value: 0x07
Constants.FV_POINT_PAGE_NUM_ZENKAKU_LC	int Value: 0x08
Constants.FV_POINT_PAGE_NUM_KANJI_KAZU	int Value: 0x09
Constants.FV_POINT_PAGE_NUM_DAIJI	int Value: 0x0a
Constants.FV_POINT_PAGE_FULLWIDTH	int Value: 0x0c
Constants.FV_POINT_PAGE_FULLWIDTH_UC	int Value: 0x0d
Constants.FV_POINT_PAGE_FULLWIDTH_LC	int Value: 0x0e
Constants.FV_POINT_PAGE_CHINESE_NUMERIC	int Value: 0x10

Property name	Data Type
Constants.FP_PageRounding	int Value: 229
Constants.FV_PR_DEL_EMPTY	int Value: 0x01
Constants.FV_PR_KEEP_NUM_EVEN	int Value: 0x02
Constants.FV_PR_KEEP_NUM_ODD	int Value: 0x03
Constants.FV_PR_DONT_CHANGE	int Value: 0x04
Constants.FP_TopMargin	int Value: 230
Constants.FP_BottomMargin	int Value: 231
Constants.FP_LeftMargin	int Value: 232
Constants.FP_RightMargin	int Value: 233
Constants.FP_ColGap	int Value: 234
Constants.FP_NumCols	int Value: 235
Constants.FP_CurrentPage	int Value: 236
Constants.FP_SmartQuotes	int Value: 237
Constants.FP_AutoChangeBars	int Value: 238
Constants.FP_SmartSpaces	int Value: 239
Constants.FP_CurrentInset	int Value: 240
Constants.FP_ChangeBarDistance	int Value: 259
Constants.FP_ChangeBarPosition	int Value: 260

Property name	Data Type
Constants.FV_CB_COL_LEFT	int Value: 0x00
Constants.FV_CB_COL_RIGHT	int Value: 0x01
Constants.FV_CB_COL_NEAREST	int Value: 0x02
Constants.FV_CB_COL_FURTHEST	int Value: 0x03
Constants.FP_ChangeBarThickness	int Value: 261
Constants.FP_ChangeBarColor	int Value: 262
Constants.FP_FnFmt	int Value: 283
Constants.FP_FnFirstNum	int Value: 284
Constants.FP_FnCustNumString	int Value: 285
Constants.FP_FnRefPrefix	int Value: 286
Constants.FP_FnInstancePosition	int Value: 287
Constants.FV_FN_POS_SUPER	int Value: 0x00
Constants.FV_FN_POS_BASELINE	int Value: 0x01
Constants.FV_FN_POS_SUB	int Value: 0x02
Constants.FP_FnInstanceSuffix	int Value: 288
Constants.FP_FnHeightPerCol	int Value: 289
Constants.FP_FnNumStyle	int Value: 290
Constants.FV_FN_NUM_NUMERIC	int Value: 0x00

Property name	Data Type
Constants.FV_FN_NUM_ROMAN_UC	int Value: 0x01
Constants.FV_FN_NUM_ROMAN_LC	int Value: 0x02
Constants.FV_FN_NUM_ALPHA_UC	int Value: 0x03
Constants.FV_FN_NUM_ALPHA_LC	int Value: 0x04
Constants.FV_FN_NUM_CUSTOM	int Value: 0x05
Constants.FV_FN_NUM_KANJI	int Value: 0x06
Constants.FV_FN_NUM_ZENKAKU	int Value: 0x07
Constants.FV_FN_NUM_ZENKAKU_UC	int Value: 0x08
Constants.FV_FN_NUM_ZENKAKU_LC	int Value: 0x09
Constants.FV_FN_NUM_KANJI_KAZU	int Value: 0x0A
Constants.FV_FN_NUM_DAIJI	int Value: 0x0B
Constants.FV_FN_NUM_FULL_WIDTH	int Value: 0x0C
Constants.FV_FN_NUM_FULL_WIDTH_UC	int Value: 0x0D
Constants.FV_FN_NUM_FULL_WIDTH_LC	int Value: 0x0E
Constants.FV_FN_NUM_CHINESE_NUMERIC	int Value: 0x10
Constants.FP_FnNumberingPerPage	int Value: 291
Constants.FP_FnRefPosition	int Value: 292
Constants.FP_FnRefSuffix	int Value: 293

Property name	Data Type
Constants.FP_FnInstancePrefix	int Value: 294
Constants.FP_FnNumComputeMethod	int Value: 295
Constants.FP_TblFnFmt	int Value: 315
Constants.FP_TblFnNumStyle	int Value: 316
Constants.FP_TblFnCustNumString	int Value: 317
Constants.FP_TblFnCellPosition	int Value: 318
Constants.FP_TblFnCellSuffix	int Value: 319
Constants.FP_TblFnCellPrefix	int Value: 320
Constants.FP_TblFnPosition	int Value: 321
Constants.FP_TblFnPrefix	int Value: 322
Constants.FP_TblFnSuffix	int Value: 323
Constants.FP_TblFnNumComputeMethod	int Value: 324
Constants.FP_Symbols	int Value: 334
Constants.FP_SymbolsList	int Value: 335
Constants.FP_Variables	int Value: 336
Constants.FP_Strings	int Value: 337
Constants.FP_Numbers	int Value: 338
Constants.FP_Functions	int Value: 339

Property name	Data Type
Constants.FP_HorizontalSpreadSmall	int Value: 340
Constants.FP_HorizontalSpreadMed	int Value: 341
Constants.FP_HorizontalSpreadLarge	int Value: 342
Constants.FP_VerticalSpreadSmall	int Value: 343
Constants.FP_VerticalSpreadMed	int Value: 344
Constants.FP_VerticalSpreadLarge	int Value: 345
Constants.FP_EqnIntegralSizeSmall	int Value: 346
Constants.FP_EqnIntegralSizeMed	int Value: 347
Constants.FP_EqnIntegralSizeLarge	int Value: 348
Constants.FP_EqnSigmaSizeSmall	int Value: 349
Constants.FP_EqnSigmaSizeMed	int Value: 350
Constants.FP_EqnSigmaSizeLarge	int Value: 351
Constants.FP_EqnLevel1SizeSmall	int Value: 352
Constants.FP_EqnLevel1SizeMed	int Value: 353
Constants.FP_EqnLevel1SizeLarge	int Value: 354
Constants.FP_EqnLevel2SizeSmall	int Value: 355
Constants.FP_EqnLevel2SizeMed	int Value: 356
Constants.FP_EqnLevel2SizeLarge	int Value: 357

Property name	Data Type
Constants.FP_EqnLevel3SizeSmall	int Value: 358
Constants.FP_EqnLevel3SizeMed	int Value: 359
Constants.FP_EqnLevel3SizeLarge	int Value: 360
Constants.FP_ViewBorders	int Value: 382
Constants.FP_ViewHotspotIndicators	int Value: 2357
Constants.FP_ViewRulers	int Value: 383
Constants.FP_ViewNoGraphics	int Value: 384
Constants.FP_ViewPageScrolling	int Value: 385
Constants.FV_SCROLL_VARIABLE	int Value: 0
Constants.FV_SCROLL_HORIZONTAL	int Value: 1
Constants.FV_SCROLL_VERTICAL	int Value: 2
Constants.FV_SCROLL_FACING	int Value: 3
Constants.FP_ViewGridUnits	int Value: 386
Constants.FP_Zoom	int Value: 387
Constants.FV_NO_ZOOM_MANGLING	int Value: -1
Constants.FV_ZOOM_TO_FIT_TO_WINDOW	int Value: -2
Constants.FV_FIT_WINDOW_TO_PAGE	int Value: -3
Constants.FP_ViewTextSymbols	int Value: 388

Property name	Data Type
Constants.FP_ViewGrid	int Value: 389
Constants.FP_ViewDisplayUnits	int Value: 390
Constants.FP_TrackChangesOn	int Value: 2819
Constants.FP_PreviewState	int Value: 2820
Constants.FV_PREVIEW_OFF_TRACK_CHANGE	int Value: 0
Constants.FV_PREVIEW_ON_ORIGINAL	int Value: 1
Constants.FV_PREVIEW_ON_FINAL	int Value: 2
Constants.FP_ReviewerNameList	int Value: 2825
Constants.FP_TrackChangesAddedColor	int Value: 2826
Constants.FP_TrackChangesDeletedColor	int Value: 2827
Constants.FP_ViewRulerUnits	int Value: 391
Constants.FP_SpotColorView	int Value: 392
Constants.FP_SnapGridUnits	int Value: 393
Constants.FP_SnapAngle	int Value: 394
Constants.FP_ViewLinkBoundaries	int Value: 395
Constants.FP_ViewFontSizeUnits	int Value: 396
Constants.FP_LeftMasterPage	int Value: 413
Constants.FP_RightMasterPage	int Value: 414

Property name	Data Type
Constants.FP_FirstBodyPageInDoc	int Value: 415
Constants.FP_LastBodyPageInDoc	int Value: 416
Constants.FP_FirstMasterPageInDoc	int Value: 417
Constants.FP_LastMasterPageInDoc	int Value: 418
Constants.FP_FirstRefPageInDoc	int Value: 419
Constants.FP_LastRefPageInDoc	int Value: 420
Constants.FP_HiddenPage	int Value: 421
Constants.FP_MainFlowInDoc	int Value: 422
Constants.FP_PrintStartPageName	int Value: 439
Constants.FP_PrintEndPageName	int Value: 440
Constants.FP_PrintCols	int Value: 441
Constants.FP_PrintRows	int Value: 442
Constants.FP_PrintStartPage	int Value: 443
Constants.FP_PrintStartPoint	int Value: 444
Constants.FP_PrintOddPages	int Value: 445
Constants.FP_PrintCollated	int Value: 446
Constants.FP_PrintLowRes	int Value: 447
Constants.FP_PrintThumbnails	int Value: 448

Property name	Data Type
Constants.FP_PrinterName	int Value: 449
Constants.FP_PrintScale	int Value: 450
Constants.FP_PrintFileName	int Value: 451
Constants.FP_PrintDitavalFileName	int Value: 2343
Constants.FP_PrintScope	int Value: 452
Constants.FV_PR_ALL	int Value: 1
Constants.FV_PR_RANGE	int Value: 2
Constants.FP_PrintEndPage	int Value: 453
Constants.FP_PrintEndPoint	int Value: 454
Constants.FP_PrintEvenPages	int Value: 455
Constants.FP_PrintLastSheetFirst	int Value: 456
Constants.FP_PrintRegistrationMarks	int Value: 457
Constants.FP_PrintManualFeed	int Value: 458
Constants.FP_PrintNumCopies	int Value: 459
Constants.FP_PrintToFile	int Value: 460
Constants.FP_PrintPaperWidth	int Value: 461
Constants.FP_PrintPaperHeight	int Value: 462
Constants.FP_PrintSeps	int Value: 463

Property name	Data Type
Constants.FP_SkipBlankSeps	int Value: 464
Constants.FP_PrintImaging	int Value: 465
Constants.FV_IMG_POSITIVE	int Value: 0
Constants.FV_IMG_NEGATIVE	int Value: 1
Constants.FP_PrintEmulsion	int Value: 466
Constants.FV_EMUL_UP	int Value: 0
Constants.FV_EMUL_DOWN	int Value: 1
Constants.FP_PrintBlankPages	int Value: 467
Constants.FP_PrintTomboMarks	int Value: 468
Constants.FP_PrintRegMarkDate	int Value: 469
Constants.FP_TrapwiseCompatibility	int Value: 495
Constants.FP_DownloadFonts	int Value: 496
Constants.FP_PrintSpotBW	int Value: 498
Constants.FV_PR_DOWNLOAD_NONE	int Value: 1
Constants.FV_PR_DOWNLOAD_ALL	int Value: 2
Constants.FV_PR_DOWNLOAD_ALL_BUT_STANDARD_13	int Value: 3
Constants.FV_PR_DOWNLOAD_ALL_BUT_STANDARD_35	int Value: 4
Constants.FP_PrintDownloadAsianFonts	int Value: 501

Property name	Data Type
Constants.FP_PrintDownloadTrueTypeAsType1	int Value: 502
Constants.FP_GenerateAcrobatInfo	int Value: 2250
Constants.FP_AcrobatBookmarkDisplayTags	int Value: 2251
Constants.FP_DocAcrobatDefaultsChanged	int Value: 2252
Constants.FP_DocAcrobatElements	int Value: 2253
Constants.FP_DocAcrobatElementList	int Value: 2254
Constants.FP_DocAcrobatNoArticleThreads	int Value: 2255
Constants.FP_DocAcrobatColumnArticleThreads	int Value: 2256
Constants.FP_PDFAIINamedDestinations	int Value: 2257
Constants.FP_PDFDestsMarked	int Value: 2258
Constants.FP_PDFStructure	int Value: 2259
Constants.FP_PDFDocInfo	int Value: 2260
Constants.FP_PDFBookmark	int Value: 2261
Constants.FP_FileInfoPacket	int Value: 2262
Constants.FP_PDFJobOption	int Value: 2263
Constants.FP_PDFOpenPage	int Value: 2264
Constants.FP_PDFZoomType	int Value: 2265
Constants.FV_PDFZoomNone	int Value: 0

Property name	Data Type
Constants.FV_PDFZoomDefault	int Value: 1
Constants.FV_PDFZoomPage	int Value: 2
Constants.FV_PDFZoomWidth	int Value: 3
Constants.FV_PDFZoomHeight	int Value: 4
Constants.FV_PDFZoomMaxValue	int Value: 4
Constants.FV_PDFRegistrationMarksNone	int Value: 0
Constants.FV_PDFRegistrationMarksWestern	int Value: 1
Constants.FV_PDFRegistrationMarksTombo	int Value: 2
Constants.FV_PDFRegistrationMarksMax	int Value: 2
Constants.FP_PDFZoomFactor	int Value: 2266
Constants.FP_PDFSeparateFiles	int Value: 2267
Constants.FP_PDFRegistrationMarks	int Value: 2268
Constants.FP_PDFPageWidth	int Value: 2269
Constants.FP_PDFPageHeight	int Value: 2270
Constants.FP_PDFPrintPageRange	int Value: 2271
Constants.FP_PDFStartPage	int Value: 2272
Constants.FP_PDFEndPage	int Value: 2273
Constants.FP_PDFConvertCMYKtoRGB	int Value: 2274

Property name	Data Type
Constants.FP_PDFBookmarksOpenLevel	int Value: 2275
Constants.FP_PDFDistillerAbsent	int Value: 2276
Constants.FP_PDFJobOptionsAbsent	int Value: 2277
Constants.FP_PDFViewPDF	int Value: 2278
Constants.FP_PDFGenerateForReview	int Value: 2279
Constants.FV_PDFBookmarksOpenDefaultLevel	int Value: -1
Constants.FV_PDFBookmarksOpenAllLevels	int Value: -2
Constants.FV_PDFBookmarksOpenNoneLevel	int Value: -3
Constants.FP_MaxFirstIndent	int Value: 472
Constants.FP_MinFirstIndent	int Value: 473
Constants.FP_MaxLeftIndent	int Value: 474
Constants.FP_MinLeftIndent	int Value: 475
Constants.FP_MaxRightIndent	int Value: 476
Constants.FP_MinRightIndent	int Value: 477
Constants.FP_MaxSpaceAbove	int Value: 478
Constants.FP_MinSpaceAbove	int Value: 479
Constants.FP_MaxSpaceBelow	int Value: 480
Constants.FP_MinSpaceBelow	int Value: 481

Property name	Data Type
Constants.FP_MaxLeading	int Value: 482
Constants.FP_MinLeading	int Value: 483
Constants.FP_MaxFontSize	int Value: 484
Constants.FP_MinFontSize	int Value: 485
Constants.FP_MaxSpread	int Value: 486
Constants.FP_MinSpread	int Value: 487
Constants.FP_MaxTabPosition	int Value: 701
Constants.FP_MinTabPosition	int Value: 702
Constants.FP_MaxLeftMargin	int Value: 703
Constants.FP_MinLeftMargin	int Value: 704
Constants.FP_MaxRightMargin	int Value: 705
Constants.FP_MinRightMargin	int Value: 706
Constants.FP_MaxTopMargin	int Value: 707
Constants.FP_MinTopMargin	int Value: 708
Constants.FP_MaxBottomMargin	int Value: 709
Constants.FP_MinBottomMargin	int Value: 710
Constants.FP_MaxStretch	int Value: 711
Constants.FP_MinStretch	int Value: 712

Property name	Data Type
Constants.FP_MagicMarker	int Value: 488
Constants.FP_XmlVersion	int Value: 2800
Constants.FP_XmlEncoding	int Value: 2801
Constants.FP_XmlStandAlone	int Value: 2802
Constants.FV_XML_STANDALONE_YES	int Value: 1
Constants.FV_XML_STANDALONE_NO	int Value: 2
Constants.FV_XML_STANDALONE_NONE	int Value: 3
Constants.FV_XML_STANDALONE_NODEC	int Value: 4
Constants.FP_XmlStyleSheet	int Value: 2803
Constants.FP_XmlStyleSheetList	int Value: 2804
Constants.FP_XmlUseBOM	int Value: 2805
Constants.FV_XML_USEBOM_YES	int Value: 1
Constants.FV_XML_USEBOM_NO	int Value: 2
Constants.FV_XML_USEBOM_UTF8	int Value: 3
Constants.FV_XML_USEBOM_UTF16BE	int Value: 4
Constants.FV_XML_USEBOM_UTF16LE	int Value: 5
Constants.FV_XML_USEBOM_UTF32BE	int Value: 6
Constants.FV_XML_USEBOM_UTF32LE	int Value: 7

Property name	Data Type
Constants.FP_XmlWellFormed	int Value: 2806
Constants.FV_XML_WELLFORMED_YES	int Value: 1
Constants.FV_XML_WELLFORMED_NO	int Value: 2
Constants.FP_XmlFileEncoding	int Value: 2809
Constants.FP_XmlDocType	int Value: 2810
Constants.FP_XmlPublicId	int Value: 2811
Constants.FP_XmlSystemId	int Value: 2812
Constants.FP_XmlLock	int Value: 2841
Constants.FP_ServerUrl	int Value: 2807
Constants.FP_ServerState	int Value: 2808
Constants.FV_URL_CHECKED_IN	int Value: 1
Constants.FV_URL_CHECKED_OUT	int Value: 2
Constants.FP_KeyCatalog	int Value: 2856
Constants.FP_KeyCatalogType	int Value: 2857
Constants.FP_SpecifiedKeyCatalog	int Value: 2858
Constants.FP_NextOpenBookInSession	int Value: 490
Constants.FP_FirstComponentInBook	int Value: 491
Constants.FP_BooksModified	int Value: 492

Property name	Data Type
Constants.FP_FirstSelectedComponentInBook	int Value: 493
Constants.FP_BookDontUpdateReferences	int Value: 494
Constants.FP_BooksViewOnly	int Value: 497
Constants.FP_BooksSelected	int Value: 499
Constants.FP_TypeOfDisplayText	int Value: 500
Constants.FV_BK_FILENAME	int Value: 1
Constants.FV_BK_TEXT	int Value: 2
Constants.FP_BookParent	int Value: 515
Constants.FP_ExtractTags	int Value: 516
Constants.FP_GenerateInclude	int Value: 517
Constants.FP_ImportFmtInclude	int Value: 518
Constants.FP_PrintInclude	int Value: 519
Constants.FP_BookComponentIsGeneratable	int Value: 520
Constants.FP_PagePrefix	int Value: 521
Constants.FP_PageSuffix	int Value: 522
Constants.FP_PageSide	int Value: 523
Constants.FV_BK_START_FROM_FILE	int Value: 0x01
Constants.FV_BK_START_NEXT_AVAILABLE	int Value: 0x02

Property name	Data Type
Constants.FV_BK_START_LEFT	int Value: 0x03
Constants.FV_BK_START_RIGHT	int Value: 0x04
Constants.FP_PageNumComputeMethod	int Value: 524
Constants.FP_PgfNumComputeMethod	int Value: 525
Constants.FP_PrevComponentInBook	int Value: 526
Constants.FP_NextComponentInBook	int Value: 527
Constants.FP_InsertLinks	int Value: 528
Constants.FP_ComponentsIsSelected	int Value: 529
Constants.FP_NextSelectedComponentInBook	int Value: 530
Constants.FP_BookComponentType	int Value: 531
Constants.FV_BK_TOC	int Value: 0
Constants.FV_BK_LIST_FIGURE	int Value: 1
Constants.FV_BK_LIST_TABLE	int Value: 2
Constants.FV_BK_LIST_PGF	int Value: 3
Constants.FV_BK_LIST_MARKER	int Value: 4
Constants.FV_BK_LIST_MARKER_ALPHA	int Value: 5
Constants.FV_BK_LIST_PGF_ALPHA	int Value: 6
Constants.FV_BK_INDEX_STAN	int Value: 7

Property name	Data Type
Constants.FV_BK_INDEX_AUTHOR	int Value: 8
Constants.FV_BK_INDEX_SUBJECT	int Value: 9
Constants.FV_BK_INDEX_MARKER	int Value: 10
Constants.FV_BK_LIST_FORMATS	int Value: 11
Constants.FV_BK_LIST_REFERENCES	int Value: 12
Constants.FV_BK_INDEX_FORMATS	int Value: 13
Constants.FV_BK_INDEX_REFERENCES	int Value: 14
Constants.FV_BK_NUM_BOOK_LIST	int Value: 15
Constants.FV_BK_NOT_GENERATABLE	int Value: 16
Constants.FP_ComponentDisplayText	int Value: 532
Constants.FP_FirstComponentInBookComponent	int Value: 2324
Constants.FP_BookComponentParent	int Value: 2325
Constants.FP_ExcludeBookComponent	int Value: 2326
Constants.FP_BookComponentTemplatePath	int Value: 2327
Constants.FP_BookComponentTitle	int Value: 2328
Constants.FP_ComponentType	int Value: 2329
Constants.FP_ComponentsIsDitaMap	int Value: 2331
Constants.FP_CorrespondingXmlPath	int Value: 1158

Property name	Data Type
Constants.FV_BK_GENERAL	int Value: 0x1
Constants.FV_BK_FOLDER	int Value: 0x2
Constants.FV_BK_BOOK	int Value: 0x4
Constants.FV_BK_FM	int Value: 0x8
Constants.FV_BK_MIF	int Value: 0x10
Constants.FV_BK_XML	int Value: 0x20
Constants.FV_BK_GROUP	int Value: 0x40
Constants.FV_BK_DITAMAP	int Value: 0x80
Constants.FV_BK_BOOKMAP	int Value: 0x100
Constants.FV_BK_FILE	int Value: 0x200
Constants.FP_NextBookComponentInDFSOrder	int Value: 2333
Constants.FP_BookComponentFileType	int Value: 2339
Constants.FP_PrevBookComponentInDFSOrder	int Value: 2340
Constants.FP_BookComponentIsFolderWithTemplate	int Value: 2341
Constants.FP_BookComponentIsFolderWithoutTemplate	int Value: 2342
Constants.FP_XmlApplicationForBookComponent	int Value: 2330
Constants.FP_BookComponentSequenceLevel	int Value: 2353
Constants.FP_DocSequenceLevel	int Value: 2356

Property name	Data Type
Constants.FA_COMPONENT_MOVEUP	int Value: 1
Constants.FA_COMPONENT_MOVEDOWN	int Value: 2
Constants.FA_COMPONENT_PROMOTE	int Value: 3
Constants.FA_COMPONENT_DEMOTE	int Value: 4
Constants.FP_PgfAlignment	int Value: 547
Constants.FV_PGF_LEFT	int Value: 0x01
Constants.FV_PGF_RIGHT	int Value: 0x02
Constants.FV_PGF_CENTER	int Value: 0x03
Constants.FV_PGF_JUSTIFIED	int Value: 0x04
Constants.FP_AutoNumString	int Value: 548
Constants.FP_AutoNumChar	int Value: 549
Constants.FP_LetterSpace	int Value: 550
Constants.FP_KeepWithPrev	int Value: 551
Constants.FP_NextTag	int Value: 552
Constants.FP_SpaceAbove	int Value: 553
Constants.FP_TopSeparator	int Value: 554
Constants.FP_LeftIndent	int Value: 555
Constants.FP_FirstIndent	int Value: 556

Property name	Data Type
Constants.FP_OptSpace	int Value: 557
Constants.FP_Leading	int Value: 558
Constants.FP_AdjHyphens	int Value: 559
Constants.FP_HyphMinSuffix	int Value: 560
Constants.FP_BlockLines	int Value: 561
Constants.FP_PgflsAutoNum	int Value: 562
Constants.FP_NumAtEnd	int Value: 563
Constants.FP_Hyphenate	int Value: 564
Constants.FP_KeepWithNext	int Value: 565
Constants.FP_UseNextTag	int Value: 566
Constants.FP_Start	int Value: 567
Constants.FV_PGF_ANYWHERE	int Value: 0x00
Constants.FV_PGF_TOP_OF_COL	int Value: 0x01
Constants.FV_PGF_TOP_OF_PAGE	int Value: 0x02
Constants.FV_PGF_TOP_OF_LEFT_PAGE	int Value: 0x03
Constants.FV_PGF_TOP_OF_RIGHT_PAGE	int Value: 0x04
Constants.FP_SpaceBelow	int Value: 568
Constants.FP_BottomSeparator	int Value: 569

Property name	Data Type
Constants.FP_RightIndent	int Value: 570
Constants.FP_MinSpace	int Value: 571
Constants.FP_MaxSpace	int Value: 572
Constants.FP_NumTabs	int Value: 573
Constants.FP_Tabs	int Value: 574
Constants.FP_HyphMinPrefix	int Value: 575
Constants.FP_HyphMinWord	int Value: 576
Constants.FP_Language	int Value: 577
Constants.FV_LANG_NOLANGUAGE	int Value: 0x00
Constants.FV_LANG_ENGLISH	int Value: 0x01
Constants.FV_LANG_BRITISH	int Value: 0x02
Constants.FV_LANG_GERMAN	int Value: 0x03
Constants.FV_LANG_SWISS_GERMAN	int Value: 0x04
Constants.FV_LANG_FRENCH	int Value: 0x05
Constants.FV_LANG_CANADIAN_FRENCH	int Value: 0x06
Constants.FV_LANG_SPANISH	int Value: 0x07
Constants.FV_LANG_CATALAN	int Value: 0x08
Constants.FV_LANG_ITALIAN	int Value: 0x09

Property name	Data Type
Constants.FV_LANG_PORTUGUESE	int Value: 0x0A
Constants.FV_LANG_BRAZILIAN	int Value: 0x0B
Constants.FV_LANG_DANISH	int Value: 0x0C
Constants.FV_LANG_DUTCH	int Value: 0x0D
Constants.FV_LANG_NORWEGIAN	int Value: 0x0E
Constants.FV_LANG_NYNORSK	int Value: 0x0F
Constants.FV_LANG_FINNISH	int Value: 0x10
Constants.FV_LANG_SWEDISH	int Value: 0x11
Constants.FV_LANG_JAPANESE	int Value: 0x12
Constants.FV_LANG_TRADITIONAL_CHINESE	int Value: 0x13
Constants.FV_LANG_SIMPLIFIED_CHINESE	int Value: 0x14
Constants.FV_LANG_KOREAN	int Value: 0x15
Constants.FV_LANG_NEW_GERMAN	int Value: 0x16
Constants.FV_LANG_NEW_SWISS_GERMAN	int Value: 0x17
Constants.FV_LANG_NEW_DUTCH	int Value: 0x18
Constants.FV_LANG_GREEK	int Value: 0x19
Constants.FV_LANG_RUSSIAN	int Value: 0x1A
Constants.FV_LANG_CZECH	int Value: 0x1B

Property name	Data Type
Constants.FV_LANG_POLISH	int Value: 0x1C
Constants.FV_LANG_HUNGARIAN	int Value: 0x1D
Constants.FV_LANG_TURKISH	int Value: 0x1E
Constants.FV_LANG_SLOVAK	int Value: 0x1F
Constants.FV_LANG_SLOVENIAN	int Value: 0x20
Constants.FV_LANG_BULGARIAN	int Value: 0x21
Constants.FV_LANG_CROATIAN	int Value: 0x22
Constants.FV_LANG_ESTONIAN	int Value: 0x23
Constants.FV_LANG_LATVIAN	int Value: 0x24
Constants.FV_LANG_LITHUANIAN	int Value: 0x25
Constants.FV_LANG_ROMANIAN	int Value: 0x26
Constants.FV_LANG_NUM	int Value: 0x27
Constants.FP_RunInSeparator	int Value: 578
Constants.FP_Placement	int Value: 579
Constants.FV_PGF_SIDEBODY	int Value: 0
Constants.FV_PGF_SIDEHEAD_TOP	int Value: 1
Constants.FV_PGF_SIDEHEAD_FIRST_BASELINE	int Value: 2
Constants.FV_PGF_SIDEHEAD_LAST_BASELINE	int Value: 3

Property name	Data Type
Constants.FV_PGF_RUN_IN	int Value: 4
Constants.FV_PGF_STRADDLE	int Value: 5
Constants.FV_PGF_STRADDLE_NORMAL_ONLY	int Value: 6
Constants.FP_NextPgFmtInDoc	int Value: 580
Constants.FP_CellTopMargin	int Value: 581
Constants.FP_CellBottomMargin	int Value: 582
Constants.FP_CellLeftMargin	int Value: 583
Constants.FP_CellRightMargin	int Value: 584
Constants.FP_CellVAlignment	int Value: 585
Constants.FV_PGF_V_ALIGN_TOP	int Value: 0
Constants.FV_PGF_V_ALIGN_MIDDLE	int Value: 1
Constants.FV_PGF_V_ALIGN_BOTTOM	int Value: 2
Constants.FP_CellMarginsFixed	int Value: 586
Constants.FV_PGF_FIXED_L_MARGIN	int Value: 0x01
Constants.FV_PGF_FIXED_B_MARGIN	int Value: 0x02
Constants.FV_PGF_FIXED_R_MARGIN	int Value: 0x04
Constants.FV_PGF_FIXED_T_MARGIN	int Value: 0x08
Constants.FP_LineSpacing	int Value: 587

Property name	Data Type
Constants.FV_PGF_FIXED	int Value: 0x00
Constants.FV_PGF_PROPORTIONAL	int Value: 0x01
Constants.FV_PGF_FLOATING	int Value: 0x02
Constants.FP_Locked	int Value: 588
Constants.FP_AcrobatLevel	int Value: 589
Constants.FP_PDFStructureLevel	int Value: 600
Constants.FP_FormatOverride	int Value: 590
Constants.FP_MinJRomSpace	int Value: 591
Constants.FP_OptJRomSpace	int Value: 592
Constants.FP_MaxJRomSpace	int Value: 593
Constants.FP_MinJLetSpace	int Value: 594
Constants.FP_OptJLetSpace	int Value: 595
Constants.FP_MaxJLetSpace	int Value: 596
Constants.FP_YakumonoType	int Value: 597
Constants.FV_FLOATING_YAKUMONO	int Value: 0x00
Constants.FV_MONOSPACE_YAKUMONO	int Value: 0x01
Constants.FV_FIXED_YAKUMONO	int Value: 0x02
Constants.FP_DialogEncodingName	int Value: 598

Property name	Data Type
Constants.FP_FMIInterfaceEncodingName	int Value: 599
Constants.FP_CharTag	int Value: 602
Constants.FP_NextCharFmtInDoc	int Value: 603
Constants.FP_FontFamily	int Value: 604
Constants.FP_FontVariation	int Value: 605
Constants.FP_FontWeight	int Value: 606
Constants.FP_FontAngle	int Value: 607
Constants.FP_Underlining	int Value: 608
Constants.FV_CB_NO_UNDERLINE	int Value: 0
Constants.FV_CB_SINGLE_UNDERLINE	int Value: 1
Constants.FV_CB_DOUBLE_UNDERLINE	int Value: 2
Constants.FV_CB_NUMERIC_UNDERLINE	int Value: 3
Constants.FP_Strikethrough	int Value: 609
Constants.FP_Overline	int Value: 610
Constants.FP_ChangeBar	int Value: 611
Constants.FP_Outline	int Value: 612
Constants.FP_Shadow	int Value: 613
Constants.FP_PairKern	int Value: 614

Property name	Data Type
Constants.FP_FontSize	int Value: 615
Constants.FP_KernX	int Value: 616
Constants.FP_KernY	int Value: 617
Constants.FP_Spread	int Value: 618
Constants.FP_Capitalization	int Value: 619
Constants.FV_CAPITAL_CASE_NORM	int Value: 0
Constants.FV_CAPITAL_CASE_SMALL	int Value: 1
Constants.FV_CAPITAL_CASE_LOWER	int Value: 2
Constants.FV_CAPITAL_CASE_UPPER	int Value: 3
Constants.FP_Position	int Value: 620
Constants.FV_POS_NORM	int Value: 0
Constants.FV_POS_SUPER	int Value: 1
Constants.FV_POS_SUB	int Value: 2
Constants.FP_BkColor	int Value: 992
Constants.FP_ReviewerName	int Value: 993
Constants.FP_ReviewTime	int Value: 994
Constants.FP_UseFontFamily	int Value: 621
Constants.FP_UseFontVariation	int Value: 622

Property name	Data Type
Constants.FP_UseFontWeight	int Value: 623
Constants.FP_UseFontAngle	int Value: 624
Constants.FP_UseUnderlining	int Value: 625
Constants.FP_UseStrikethrough	int Value: 626
Constants.FP_UseOverline	int Value: 627
Constants.FP_UseChangeBar	int Value: 628
Constants.FP_UseOutline	int Value: 629
Constants.FP_UseShadow	int Value: 630
Constants.FP_UsePairKern	int Value: 631
Constants.FP_UseFontSize	int Value: 632
Constants.FP_UseKernX	int Value: 633
Constants.FP_UseKernY	int Value: 634
Constants.FP_UseSpread	int Value: 635
Constants.FP_UseCapitalization	int Value: 636
Constants.FP_UsePosition	int Value: 637
Constants.FP_UseColor	int Value: 638
Constants.FP_UseBkColor	int Value: 991
Constants.FP_FontPlatformName	int Value: 639

Property name	Data Type
Constants.FP_FontPostScriptName	int Value: 640
Constants.FP_FontPanoseName	int Value: 641
Constants.FP_FontEncodingName	int Value: 642
Constants.FP_Stretch	int Value: 643
Constants.FP_UseStretch	int Value: 644
Constants.FP_UseLanguage	int Value: 645
Constants.FP_WesternFontPlatformName	int Value: 646
Constants.FP_WesternFontPostScriptName	int Value: 647
Constants.FP_WesternFontPanoseName	int Value: 648
Constants.FP_Tsume	int Value: 649
Constants.FP_UseTsume	int Value: 650
Constants.FV_TAB_LEFT	int Value: 0x1
Constants.FV_TAB_CENTER	int Value: 0x2
Constants.FV_TAB_RIGHT	int Value: 0x3
Constants.FV_TAB_DECIMAL	int Value: 0x4
Constants.FV_TAB_RELATIVE_LEFT	int Value: 0x5
Constants.FV_TAB_RELATIVE_CENTER	int Value: 0x6
Constants.FV_TAB_RELATIVE_RIGHT	int Value: 0x7

Property name	Data Type
Constants.FV_TAB_RELATIVE_DECIMAL	int Value: 0x8
Constants.FP_PageNum	int Value: 687
Constants.FP_PointPageNum	int Value: 688
Constants.FP_PageBackground	int Value: 689
Constants.FV_BGD_DEFAULT	int Value: 0x00
Constants.FV_BGD_NONE	int Value: 0x01
Constants.FV_BGD_OTHER	int Value: 0x02
Constants.FP_MasterPage	int Value: 690
Constants.FP_PageWidth	int Value: 691
Constants.FP_PageHeight	int Value: 692
Constants.FP_PagePrev	int Value: 693
Constants.FP_PageNext	int Value: 694
Constants.FP_PageFrame	int Value: 695
Constants.FP_PageNumString	int Value: 696
Constants.FP_PagelsRecto	int Value: 697
Constants.FP_NextPgflnDoc	int Value: 716
Constants.FP_NextPgflnFlow	int Value: 717
Constants.FP_PrevPgflnFlow	int Value: 718

Property name	Data Type
Constants.FP_PgfNumber	int Value: 719
Constants.FP_PgfSpellChecked	int Value: 720
Constants.FP_PgfSplit	int Value: 721
Constants.FP_PgfMarkedForNamedDestination	int Value: 722
Constants.FP_BorderWidth	int Value: 740
Constants.FP_Fill	int Value: 741
Constants.FV_FILL_BLACK	int Value: 0
Constants.FV_FILL_WHITE	int Value: 7
Constants.FV_FILL_CLEAR	int Value: 15
Constants.FP_Pen	int Value: 742
Constants.FP_HeadArrow	int Value: 743
Constants.FP_TailArrow	int Value: 744
Constants.FP_ArrowTipAngle	int Value: 745
Constants.FP_ArrowBaseAngle	int Value: 746
Constants.FP_ArrowScaleFactor	int Value: 747
Constants.FP_ArrowLength	int Value: 748
Constants.FP_ArrowType	int Value: 749
Constants.FV_ARROW_STICK	int Value: 0x1

Property name	Data Type
Constants.FV_ARROW_HOLLOW	int Value: 0x2
Constants.FV_ARROW_FILLED	int Value: 0x3
Constants.FP_ArrowScaleHead	int Value: 750
Constants.FP_Color	int Value: 751
Constants.FP_Dash	int Value: 752
Constants.FP_LineCap	int Value: 753
Constants.FV_CAP_BUTT	int Value: 0x00
Constants.FV_CAP_ROUND	int Value: 0x01
Constants.FV_CAP_SQUARE	int Value: 0x02
Constants.FP_RunaroundGap	int Value: 754
Constants.FP_TintPercent	int Value: 755
Constants.FP_Overprint	int Value: 756
Constants.FV_KNOCKOUT	int Value: 0x00
Constants.FV_OVERPRINT	int Value: 0x01
Constants.FV_FROMCOLOR	int Value: 0x02
Constants.FP_UseBorderWidth	int Value: 3001
Constants.FP_UseFill	int Value: 3002
Constants.FP_UsePen	int Value: 3003

Property name	Data Type
Constants.FP_UseRunaroundGap	int Value: 3004
Constants.FP_UseTintPercent	int Value: 3005
Constants.FP_UseOverprint	int Value: 3006
Constants.FP_UseAngle	int Value: 3007
Constants.FP_UseLocX	int Value: 3008
Constants.FP_UseLocY	int Value: 3009
Constants.FP_UseWidth	int Value: 3010
Constants.FP_UseHeight	int Value: 3011
Constants.FP_UseRunaround	int Value: 3012
Constants.FP_UseAnchorType	int Value: 3013
Constants.FP_UseAFramelsFloating	int Value: 3014
Constants.FP_UseAFramelsCropped	int Value: 3015
Constants.FP_UseSideOffset	int Value: 3016
Constants.FP_UseBaselineOffset	int Value: 3017
Constants.FP_UseAlignment	int Value: 3018
Constants.FP_UseNumColumns	int Value: 3019
Constants.FP_UseColGapWidth	int Value: 3020
Constants.FP_UseSideHeadWidth	int Value: 3021

Property name	Data Type
Constants.FP_UseSideHeadGap	int Value: 3022
Constants.FP_UseTheta	int Value: 3023
Constants.FP_UseDTheta	int Value: 3024
Constants.FP_UseTextLineType	int Value: 3025
Constants.FP_UseMathSize	int Value: 3026
Constants.FP_UseInsetDpi	int Value: 3027
Constants.FP_UseColumnsAreBalanced	int Value: 3028
Constants.FP_UseSideHeadPlacement	int Value: 3029
Constants.FP_UseRadius	int Value: 3030
Constants.FP_UseFlowsAutoConnect	int Value: 3031
Constants.FP_UseFlowsPostScript	int Value: 3032
Constants.FP_FirstGraphicsFmtInDoc	int Value: 3101
Constants.FP_NextGraphicsFmtInDoc	int Value: 3102
Constants.FP_StyleTag	int Value: 770
Constants.FP_GraphicsSelected	int Value: 771
Constants.FP_GraphicCantBeSelected	int Value: 772
Constants.FP_GraphicsButton	int Value: 773
Constants.FP_FrameParent	int Value: 774

Property name	Data Type
Constants.FP_PrevGraphicInFrame	int Value: 775
Constants.FP_NextGraphicInFrame	int Value: 776
Constants.FP_GroupParent	int Value: 777
Constants.FP_PrevGraphicInGroup	int Value: 778
Constants.FP_NextGraphicInGroup	int Value: 779
Constants.FP_Angle	int Value: 780
Constants.FP_LocX	int Value: 781
Constants.FP_LocY	int Value: 782
Constants.FP_Width	int Value: 783
Constants.FP_Height	int Value: 784
Constants.FP_NextSelectedGraphicInDoc	int Value: 785
Constants.FP_NextGraphicInDoc	int Value: 786
Constants.FP_Runaround	int Value: 787
Constants.FV_TR_NONE	int Value: 0x01
Constants.FV_TR_CONTOUR	int Value: 0x02
Constants.FV_TR_BBOX	int Value: 0x03
Constants.FP_DesktopX	int Value: 788
Constants.FP_DesktopY	int Value: 789

Property name	Data Type
Constants.FP_DesktopWidth	int Value: 790
Constants.FP_DesktopHeight	int Value: 791
Constants.FP_IsHotspot	int Value: 2875
Constants.FP_HotspotCmdStr	int Value: 2876
Constants.FP_HotspotTitle	int Value: 2877
Constants.FP_FirstGraphicInGroup	int Value: 807
Constants.FP_LastGraphicInGroup	int Value: 808
Constants.FP_DTheta	int Value: 830
Constants.FP_Theta	int Value: 831
Constants.FP_InsetEditor	int Value: 850
Constants.FP_InsetUpdater	int Value: 851
Constants.FP_InsetFile	int Value: 852
Constants.FP_InsetFileOrigName	int Value: 2814
Constants.FP_InsetDpi	int Value: 853
Constants.FP_InsetIsFixedSize	int Value: 854
Constants.FP_InsetIsFlippedSideways	int Value: 855
Constants.FP_InsetIsInverted	int Value: 856
Constants.FP_InsetRasterDpi	int Value: 857

Property name	Data Type
Constants.FP_INSETInfo	int Value: 858
Constants.FP_InsetPosterIsExternal	int Value: 2821
Constants.FP_InsetPosterFile	int Value: 2822
Constants.FP_InsetSaveDIBFacetToFile	int Value: 2823
Constants.FP_InsetPosterFileOrigName	int Value: 2824
Constants.FP_InsetSaveFacetToFile	int Value: 2839
Constants.FP_InsetU3dAnimationList	int Value: 2844
Constants.FP_InsetU3dPartList	int Value: 2845
Constants.FP_InsetU3dViewList	int Value: 2846
Constants.FP_InsetCuePointList	int Value: 2354
Constants.FP_InsetLinkToText	int Value: 2355
Constants.FP_MathFullForm	int Value: 865
Constants.FP_MathSize	int Value: 866
Constants.FV_MATH_MEDIUM	int Value: 0
Constants.FV_MATH_SMALL	int Value: 1
Constants.FV_MATH_LARGE	int Value: 2
Constants.FP_AnchorType	int Value: 875
Constants.FV_ANCHOR_INLINE	int Value: 1

Property name	Data Type
Constants.FV_ANCHOR_TOP	int Value: 2
Constants.FV_ANCHOR_BELOW	int Value: 3
Constants.FV_ANCHOR_BOTTOM	int Value: 4
Constants.FV_ANCHOR_SUBCOL_LEFT	int Value: 5
Constants.FV_ANCHOR_SUBCOL_RIGHT	int Value: 6
Constants.FV_ANCHOR_SUBCOL_NEAREST	int Value: 7
Constants.FV_ANCHOR_SUBCOL_FARTHEST	int Value: 8
Constants.FV_ANCHOR_SUBCOL_INSIDE	int Value: 9
Constants.FV_ANCHOR_SUBCOL_OUTSIDE	int Value: 10
Constants.FV_ANCHOR_TEXTFRAME_LEFT	int Value: 11
Constants.FV_ANCHOR_TEXTFRAME_RIGHT	int Value: 12
Constants.FV_ANCHOR_TEXTFRAME_NEAREST	int Value: 13
Constants.FV_ANCHOR_TEXTFRAME_FARTHEST	int Value: 14
Constants.FV_ANCHOR_TEXTFRAME_INSIDE	int Value: 15
Constants.FV_ANCHOR_TEXTFRAME_OUTSIDE	int Value: 16
Constants.FV_ANCHOR_RUN_INTO_PARAGRAPH	int Value: 17
Constants.FP_AFramelsFloating	int Value: 876
Constants.FP_SideOffset	int Value: 877

Property name	Data Type
Constants.FP_AFramelsCropped	int Value: 878
Constants.FP_TextLoc	int Value: 879
Constants.FP_PageFramePage	int Value: 880
Constants.FP_BaselineOffset	int Value: 881
Constants.FP_FirstGraphicInFrame	int Value: 882
Constants.FP_LastGraphicInFrame	int Value: 883
Constants.FP_PrevAFrame	int Value: 884
Constants.FP_NextAFrame	int Value: 885
Constants.FP_Alignment	int Value: 886
Constants.FV_ALIGN_LEFT	int Value: 0
Constants.FV_ALIGN_CENTER	int Value: 1
Constants.FV_ALIGN_RIGHT	int Value: 2
Constants.FV_ALIGN_INSIDE	int Value: 3
Constants.FV_ALIGN_OUTSIDE	int Value: 4
Constants.FP_MifFileEntity	int Value: 2828
Constants.FP_MifFileName	int Value: 2829
Constants.FP_MifFileOrigFormat	int Value: 2878
Constants.FP_PolysBezier	int Value: 906

Property name	Data Type
Constants.FP_NumPoints	int Value: 907
Constants.FP_Points	int Value: 908
Constants.FP_RectangleIsSmoothed	int Value: 929
Constants.FP_Radius	int Value: 950
Constants.FP_FirstPgf	int Value: 972
Constants.FP_LastPgf	int Value: 973
Constants.FP_FirstAFrame	int Value: 974
Constants.FP_LastAFrame	int Value: 975
Constants.FP_FirstFn	int Value: 976
Constants.FP_LastFn	int Value: 977
Constants.FP_FirstCell	int Value: 978
Constants.FP_LastCell	int Value: 979
Constants.FP_PrevTextFrameInFlow	int Value: 980
Constants.FP_NextTextFrameInFlow	int Value: 981
Constants.FP_Flow	int Value: 982
Constants.FP_NumColumns	int Value: 984
Constants.FP_ColGapWidth	int Value: 985
Constants.FP_FirstSubCol	int Value: 986

Property name	Data Type
Constants.FP_LastSubCol	int Value: 987
Constants.FP_LineSpacingFactor	int Value: 988
Constants.FP_PgfSpacingFactor	int Value: 989
Constants.FP_CellMarginSpacingDelta	int Value: 990
Constants.FP_SideHeadPlacement	int Value: 1171
Constants.FV_SH_LEFT	int Value: 0x00
Constants.FV_SH_RIGHT	int Value: 0x01
Constants.FV_SH_INSIDE	int Value: 0x02
Constants.FV_SH_OUTSIDE	int Value: 0x03
Constants.FP_SideHeadWidth	int Value: 1172
Constants.FP_SideHeadGap	int Value: 1173
Constants.FP_ColumnsAreBalanced	int Value: 1175
Constants.FP_InTextObj	int Value: 1000
Constants.FP_InTextFrame	int Value: 1001
Constants.FP_FnNum	int Value: 1002
Constants.FP_NextFnInDoc	int Value: 1003
Constants.FP_PrevFn	int Value: 1004
Constants.FP_NextFn	int Value: 1005

Property name	Data Type
Constants.FP_FnAnchorString	int Value: 1006
Constants.FP_OldTypeNum	int Value: 1024
Constants.FP_MarkerText	int Value: 1025
Constants.FP_NextMarkerInDoc	int Value: 1026
Constants.FP_MarkerTypeId	int Value: 1027
Constants.FP_NextMarkerTypeInDoc	int Value: 1028
Constants.FP_InvariantName	int Value: 1029
Constants.FP_Public	int Value: 1030
Constants.FP_Transient	int Value: 1031
Constants.FP_Required	int Value: 1032
Constants.FP_NextVarInDoc	int Value: 1046
Constants.FP_VarFmt	int Value: 1047
Constants.FP_SystemVar	int Value: 1049
Constants.FV_VAR_USER_VARIABLE	int Value: 0
Constants.FV_VAR_CURRENT_PAGE_NUM	int Value: 1
Constants.FV_VAR_PAGE_COUNT	int Value: 2
Constants.FV_VAR_CURRENT_DATE_LONG	int Value: 3
Constants.FV_VAR_CURRENT_DATE_SHORT	int Value: 4

Property name	Data Type
Constants.FV_VAR_MODIFICATION_DATE_LONG	int Value: 5
Constants.FV_VAR_MODIFICATION_DATE_SHORT	int Value: 6
Constants.FV_VAR_CREATION_DATE_LONG	int Value: 7
Constants.FV_VAR_CREATION_DATE_SHORT	int Value: 8
Constants.FV_VAR_FILE_NAME_LONG	int Value: 9
Constants.FV_VAR_FILE_NAME_SHORT	int Value: 10
Constants.FV_VAR_HEADER_FOOTER_1	int Value: 11
Constants.FV_VAR_HEADER_FOOTER_2	int Value: 12
Constants.FV_VAR_HEADER_FOOTER_3	int Value: 13
Constants.FV_VAR_HEADER_FOOTER_4	int Value: 14
Constants.FV_VAR_TABLE_CONTINUATION	int Value: 15
Constants.FV_VAR_TABLE_SHEET	int Value: 16
Constants.FV_VAR_HEADER_FOOTER_5	int Value: 19
Constants.FV_VAR_HEADER_FOOTER_6	int Value: 20
Constants.FV_VAR_HEADER_FOOTER_7	int Value: 21
Constants.FV_VAR_HEADER_FOOTER_8	int Value: 22
Constants.FV_VAR_HEADER_FOOTER_9	int Value: 23
Constants.FV_VAR_HEADER_FOOTER_10	int Value: 24

Property name	Data Type
Constants.FV_VAR_HEADER_FOOTER_11	int Value: 25
Constants.FV_VAR_HEADER_FOOTER_12	int Value: 26
Constants.FV_VAR_HEADER_FOOTER_13	int Value: 27
Constants.FV_VAR_HEADER_FOOTER_14	int Value: 28
Constants.FV_VAR_HEADER_FOOTER_15	int Value: 29
Constants.FV_VAR_HEADER_FOOTER_16	int Value: 30
Constants.FV_VAR_HEADER_FOOTER_17	int Value: 31
Constants.FV_VAR_HEADER_FOOTER_18	int Value: 32
Constants.FP_Fmt	int Value: 1050
Constants.FP_NextVarFmtInDoc	int Value: 1051
Constants.FP_XRefFile	int Value: 1070
Constants.FP_TextRange	int Value: 1071
Constants.FP_NextXRefInDoc	int Value: 1072
Constants.FP_XRefFmt	int Value: 1073
Constants.FP_XRefSrcText	int Value: 1075
Constants.FP_XRefSrcIsElem	int Value: 1076
Constants.FP_XRefsUnresolved	int Value: 1077
Constants.FP_XRefSrcElemNonUniqueld	int Value: 1152

Property name	Data Type
Constants.FP_XRefAltText	int Value: 1153
Constants.FP_XRefClientName	int Value: 1154
Constants.FP_XRefClientType	int Value: 1155
Constants.FP_XRefResolvedWithKeyref	int Value: 1156
Constants.FP_XRefRetainKeydefText	int Value: 1157
Constants.FP_NextXRefFmtInDoc	int Value: 1074
Constants.FP_TextLineType	int Value: 1095
Constants.FV_TEXTLINE_LEFT	int Value: 0
Constants.FV_TEXTLINE_RIGHT	int Value: 1
Constants.FV_TEXTLINE_CENTER	int Value: 2
Constants.FV_TEXTLINE_MATH	int Value: 3
Constants.FP_BasePointX	int Value: 1116
Constants.FP_BasePointY	int Value: 1117
Constants.FP_NextCondFmtInDoc	int Value: 1138
Constants.FP_CondFmtsShown	int Value: 1139
Constants.FP_SepOverride	int Value: 1140
Constants.FP_UseSepOverride	int Value: 1141
Constants.FP_StyleOverride	int Value: 1142

Property name	Data Type
Constants.FV_CN_NO_OVERRIDE	int Value: 0
Constants.FV_CN_OVERLINE	int Value: 1
Constants.FV_CN_STRIKETHROUGH	int Value: 2
Constants.FV_CN_SINGLE_UNDERLINE	int Value: 3
Constants.FV_CN_DOUBLE_UNDERLINE	int Value: 4
Constants.FV_CN_CHANGEBAR	int Value: 5
Constants.FV_CN_NUMERIC_UNDERLINE	int Value: 6
Constants.FV_CN_NMRIC_AND_CHNGBAR	int Value: 7
Constants.FP_NextAttrCondExprInDoc	int Value: 2816
Constants.FP_AttrCondExprStr	int Value: 2817
Constants.FP_AttrCondExprIsActive	int Value: 2818
Constants.FP_InCond	int Value: 1150
Constants.FP_StyleOverrides	int Value: 1151
Constants.FV_CS_NO_OVERRIDE	int Value: 0x00
Constants.FV_CS_OVERLINE	int Value: 0x01
Constants.FV_CS_STRIKETHROUGH	int Value: 0x02
Constants.FV_CS_SINGLE_UNDERLINE	int Value: 0x04
Constants.FV_CS_DOUBLE_UNDERLINE	int Value: 0x08

Property name	Data Type
Constants.FV_CS_CHANGEBAR	int Value: 0x10
Constants.FV_CS_NUMERIC_UNDERLINE	int Value: 0x20
Constants.FP_NextFlowInDoc	int Value: 1162
Constants.FP_FlowsSynchronized	int Value: 1163
Constants.FP_MinHang	int Value: 1164
Constants.FP_FlowsAutoConnect	int Value: 1165
Constants.FP_FlowsFeathered	int Value: 1166
Constants.FP_Spacing	int Value: 1167
Constants.FP_FlowsPostScript	int Value: 1168
Constants.FP_FirstTextFrameInFlow	int Value: 1169
Constants.FP_LastTextFrameInFlow	int Value: 1170
Constants.FP_SideHeadRoomInFlow	int Value: 1174
Constants.FP_MaxInterlinePadding	int Value: 470
Constants.FP_MaxInterPgFPadding	int Value: 471
Constants.FP_CellUseOverrideLRuling	int Value: 1190
Constants.FP_CellUseOverrideRRuling	int Value: 1191
Constants.FP_CellUseOverrideTRuling	int Value: 1192
Constants.FP_CellUseOverrideBRuling	int Value: 1193

Property name	Data Type
Constants.FP_CellOverrideShading	int Value: 1194
Constants.FP_CellOverrideFill	int Value: 1195
Constants.FP_CellUseOverrideFill	int Value: 1196
Constants.FP_CellUseOverrideShading	int Value: 1197
Constants.FP_CellRow	int Value: 1198
Constants.FP_NextCellInTbl	int Value: 1199
Constants.FP_CellBelowInTbl	int Value: 1200
Constants.FP_PrevCellInRow	int Value: 1201
Constants.FP_NextCellInRow	int Value: 1202
Constants.FP_CellAboveInCol	int Value: 1203
Constants.FP_CellBelowInCol	int Value: 1204
Constants.FP_CellColNum	int Value: 1205
Constants.FP_CellsStraddled	int Value: 1206
Constants.FP_CellNumRowsStraddled	int Value: 1207
Constants.FP_CellNumColsStraddled	int Value: 1208
Constants.FP_CellAngle	int Value: 1209
Constants.FP_CellOverrideTopRuling	int Value: 1210
Constants.FP_CellOverrideBottomRuling	int Value: 1211

Property name	Data Type
Constants.FP_CellOverrideLeftRuling	int Value: 1212
Constants.FP_CellOverrideRightRuling	int Value: 1213
Constants.FP_CellDefaultTopRuling	int Value: 1214
Constants.FP_CellDefaultBottomRuling	int Value: 1215
Constants.FP_CellDefaultLeftRuling	int Value: 1216
Constants.FP_CellDefaultRightRuling	int Value: 1217
Constants.FP_CellsShown	int Value: 1218
Constants.FP_PrevCell	int Value: 1219
Constants.FP_NextCell	int Value: 1220
Constants.FP_PrevRowInTbl	int Value: 1244
Constants.FP_NextRowInTbl	int Value: 1245
Constants.FP_RowTbl	int Value: 1246
Constants.FP_FirstCellInRow	int Value: 1247
Constants.FP_RowKeepWithNext	int Value: 1248
Constants.FP_RowKeepWithPrev	int Value: 1249
Constants.FP_RowMaxHeight	int Value: 1250
Constants.FP_RowMinHeight	int Value: 1251
Constants.FP_RowStart	int Value: 1252

Property name	Data Type
Constants.FV_ROW_ANYWHERE	int Value: 0
Constants.FV_ROW_TOP_OF_COL	int Value: 1
Constants.FV_ROW_TOP_OF_PAGE	int Value: 2
Constants.FV_ROW_TOP_OF_LEFT_PAGE	int Value: 3
Constants.FV_ROW_TOP_OF_RIGHT_PAGE	int Value: 4
Constants.FP_RowType	int Value: 1253
Constants.FV_ROW_HEADING	int Value: 0
Constants.FV_ROW_BODY	int Value: 1
Constants.FV_ROW_FOOTING	int Value: 2
Constants.FP_RowsShown	int Value: 1254
Constants.FP_TblTag	int Value: 1275
Constants.FP_NextTblFmtInDoc	int Value: 1276
Constants.FP_TblLeftIndent	int Value: 1278
Constants.FP_TblRightIndent	int Value: 1279
Constants.FP_TblSpaceAbove	int Value: 1280
Constants.FP_TblSpaceBelow	int Value: 1281
Constants.FP_TblAlignment	int Value: 1282
Constants.FV_ALIGN_TBL_LEFT	int Value: 0

Property name	Data Type
Constants.FV_ALIGN_TBL_CENTER	int Value: 1
Constants.FV_ALIGN_TBL_RIGHT	int Value: 2
Constants.FP_TblPlacement	int Value: 1283
Constants.FV_TBL_ANYWHERE	int Value: 0
Constants.FV_TBL_TOP_OF_COL	int Value: 1
Constants.FV_TBL_TOP_OF_PAGE	int Value: 2
Constants.FV_TBL_TOP_OF_LEFT_PAGE	int Value: 3
Constants.FV_TBL_TOP_OF_RIGHT_PAGE	int Value: 4
Constants.FV_TBL_FLOAT	int Value: 5
Constants.FP_TblInitNumCols	int Value: 1284
Constants.FP_TblInitNumHRows	int Value: 1285
Constants.FP_TblInitNumBodyRows	int Value: 1286
Constants.FP_TblInitNumFRows	int Value: 1287
Constants.FP_TblNumbering	int Value: 1288
Constants.FV_TBL_NUM_BY_ROW	int Value: 0
Constants.FV_TBL_NUM_BY_COL	int Value: 1
Constants.FP_TblTitlePosition	int Value: 1289
Constants.FV_TBL_NO_TITLE	int Value: 0

Property name	Data Type
Constants.FV_TBL_TITLE_ABOVE	int Value: 1
Constants.FV_TBL_TITLE_BELOW	int Value: 2
Constants.FP_TblTitleGap	int Value: 1290
Constants.FP_OrphanRows	int Value: 1291
Constants.FP_TblCatalogEntry	int Value: 1292
Constants.FP_TblColRulingPeriod	int Value: 1293
Constants.FP_TblBodyRowRulingPeriod	int Value: 1294
Constants.FP_TblLastBodyRuling	int Value: 1295
Constants.FP_TblHFFill	int Value: 1296
Constants.FP_TblHFColor	int Value: 1297
Constants.FP_TblBodyFirstFill	int Value: 1298
Constants.FP_TblBodyFirstColor	int Value: 1299
Constants.FP_TblBodyShadeBy	int Value: 1300
Constants.FP_TblBodyFirstPeriod	int Value: 1301
Constants.FP_TblBodyNextFill	int Value: 1302
Constants.FP_TblBodyNextPeriod	int Value: 1303
Constants.FP_TblBodyNextColor	int Value: 1304
Constants.FP_TblTopRuling	int Value: 1305

Property name	Data Type
Constants.FP_TblBottomRuling	int Value: 1306
Constants.FP_TblLeftRuling	int Value: 1307
Constants.FP_TblRightRuling	int Value: 1308
Constants.FP_TblColRuling	int Value: 1309
Constants.FP_TblBodyRowRuling	int Value: 1310
Constants.FP_TblHFSeparatorRuling	int Value: 1311
Constants.FP_TblHFRowRuling	int Value: 1312
Constants.FP_TblOtherBodyRowRuling	int Value: 1313
Constants.FP_TblOtherColRuling	int Value: 1314
Constants.FP_TblCellTopMargin	int Value: 1315
Constants.FP_TblCellBottomMargin	int Value: 1316
Constants.FP_TblCellLeftMargin	int Value: 1317
Constants.FP_TblCellRightMargin	int Value: 1318
Constants.FP_TblInLockedTi	int Value: 1319
Constants.FP_TblNumCols	int Value: 1335
Constants.FP_TblNumRows	int Value: 1336
Constants.FP_NextTblInDoc	int Value: 1337
Constants.FP_FirstRowInTbl	int Value: 1338

Property name	Data Type
Constants.FP_LastRowInTbl	int Value: 1339
Constants.FP_TblWidth	int Value: 1340
Constants.FP_TopRowSelection	int Value: 1341
Constants.FP_BottomRowSelection	int Value: 1342
Constants.FP_LeftColNum	int Value: 1343
Constants.FP_RightColNum	int Value: 1344
Constants.FP_TblColWidths	int Value: 1345
Constants.FP_TblTitleSelected	int Value: 1346
Constants.FP_NextRulingFmtInDoc	int Value: 1430
Constants.FP_RulingPenWidth	int Value: 1432
Constants.FP_RulingGap	int Value: 1433
Constants.FP_RulingSep	int Value: 1434
Constants.FP_RulingLines	int Value: 1435
Constants.FP_NextColorInDoc	int Value: 1455
Constants.FP_Pantone	int Value: 1456
Constants.FP_Cyan	int Value: 1457
Constants.FP_Magenta	int Value: 1458
Constants.FP_Yellow	int Value: 1459

Property name	Data Type
Constants.FP_Black	int Value: 1460
Constants.FP_ColorViewCtl	int Value: 1461
Constants.FV_SEP_NORMAL	int Value: 0x0
Constants.FV_SEP_NONE	int Value: 0x1
Constants.FV_SEP_WHITE	int Value: 0x2
Constants.FP_ColorPrintCtl	int Value: 1462
Constants.FV_PRINT_SPOT	int Value: 0x0
Constants.FV_PRINT_PROCESS	int Value: 0x1
Constants.FV_PRINT_NO	int Value: 0x2
Constants.FP_ReservedColor	int Value: 1463
Constants.FV_COLOR_NOT_RESERVED	int Value: 0
Constants.FV_COLOR_CYAN	int Value: 1
Constants.FV_COLOR_MAGENTA	int Value: 2
Constants.FV_COLOR_YELLOW	int Value: 3
Constants.FV_COLOR_BLACK	int Value: 4
Constants.FV_COLOR_WHITE	int Value: 5
Constants.FV_COLOR_RED	int Value: 6
Constants.FV_COLOR_GREEN	int Value: 7

Property name	Data Type
Constants.FV_COLOR_BLUE	int Value: 8
Constants.FV_COLOR_DARKGREY	int Value: 9
Constants.FV_COLOR_PALEGREEN	int Value: 10
Constants.FV_COLOR_FORESTGREEN	int Value: 11
Constants.FV_COLOR_ROYALBLUE	int Value: 12
Constants.FV_COLOR_MAUVE	int Value: 13
Constants.FV_COLOR_LIGHTSALMON	int Value: 14
Constants.FV_COLOR_DARKYELLOW	int Value: 15
Constants.FV_COLOR_SALMON	int Value: 16
Constants.FP_FamilyName	int Value: 1464
Constants.FP_InkName	int Value: 1465
Constants.FP_ColorTintPercent	int Value: 1466
Constants.FP_TintBaseColor	int Value: 1467
Constants.FV_NO_BASE_COLOR	int Value: 0x00
Constants.FP_ColorOverprint	int Value: 1468
Constants.FV_COLOR_KNOCKOUT	int Value: 0x00
Constants.FV_COLOR_OVERPRINT	int Value: 0x01
Constants.FP_NextRubiInDoc	int Value: 1469

Property name	Data Type
Constants.FP_OyamojiTextRange	int Value: 1470
Constants.FP_RubiTextRange	int Value: 1471
Constants.FP_HypertextDoValidate	int Value: 2300
Constants.FP_HypertextCommandText	int Value: 2301
Constants.FP_HypertextParsedArgs	int Value: 2302
Constants.FP_HypertextParseErr	int Value: 2303
Constants.FV_HypertextSyntaxOK	int Value: 0
Constants.FV_HypertextEmptyCommand	int Value: 1
Constants.FV_HypertextUnrecognizedCommand	int Value: 2
Constants.FV_HypertextMissingArguments	int Value: 3
Constants.FV_HypertextExtraArguments	int Value: 4
Constants.FV_HypertextBadSyntaxPathSpec	int Value: 10
Constants.FV_HypertextUnanchoredPartialPath	int Value: 11
Constants.FV_HypertextHelpDirNotFound	int Value: 20
Constants.FV_HypertextExpectedANumberParam	int Value: 30
Constants.FP_HypertextValidateErr	int Value: 2304
Constants.FV_HypertextValid	int Value: 0
Constants.FV_HypertextUsesDefaultText	int Value: 200

Property name	Data Type
Constants.FV_HypertextFileNotRegular	int Value: 210
Constants.FV_HypertextFileNotMakerDoc	int Value: 211
Constants.FV_HypertextCantOpenDestFile	int Value: 212
Constants.FV_HypertextDestinationLinkNotFound	int Value: 220
Constants.FV_HypertextDuplicateLinkName	int Value: 221
Constants.FV_HypertextPageNameNotFound	int Value: 230
Constants.FV_HypertextUnrecognizedObjectType	int Value: 240
Constants.FV_HypertextObjectIDNotFound	int Value: 241
Constants.FV_HypertextBadMatrixSize	int Value: 250
Constants.FV_HypertextMatrixCommandInvalid	int Value: 251
Constants.FV_HypertextFlowMissingLines	int Value: 252
Constants.FV_HypertextNoNamedFlow	int Value: 260
Constants.FV_HypertextRecursiveFlow	int Value: 261
Constants.FV_HypertextMissingPopupMarker	int Value: 270
Constants.FV_HypertextMissingPopupLabelItem	int Value: 271
Constants.FV_HypertextEmptyLineInMiddleOfPopup	int Value: 272
Constants.FV_HypertextCommandIllegalWithinPopup	int Value: 273
Constants.FV_HypertextFcodeInvalid	int Value: 280

Property name	Data Type
Constants.FP_HypertextParseBadParam	int Value: 2305
Constants.FP_HypertextParseErrMsg	int Value: 2306
Constants.FP_HypertextParsedCmdCode	int Value: 2307
Constants.FV_CmdNotTyped	int Value: 0
Constants.FV_CmdError	int Value: 1
Constants.FV_CmdUnknown	int Value: 2
Constants.FV_CmdNoop	int Value: 3
Constants.FV_CmdAlert	int Value: 8
Constants.FV_CmdAlertTitle	int Value: 9
Constants.FV_CmdExit	int Value: 10
Constants.FV_CmdGoToLink	int Value: 11
Constants.FV_CmdGoToLinkFitWin	int Value: 12
Constants.FV_CmdGoToNew	int Value: 13
Constants.FV_CmdGoToPage	int Value: 14
Constants.FV_CmdGoToObjectId	int Value: 15
Constants.FV_CmdGoToObjectIdFitWin	int Value: 16
Constants.FV_CmdMatrix	int Value: 17
Constants.FV_CmdMessage	int Value: 18

Property name	Data Type
Constants.FV_CmdNewLink	int Value: 19
Constants.FV_CmdNextPage	int Value: 20
Constants.FV_CmdPreviousPage	int Value: 21
Constants.FV_CmdOpenLink	int Value: 22
Constants.FV_CmdOpenLinkFitWin	int Value: 23
Constants.FV_CmdOpenNew	int Value: 24
Constants.FV_CmdOpenObjectId	int Value: 25
Constants.FV_CmdOpenObjectIdFitWin	int Value: 26
Constants.FV_CmdOpenPage	int Value: 27
Constants.FV_CmdPopup	int Value: 28
Constants.FV_CmdPreviousLink	int Value: 29
Constants.FV_CmdPreviousLinkFitWin	int Value: 30
Constants.FV_CmdQuit	int Value: 31
Constants.FV_CmdQuitAll	int Value: 32
Constants.FV_CmdMultiMedia	int Value: 33
Constants.FV_CmdFCodes	int Value: 256
Constants.FV_CmdOutCodes	int Value: 257
Constants.FV_CmdInCodes	int Value: 258

Property name	Data Type
Constants.FV_CmdApplyMathRules	int Value: 259
Constants.FV_CmdThesaurusLookup	int Value: 260
Constants.FV_CmdNative	int Value: 261
Constants.FV_CmdHelpLink	int Value: 262
Constants.FV_CmdBeginRange	int Value: 263
Constants.FV_CmdEndRange	int Value: 264
Constants.FP_HypertextParsedCmdDest	int Value: 2308
Constants.FV_DestNowhere	int Value: 0
Constants.FV_DestMarkerNewLink	int Value: 1
Constants.FV_DestFirstPage	int Value: 2
Constants.FV_DestLastPage	int Value: 3
Constants.FV_DestPageNum	int Value: 4
Constants.FV_DestFluidFlow	int Value: 5
Constants.FV_DestMarker	int Value: 6
Constants.FV_DestObjectId	int Value: 7
Constants.FV_DestXRef	int Value: 8
Constants.FP_HypertextParsedCmdDestObjType	int Value: 2309
Constants.FV_ObjectUnknown	int Value: 0

Property name	Data Type
Constants.FV_ObjectMarker	int Value: 1
Constants.FV_ObjectPgf	int Value: 2
Constants.FV_ObjectXref	int Value: 3
Constants.FV_ObjectGraphic	int Value: 4
Constants.FV_ObjectElement	int Value: 5
Constants.FV_ObjectTextInset	int Value: 6
Constants.FV_ObjectDataLink	int Value: 7
Constants.FP_HypertextParsedCmdDestObjID	int Value: 2310
Constants.FP_HypertextParsedCmdMatrixRows	int Value: 2311
Constants.FP_HypertextParsedCmdMatrixColumns	int Value: 2312
Constants.FP_HypertextParsedLinkName	int Value: 2313
Constants.FP_HypertextParsedPageName	int Value: 2314
Constants.FP_HypertextParsedFlowName	int Value: 2315
Constants.FP_HypertextParsedRangeName	int Value: 2316
Constants.FP_HypertextParsedClientName	int Value: 2317
Constants.FP_HypertextParsedTitle	int Value: 2318
Constants.FP_HypertextParsedMessage	int Value: 2319
Constants.FP_HypertextParsedDIFFileName	int Value: 2320

Property name	Data Type
Constants.FP_FirstElementDefInDoc	int Value: 1483
Constants.FP_ElementBoundaryDisplay	int Value: 1484
Constants.FP_BannerTextDisplay	int Value: 1600
Constants.FP_BooleanConditionExpression	int Value: 2321
Constants.FP_BooleanConditionState	int Value: 2322
Constants.FP_BooleanConditionExpressionTag	int Value: 995
Constants.FP_IsDitamaInResourceManager	int Value: 2332
Constants.FP_IsDocDitama	int Value: 2879
Constants.FP_IsDocDita	int Value: 2880
Constants.FP_DirectOLESupportInXml	int Value: 2881
Constants.FP_DocIsStructuredDummy	int Value: 2882
Constants.FP_StructuredDummyDocText	int Value: 2883
Constants.FV_ELEM_DISP_NONE	int Value: 0
Constants.FV_ELEM_DISP_BRACKETS	int Value: 1
Constants.FV_ELEM_DISP_TAGS	int Value: 2
Constants.FP_ElementCatalogDisplay	int Value: 1485
Constants.FV_ELCAT_STRICT	int Value: 0x00
Constants.FV_ELCAT_LOOSE	int Value: 0x01

Property name	Data Type
Constants.FV_ELCAT_CHILDREN	int Value: 0x02
Constants.FV_ELCAT_ALL	int Value: 0x03
Constants.FV_ELCAT_CUSTOM	int Value: 0x04
Constants.FP_DefaultInclusions	int Value: 1486
Constants.FP_DefaultExclusions	int Value: 1487
Constants.FP_ElementCatalog	int Value: 1488
Constants.FP_FirstFmtChangeListInDoc	int Value: 1489
Constants.FP_NewElemAttrDisplay	int Value: 1490
Constants.FV_ATTR_DISP_NONE	int Value: 1
Constants.FV_ATTR_DISP_REQSPEC	int Value: 2
Constants.FV_ATTR_DISP_ALL	int Value: 3
Constants.FP_NewElemAttrEditing	int Value: 1491
Constants.FV_ATTR_EDIT_NONE	int Value: 0
Constants.FV_ATTR_EDIT_REQUIRED	int Value: 1
Constants.FV_ATTR_EDIT_ALWAYS	int Value: 2
Constants.FP_UselInitialStructure	int Value: 1492
Constants.FP_SeparateInclusions	int Value: 1493
Constants.FP_ElementSelection	int Value: 1494

Property name	Data Type
Constants.FP_StructuredApplication	int Value: 1495
Constants.FP_CustomElementList	int Value: 1496
Constants.FP_StructuredApplicationList	int Value: 1497
Constants.FP_StructuredApplicationForOpen	int Value: 1498
Constants.FP_UselInitialStructureOfAutoInsertedElements	int Value: 1499
Constants.FP_StructAppAttrConfigFile	int Value: 1500
Constants.FP_ShowElementDescriptiveNames	int Value: 1501
Constants.FP_BkGndColor	int Value: 1502
Constants.FP_TextColor	int Value: 1503
Constants.FP_DitaMode	int Value: 1504
Constants.FP_XSLTTransformationScenarioFile	int Value: 1505
Constants.FP_XSLTProcessors	int Value: 1506
Constants.FV_STRICTLY_VALID	int Value: 0x01
Constants.FV_LOOSELY_VALID	int Value: 0x02
Constants.FV_ALTERNATIVE	int Value: 0x04
Constants.FV_INCLUSION	int Value: 0x08
Constants.FP_HighestLevelElement	int Value: 1509
Constants.FP_ComponentElement	int Value: 1551

Property name	Data Type
Constants.FP_ExtractElementTags	int Value: 1552
Constants.FP_NextElementDefInDoc	int Value: 1572
Constants.FP_ElementInCatalog	int Value: 1573
Constants.FP_ValidHighestLevel	int Value: 1574
Constants.FP_GeneralRule	int Value: 1575
Constants.FP_Exclusions	int Value: 1576
Constants.FP_Inclusions	int Value: 1577
Constants.FP_GeneralRuleErrorOffsets	int Value: 1578
Constants.FP_ElementDefType	int Value: 1579
Constants.FP_Comment	int Value: 1581
Constants.FP_TextFmtRules	int Value: 1582
Constants.FP_ObjectFmtRules	int Value: 1583
Constants.FP_AttributeDefs	int Value: 1584
Constants.FP_InitStructurePattern	int Value: 1585
Constants.FP_TableTagging	int Value: 1585
Constants.FP_ElementPgfformat	int Value: 1586
Constants.FP_PrefixRules	int Value: 1587
Constants.FP_SuffixRules	int Value: 1588

Property name	Data Type
Constants.FP_FirstPgfrRules	int Value: 1589
Constants.FP_LastPgfrRules	int Value: 1590
Constants.FP_AlsoInsert	int Value: 1591
Constants.FP_ParsedGeneralRule	int Value: 1592
Constants.FP_ElementDataType	int Value: 1593
Constants.FP_AllowedDataRange	int Value: 1594
Constants.FP_AlsoInserts	int Value: 1595
Constants.FP_DescriptiveTag	int Value: 1596
Constants.FP_ElementDescription	int Value: 1597
Constants.FP_XMLStructuredApplicationList	int Value: 1598
Constants.FP_BannerText	int Value: 1599
Constants.FV_FO_UNSPECIFIED	int Value: 0
Constants.FV_FO_TEXTNODE	int Value: 0
Constants.FV_FO_CONTAINER	int Value: 1
Constants.FV_FO_SYS_VAR	int Value: 2
Constants.FV_FO_XREF	int Value: 3
Constants.FV_FO_MARKER	int Value: 4
Constants.FV_FO_FOOTNOTE	int Value: 5

Property name	Data Type
Constants.FV_FO_GRAPHIC	int Value: 6
Constants.FV_FO_EQN	int Value: 7
Constants.FV_FO_TBL	int Value: 8
Constants.FV_FO_TBL_TITLE	int Value: 9
Constants.FV_FO_TBL_HEADING	int Value: 10
Constants.FV_FO_TBL_BODY	int Value: 11
Constants.FV_FO_TBL_FOOTING	int Value: 12
Constants.FV_FO_TBL_ROW	int Value: 13
Constants.FV_FO_TBL_CELL	int Value: 14
Constants.FV_FO_RUBI_GROUP	int Value: 15
Constants.FV_FO_RUBI	int Value: 16
Constants.FV_FO_NUMTYPES	int Value: 17
Constants.FV_DT_UNSPECIFIED	int Value: 0
Constants.FV_DT_INTEGER	int Value: 1
Constants.FV_DT_FLOAT	int Value: 2
Constants.FV_DT_NUMTYPES	int Value: 3
Constants.FV_AT_STRING	int Value: 0
Constants.FV_AT_STRINGS	int Value: 1

Property name	Data Type
Constants.FV_AT_CHOICES	int Value: 2
Constants.FV_AT_INTEGER	int Value: 3
Constants.FV_AT_INTEGERS	int Value: 4
Constants.FV_AT_REAL	int Value: 5
Constants.FV_AT_REALS	int Value: 6
Constants.FV_AT_UNIQUE_ID	int Value: 7
Constants.FV_AT_UNIQUE_IDREF	int Value: 8
Constants.FV_AT_UNIQUE_IDREFS	int Value: 9
Constants.FV_AT_NUMTYPES	int Value: 10
Constants.FV_AF_READ_ONLY	int Value: 0x0001
Constants.FV_AF_HIDDEN	int Value: 0x0002
Constants.FV_AF_FIXED	int Value: 0x0004
Constants.FP_FmtRuleType	int Value: 2100
Constants.FP_CountElements	int Value: 2101
Constants.FP_StopCountingAt	int Value: 2102
Constants.FP_FmtRuleClauses	int Value: 2103
Constants.FP_FmtRuleClause	int Value: 2104
Constants.FV_CONTEXT_RULE	int Value: 0

Property name	Data Type
Constants.FV_LEVEL_RULE	int Value: 1
Constants.FP_Specification	int Value: 2150
Constants.FP_IsTextRange	int Value: 2151
Constants.FP_RuleClauseType	int Value: 2152
Constants.FP_FormatTag	int Value: 2153
Constants.FP_FmtChangeListTag	int Value: 2154
Constants.FP_FmtChangeList	int Value: 2155
Constants.FP_SubFmtRule	int Value: 2156
Constants.FP_ContextLabel	int Value: 2157
Constants.FP_ElemPrefixSuffix	int Value: 2158
Constants.FP_FmtRule	int Value: 2159
Constants.FP_ParsedSpecification	int Value: 2160
Constants.FP_SpecificationForCSS	int Value: 2161
Constants.FP_ContextForCSS	int Value: 2162
Constants.FP_ParseFullSpecification	int Value: 2163
Constants.FV_RC_TAG	int Value: 0
Constants.FV_RC_SUB_FMTRULE	int Value: 1
Constants.FV_RC_CHANGELIST	int Value: 2

Property name	Data Type
Constants.FV_RC_CHANGELIST_TAG	int Value: 3
Constants.FV_EDT_TEXT	int Value: 40
Constants.FV_EDT_TEXTONLY	int Value: 41
Constants.FV_EDT_ANY	int Value: 42
Constants.FV_EDT_ALL	int Value: 43
Constants.FV_EDT_FIRST	int Value: 44
Constants.FV_EDT_MIDDLE	int Value: 45
Constants.FV_EDT_LAST	int Value: 46
Constants.FV_EDT_NOTFIRST	int Value: 47
Constants.FV_EDT_NOTLAST	int Value: 48
Constants.FV_EDT_AFTER	int Value: 49
Constants.FV_EDT_BEFORE	int Value: 50
Constants.FV_EDT_BETWEEN	int Value: 53
Constants.FV_EDT_INSERTPAR	int Value: 23
Constants.FV_EDT_ONLY	int Value: 62
Constants.FV_EDT_ATTRGRPO	int Value: 30
Constants.FV_EDT_ELEMENT	int Value: 25
Constants.FP_ElementDef	int Value: 1621

Property name	Data Type
Constants.FP_ParentElement	int Value: 1622
Constants.FP_FirstChildElement	int Value: 1623
Constants.FP_LastChildElement	int Value: 1624
Constants.FP_PrevSiblingElement	int Value: 1625
Constants.FP_NextSiblingElement	int Value: 1626
Constants.FP_ElementsCollapsed	int Value: 1627
Constants.FP_BookComponent	int Value: 1628
Constants.FP_Object	int Value: 1630
Constants.FP_MatchingTextClauses	int Value: 1631
Constants.FP_MatchingObjectClauses	int Value: 1632
Constants.FP_Attributes	int Value: 1634
Constants.FP_AttributesEx	int Value: 1670
Constants.FP_AttrDisplay	int Value: 1635
Constants.FP_ElementType	int Value: 1636
Constants.FP_IDAttrValue	int Value: 1637
Constants.FP_MatchingFirstPgfClauses	int Value: 1638
Constants.FP_MatchingLastPgfClauses	int Value: 1639
Constants.FP_MatchingPrefixClauses	int Value: 1640

Property name	Data Type
Constants.FP_MatchingSuffixClauses	int Value: 1641
Constants.FP_MatchesContextInUserString	int Value: 1642
Constants.FP_Namespace	int Value: 1643
Constants.FP_NamespaceScope	int Value: 1644
Constants.FP_NumNamespaces	int Value: 1645
Constants.FP_NextElementDFS	int Value: 2334
Constants.FP_PrevElementDFS	int Value: 2335
Constants.FP_ElementsTopicRef	int Value: 2336
Constants.FP_ElementsTopicHead	int Value: 2337
Constants.FP_ElementsTopicGroup	int Value: 2338
Constants.FP_TopicRefAbsolutePath	int Value: 2347
Constants.FP_Element	int Value: 2170
Constants.FP_TblElement	int Value: 2171
Constants.FP_TblTitleElement	int Value: 2172
Constants.FP_TblHeaderElement	int Value: 2173
Constants.FP_TblBodyElement	int Value: 2174
Constants.FP_TblFooterElement	int Value: 2175
Constants.FP_RubiElement	int Value: 2176

Property name	Data Type
Constants.FP_AllowAsSpecialCase	int Value: 1649
Constants.FP_ElementsUndefined	int Value: 1650
Constants.FP_ContentsStrictlyValid	int Value: 1651
Constants.FP_ContentsLooselyValid	int Value: 1652
Constants.FP_ContentNeededAtBegin	int Value: 1653
Constants.FP_HoleAtEnd	int Value: 1654
Constants.FP_ContentNeededAtEnd	int Value: 1654
Constants.FP_ElementsExcludedInContext	int Value: 1655
Constants.FP_ElementsInvalidInParent	int Value: 1656
Constants.FP_ElementsInvalidInPosition	int Value: 1657
Constants.FP_ElementTypeMismatch	int Value: 1658
Constants.FP_HoleBeforeElement	int Value: 1659
Constants.FP_TextsInvalidInElement	int Value: 1660
Constants.FP_InvalidHighestLevel	int Value: 1661
Constants.FP_BookComponentMissing	int Value: 1662
Constants.FP_ErrorInBookComponent	int Value: 1663
Constants.FP_NextInvalidElement	int Value: 1664
Constants.FP_ContentMustBeEmpty	int Value: 1665

Property name	Data Type
Constants.FP_AttributeValueRequired	int Value: 1666
Constants.FP_AttributeValueInvalid	int Value: 1667
Constants.FP_ValidationFlags	int Value: 1668
Constants.FP_ElementMarkedForNamedDestination	int Value: 1669
Constants.FV_ELEM_UNDEFINED	int Value: 0x0001
Constants.FV_ELEM_TYPE_MISMATCH	int Value: 0x0002
Constants.FV_ELEM_EXCLUDED	int Value: 0x0004
Constants.FV_ELEM_INVALID_IN_PARENT	int Value: 0x0008
Constants.FV_ELEM_INVALID_AT_POSITION	int Value: 0x0010
Constants.FV_ELEM_HAS_TEXT_INVALID	int Value: 0x0020
Constants.FV_ELEM_CONTENT_MUST_BE_EMPTY	int Value: 0x0040
Constants.FV_ELEM_MISSING_CONTENT_BEFORE	int Value: 0x0080
Constants.FV_ELEM_MISSING_CONTENT_AT_BEG	int Value: 0x0100
Constants.FV_ELEM_MISSING_CONTENT_AT_END	int Value: 0x0200
Constants.FV_ELEM_NOT_VALID_AS_ROOT	int Value: 0x0400
Constants.FV_ELEM_BOOK_COMP_MISSING	int Value: 0x0800
Constants.FV_ELEM_BOOK_COMP_INVALID	int Value: 0x1000
Constants.FV_ELEM_ATTRVAL_REQUIRED	int Value: 0x2000

Property name	Data Type
Constants.FV_ELEM_ATTRVAL_INVALID	int Value: 0x4000
Constants.FV_ELEM_CONTENT_STRICTLY_VALID	int Value: 0x10000
Constants.FV_ELEM_CONTENT_LOOSELY_VALID	int Value: 0x20000
Constants.FV_ELEM_INVISIBLE_ATTRVAL_REQUIRED	int Value: 0x40000
Constants.FV_ELEM_INVISIBLE_ATTRVAL_INVALID	int Value: 0x80000
Constants.FV_AV_REQUIRED	int Value: 1
Constants.FV_AV_INVALID_CHOICE	int Value: 2
Constants.FV_AV_INVALID_FORMAT	int Value: 3
Constants.FV_AV_IDREF_UNRESOLVED	int Value: 4
Constants.FV_AV_ID_DUPLICATE_IN_DOC	int Value: 5
Constants.FV_AV_ID_DUPLICATE_IN_BOOK	int Value: 6
Constants.FV_AV_TOO_MANY_TOKENS	int Value: 7
Constants.FV_AV_UNDEFINED	int Value: 8
Constants.FV_AV_OUT_OF_RANGE	int Value: 9
Constants.FV_OVERRIDDEN_DEFAULT	int Value: 0x00
Constants.FV_OVERRIDDEN_NOVALUE	int Value: 0x01
Constants.FV_OVERRIDDEN_CONREF_DUCT	int Value: 0x02
Constants.FV_OVERRIDDEN_KEYDEF_TO_KEYREF	int Value: 0x03

Property name	Data Type
Constants.FV_Element	int Value: 0
Constants.FV_ElementsOfType	int Value: 1
Constants.FV_AllElements	int Value: 2
Constants.FP_NextFmtChangeListInDoc	int Value: 2000
Constants.FP_FmtChangeListInCatalog	int Value: 2021
Constants.FP_PgfCatalogReference	int Value: 2001
Constants.FP_SpaceAboveChange	int Value: 2002
Constants.FP_SpaceBelowChange	int Value: 2003
Constants.FP_LeftIndentChange	int Value: 2004
Constants.FP_FirstIndentChange	int Value: 2005
Constants.FP_RightIndentChange	int Value: 2006
Constants.FP_LeadingChange	int Value: 2007
Constants.FP_LineSpacingFixed	int Value: 2008
Constants.FP_TopSepAtIndent	int Value: 2009
Constants.FP_BottomSepAtIndent	int Value: 2010
Constants.FP_FontSizeChange	int Value: 2012
Constants.FP_SpreadChange	int Value: 2013
Constants.FP_MoveTabs	int Value: 2014

Property name	Data Type
Constants.FP_CellTopMarginFixed	int Value: 2015
Constants.FP_CellBottomMarginFixed	int Value: 2016
Constants.FP_CellLeftMarginFixed	int Value: 2017
Constants.FP_CellRightMarginFixed	int Value: 2018
Constants.FP_FirstIndentsRelative	int Value: 2019
Constants.FP_FirstIndentRelPos	int Value: 2020
Constants.FP_CellTopMarginChange	int Value: 2022
Constants.FP_CellBottomMarginChange	int Value: 2023
Constants.FP_CellLeftMarginChange	int Value: 2024
Constants.FP_CellRightMarginChange	int Value: 2025
Constants.FP_StretchChange	int Value: 2026
Constants.FF_IED_REMOVE_OVERRIDES	int Value: 0x0001
Constants.FF_IED_REMOVE_BOOK_INFO	int Value: 0x0002
Constants.FF_IED_DO_NOT_IMPORT_EDD	int Value: 0x0004
Constants.FF_IED_NO_NOTIFY	int Value: 0x0008
Constants.FF_IED_DELETE_EMPTY_PAGES	int Value: 0x0010
Constants.FF_IED_DO_NOT_IMPORT_STRUCTAPP	int Value: 0x0040
Constants.FP_Text	int Value: 1701

Property name	Data Type
Constants.FP_State	int Value: 1702
Constants.FV_DlgOptNotActive	int Value: 0
Constants.FV_DlgOptActive	int Value: 1
Constants.FV_DlgOptDontCare	int Value: 2
Constants.FP_Labels	int Value: 1703
Constants.FP_NumLines	int Value: 1704
Constants.FP_FirstVis	int Value: 1705
Constants.FP_DoubleClick	int Value: 1706
Constants.FP_NumItems	int Value: 1707
Constants.FP_Sensitivity	int Value: 1708
Constants.FP_MinVal	int Value: 1709
Constants.FP_MaxVal	int Value: 1710
Constants.FP_IncrVal	int Value: 1711
Constants.FP_Size	int Value: 1712
Constants.FP_Visibility	int Value: 1713
Constants.FP_PasswordStyle	int Value: 1714
Constants.FP_ReadOnly	int Value: 1723
Constants.FP_TabStops	int Value: 1715

Property name	Data Type
Constants.FP_Icon	int Value: 1716
Constants.FP_WindowHandle	int Value: 1717
Constants.FP_SortingEnabled	int Value: 1718
Constants.FP_SelectedRowItems	int Value: 1719
Constants.FP_LabelColor	int Value: 1720
Constants.FP_LabelBold	int Value: 1721
Constants.FP_Box_BG_Color	int Value: 1722
Constants.FV_DlgClose	int Value: -1
Constants.FV_DlgReset	int Value: -2
Constants.FV_DlgNoChange	int Value: -3
Constants.FV_DlgEnter	int Value: -4
Constants.FV_DlgUndo	int Value: -5
Constants.FV_DlgPrevPage	int Value: -6
Constants.FV_DlgNextPage	int Value: -7
Constants.FV_DlgNeedsUpdate	int Value: -8
Constants.FV_DlgInit	int Value: -9
Constants.FV_DlgHide	int Value: -10
Constants.FV_DlgShow	int Value: -11

Property name	Data Type
Constants.FV_DlgResize	int Value: -12
Constants.FV_DlgPrefSetInitialState	int Value: -100
Constants.FV_DlgPrefVerify	int Value: -101
Constants.FV_DlgPrefCommit	int Value: -102
Constants.FV_EvShift	int Value: 0x0001
Constants.FV_EvControl	int Value: 0x0002
Constants.FV_EvMeta	int Value: 0x0004
Constants.FV_EvOption	int Value: 0x0004
Constants.FV_EvCaps	int Value: 0x0008
Constants.FV_EvCommand	int Value: 0x0010
Constants.FV_EvMax	int Value: 0x0010
Constants.FP_DbItemNum	int Value: 1800
Constants.FP_DbType	int Value: 1801
Constants.FP_DbIdentifier	int Value: 1802
Constants.FP_DbVarLabelWidth	int Value: 1803
Constants.FP_DbStuffItem	int Value: 1804
Constants.FP_DbSbxNumLines	int Value: 1805
Constants.FP_DbRadioButtonGroup	int Value: 1806

Property name	Data Type
Constants.FP_DbCheckBoxState	int Value: 1807
Constants.FP_DbFirstFocus	int Value: 1808
Constants.FP_DbDefaultButton	int Value: 1809
Constants.FP_DbOKButton	int Value: 1810
Constants.FP_DbCancelButton	int Value: 1811
Constants.FP_DbFbTextBox	int Value: 1812
Constants.FP_DbFbScrollBar	int Value: 1813
Constants.FP_DbFbCurrentDir	int Value: 1814
Constants.FP_DbFbStatus	int Value: 1815
Constants.FP_DbTitleLabel	int Value: 1816
Constants.FP_DbAttributes	int Value: 1817
Constants.FP_DbEditable	int Value: 1818
Constants.FP_DbNoHelp	int Value: 1819
Constants.FP_LineAscent	int Value: 1900
Constants.FP_LineDescent	int Value: 1901
Constants.FP_LineBaseline	int Value: 1902
Constants.FP_MenuItemsEnabled	int Value: 1922
Constants.FP_NextMenuItemInMenu	int Value: 1923

Property name	Data Type
Constants.FP_PrevMenuItemInMenu	int Value: 1924
Constants.FP_NextMenuItemInSession	int Value: 1925
Constants.FP_MenuType	int Value: 1926
Constants.FV_MENU_MENUBAR	int Value: 1
Constants.FV_MENU_POPUP	int Value: 2
Constants.FV_MENU_ADHOCRULER	int Value: 3
Constants.FV_MENU_DEFAULT	int Value: 4
Constants.FP_FirstMenuItemInMenu	int Value: 1927
Constants.FP_CommandNum	int Value: 1928
Constants.FP_KeyboardShortcutLabel	int Value: 1929
Constants.FP_KeyboardShortcuts	int Value: 1930
Constants.FP_CanHaveCheckMark	int Value: 1931
Constants.FP_CheckMarkIsOn	int Value: 1932
Constants.FP_MenuItemType	int Value: 1933
Constants.FV_MENUITEM_FRAME	int Value: 1
Constants.FV_MENUITEM_API	int Value: 2
Constants.FV_MENUITEM_MACRO	int Value: 3
Constants.FV_MENUITEM_EXPANDOMATIC	int Value: 4

Property name	Data Type
Constants.FP_ExpandOMaticParent	int Value: 1934
Constants.FP_EnabledWhen	int Value: 1935
Constants.FV_ENABLE_ALWAYS_ENABLE	int Value: 1
Constants.FV_ENABLE_ALWAYS_DISABLE	int Value: 2
Constants.FV_ENABLE_IN_PARA_TEXT	int Value: 3
Constants.FV_ENABLE_IN_TEXT_LINE	int Value: 4
Constants.FV_ENABLE_IS_TEXT_SEL	int Value: 5
Constants.FV_ENABLE_IN_MATH	int Value: 6
Constants.FV_ENABLE_IN_TEXT	int Value: 7
Constants.FV_ENABLE_OBJ_PROPS	int Value: 8
Constants.FV_ENABLE_IN_TABLE	int Value: 9
Constants.FV_ENABLE_IN_TABLE_TITLE	int Value: 10
Constants.FV_ENABLE_IN_CELL_TEXT	int Value: 11
Constants.FV_ENABLE_IS_CELL	int Value: 12
Constants.FV_ENABLE_IS_CELLS	int Value: 13
Constants.FV_ENABLE_IS_TABLE	int Value: 14
Constants.FV_ENABLE_IS_OBJ	int Value: 15
Constants.FV_ENABLE_IS_TEXT_FRAME	int Value: 16

Property name	Data Type
Constants.FV_ENABLE_IS_OR_IN_FRAME	int Value: 17
Constants.FV_ENABLE_IS_AFRAME	int Value: 18
Constants.FV_ENABLE_IS_TEXT_INSET	int Value: 19
Constants.FV_ENABLE_IS_GRAPHIC_INSET	int Value: 20
Constants.FV_ENABLE_IN_FLOW	int Value: 21
Constants.FV_ENABLE_COPY	int Value: 22
Constants.FV_ENABLE_COPY_FONT	int Value: 23
Constants.FV_ENABLE_CAN_PASTE	int Value: 24
Constants.FV_ENABLE_IS_VIEW_ONLY	int Value: 25
Constants.FV_ENABLE_NEEDS_DOCP_ONLY	int Value: 26
Constants.FV_ENABLE_NEEDS_BOOKP_ONLY	int Value: 27
Constants.FV_ENABLE_NEEDS_DOCP_OR_BOOKP	int Value: 28
Constants.FV_ENABLE_BOOK_HAS_SELECTION	int Value: 29
Constants.FV_ENABLE_DOC_OR_BOOK_HAS_SELECTION	int Value: 30
Constants.FP_Fcode	int Value: 1936
Constants.FP_Fcodes	int Value: 1937
Constants.FP_HelpLink	int Value: 1938
Constants.FP_HasShiftOrUnshiftCommand	int Value: 1939

Property name	Data Type
Constants.FV_ITEM_HAS_SHIFT_COMMAND	int Value: 1
Constants.FV_ITEM_HAS_UNSHIFT_COMMAND	int Value: 2
Constants.FV_ITEM_HAS_NO_SHIFT_OR_UNSHIFT_COMMAND	int Value: 3
Constants.FP_ShiftOrUnshiftCommand	int Value: 1940
Constants.FP_Mode	int Value: 1941
Constants.FV_MODE_MATH	int Value: 1
Constants.FV_MODE_NONMATH	int Value: 2
Constants.FV_MODE_ALL	int Value: 3
Constants.FP_NextCommandInSession	int Value: 1942
Constants.FP_Hypertext	int Value: 1943
Constants.FP_NextTiInDoc	int Value: 2050
Constants.FP_TiAutomaticUpdate	int Value: 2051
Constants.FV_UpdateAllClientTi	int Value: 1
Constants.FV_UpdateAllAutomaticClientTi	int Value: 2
Constants.FV_UpdateAllManualClientTi	int Value: 3
Constants.FP_LastUpdate	int Value: 2052
Constants.FP_TiFile	int Value: 2053
Constants.FP_TiMacEdition	int Value: 2054

Property name	Data Type
Constants.FP_ImportHint	int Value: 2055
Constants.FP_TiLocked	int Value: 2056
Constants.FP_TiFileModDate	int Value: 2057
Constants.FP_TiIsNested	int Value: 2058
Constants.FP_TiMainFlow	int Value: 2059
Constants.FP_TiFlowName	int Value: 2060
Constants.FP_TiFlowPageSpace	int Value: 2061
Constants.FV_BODY_PAGE	int Value: 0x00
Constants.FV_REFERENCE_PAGE	int Value: 0x02
Constants.FP_TiFormat	int Value: 2062
Constants.FP_TiRemovePageBreaks	int Value: 2063
Constants.FP_TiRemoveOverrides	int Value: 2064
Constants.FP_TiTextEncoding	int Value: 2073
Constants.FV_IsoLatin	int Value: 1
Constants.FV_ASCII	int Value: 2
Constants.FV_ANSI	int Value: 3
Constants.FV_MacANSI	int Value: 4
Constants.FV_JIS	int Value: 5

Property name	Data Type
Constants.FV_Shift_JIS	int Value: 6
Constants.FV_EUC	int Value: 7
Constants.FV_BIG5	int Value: 8
Constants.FV_EUC_CNS	int Value: 9
Constants.FV_GB	int Value: 10
Constants.FV_HZ	int Value: 11
Constants.FV_Korean	int Value: 12
Constants.FP_TiEOLisEOP	int Value: 2065
Constants.FP_TiTblTag	int Value: 2066
Constants.FP_TiNumHeaderRows	int Value: 2067
Constants.FP_TiHeadersEmpty	int Value: 2068
Constants.FP_TiByRows	int Value: 2069
Constants.FP_TiSeparator	int Value: 2070
Constants.FP_TiNumSeparators	int Value: 2071
Constants.FP_TiNumCols	int Value: 2072
Constants.FP_TiIsUnresolved	int Value: 2075
Constants.FP_TiClientName	int Value: 2076
Constants.FP_TiClientSource	int Value: 2077

Property name	Data Type
Constants.FP_TiClientType	int Value: 2078
Constants.FP_TiClientData	int Value: 2079
Constants.FP_TiClientUpdateSilent	int Value: 2080
Constants.FP_ContentHeight	int Value: 2219
Constants.FP_ParentTextFrame	int Value: 2200
Constants.FP_PrevSubCol	int Value: 2201
Constants.FP_NextSubCol	int Value: 2202
Constants.FP_Overflowed	int Value: 983
Constants.FP_FirstCombinedFontDefnInDoc	int Value: 2280
Constants.FP_NextCombinedFontDefnInDoc	int Value: 2281
Constants.FP_BaseFamily	int Value: 2282
Constants.FP_AllowBaseFamilyBoldedAndObliqued	int Value: 2283
Constants.FP_WesternFamily	int Value: 2284
Constants.FP_WesternSize	int Value: 2285
Constants.FP_WesternShift	int Value: 2286
Constants.FP_CombinedFontFamily	int Value: 2287
Constants.FS_FindText	int Value: 1
Constants.FS_FindElementTag	int Value: 2

Property name	Data Type
Constants.FV_FindElemTag	int Value: 0
Constants.FV_FindAttrName	int Value: 1
Constants.FV_FindAttrValue	int Value: 2
Constants.FV_NumFindElementItems	int Value: 2+1
Constants.FS_FindCharFmt	int Value: 3
Constants.FS_FindPgftag	int Value: 4
Constants.FS_FindCharTag	int Value: 5
Constants.FS_FindTableTag	int Value: 6
Constants.FS_FindObject	int Value: 8
Constants.FV_FindAnyMarker	int Value: 0
Constants.FV_FindAnyXRef	int Value: 1
Constants.FV_FindUnresolvedXRef	int Value: 2
Constants.FV_FindAnyTextInset	int Value: 3
Constants.FV_FindUnresolvedTextInset	int Value: 4
Constants.FV_FindAnyPub	int Value: 5
Constants.FV_FindAnyVariable	int Value: 6
Constants.FV_FindAnchoredFrame	int Value: 7
Constants.FV_FindFootnote	int Value: 8

Property name	Data Type
Constants.FV_FindAnyTable	int Value: 9
Constants.FV_FindAutomaticHyphen	int Value: 10
Constants.FV_FindAnyRubi	int Value: 11
Constants.FV_FindPgFormatOverride	int Value: 12
Constants.FV_FindCharacterFormatOverride	int Value: 13
Constants.FV_FindTableFormatOverride	int Value: 14
Constants.FS_FindMarkerOfType	int Value: 9
Constants.FS_FindMarkerText	int Value: 10
Constants.FS_FindXRefWithFormat	int Value: 11
Constants.FS_FindNamedVariable	int Value: 12
Constants.FS_FindCondTextInCondTags	int Value: 13
Constants.FS_FindCondTextNotInCondTags	int Value: 14
Constants.FS_FindCustomizationFlags	int Value: 15
Constants.FS_FindWrap	int Value: 16
Constants.FS_SpellOptions	int Value: 1000
Constants.FS_TwoInARowString	int Value: 1001
Constants.FS_TextBeforeString	int Value: 1002
Constants.FS_TextAfterString	int Value: 1003

Property name	Data Type
Constants.FS_WordContainString	int Value: 1004
Constants.FS_SpellAction	int Value: 1005
Constants.FV_CheckDocument	int Value: 1
Constants.FV_CheckCurrentPage	int Value: 2
Constants.FV_WriteUnknownWordsToFile	int Value: 3
Constants.FS_OutputFilePathName	int Value: 1006
Constants.FS_SpellWrap	int Value: 1007
Constants.FS_NumSpellParams	int Value: (1007-1000+1)
Constants.FV_SpellMisspelling	int Value: 1
Constants.FV_SpellCapitalization	int Value: 2
Constants.FV_SpellRepeatedWord	int Value: 3
Constants.FV_SpellRepeatedLetter	int Value: 4
Constants.FV_SpellHyphenation	int Value: 5
Constants.FV_SpellExtraSpace	int Value: 6
Constants.FV_SpellSpaceAfter	int Value: 7
Constants.FV_SpellSpaceBefore	int Value: 8
Constants.FV_SpellStraightQuotes	int Value: 9
Constants.FV_UserDictionary	int Value: 1

Property name	Data Type
Constants.FV_DocumentDictionary	int Value: 2
Constants.FV_WriteDictionaryToFile	int Value: 4
Constants.FV_MergeDictionaryContents	int Value: 5
Constants.FV_SetDictionaryToNoneDictionary	int Value: 6
Constants.FV_ClearDocDictionary	int Value: 7
Constants.FV_ChangePersonalDictionary	int Value: 8
Constants.FV_GetDictionaryStrings	int Value: 9
Constants.FP_CursorData	int Value: 2294
Constants.FP_CursorTypes	int Value: 2295
Constants.FP_StructureCursorTypes	int Value: 2296
Constants.FP_SecNumComputeMethod	int Value: 915
Constants.FP_SectionNumStyle	int Value: 916
Constants.FP_SectionNumber	int Value: 917
Constants.FP_SectionNumText	int Value: 918
Constants.FP_SubsecNumComputeMethod	int Value: 815
Constants.FP_SubsectionNumStyle	int Value: 816
Constants.FP_SubsectionNumber	int Value: 817
Constants.FP_SubsectionNumText	int Value: 818

Property name	Data Type
Constants.FP_DoNotGenerateErrorLog	int Value: 819
Constants.FP_DocOpenClientEncounteredErrors	int Value: 820
Constants.FP_OpenAndSaveXmlBookComponentDoc	int Value: 822
Constants.FP_XmlIsBook	int Value: 823
Constants.FP_UseFMConsoleForErrorLog	int Value: 825
Constants.FP_FMConsoleString	int Value: 826
Constants.FP_IsTempOpenSave	int Value: 827
Constants.FP_AllowNewFileURL	int Value: 2416
Constants.FP_DoPostXSLTValidationOnExport	int Value: 2417
Constants.FP_DoNotExportInvalidXML	int Value: 2418
Constants.FP_SuppressXMLParserWarnings	int Value: 2419
Constants.FP_RemoveExtraWhiteSpacesOnXMLImport	int Value: 2830
Constants.FP_NoMultiMediaInPDF	int Value: 2831
Constants.FP_InsetGenericData	int Value: 2832
Constants.FP_InTableSortOperation	int Value: 2833
Constants.FP_InsetGfxName	int Value: 2834
Constants.FP_InsetGfxPlayWindowInPdf	int Value: 2835
Constants.FP_InsetGfxActiveInPdf	int Value: 2836

Property name	Data Type
Constants.FP_InsetJavaScriptAttached	int Value: 2837
Constants.FP_InsetJavaScriptFile	int Value: 2838
Constants.FP_InsetMonikerPath	int Value: 2848
Constants.FP_InsetMonikerFilePath	int Value: 2849
Constants.FP_IsFateRun	int Value: 2847
Constants.FP_DefaultVectorFormatForXMLExport	int Value: 2874
Constants.FV_CmdOpenXmlElementId	int Value: 821
Constants.FV_FileTypeBinaryDoc	int Value: 1
Constants.FV_FileTypeBinaryBook	int Value: 2
Constants.FV_FileTypeMif	int Value: 3
Constants.FV_FileTypeXml	int Value: 4
Constants.FV_FileTypeSgml	int Value: 5
Constants.FV_FileTypeText	int Value: 6
Constants.FV_FileTypeFilter	int Value: 7
Constants.FV_FileTypeFolder	int Value: 8
Constants.FV_FileTypeGeneral	int Value: 9
Constants.FV_FileTypeErrorDoc	int Value: 10
Constants.FV_FileTypeEquation	int Value: 11

Property name	Data Type
Constants.FV_FileTypeThesaurus	int Value: 12
Constants.FV_FileTypeCompositeDoc	int Value: 13
Constants.FV_FileTypeSummaryDoc	int Value: 14
Constants.FS_StructuredApplication	int Value: 1
Constants.FS_Doctype	int Value: 2
Constants.FS_PublicId	int Value: 3
Constants.FS_SystemId	int Value: 4
Constants.FS_Extension	int Value: 5
Constants.FS_Visible	int Value: 6
Constants.FS_NumNewXMLParams	int Value: 6
Constants.FV_ListViewInit	int Value: 1
Constants.FV_ListViewAddColumn	int Value: 2
Constants.FV_ListViewAddRow	int Value: 3
Constants.FV_ListViewDeleteAllRows	int Value: 4
Constants.FV_ListViewReSortAllRows	int Value: 5
Constants.FV_ListViewActionMax	int Value: 6
Constants.FV_ListViewInitNumParams	int Value: 0
Constants.FV_ListViewAddColumnNumParams	int Value: 4

Property name	Data Type
Constants.FV_ListViewAddColumnParam1	int Value: 3
Constants.FV_ListViewAddColumnParam2	int Value: 1
Constants.FV_ListViewAddColumnParam3	int Value: 1
Constants.FV_ListViewAddColumnParam4	int Value: 1
Constants.FV_ListViewAddRowNumParams	int Value: 1
Constants.FV_ListViewAddRowParam1	int Value: 6
Constants.FV_ListViewDeleteAllRowsNumParams	int Value: 0
Constants.FV_ListViewReSortAllRowsNumParams	int Value: 0
Constants.FP_LineNumDistance	int Value: 4001
Constants.FP_LineNumRestart	int Value: 4002
Constants.FP_LineNumShow	int Value: 4003
Constants.FP_LineNumFont	int Value: 4004
Constants.FP_LineNumSize	int Value: 4005
Constants.FP_LineNumColor	int Value: 4006
Constants.FP_IsDefault	int Value: 2850
Constants.FP_IsStale	int Value: 2851
Constants.FP_NextKeyCatalogInSession	int Value: 2852
Constants.FP_NotLoaded	int Value: 2853

Property name	Data Type
Constants.FP_Source	int Value: 2854
Constants.FP_SourceType	int Value: 2855
Constants.FP_KeyCount	int Value: 2860
Constants.FP_KeyCatalogClientName	int Value: 2873
Constants.FV_KeySrcTypeNone	int Value: 0
Constants.FV_KeySrcTypeDitamap	int Value: 1
Constants.FV_DocKeyCatalogTypeDefault	int Value: 0
Constants.FV_DocKeyCatalogTypeSpecified	int Value: 1
Constants.FV_DocKeyCatalogTypeNone	int Value: 2
Constants.FV_DocKeyCatalogTypeMax	int Value: 3
Constants.FV_KeydefVariableInfoLen	int Value: 3
Constants.FV_KeydefVariableInfoTagPrimary	int Value: 0
Constants.FV_KeydefVariableInfoTagSecondary	int Value: 1
Constants.FV_KeydefVariableInfoText	int Value: 2
Constants.FV_KeyDefFieldsTypePrimary	int Value: 0
Constants.FV_KeyDefFieldsTypeAll	int Value: 1
Constants.FV_KeyDefFieldsTypeMax	int Value: 2
Constants.FV_KeydefKeyTag	int Value: 1

Property name	Data Type
Constants.FV_KeydefKeyTarget	int Value: 2
Constants.FV_KeydefKeySrcFile	int Value: 3
Constants.FV_KeydefKeyDuplicate	int Value: 4
Constants.FV_KeyDefMaxPrimaryFields	int Value: 4+1
Constants.FV_KeydefKeySrcType	int Value: 5
Constants.FV_KeydefKeyVarList	int Value: 6
Constants.FV_KeydefKeyDefaultText	int Value: 7
Constants.FV_KeydefKeyFoundInRefFile	int Value: 8
Constants.FV_KeydefKeyInvalid	int Value: 9
Constants.FV_KeydefKeyAttrs	int Value: 10
Constants.FV_KeyDefMaxFields	int Value: 11
Constants.FV_KeydefKeyTagType	int Value: 3
Constants.FV_KeydefKeyTargetType	int Value: 3
Constants.FV_KeydefKeySrcFileType	int Value: 3
Constants.FV_KeydefKeyDuplicateType	int Value: 1
Constants.FV_KeydefKeySrcTypeType	int Value: 1
Constants.FV_KeydefKeyVarListType	int Value: 20
Constants.FV_KeydefKeyDefaultTextType	int Value: 3

Property name	Data Type
Constants.FV_KeydefKeyFoundInRefFileType	int Value: 1
Constants.FV_KeydefKeyInvalidType	int Value: 1
Constants.FV_KeydefKeyAttrsType	int Value: 21
Constants.FV_KeyDefFieldSize	int Value: 2
Constants.FF_DUPLICATE_KEY_DEFINITION	int Value: 0x01
Constants.FF_FOUND_IN_REFERENCED_FILE	int Value: 0x02
Constants.FF_INVALID_KEY	int Value: 0x04
Constants.FV_DITAObjTypeAuto	int Value: 0
Constants.FV_DITAObjTypeConref	int Value: 1
Constants.FV_DITAObjTypeXref	int Value: 2
Constants.FV_DITAObjTypeLink	int Value: 3
Constants.FV_DITAObjTypeTopicref	int Value: 4
Constants.FV_DITAObjTypeTopicsetref	int Value: 5
Constants.FV_DITAObjTypeMax	int Value: 6
Constants.FF_DITAUpdateAllConrefs	int Value: 0x01
Constants.FF_DITAUpdateAllXrefs	int Value: 0x02
Constants.FF_DITAUpdateAllLinks	int Value: 0x04
Constants.FF_DITAUpdateAllTopicrefs	int Value: 0x08

Property name	Data Type
Constants.FF_DITAUpdateAllTopicsetrefs	int Value: 0x10
Constants.FF_DITAUpdateAllReferences	int Value: (0x01 0x02 0x04 0x08 0x10)
Constants.FP_FirstDITAConrefElementInDoc	int Value: 2861
Constants.FP_FirstDITAXrefElementInDoc	int Value: 2862
Constants.FP_FirstDITALinkElementInDoc	int Value: 2863
Constants.FP_FirstDITATopicrefElementInDoc	int Value: 2864
Constants.FP_FirstDITATopicsetrefElementInDoc	int Value: 2865
Constants.FP_NextDITAConrefElementInDoc	int Value: 2866
Constants.FP_NextDITAXrefElementInDoc	int Value: 2867
Constants.FP_NextDITALinkElementInDoc	int Value: 2868
Constants.FP_NextDITATopicrefElementInDoc	int Value: 2869
Constants.FP_NextDITATopicsetrefElementInDoc	int Value: 2870
Constants.FV_DITA_TYPE_GENERAL	int Value: 1
Constants.FV_DITA_TYPE_RELTABLE	int Value: 2
Constants.FV_DITA_TYPE_KEYDEF	int Value: 3
Constants.FV_DITA_TYPE_TOPICGROUP	int Value: 4
Constants.FV_DITA_TYPE_TOPICHEAD	int Value: 5
Constants.FV_DITA_TYPE_TOPICSETREF	int Value: 6

Property name	Data Type
Constants.FV_DITA_TYPE_TOPICSET	int Value: 7
Constants.FV_DITA_TYPE_MAPREF	int Value: 8
Constants.FV_DITA_TYPE_NAVREF	int Value: 9
Constants.FV_DITA_TYPE_TITLE	int Value: 10
Constants.FV_DITA_TYPE_TOPICREF	int Value: 11
Constants.FV_DITA_TYPE_ANCHOR	int Value: 12
Constants.FV_ENUMERATE_DITACOMP_TOPICREF	int Value: 1 << 1
Constants.FV_ENUMERATE_DITACOMP_MAPREF	int Value: 1 << 2
Constants.FV_ENUMERATE_DITACOMP_TOPICSET	int Value: 1 << 3
Constants.FV_ENUMERATE_DITACOMP_TOPICSETREF	int Value: 1 << 4
Constants.FV_ENUMERATE_DITACOMP_KEYDEF	int Value: 1 << 5
Constants.FV_ENUMERATE_COMP_CHILDMAP_COMPONENTS	int Value: 1 << 6
Constants.FV_ENUMERATE_COMP_CHILDBOOK_COMPONENTS	int Value: 1 << 7
Constants.FV_ENUMERATE_BOOKCOMP_FOLDER	int Value: 1 << 8
Constants.FV_ENUMERATE_BOOKCOMP_GROUP	int Value: 1 << 9
Constants.FV_ENUMERATE_COMP_FOLDER_COMPONENTS	int Value: 1 << 10
Constants.FV_ENUMERATE_COMP_GROUP_COMPONENTS	int Value: 1 << 11
Constants.FV_ENUMERATE_COMPFILE_FMBINARY	int Value: 1 << 12

Property name	Data Type
Constants.FV_ENUMERATE_COMPFILE_FMMIF	int Value: 1 << 13
Constants.FV_ENUMERATE_COMPFILE_BOOKBINARY	int Value: 1 << 14
Constants.FV_ENUMERATE_COMPFILE_BOOKMIF	int Value: 1 << 15
Constants.FV_ENUMERATE_COMPFILE_XML	int Value: 1 << 16
Constants.FMV_CMDSUPPORTED	int Value: -1
Constants.FF_UNTAGGED_ASK	int Value: 0
Constants.FF_UNTAGGED_UNCOND	int Value: 1
Constants.FF_UNTAGGED_DELETE	int Value: 2
Constants.FS_IteratorItemFieldBookId	int Value: 1
Constants.FS_IteratorItemFieldDocId	int Value: 2
Constants.FS_IteratorItemFieldObjId	int Value: 3
Constants.FS_IteratorItemMaxFields	int Value: 3
Constants.FS_IterParamParseBookInBook	int Value: 1
Constants.FS_IterParamParseMapInBook	int Value: 2
Constants.FS_IterParamSkipExcludedBookComponents	int Value: 3
Constants.FS_IterParamGetBookComponentFolder	int Value: 4
Constants.FS_IterParamGetBookComponentGroup	int Value: 5
Constants.FS_IterParamGetBookComponentRefBook	int Value: 6

Property name	Data Type
Constants.FS_IterParamGetBookComponentRefMap	int Value: 7
Constants.FS_IterParamParseMapInMap	int Value: 8
Constants.FS_IterParamSkipResourceOnlyTopicrefs	int Value: 9
Constants.FS_IterParamSkipNonPrintTopicrefs	int Value: 10
Constants.FS_IterParamSkipTopicsetrefs	int Value: 11
Constants.FS_IterParamGetMapRef	int Value: 12
Constants.FS_NumIteratorParams	int Value: 12
Constants.FV_CMSEopNone	int Value: FV_CMSEopNone
Constants.FV_CMSEopItemUpdated	int Value: FV_CMSEopItemUpdated
Constants.FV_CMSEopDependentsUpdated	int Value: FV_CMSEopDependentsUpdated
Constants.FV_CMSEopDependentsDeleted	int Value: FV_CMSEopDependentsDeleted
Constants.FV_CMSEopItemDeleted	int Value: FV_CMSEopItemDeleted
Constants.FV_CMSEopChildAdded	int Value: FV_CMSEopChildAdded
Constants.FV_CMSEopRootUpdated	int Value: FV_CMSEopRootUpdated
Constants.FP_CMSEitemProperty_Min	int Value: FP_CMSEitemProperty_Min
Constants.FP_CMSEitemProperty_ItemName	int Value: FP_CMSEitemProperty_ItemName
Constants.FP_CMSEitemProperty_ItemServerPath	int Value: FP_CMSEitemProperty_ItemServerPath
Constants.FP_CMSEitemProperty_ItemLocalPath	int Value: FP_CMSEitemProperty_ItemLocalPath

Property name	Data Type
Constants.FP_CMSItemProperty_ItemsCheckedOut	int Value: FP_CMSItemProperty_ItemsCheckedOut
Constants.FP_CMSItemProperty_ItemCheckedOutByCurrentUser	int Value: FP_CMSItemProperty_ItemCheckedOutByCurrentUser
Constants.FP_CMSItemProperty_ItemsContainer	int Value: FP_CMSItemProperty_ItemsContainer
Constants.FP_CMSItemProperty_ItemType	int Value: FP_CMSItemProperty_ItemType
Constants.FP_CMSItemProperty_ItemFileType	int Value: FP_CMSItemProperty_ItemFileType
Constants.FP_CMSItemProperty_ItemVersion	int Value: FP_CMSItemProperty_ItemVersion
Constants.FP_CMSItemProperty_Max	int Value: FP_CMSItemProperty_Max
Constants.FV_CMSItemPropertyValue_Min	int Value: FV_CMSItemPropertyValue_Min
Constants.FV_CMSItemPropertyValue_Root	int Value: FV_CMSItemPropertyValue_Root
Constants.FV_CMSItemPropertyValue_Folder	int Value: FV_CMSItemPropertyValue_Folder
Constants.FV_CMSItemPropertyValue_File	int Value: FV_CMSItemPropertyValue_File
Constants.FV_CMSItemPropertyValue_General	int Value: FV_CMSItemPropertyValue_General
Constants.FV_CMSItemPropertyValue_Max	int Value: FV_CMSItemPropertyValue_Max
Constants.FV_CMSItemFileTypeValue_Min	int Value: FV_CMSItemFileTypeValue_Min
Constants.FV_CMSItemFileTypeValue_Xml	int Value: FV_CMSItemFileTypeValue_Xml
Constants.FV_CMSItemFileTypeValue_FmDoc	int Value: FV_CMSItemFileTypeValue_FmDoc
Constants.FV_CMSItemFileTypeValue_Mif	int Value: FV_CMSItemFileTypeValue_Mif
Constants.FV_CMSItemFileTypeValue_DitaMap	int Value: FV_CMSItemFileTypeValue_DitaMap

Property name	Data Type
Constants.FV_CMSItemFileTypeValue_DitaTopic	int Value: FV_CMSItemFileTypeValue_DitaTopic
Constants.FV_CMSItemFileTypeValue_FmBook	int Value: FV_CMSItemFileTypeValue_FmBook
Constants.FV_CMSItemFileTypeValue_Text	int Value: FV_CMSItemFileTypeValue_Text
Constants.FV_CMSItemFileTypeValue_Img	int Value: FV_CMSItemFileTypeValue_Img
Constants.FV_CMSItemFileTypeValue_General	int Value: FV_CMSItemFileTypeValue_General
Constants.FV_CMSItemFileTypeValue_Max	int Value: FV_CMSItemFileTypeValue_Max
Constants.FA_CMSCCommandMin	int Value: FA_CMSCCommandMin
Constants.FA_CMSCreateConnection	int Value: FA_CMSCreateConnection
Constants.FA_CMSSetRootObject	int Value: FA_CMSSetRootObject
Constants.FA_CMSCreateConnMgrUI	int Value: FA_CMSCreateConnMgrUI
Constants.FA_CMSCGetItemFromPath	int Value: FA_CMSCGetItemFromPath
Constants.FA_CMSCloseConnection	int Value: FA_CMSCloseConnection
Constants.FA_CMSCGetCommandMaxOpCode	int Value: FA_CMSCGetCommandMaxOpCode
Constants.FA_CMSCGetPropertyMaxOpCode	int Value: FA_CMSCGetPropertyMaxOpCode
Constants.FA_CMSCObjectCheckout	int Value: FA_CMSCObjectCheckout
Constants.FA_CMSCObjectCheckin	int Value: FA_CMSCObjectCheckin
Constants.FA_CMSCObjectCancelCheckout	int Value: FA_CMSCObjectCancelCheckout
Constants.FA_CMSCObjectEdit	int Value: FA_CMSCObjectEdit

Property name	Data Type
Constants.FA_CMSObjectOpenReadOnly	int Value: FA_CMSObjectOpenReadOnly
Constants.FA_CMSObjectDelete	int Value: FA_CMSObjectDelete
Constants.FA_CMSObjectShowVersion	int Value: FA_CMSObjectShowVersion
Constants.FA_CMSObjectShowDependents	int Value: FA_CMSObjectShowDependents
Constants.FA_CMSObjectShowProperties	int Value: FA_CMSObjectShowProperties
Constants.FA_CMSObjectShowCheckOutFiles	int Value: FA_CMSObjectShowCheckOutFiles
Constants.FA_CMSObjectDownload	int Value: FA_CMSObjectDownload
Constants.FA_CMSObjectDownloadItem	int Value: FA_CMSObjectDownloadItem
Constants.FA_CMSObjectDownloadForOpen	int Value: FA_CMSObjectDownloadForOpen
Constants.FA_CMSObjectUploadFile	int Value: FA_CMSObjectUploadFile
Constants.FA_CMSObjectUploadFolder	int Value: FA_CMSObjectUploadFolder
Constants.FA_CMSObjectGetChildren	int Value: FA_CMSObjectGetChildren
Constants.FA_CMSObjectIsSame	int Value: FA_CMSObjectIsSame
Constants.FA_CMSObjectRefresh	int Value: FA_CMSObjectRefresh
Constants.FA_CMSSimpleSearch	int Value: FA_CMSSimpleSearch
Constants.FA_CMSAdvancedSearch	int Value: FA_CMSAdvancedSearch
Constants.FA_CMSGetItems	int Value: FA_CMSGetItems
Constants.FA_CMSBuildContextMenu	int Value: FA_CMSBuildContextMenu

Property name	Data Type
Constants.FA_CMSIsValidCommand	int Value: FA_CMSIsValidCommand
Constants.FA_CMSCCommandMax	int Value: FA_CMSCCommandMax
Constants.FV_CMSMenu_Min	int Value: FV_CMSMenu_Min
Constants.FV_CMSMenu_Is_Item	int Value: FV_CMSMenu_Is_Item
Constants.FV_CMSMenu_Is_Disabled	int Value: FV_CMSMenu_Is_Disabled
Constants.FV_CMSMenu_Is_Separator	int Value: FV_CMSMenu_Is_Separator
Constants.FV_CMSMenu_Is_SubMenu	int Value: FV_CMSMenu_Is_SubMenu
Constants.FV_CMSMenu_Max	int Value: FV_CMSMenu_Max
Constants.FV_CMSVersion_Min	int Value: FV_CMSVersion_Min
Constants.FV_CMSSameVersion	int Value: FV_CMSSameVersion
Constants.FV_CMSMinorVersion	int Value: FV_CMSMinorVersion
Constants.FV_CMSMajorVersion	int Value: FV_CMSMajorVersion
Constants.FV_CMSVersion_Max	int Value: FV_CMSVersion_Max
Constants.FV_CMSCheckoutUI_Id_ShowDependents	int Value: FV_CMSCheckoutUI_Id_ShowDependents
Constants.FV_CMSCheckinUI_Id_SameVersion	int Value: FV_CMSCheckinUI_Id_SameVersion
Constants.FV_CMSCheckinUI_Id_MinorVersion	int Value: FV_CMSCheckinUI_Id_MinorVersion
Constants.FV_CMSCheckinUI_Id_MajorVersion	int Value: FV_CMSCheckinUI_Id_MajorVersion
Constants.FV_CMSCheckinUI_Id_VersionLabel	int Value: FV_CMSCheckinUI_Id_VersionLabel

Property name	Data Type
Constants.FV_CMSCheckinUI_Id_Description	int Value: FV_CMSCheckinUI_Id_Description
Constants.FV_CMSCheckinUI_Id_CheckinComment	int Value: FV_CMSCheckinUI_Id_CheckinComment
Constants.FV_CMSCheckinUI_Id_MakeThisCurrentVersion	int Value: FV_CMSCheckinUI_Id_MakeThisCurrentVersion
Constants.FV_CMSCDeleteUI_DeleteAllVersion	int Value: FV_CMSCDeleteUI_DeleteAllVersion
Constants.FV_CMSCDeleteUI_DeleteAllDependents	int Value: FV_CMSCDeleteUI_DeleteAllDependents
Constants.FV_CMSCCommandId_Min	int Value: FV_CMSCCommandId_Min
Constants.FV_CMSCCommandNameId	int Value: FV_CMSCCommandNameId
Constants.FV_CMSCCommandConnTypeId	int Value: FV_CMSCCommandConnTypeId
Constants.FV_CMSCCommandServerId	int Value: FV_CMSCCommandServerId
Constants.FV_CMSCCommandUserNameId	int Value: FV_CMSCCommandUserNameId
Constants.FV_CMSCCommandPasswordId	int Value: FV_CMSCCommandPasswordId
Constants.FV_CMSCCommandUserField1	int Value: FV_CMSCCommandUserField1
Constants.FV_CMSCCommandRepositoryId	int Value: FV_CMSCCommandRepositoryId
Constants.FV_CMSCCommandUserField2	int Value: FV_CMSCCommandUserField2
Constants.FV_CMSCCommandFilePathId	int Value: FV_CMSCCommandFilePathId
Constants.FV_CMSCCommandSearchStringId	int Value: FV_CMSCCommandSearchStringId
Constants.FV_CMSCCommandAdvancedSearchStringId	int Value: FV_CMSCCommandAdvancedSearchStringId
Constants.FV_CMSCCommandId	int Value: FV_CMSCCommandId

Property name	Data Type
Constants.FV_CMSTextMenuId	int Value: FV_CMSTextMenuId
Constants.FV_CMSTextMenuString	int Value: FV_CMSTextMenuString
Constants.FV_CMSSilentOperation	int Value: FV_CMSSilentOperation
Constants.FV_CMSTextMenuCheckoutWithDescendentId	int Value: FV_CMSTextMenuCheckoutWithDescendentId
Constants.FV_CMSTextMenuCheckinMakeCurrentVersionId	int Value: FV_CMSTextMenuCheckinMakeCurrentVersionId
Constants.FV_CMSTextMenuCheckinKeepLocalCopyId	int Value: FV_CMSTextMenuCheckinKeepLocalCopyId
Constants.FV_CMSTextMenuCheckinMinorVersionId	int Value: FV_CMSTextMenuCheckinMinorVersionId
Constants.FV_CMSTextMenuCheckinVersionLabelId	int Value: FV_CMSTextMenuCheckinVersionLabelId
Constants.FV_CMSTextMenuCheckinDescriptionId	int Value: FV_CMSTextMenuCheckinDescriptionId
Constants.FV_CMSTextMenuCheckinCommentId	int Value: FV_CMSTextMenuCheckinCommentId
Constants.FV_CMSTextMenuDeleteAllVersionId	int Value: FV_CMSTextMenuDeleteAllVersionId
Constants.FV_CMSTextMenuDeleteAllDependentsId	int Value: FV_CMSTextMenuDeleteAllDependentsId
Constants.FV_CMSTextMenuOpenReadOnlyId	int Value: FV_CMSTextMenuOpenReadOnlyId
Constants.FV_CMSTextMenuSilentOpenId	int Value: FV_CMSTextMenuSilentOpenId
Constants.FV_CMSTextMenuId_Max	int Value: FV_CMSTextMenuId_Max
Constants.FE_CMSNameAlreadyRegistered	int Value: -112
Constants.FE_CMSBadSessionId	int Value: -113
Constants.FE_CMSBadObjectId	int Value: -114

Property name	Data Type
Constants.FE_CMSSessionFailed	int Value: -115
Constants.FE_CMSErrorBadCommandId	int Value: -116
Constants.FE_CMSErrorObjectCreationFailed	int Value: -117
Constants.FE_CMSErrorRootObjectExists	int Value: -118
Constants.FE_CMSErrorBadItemFileType	int Value: -119
Constants.FE_CMSErrorBadItemType	int Value: -120
Constants.FE_CMSErrorBadItemContainerType	int Value: -121
Constants.FE_CMSErrorSessionCreationFailed	int Value: -122
Constants.FE_CMSErrorInvalidCMSCommand	int Value: -123
Constants.FE_CMSErrorFailedLogin	int Value: -150
Constants.FE_CMSErrorFailedCheckout	int Value: -151
Constants.FE_CMSErrorFailedCheckin	int Value: -152
Constants.FE_CMSErrorFailedCancelCheckout	int Value: -153
Constants.FE_CMSErrorFailedDelete	int Value: -154
Constants.FE_CMSErrorFailedOpenFile	int Value: -155
Constants.FE_CMSErrorFailedUploadObject	int Value: -156

Property name	Data Type
Constants.FE_CMSFailedDownloadObject	int Value: -157
Constants.FE_CMSFailedGetItemFrompath	int Value: -158
Constants.FE_CMSFailedLogout	int Value: -159

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Property name	Data Type	Description
BannerTextDisplay	Bool	Specifies whether banner text should be displayed in a document. Here is an example of usage: F_ApiGetInt (FV_SessionId, F_ObjHandleT docId, FP_BannerTextDisplay); F_ApiSetInt (FV_SessionId, F_ObjHandleT docId, FP_BannerTextDisplay, True/False);
CurrentPage	FMObject	Denotes the current page [Body page, Master page or Reference page] in the document.
FirstBodyPageInDoc	BodyPage	Denotes the first body page in the document.
FirstCharFmtInDoc	CharFmt	Indicates the first character tag in the list of the document's character tags.
FirstColorInDoc	Color	Specifies the first color in the list of document's colors.
FirstCombinedFontDefnInDoc	CombinedFontDefn	Specifies the first combined font definition in the list of the document's combined font definitions.
FirstCondFmtInDoc	CondFmt	Indicates the first condition tag in the list of the document's condition tags.
FirstDITAConrefElementInDoc	string	Gets the first Conref element in the document
FirstDITALinkElementInDoc	string	Gets the first Conref element in the document
FirstDITATopicrefElementInDoc	string	Gets the first Topicref element in the document
FirstDITATopicsetrefElementInDoc	string	Gets the first Topicref element in the document
FirstDITAXrefElementInDoc	string	Gets the first cross reference element in the document
FirstFlowInDoc	Flow	Denotes the first flow in the list of the document's flows.
FirstFnInDoc	Fn	Specifies the first footnote in the list of the document's footnotes.
FirstGraphicInDoc	FMObject	Indicates the first graphic object in the list of the document's graphic objects.
FirstMarkerInDoc	Marker	Denotes the first marker in the list of the document's markers.
FirstMarkerTypeInDoc	MarkerType	Specifies the first marker type in the list of the document's marker types.

Property name	Data Type	Description
FirstMasterPageInDoc	MasterPage	Denotes the first master page in the document.
FirstPgFmtInDoc	PgFmt	Indicates the first paragraph tag in the list of the document's paragraph tags.
FirstPgInDoc	Pg	Specifies the first paragraph in the list of the document's paragraphs.
FirstRefPageInDoc	RefPage	Denotes the first reference page in the document.
FirstRubiInDoc	Rubi	Specifies the first rubi composite in the list of the document's rubi composites.
FirstRulingFmtInDoc	RulingFmt	Indicates the first ruling format in the list of the document's ruling formats.
FirstSelectedTilInDoc	FMObject	Specifies the first selected text inset [(FO_TiApiClient, FO_TiText, FO_TiTextTable, or FO_TiFlow ID)] in the list of selected text insets in the document.
FirstSelectedGraphicInDoc	FMObject	Denotes the first selected graphic object [FO_Graphic ID] in the list of selected graphic objects in the document.
SelectedTbl	Tbl	Denotes the table [FO_Tbl ID] containing the selected table cells.
FirstTblFmtInDoc	TblFmt	Denotes the first table format [FO_TblFmt ID] in the list of the document's table formats.
FirstTblInDoc	Tbl	Denotes the first table [FO_Tbl ID] in the list of the document's tables.
FirstTilInDoc	FMObject	Denotes the first text inset [FO_TiApiClient, FO_TiText, FO_TiTextTable, or FO_TiFlow ID] in the list of the document's text insets.
FirstVarFmtInDoc	VarFmt	Specifies the first variable format [FO_VarFmt ID] in the list of the document's variable formats.
FirstVarInDoc	Var	Indicates the first variable [FO_Var ID] in the list of the document's variables.
FirstXRefFmtInDoc	XRefFmt	Denotes the first cross-reference format [FO_XRefFmtID] in the list of the document's cross reference formats.
FirstXRefInDoc	XRef	Specifies the first cross-reference [FO_XRef ID] in the list of the document's cross-references.
HiddenPage	HiddenPage	Denotes a hidden page [FO_HiddenPage ID] in the document.
KeyCatalog	BodyPage	Indicates the last body page [FO_BodyPage ID] in the document.
LastBodyPageInDoc	BodyPage	Indicates the last body page [FO_BodyPage ID] in the document.
LastMasterPageInDoc	MasterPage	Indicates the last master page [FO_MasterPage ID] in the document.
LastRefPageInDoc	RefPage	Specifies the last reference page [FO_RefPage ID] in the document.
LeftMasterPage	MasterPage	Denotes the left master page [FO_MasterPage ID] in the document.

Property name	Data Type	Description
MainFlowInDoc	Flow	Specifies the main flow [FO_Flow ID] in the document.
MarkerTypeNames	Strings	Indicates the list of marker type names.
NextOpenDocInSession	Doc	Denotes the next open document [(FO_Doc ID)] in the list of open documents in the session.
RightMasterPage	MasterPage	Denotes the right master page [FO_MasterPage ID] in the document.
AcrobatBookmarkDisplayTags	int	Set to 1 if Include Paragraph Tags in Bookmark Text is on (the paragraph tag is added before the paragraph text in each bookmark); 0, otherwise.
DocAcrobatColumnArticleThreads	int	Set to 1 if you want separate article threads for each column; 0 if you want separate article threads for each text frame. The DocPDFNoArticleThread property must be set to False, if the DocAcrobatColumnArticleThreads property is set to True.
DocAcrobatDefaultsChanged	int	Set to 1 if the default heuristics for determining the paragraph level are disabled; 0 otherwise.
DocAcrobatElementList	Strings	Denotes the list of the element tags and context labels to include in bookmarks. The DocPDFElementList property applies only to structured FrameMaker documents.
DocAcrobatElements	int	Set to 1 if elements rather than paragraphs are used for bookmarks; set to 0 otherwise. The DocPDFElements property applies only to structured FrameMaker documents.
DocAcrobatNoArticleThreads	int	Set to 1 if you do not want article threads in the resulting PDF; set to 0 otherwise.
GenerateAcrobatInfo	int	Set to 1 if Generate Adobe Acrobat Data is on. To generate PDF data, you must set the other document print properties as follows: • PrintToFile - True • PrintThumbnails - False • PrintSeps - False • PrintBlankPages - True • PrintLastSheetFirst - False • PrintNumCopies - 1 • PrintOddPages - True • PrintEvenPages - True • PrintScale - 100%
PDFAllNamedDestinations	int	Set to 1 to create named destinations for all paragraphs and elements in the PDF file generated from this document.
PDFBookmark	bool	Set to True if FrameMaker is to generate bookmarks when saving as PDF; set to False otherwise.

Property name	Data Type	Description
PDFBookmarksOpenLevel	int	Denote the level of bookmarks to have expanded when Acrobat opens the generated PDF document. The value can be any integer, or one of the following defined values: - Constants.FV_PDFBookmarksOpenDefaultLevel (-1) - Constants.FV_PDFBookmarksOpenAllLevels (-2) - Constant.FV_PDFBookmarksOpenNoneLevel (-3) If you specify an integer greater than the number of levels in the Bookmarks Settings, Constants.FV_PDFBookmarksOpenAllLevels (-1) takes effect.
PDFConvertCMYKtoRGB	int	When 1, the PDFConvertCMYKtoRGB setting corresponds with setting Convert CMYK colors to RGB in the Save As PDF dialog box.
PDFDestsMarked	int	Set to 1 if the document has paragraphs or elements marked via the MarkedForNamed Destination property. One of two things must happen in order for the PDFDestsMarked property to be True: 1 The document must be created in version 6.0 or later; the document must be opened in version 6.0 or later 2 The PDF FileSize Optimization client must be run over it to mark all paragraphs or elements that are targets of hypertext links. Normally, your client should not set this value.
PDFDistillerAbsent	int	A value of 1 indicates that Acrobat Distiller is not available. Any other value indicates that Acrobat Distiller is available.
PDFDocInfo	Strings	Contains a list of strings expressing values to be set in the PDF Document Info dictionary when you save the book as PDF. Each dictionary entry is expressed as a pair of strings; the first string expresses the field name, and the second string expresses the field value.
PDFEndPage	string	Indicates then last page of the printing page range, in the FrameMaker numbering style.
PDFJobOption	string	Denotes the name of the Distiller Job Option. If the specified name does not exist in the Distiller Job Options list, then the first Distiller Job Option in the list is used.
PDFJobOptionsAbsent	int	A value of 1 indicates that PDF Job Options are not available.
PDFOpenPage	string	Denote the PDF page number, in the FrameMaker numbering style, at which Acrobat opens the generated PDF document.
PDFPageHeight	int	Indicates the page height for the generated PDF.
PDFPageWidth	int	Indicates the page width for the generated PDF.

Property name	Data Type	Description
PDFPrintPageRange	int	Set to 1 to generate PDF for the specified page range; if set to 0, FrameMaker generates PDF for the entire document or book.
PDFRegistrationMarks	int	Specifies the registration marks for the generated PDF. May be one of: - Constants.FV_PDFRegistrationMarksNone(0) - Constants.FV_PDFRegistrationMarksWestern (1) - Constants.FV_PDFRegistrationMarksTombo (2)
PDFSeparateFiles	int	Set to 1, if a separate PDF file should be generated for each document in a book. This property can be set for single document, but is ignored in that case.
PDFStartPage	string	Denotes the first page of the printing page range, in the FrameMaker numbering style.
PDFStructure	int	Set to 1 to generate tagged or structured PDF.
PDFZoomFactor	int	When the PDFZoomType property is set to Constants.FV_PDFZoomNone (0), the PDFZoomFactor property denotes the zoom percentage of the PDF document (metric 25% to 1600%). If the value of this property is negative or zero, Constants.FV_PDFZoomDefault (1) takes effect.
PDFZoomType	int	Indicates the PDF zoom setting with which Acrobat opens the generated PDF document. The value can be one of: - Constants.FV_PDFZoomDefault (1) - Constants.FV_PDFZoomPage (2) - Constants.FV_PDFZoomWidth (3) - Constants.FV_PDFZoomHeight (4) - Constants.FV_PDFZoomNone (0) If a different value is specified, Constants.FV_PDFZoomDefault (1) takes effect.
ChapNumComputeMethod	int	Denotes the component document's chapter numbering type. The possible value is one of: - Constants.FV_NUM_CONTINUE (0x01): Continue the numbering from the previous chapter. - Constants.FV_NUM_RESTART (0x02): Use the value specified for the ChapterNumber property. - Constants.FV_NUM_SAME (0x03): Use the same chapter number as for the previous file. - Constants.FV_NUM_READ_FROM_FILE (0x00): Use the numbering properties from the document associated with this book component.
ChapterNumber	int	Use the value of the ChapterNumber property as the chapter number, if the ChapNumComputeMethod property is set to Constants.FV_NUM_RESTART (0x02).

Property name	Data Type	Description
ChapterNumStyle	int	The numbering style. The possible value is one of: - Constants.FV_NUMSTYLE_NUMERIC (0x00): Arabic. - Constants.FV_NUMSTYLE_ROMAN_UC (0x01): Roman, uppercase. - Constants.FV_NUMSTYLE_ROMAN_LC (0x02): Roman, lowercase. - Constants.FV_NUMSTYLE_ALPHA_UC (0x03): Alphabetic, uppercase. - Constants.FV_NUMSTYLE_ALPHA_LC (0x04): Alphabetic, lowercase. - Constants.FV_NUMSTYLE_KANJI (0x05): Kanji. - Constants.FV_NUMSTYLE_ZENKAKU (0x06): Zenkaku. - Constants.FV_NUMSTYLE_ZENKAKU_UC (0x07): Zenkaku, uppercase. - Constants.FV_NUMSTYLE_ZENKAKU_LC (0x08): Zenkaku, lowercase. - Constants.FV_NUMSTYLE_KANJI_KAZU (0x09): Kazu. - Constants.FV_NUMSTYLE_DAIJI (0x0a): Daiji. - Constants.FV_NUMSTYLE_TEXT (0x0b): Text.
ChapterNumText	string	If the ChapNumStyle property is set to Constants.FV_NUMSTYLE_TEXT (0x0b), use the value of the ChapterNumText property as the chapter number.
Dictionary	Strings	List of words to accept when spell- checking the document.
DocIsModified	int	Set to 1 if the document has been modified. While this property is read-only, you can modify a document without setting this property to True by setting the Untouchable property to True for the document before your client modifies it. Otherwise, set to 0.
DocIsViewOnly	int	Set to 1 if the document is View Only, else set to 0.
DocOpenType	int	Denotes the type of document opened. The possible values are: - Constants.FV_DOC_TYPE_BINARY (0x01): Frame binary document - Constants.FV_DOC_TYPE_TEXT (0x02): ASCII text document - Constants.FV_DOC_TYPE_MIF (0x03): MIF document - Constants.FV_DOC_TYPE_FILTER (0x04): A filtered document.

Property name	Data Type	Description
DocSaveType	int	Denotes the type of document saved. The possible values are: - Constants.FV_DOC_TYPE_BINARY (0x01): Frame binary document - Constants.FV_DOC_TYPE_TEXT (0x02): ASCII text document - Constants.FV_DOC_TYPE_MIF (0x03): MIF document - Constants.FV_DOC_TYPE_FILTER (0x04) : A filtered document.
DontUpdateTextInsets	int	Set to 1 if FrameMaker is not to automatically update text insets when it opens the document.
DontUpdateXRefs	int	Set to 1 if FrameMaker is not to automatically update cross-references when it opens or prints the document.
FormatOverride	int	Specifies whether there are format overrides at the current insertion point. If the insertion point is in a text range that has a character format applied to it, the FormatOverride property is True if (and only if) the text formatting at the insertion point overrides the character format. If the insertion point is in a text range that does not have a character format applied to it, the FormatOverride property is True if (and only if) the paragraph containing the insertion point has formatting that overrides the Paragraph Catalog format.
IsOnScreen	int	Returns 1 if the document is visible on the screen, otherwise returns 0.
LineNumDistance	Metric	Sets the line number display width, that is, the space in which the line numbers are displayed.
LineNumRestart	int	If set, restarts line number display on each page.
LineNumShow	int	If set, enables the line number display.
Name	string	Denotes the filename of the document.
PageNumComputeMethod	int	Denotes the component document's page numbering type. The possible value is one of: - Constants.FV_NUM_CONTINUE (0x01): Continue the numbering from the previous file. - Constants.FV_NUM_RESTART (0x02): Restart numbering at the value specified by the FirstPageNum property.
PgfNumComputeMethod	int	Denotes the document's paragraph numbering type. The possible value is one of: - Constants.FV_NUM_CONTINUE (0x01): Continue the numbering from the previous file. - Constants.FV_NUM_RESTART (0x02): Restart the numbering at 1.
SpecifiedKeyCatalog	F_ObjHandleT	Key Catalog specified for using for the document.

Property name	Data Type	Description
StatusLine	string	Indicates the string that appears in the document status bar. Note: <i>This property always returns an empty string when queried; it is effectively write-only.</i> If you set the StatusLine property to a string other than an empty string (""), the string will remain in the status bar until you reset it. To reset the StatusLine property and enable FrameMaker to automatically update the status line with normal status information, set it to an empty string ("").
TextSelection	TextRange	Specifies the currently selected text range or insertion point in the document.
Untouchable	int	Set to 0 by default. Setting this to 1 allows your client to modify a document without setting the DocIsModified property to True.
VolNumComputeMethod	int	Denotes the document's volume numbering type. The value is one of: - Constants.FV_NUM_CONTINUE (0x01): Continue the numbering from the previous volume. - Constants.FV_NUM_RESTART (0x02): Use the value specified for the VolumeNumber property. - Constants.FV_NUM_SAME (0x03): Use the same volume number as for the previous file
VolumeNumber	int	Use the value of the VolumeNumber property as the volume number, if the VolNumComputeMethod property is set to Constants.FV_NUM_RESTART (0x02).

Property name	Data Type	Description
VolumeNumStyle	int	Denotes the volume numbering style. The value is one of: - Constants.FV_NUMSTYLE_NUMERIC (0x00): Arabic - Constants.FV_NUMSTYLE_ROMAN_UC (0x01): Roman numerals, uppercase. - Constants.FV_NUMSTYLE_ROMAN_LC (0x02): Roman numerals, lowercase. - Constants.FV_NUMSTYLE_ALPHA_UC (0x03): Alphabetic, uppercase. - Constants.FV_NUMSTYLE_ALPHA_LC (0x04): Alphabetic, lowercase. - Constants.FV_NUMSTYLE_KANJI (0x05): Kanji - Constants.FV_NUMSTYLE_ZENKAKU (0x06): Zenkaku - Constants.FV_NUMSTYLE_ZENKAKU_UC (0x07): Zenkaku, uppercase. - Constants.FV_NUMSTYLE_ZENKAKU_LC (0x08): Zenkaku, lowercase. - Constants.FV_NUMSTYLE_KANJI_KAZU (0x09): Kazu - Constants.FV_NUMSTYLE_DAIJI (0x0a): Daiji - Constants.FV_NUMSTYLE_TEXT (0x0b): Text
VolumeNumText	string	Use the value of the VolumeNumText property, if the VolNumStyle property is set to Constants.FV_NUMSTYLE_TEXT (0x0b).
AutoChangeBars	int	Returns 1 if Automatic Change Bars are enabled in the document.
ChangeBarColor	Color	Indicates the spot color (FO_Color ID).
ChangeBarDistance	int	Denotes the distance between change bar and text column.
ChangeBarPosition	int	Denotes the position of the change bars. The value is one of: - Constants.FV_CB_COL_LEFT (0x00): Left of Column - Constants.FV_CB_COL_RIGHT (0x01): Right of Column - Constants.FV_CB_COL_NEAREST (0x02): Side nearest to Page Edge - Constants.FV_CB_COL_FURTHEST (0x03): Side farthest from Page Edge
ChangeBarThickness	int	Denotes the width of the change bars.
ShowAll	int	Set to 1 to display all document conditions, else set to 0.
ShowCondIndicators	int	Set to 1 to display all condition indicators (Format Overrides). Else, set to 0.
EqnIntegralSizeLarge	int	Indicates the point size of integral symbol in large equations (2 pt to 400 pt).

Property name	Data Type	Description
EqnIntegralSizeMed	int	Indicates the point size of integral symbol in medium equations (2 pt to 400 pt).
EqnIntegralSizeSmall	int	Indicates the point size of integral symbol in small equations (2 pt to 400 pt).
EqnLevel1SizeLarge	int	Indicates the point size of level 1 expressions in large equations (2 pt to 400 pt).
EqnLevel1SizeMed	int	Indicates the point size of level 1 expressions in medium equations (2 pt to 400 pt).
EqnLevel1SizeSmall	int	Indicates the point size of level 1 expressions in small equations (2 pt to 400 pt).
EqnLevel2SizeLarge	int	Indicates the point size of level 2 expressions in large equations (2 pt to 400 pt).
EqnLevel2SizeMed	int	Indicates the point size of level 2 expressions in medium equations (2 pt to 400 pt).
EqnLevel2SizeSmall	int	Indicates the point size of level 2 expressions in small equations (2 pt to 400 pt).
EqnLevel3SizeLarge	int	Indicates the point size of level 3 expressions in large equations (2 pt to 400 pt).
EqnLevel3SizeMed	int	Indicates the point size of level 3 expressions in medium equations (2 pt to 400 pt).
EqnLevel3SizeSmall	int	Indicates the point size of level 3 expressions in small equations (2 pt to 400 pt).
EqnSigmaSizeLarge	int	Indicates the point size of the sigma symbol in large equations (2 pt to 400 pt).
EqnSigmaSizeMed	int	Indicates the point size of the sigma symbol in medium equations (2 pt to 400 pt).
EqnSigmaSizeSmall	int	Indicates the point size of the sigma symbol in small equations (2 pt to 400 pt).
Functions	string	Denotes the character format tag of the equation font to apply to Math Functions.
Numbers	string	Denotes the character format tag of the equation font to apply to Math Numbers.
Strings	string	Denotes the character format tag of the equation font to apply to Math Strings.
Symbols	string	Denotes the character format tag of the equation font to apply to Math Symbols.
SymbolsList	Strings	List of math symbol fonts used in the Equation Fonts dialog box.
Variables	string	List of math symbol fonts used in the Equation Fonts dialog box.
HypertextDoValidate	bool	Set to 1 if the next hypertext string sent to the HypertextCommandText property is to be validated.
HypertextCommandText	string	Denotes the hypertext command to parse. Setting this value executes the parser. If the HypertextDoValidate property is True, the command is parsed and validated.

Property name	Data Type	Description
HypertextParseErr	int	Contains a non-zero value if there is a parser error. This property is set to one of the following values if there is a parser error: • Constants.FV_HypertextSyntaxOK (0) - No parse errors. • Constants.FV_HypertextEmptyCommand (1) - Hypertext string is empty. • Constants.FV_HypertextUnrecognizedCommand (2) - Cannot map the first keyword to an existing HypertextParsedCmdCode value. • Constants.FV_HypertextMissingArguments (3) - One or more arguments required for the command is missing. • Constants.FV_HypertextExtraArguments (4) - More than the required number of arguments for the command; extra arguments were ignored. • Constants.FV_HypertextBadSyntaxPathSpec (10) - File reference expected for this command, but no valid filepath found. • Constants.FV_HypertextUnanchoredPartialPath (11) - File reference is relative to the current document, but the current document has not been saved; file location could not be calculated. • Constants.FV_HypertextHelpDirNotFound (20) - Default help directory either does not exist (help was not installed) or cannot be found. • Constants.FV_HypertextExpectedANumberParam (30) - Command expected a number but got text; check the value of the <code>HypertextParseBadParam</code> parameter.

Property name	Data Type	Description
HypertextValidateErr	int	Set to a non-zero value if the HypertextDoValidate property is set to True and there is a validation error. The HypertextValidateErr property is set to one of the following values if there is a validation error: • Constants.FV_HypertextValid (0) - No validation errors • Constants.FV_HypertextUsesDefaultText (200) - Default text was found as an argument; are you sure the default text is what you want? • Constants.FV_HypertextFileNotRegular (210) - The referenced file could not be found, or is not a regular file; for example, it could be a directory name. • Constants.FV_HypertextFileNotMakerDoc (211) - The referenced file is not created by FrameMaker. • Constants.FV_HypertextCantOpenDestFile (212) - Cannot open the file; perhaps you do not have permission, or the file is locked. • Constants.FV_HypertextDestinationLinkNotFound (220) - The referenced file is valid, but cannot find the named link within it. • Constants.FV_HypertextPageNameNotFound (230) - The referenced file is valid, but the specified page is not found. • Constants.FV_HypertextUnrecognizedObjectType (240) - The referenced file is valid, but the link is to an object with an unrecognized object type. • Constants.FV_HypertextObjectIDNotFound (241) - The file is a link to an object, but cannot find the linked object. • Constants.FV_HypertextBadMatrixSize (250) - One or both of the matrix dimensions are illegal; The values must be between 1 and 99. • Constants.FV_HypertextMatrixCommandInvalid (251) - One of the commands in the reference page flow for a matrix command has a parse or validation error. • Constants.FV_HypertextFlowMissingLines (252) - The reference flow for a matrix or popup command is missing one or more lines. • Constants.FV_HypertextNoNamedFlow (260) - Cannot find the named reference flow for a matrix or popup command. • Constants.FV_HypertextRecursiveFlow (261) - The reference flow for a matrix or popup command contains nested popup or matrix commands that name a parent reference flow. • Constants.FV_HypertextMissingPopupMarker (270) - At least one entry in the popup command's reference flow has no hypertext marker in it. • Constants.FV_HypertextMissingPopupLabelItem (271) - One entry in the popup command's reference flow has no text in it. • Constants.FV_HypertextEmptyLineInMiddleOfPopup (272) - One entry in the popup command's reference flow has no text in it.

Property name	Data Type	Description
HypertextParseBadParam	int	Denotes the index into the string list contained in the HypertextParsedArgs property, in case of a parser error.
HypertextParseErrMsg	string	Denotes the message that FrameMaker generates for a parser error.

Property name	Data Type	Description
HypertextParsedCmdCode	int	Denotes the FrameMaker hypertext command in the HypertextCommandText property, as determined by the parser. The possible value for the HypertextParsedCmdCode property is one of: - Constants.FV_CmdError (1) - Parser is in an error state - Constants.FV_CmdUnknown (2) - Unknown command - Constants.FV_CmdNoop (3) - Command causes no event. - Constants.FV_CmdAlert (8) - alert command - Constants.FV_CmdAlertTitle (9) - alerttitle command - Constants.FV_CmdExit (10) - exit command - Constants.FV_CmdGoToLink (11) - gotolink command - Constants.FV_CmdGoToLinkFitWin (12) - gotolinkfitwin command - Constants.FV_CmdGoToNew (13) - gotonew command - Constants.FV_CmdGoToPage (14) - gotopage command - Constants.FV_CmdGoToObjectId (15) - gotoObjectId command - Constants.FV_CmdGoToObjectIdFitWin (16) - gotoObjectIdfitwin command - Constants.FV_CmdMatrix (17) - matrix command - Constants.FV_CmdMessage (18) - message command - Constants.FV_CmdNewLink (19) - newlink command - Constants.FV_CmdNextPage (20) - nextpage command - Constants.FV_CmdPreviousPage (21) - previouspage command - Constants.FV_CmdOpenLink (22) - openlink command - Constants.FV_CmdOpenLinkFitWin (23) - openlinkfitwin command - Constants.FV_CmdOpenNew (24) - opennew command - Constants.FV_CmdOpenObjectId (25) - openObjectId command - Constants.FV_CmdOpenObjectIdFitWin (26) - openObjectIdfitwin command - Constants.FV_CmdOpenPage (27) - openpage command - Constants.FV_CmdPopup (28) - popup command - Constants.FV_CmdPreviousLink (29) - previouslink command

Property name	Data Type	Description
HypertextParsedCmdDest	int	Denotes the destination type for link commands in the HypertextCommandText property, as determined by the parser. The possible value for the HypertextParsedCmdDest property is one of: - Constants.FV_DestNowhere (0) - No destination found - Constants.FV_DestMarkerNewLink (1) - Destination is a newlink - Constants.FV_DestFirstPage (2) - Destination is the first page of a file - Constants.FV_DestLastPage (3) - Destination is the last page of a file - Constants.FV_DestPageNum (4) - Destination is a named page (usually a page number) - Constants.FV_DestFluidFlow (5) - Destination is to a fluid flow document - Constants.FV_DestMarker (6) - Destination is a marker - Constants.FV_DestObjectId (7) - Destination is an object ID (usually for generated hypertext commands) - Constants.FV_DestXRef (8) - Destination is a cross-reference
HypertextParsedCmdDestObjType	int	Denotes the type of the object in the target document, for links to objects. The possible value is one of: - Constants.FV_ObjectUnknown (0) - Unknown or invalid object - Constants.FV_ObjectMarker (1) - Object is a marker - Constants.FV_ObjectPgf (2) - Object is a paragraph - Constants.FV_ObjectXref (3) - Object is a cross-reference - Constants.FV_ObjectGraphic (4) - Object is a graphic - Constants.FV_ObjectElement (5) - Object is an element - Constants.FV_ObjectTextInset (6) - Object is a text inset - Constants.FV_ObjectDataLink (7) - Object is subscribed data
HypertextParsedCmdDestObjID	int	Denotes the object in the target document for links to objects.
HypertextParsedCmdMatrixRows	int	Denotes the number of rows in the matrix, if the value of the HypertextParsedCmdCode property is set to Constants.FV_CmdMatrix (17)
HypertextParsedCmdMatrixColumns	int	Denotes the number of columns in the matrix, if the value of the HypertextParsedCmdCode property is set to Constants.FV_CmdMatrix (17)

Property name	Data Type	Description
HypertextParsedLinkName	string	Indicates either the value of a newlink command, or a keyword such as FirstPage or LastPage, for links to new targets.
HypertextParsedPageName	string	Denotes the pagenumber, for links to pages.
HypertextParsedFlowName	string	Denotes the name of the flow (on a reference page) that contains the popup or matrix list of commands, for popup and matrix commands.
HypertextParsedClientName	string	Indicates the name of the API client to receive the message, for message commands.
HypertextParsedTitle	string	Indicates the specified title for the alert box, if the value of the HypertextParsedCmdCode property is set to Constants.FV_CmdAlertTitle (9)
HypertextParsedMessage	string	Denotes the specified message for the hypertext command, if the value of the HypertextParsedCmdCode command is set to Constants.FV_CmdAlert (8), Constants.FV_CmdAlertTitle (9) or Constants.FV_CmdMessage (18).
HypertextParsedDIFFileName	string	Denotes the absolute path to the target file, expressed in platform independent syntax, for links to external files.
MenuBar	Menu	Denotes the identifier of the document's menu bar (FO_Menu ID).
ViewOnlyMenuBar	Menu	Denotes the identifier of the document's menu bar when the document is locked (FO_Menu ID).
FnCustNumString	string	Specifies the characters for custom document footnote numbers.
FnFirstNum	int	Indicates the first document footnote number.
FnFmt	string	Indicates the footnote paragraph tag.
FnHeightPerCol	int	Denotes the maximum height allowed for document footnotes. The permissible range of values is 36 points to 32767 points.
FnInstancePosition	int	Specifies the placement of the footnote number in the footnote. The value is one of: • Constants.FV_FN_POS_SUPER (0x00) - Superscript • Constants.FV_FN_POS_BASELINE (0x01) - Baseline • Constants.FV_FN_POS_SUB (0x02) - Subscript
FnInstancePrefix	string	Indicates the prefix to appear before the document footnote number in the footnote.
FnInstanceSuffix	string	Indicates the suffix to appear after the document footnote number in the footnote.

Property name	Data Type	Description
FnNumComputeMethod	int	The document's footnote numbering type. The value is one of: - Constants.FV_NUM_CONTINUE (0x01) - Continue the numbering from the previous file. - Constants.FV_NUM_RESTART (0x02) - Restart numbering at the value specified by the associated FO_Doc object's <code>FnFirstNum</code> property. - Constants.FV_NUM_PERPAGE (0x03) - Restart numbering on each page.
FnNumStyle	int	Indicates the document footnote numbering style. The value is one of: - Constants.FV_FN_NUM_NUMERIC (0x00) - Arabic - Constants.FV_FN_NUM_ROMAN_UC (0x01) - Roman uppercase - Constants.FV_FN_NUM_ROMAN_LC (0x02) - Roman lowercase - Constants.FV_FN_NUM_ALPHA_UC (0x03) - Alphabetic uppercase - Constants.FV_FN_NUM_ALPHA_LC (0x04) - Alphabetic lowercase - Constants.FV_FN_NUM_KANJI (0x06) - Kanji characters - Constants.FV_FN_NUM_ZENKAKU (0x07) - Zenkaku - Constants.FV_FN_NUM_ZENKAKU_UC (0x08) - Zenkaku uppercase - Constants.FV_FN_NUM_ZENKAKU_LC (0x09) - Zenkaku lowercase - Constants.FV_FN_NUM_KANJI_KAZU (0x0A) - Kazu - Constants.FV_FN_NUM_DAIJI (0x0B) - Daiji - Constants.FV_FN_NUM_CUSTOM (0x05) - Custom numbering
FnRefPosition	int	Specifies the placement of the footnote reference in the footnote. The value is one of: - Constants.FV_FN_POS_SUPER (0x00) - Superscript - Constants.FV_FN_POS_BASELINE (0x01) - Baseline - Constants.FV_FN_POS_SUB (0x02) - Subscript
FnRefPrefix	string	Indicates the prefix to appear before the number in the document text.
FnRefSuffix	string	Indicates the suffix to appear after the number in the document text.
BottomMargin	int	Indicates the bottom page margin.
ColGap	int	Denotes the size of the gap between text columns

Property name	Data Type	Description
DocIsDoubleSided	int	Set to 1 if the layout of the document is a 2 sided page; 0 otherwise.
FirstPageNum	int	Indicates the page number of the first page.
FirstPageVerso	int	Set to 1 for right first page; 0 for left first page.
LeftMargin	int	Denotes the left page margin.
NumCols	int	Indicates the number of columns on the page.
PageHeight	int	Specifies the height of the document's pages. <i>Note: Setting this property, automatically sets the page height for all the body pages of the document.</i>
PageNumStyle	int	Denotes the page numbering style. The value is one of: • Constants.FV_PAGE_NUM_NUMERIC (0x01) - Arabic • Constants.FV_PAGE_NUM_ROMAN_UC (0x01) - Roman uppercase • Constants.FV_PAGE_NUM_ROMAN_LC (0x02) - Roman lowercase • Constants.FV_PAGE_NUM_ALPHA_UC (0x03) - Alphabetic uppercase • Constants.FV_PAGE_NUM_ALPHA_LC (0x04) - Alphabetic lowercase • Constants.FV_PAGE_NUM_KANJI (0x05) - Kanji characters • Constants.FV_PAGE_NUM_ZENKAKU (0x06) - Zenkaku • Constants.FV_PAGE_NUM_ZENKAKU_UC (0x07) - Zenkaku uppercase • Constants.FV_PAGE_NUM_ZENKAKU_LC (0x08) - Zenkaku lowercase • Constants.FV_PAGE_NUM_KANJI_KAZU (0x09) - Kazu • Constants.FV_PAGE_NUM_DAIJI (0x0a) - Daiji
PageRounding	int	Indicates how to round pages. The value is one of: • Constants.FV_PR_DEL_EMPTY (0x01) - Delete Empty Pages • Constants.FV_PR_KEEP_NUM_EVEN (0x02) - Make Page Count Even • Constants.FV_PR_KEEP_NUM_ODD (0x03) - Make Page Count Odd • FV_PR_DONT_CHANGE (0x04) - Do Not Change Page Count

Property name	Data Type	Description
PageWidth	int	Specifies the width of the document's pages. <i>Note: Setting this property, automatically sets the page width for all the body pages of the document.</i>
PointPageNumStyle	int	Denotes the point page numbering style. The value is one of: • Constants.FV_PAGE_NUM_NUMERIC (0x01) - Arabic • Constants.FV_PAGE_NUM_ROMAN_UC (0x01) - Roman uppercase • Constants.FV_PAGE_NUM_ROMAN_LC (0x02) - Roman lowercase • Constants.FV_PAGE_NUM_ALPHA_UC (0x03) - Alphabetic uppercase • Constants.FV_PAGE_NUM_ALPHA_LC (0x04) - Alphabetic lowercase • Constants.FV_PAGE_NUM_KANJI (0x05) - Kanji characters • Constants.FV_PAGE_NUM_ZENKAKU (0x06) - Zenkaku • Constants.FV_PAGE_NUM_ZENKAKU_UC (0x07) - Zenkaku uppercase • Constants.FV_PAGE_NUM_ZENKAKU_LC (0x08) - Zenkaku lowercase • Constants.FV_PAGE_NUM_KANJI_KAZU (0x09) - Kazu • Constants.FV_PAGE_NUM_DAIJI (0x0a) - Daiji
RightMargin	int	Denotes the Right page margin.
SmartQuotes	int	Returns 1 if Smart Quotes is enabled; returns 0 otherwise.
SmartSpaces	int	Returns 1 if Smart Spaces is enabled; returns 0 otherwise.
TopMargin	int	Denotes the Top Page Margin.
PrintBlankPages	int	Returns 1 if the <code>PageRounding</code> property allows an empty page at end of a document. Returns 0, otherwise.
PrintCollated	int	Returns 1 if <code>Collate</code> is enabled. Returns 0, otherwise.
PrintCols	int	Indicates the number of columns to print, if the <code>PrintThumbnails</code> property is set to True.
PrintEmulsion	int	Specifies the direction of the print emulsion. The value is one of: • Constants.FV_EMUL_UP (0) - Emulsion side up • Constants.FV_EMUL_DOWN (1) - Emulsion side down

Property name	Data Type	Description
PrintEndPage	int	Specifies the number of the last page to print. <i>Note: The value of the DocFluidFlow property must be 0, when you use the PrintEndPage property. You cannot print a range of pages when a document is in fluid view.</i>
PrintEndPageName	int	Denotes the page number string for the last page to be printed. Use this property when the pages are numbered with a style other than <code>Constants.FV_PAGE_NUM_NUMERIC (0x01)</code> . <i>Note: The value of the DocFluidFlow property must be 0, when you use the PrintEndPageName property. You cannot print a range of pages when a document is in fluid view.</i>
PrintEndPoint	int	Denotes the number of the last point page to print.
PrinterName	string	Specifies the name of the printer. <i>Note: Setting the PrinterName property on Windows has no effect.</i> <i>Note: You can set the printer to the default printer by specifying the PrinterName as null.</i>
PrintEvenPages	int	Set to 1 if Print Even-Numbered Pages is enabled. Set to 0, otherwise.
PrintFileName	string	Name of the file to which to print. You can set the filename to the default filename by specifying the value of the PrintFileName property as null.
PrintImaging	int	Specifies the type of print imaging. The value is one of: • <code>Constants.FV_IMG_POSITIVE (0)</code> • <code>Constants.FV_IMG_NEGATIVE (1)</code>
PrintLastSheetFirst	int	Set to 1 to print the last sheet first. Else, set to 0.
PrintLowRes	int	Set to 1 to print in low resolution. Else, set to 0.
PrintManualFeed	int	Set to 1 if Manual feed is enabled. Else, set to 0.
PrintNumCopies	int	Denotes the number of copies to print.
PrintOddPages	int	Set to 1 if Print Odd-Numbered Pages is enabled. Else, set to 0.
PrintPaperHeight	int	Specifies the height of the printing paper.
PrintPaperWidth	int	Indicates the width of the printing paper.
PrintRegistrationMarks	int	Set to 1 if Registration Marks is enabled; Set to 0 otherwise.
PrintRows	int	Indicates the number of rows to print if the PrintThumbnails property is set to True.

Property name	Data Type	Description
PrintScale	int	Denotes the Print scale factor expressed as a percentage metric (0% to 100%).For print scale percentages, the value <<16 or 0x10000 specifies 100%.
PrintScope	int	Denotes the pages to print. The value is one of: - Constants.FV_PR_ALL (1) - Print all pages - Constants.FV_PR_RANGE (2) - Print a range of pages Note: The value of the DocFluidFlow property must be set to 0 when you set the PrintScope property. You cannot print a range of pages when a document is in the fluid view.
PrintSeps	int	Returns 1 if Print Separations is enabled. Else, returns 0.
PrintStartPage	int	Denotes the number of the first page to print. Note: The value of the DocFluidFlow property must be set to 0 when you set the PrintStartPage property. You cannot print a range of pages when a document is in the fluid view.
PrintStartPageName	int	Indicates the page number string for the first page to print.This property is valid only when the pages are numbered with a style other than Constants.FV_PAGE_NUM_NUMERIC (0x00) Note: The value of the DocFluidFlow property must be set to 0 when you set the PrintStartPage property. You cannot print a range of pages when a document is in the fluid view.
PrintStartPoint	int	Indicates the number of the first point page to print.
PrintThumbnails	int	Returns 1 if Print Thumbnails is enabled. Returns 0, otherwise.
PrintToFile	int	Returns 1 if Print Only to File is enabled. Else, returns 0.
SkipBlankSeps	int	Returns 1 if Skip Blank Separations (do not print blank color separations) is enabled. Else, returns 0.
TrapwiseCompatibility	bool	Set to 1 if Trapwise Compatibility is enabled. Else, set to 0. Note: Setting the TrapwiseCompatibility parameter to True automatically sets the PrintToFile parameter to True and the PrintSeps parameter to False.
NarrowRubiSpaceForOther	int	Denotes the value for a composite ruby object. The value is one of: - Constants.FV_Wide (0) - Constants.FV_Narrow (1) - Constants.FV_Proportional (2)
RubiOverhang	int	Set to 1 if Rubi is allowed to overhang, else set to 0.

Property name	Data Type	Description
RubiSize	int	Specifies the scaling factor for rubi text expressed as percentage of the current font size (metric 1% to 1000%). <i>Note: If the RubiSize property and the RubiFixedSize property are both set, the most recently set property value is used.</i>
RubiFixedSize	int	Specifies the fixed size for all rubi text (metric 2 points to 400 points). <i>Note: If the RubiFixedSize property and the RubiSize property are both set, the most recently set property value is used.</i>
WideRubiSpaceForOther	int	Denotes the value for a composite ruby object. The value is one of: • Constants.FV_Wide (0) • Constants.FV_Narrow (1) • Constants.FV_Proportional (2)
ElementSelection	ElementRange	Denotes the currently selected element range in the document.
CustomElementList	Strings	Contains the list of tags to display when the ElementCatalogDisplay property is set to Constants.FV_ELCAT_CUSTOM (0x04).
DefaultExclusions	Strings	Indicates the list of exclusions inherited when a document is included in a structured book.
DefaultInclusions	Strings	Indicates the list of inclusions inherited when a document is included in a structured book.
ElementBoundaryDisplay	int	Specifies the Element Boundary Display options. The value is one of: • Constants.FV_ELEM_DISP_NONE (0) - Do not display any element boundaries • Constants.FV_ELEM_DISP_BRACKETS (1) - Display the bracketed boundaries • Constants.FV_ELEM_DISP_TAGS (2) - Display the element tags
ElementCatalog	ElementCatalogEntries	Displays the list of elements in the Element Catalog.

Property name	Data Type	Description
ElementCatalogDisplay	int	Indicates the catalog display options. The value is one of: - Constants.FV_ELCAT_STRICT (0x00)- Valid children for working from start to finish - Constants.FV_ELCAT_LOOSE (0x01) - Valid children for working in any order - Constants.FV_ELCAT_CHILDREN (0x02) - Children allowed anywhere in the parent - Constants.FV_ELCAT_ALL (0x03) - All elements - Constants.FV_ELCAT_CUSTOM (0x04) - The list of tags specified by the CustomElementList property.
FirstElementDefInDoc	ElementDef	Denotes the first element definition in the list of element definitions in the document (FO_ElementDef ID).
FirstFmtChangeListInDoc	FmtChangeList	Specifies the ID of the first format change list in the list of format change lists in the book.(FO_FmtChangeList ID).
MaxBottomMargin	int	Specifies the maximum bottom margin allowed in the document.
MaxFirstIndent	int	Specifies the maximum first indent allowed in the document.
MaxFontSize	int	Denotes the maximum font size allowed in the document.
MaxLeading	int	Denotes the maximum leading allowed in the document.
MaxLeftIndent	int	Specifies the maximum left indent allowed in the document.
MaxLeftMargin	int	Specifies the maximum left margin allowed in the document.
MaxRightIndent	int	Specifies the maximum right indent allowed in the document.
MaxRightMargin	int	Specifies the maximum right margin allowed in the document.
MaxSpaceAbove	int	Denotes the maximum space above paragraph allowed in the document.
MaxSpaceBelow	int	Denotes the maximum space below paragraph allowed in the document.
MaxStretch	int	Denotes the maximum character stretch (set width) expressed as a percentage of normal stretch for the font (metric -10% to 1000%).
MaxTabPosition	int	Specifies the maximum tab position allowed in the document.
MaxTopMargin	int	Specifies the maximum top margin allowed in the document.
MinBottomMargin	int	Specifies the minimum bottom margin allowed in the document.
MinFirstIndent	int	Specifies the minimum first indent allowed in the document.

Property name	Data Type	Description
MinFontSize	int	Denotes the minimum font size allowed in the document.
MinLeading	int	Denotes the minimum leading allowed in the document.
MinLeftIndent	int	Denotes the minimum left indent allowed in the document.
MinLeftMargin	int	Denotes the minimum left margin allowed in the document.
MinRightIndent	int	Denotes the minimum right indent allowed in the document.
MinRightMargin	int	Denotes the minimum right margin allowed in the document.
MinSpaceAbove	int	Denotes the minimum space above the paragraph allowed in the document.
MinSpaceBelow	int	Denotes the minimum space below the paragraph allowed in the document.
MinStretch	int	Indicates the minimum character stretch (set width) expressed as a percentage of normal stretch for the font (metric –10% to 1000%)
MinTabPosition	int	Indicates the minimum tab position allowed in the document.
MinTopMargin	int	Indicates the minimum top margin allowed in the document.
NewElemAttrDisplay	int	Specifies the attribute display properties for new elements. The value is one of: - Constants.FV_ATTR_DISP_NONE (1) - Do not display attributes - Constants.FV_ATTR_DISP_REQSPEC (2) - Display required and specified attributes - Constants.FV_ATTR_DISP_ALL (3) - Display all attributes
NewElemAttrEditing	int	Specifies when the Edit Attributes dialog box appears for new elements. The value is one of: - Constants.FV_ATTR_EDIT_NONE (0) - Constants.FV_ATTR_EDIT_REQUIRED (1) - Constants.FV_ATTR_EDIT_ALWAYS (2)
SeparateInclusions	int	Returns 1 if inclusions are listed separately in the Element Catalog. Else, returns 0.
StructuredApplication	string	The name of the structure application that is associated with the document. If the document has no associated structure application, the <code>GetString()</code> method returns an empty string.
UseInitialStructure	int	Returns 1 if FrameMaker inserts the initial structure for new elements. Else, returns 0.
XmlDocType	string	Contains the DOCTYPE parameter. from the source XML.

Property name	Data Type	Description
XmlEncoding	string	Contains the encoding parameter of the XML Declaration for the source XML document. The string is empty if no encoding is specified. If the <code>XmlEncoding</code> property is set, the XML Declaration contains the encoding parameter with the set value on <code>Save As XML</code> operation.
XmlFileEncoding	string	Specifies the encoding that is detected for the source XML book. If no encoding is specified for the source XML, the value of the <code>XmlEncoding</code> property will be an empty string. In that case, if this string is set, it determines the encoding to use when saving as XML. If the <code>XmlEncoding</code> property has a value, the value of the <code>XmlFileEncoding</code> property may be null.
XmlPublicId	string	Indicates the DOCTYPE public identifier for the source XML document.
XmlStandAlone	int	An integer that specifies the XML standalone parameter for the XML document that is the source of the current document. The value is one of: • <code>Constants.FV_XML_STANDALONE_YES</code> (1) • <code>Constants.FV_XML_STANDALONE_NO</code> (2) • <code>Constants.FV_XML_STANDALONE_NODEC</code> (3) • <code>Constants.FV_XML_STANDALONE_NONE</code> (4) The standalone parameter is declared in the XML Declaration. For a file with no XML Declaration, the value is <code>Constants.FV_XML_STANDALONE_NODEC</code> (3). For an XML Declaration with no standalone parameter, this value is <code>Constants.FV_XML_STANDALONE_NONE</code> (4).
XmlStyleSheet	string	Specifies the XML stylesheet processing instruction to write out to XML when saving the document as XML. The ESTK does not verify that you use correct syntax in this string. The value you set should not include the PI delimiters, <code><?</code> and <code>?></code>. For example, the string you supply for <code>my.css</code> may be: <pre>"type=\"text\\css\" href=\"my.css\""</pre> Only use this string to set a specific stylesheet specification. Note: The <code>GetString()</code> method always returns null for this property. To get the list of stylesheet specifications associated with a document, use the <code>XmlStyleSheetList</code> property.

Property name	Data Type	Description
XmlStyleSheetList	Strings	Contains a list of stylesheet processing instructions for the current document. A document can have more than one stylesheet specification associated with it. The ESTK does not verify that you use the correct syntax in these strings. The value you set should not include the PI delimiters, <? and ?>. For example, the string you supply for my.css may be: <pre>"type=\text\css\" href=\my.css\""</pre> Setting a list to the XmlStyleSheetList property completely overwrites the preceding list.
XmlSystemId	string	Specifies the DOCTYPE system identifier for the source XML document.
XmlUseBOM	int	Indicates whether a byte order mark was detected when opening the source XML. The value is one of: • Constants.FV_XML_USEBOM_YES (1) • Constants.FV_XML_USEBOM_NO (2) If this value is set to Constants.FV_XML_USEBOM_YES (1), FrameMaker writes a byte order mark in the resulting XML, when saving as XML.
XmlVersion	string	Indicates the XML Version that was specified in the XML Declaration when the file was opened. If no XML version was specified, the GetString() method returns an empty string. If this string contains an invalid XML declaration, a parsing error occurs when the document is saved as XML.
XmlWellFormed	int	Indicates whether the source XML qualified as well formed. The value is one of: • Constants.FV_XML_WELLFORMED_YES (1) • Constants.FV_XML_WELLFORMED_NO (2)
TblFnCellPosition	int	Denotes the placement of footnote number in footnote text. The value is one of: • Constants.FV_FN_POS_SUPER (0x00) - Superscript • Constants.FV_FN_POS_BASELINE (0x01) - Baseline • Constants.FV_FN_POS_SUB (0x02) - Subscript
TblFnCellPrefix	string	Specifies the prefix to appear before the table footnote number in table cell.
TblFnCellSuffix	string	Specifies the suffix to appear after the table footnote number in table cell.
TblFnCustNumString	string	Specifies the characters for custom table footnote numbers.
TblFnFmt	string	Represents the paragraph tag of the table footnote.

Property name	Data Type	Description
TblFnNumStyle	int	Denotes the footnote numbering style for tables in the document. The value is one of: - Constants.FV_FN_NUM_NUMERIC (0x00) - Arabic - Constants.FV_FN_NUM_ROMAN_UC (0x01) - Roman uppercase - Constants.FV_FN_NUM_ROMAN_LC (0x02) - Roman lowercase - Constants.FV_FN_NUM_ALPHA_UC (0x03) - Alphabetic uppercase - Constants.FV_FN_NUM_ALPHA_LC (0x04) - Alphabetic lowercase - Constants.FV_FN_NUM_KANJI (0x06) - Kanji characters - Constants.FV_FN_NUM_ZENKAKU (0x07) - Zenkaku - Constants.FV_FN_NUM_ZENKAKU_UC (0x08) - Zenkaku uppercase - Constants.FV_FN_NUM_ZENKAKU_LC (0x09) - Zenkaku lowercase - Constants.FV_FN_NUM_KANJI_KAZU (0x0A) - Kazu - Constants.FV_FN_NUM_DAIJI (0x0B) - Daiji - Constants.FV_FN_NUM_CUSTOM (0x05) - Custom numbering.
TblFnPosition	int	Denotes the placement of the footnote number in the text. The value is one of: - Constants.FV_FN_POS_SUPER (0x00) - Superscript - Constants.FV_FN_POS_BASELINE (0x01) - Baseline - Constants.FV_FN_POS_SUB (0x02) - Subscript
TblFnPrefix	string	Indicates the prefix to appear before the number in the table footnote.
TblFnSuffix	string	Indicates the suffix to appear after the number in the table footnote.
Capitalization	int	Indicates the type of capitalization. The value is one of: - Constants.FV_CAPITAL_CASE_NORM (0) - Constants.FV_CAPITAL_CASE_SMALL (1) - Constants.FV_CAPITAL_CASE_LOWER (2) - Constants.FV_CAPITAL_CASE_UPPER (3)
ChangeBar	int	Returns 1 if Changebars are enabled. Else, returns 0.
CharTag	string	Indicates the name of the character format tag.
Color	Color	Denotes the Spot color (FO_Color ID).

Property name	Data Type	Description
CondFmtIsShown	int	Returns 1 if the document conditions are shown. Else, returns 0.
CombinedFontFamily	CombinedFontDefn	Contains the Combined font definition (FO_CombinedFontDefn).
FontEncodingName	string	Specifies the font encoding.
FontAngle	int	Denotes the font angle (specifies an index into the array of font angles provided by the session property, FontAngleNames).
FontFamily	int	Denotes the font family (specifies an index into the array of font families provided by the session property, FontFamilyNames).
FontPlatformName	string	Indicates the name that uniquely identifies a font on a specific platform.
FontPostScriptName	string	Indicates the name given to a font when it is sent to a PostScript printer.
FontSize	int	Specifies the font size (2 point to 400 point).
FontVariation	int	Denotes the font variation (specifies an index into the array of font variations provided by the session property FontVariationNames).
FontWeight	int	Denotes the font weight (specifies an index into the array of font weights provided by the session property FontWeightNames).
InCond	Objects	Indicates the condition tags that apply to the text (an array of FO_CondFmt IDs).
KernX	int	Specifies the horizontal kern value for manual kerning expressed as a percentage of an em (metric – 100% to 1000%). A positive value moves a character right and a negative value moves a character left.
KernY	int	Specifies the vertical kern value for manual kerning expressed as a percentage of an em (metric – 100% to 1000%). A positive value moves characters up and a negative value moves characters down.
Overline	int	Returns 1 if Overline style is enabled, else returns 0.
PairKern	int	Returns 1 if Pair Kern is enabled, else returns 0.
Position	int	Denotes the text position relative to the baseline of text. The value is one of: - Constants.FV_POS_NORM (0) - Normal - Constants.FV_POS_SUPER (1) - Superscript - Constants.FV_POS_SUB (2) - Subscript
SepOverride	Color	Specifies the custom color separation override (FO_Color ID).
Stretch	int	Denotes the character stretch (set width) expressed as a percentage of normal stretch for the font (metric –10% to 1000%).
Strikethrough	int	Returns 1 if Strikethrough style is enabled. Else, returns 0.

Property name	Data Type	Description
StyleOverrides	int	Specifies the style condition indicators for conditional text. The value is one of: - Constants.FV_CN_NO_OVERRIDE (0) - Constants.FV_CN_OVERLINE (1) - Constants.FV_CN_STRIKETHROUGH (2) - Constants.FV_CN_SINGLE_UNDERLINE (3) - Constants.FV_CN_DOUBLE_UNDERLINE (4)
Underlining	int	Denotes the style of underlining. The value is one of: - Constants.FV_CB_NO_UNDERLINE (0) - Constants.FV_CB_SINGLE_UNDERLINE (1) - Constants.FV_CB_DOUBLE_UNDERLINE (2) - Constants.FV_CB_NUMERIC_UNDERLINE (3)
UseSepOverride	int	Returns 1 if the value of the <code>SepOverride</code> property overrides the default color separation. Else, returns 0.
LineBreakAfter	string	Indicates the characters at which it is permissible to break lines.
SmallCapsSize	int	Indicates the scaling factor for small caps expressed as a percentage of current font size (metric 1% to 1000%).
SmallCapsStretch	int	Denotes the character stretch (set width) for small caps expressed as a percentage of normal stretch for the font (metric -10% to 1000%).
SubScriptShift	int	Denotes the baseline offset of subscripts expressed as a percentage of current font size (metric 1% to 1000%).
SubScriptSize	int	Indicates the scaling factor for subscripts expressed as a percentage of current font size (metric 1% to 1000%).
SubScriptStretch	int	Indicates the character stretch (set width) for subscripts expressed as a percentage of normal stretch for the font (metric -10% to 1000%).
SuperScriptShift	int	Denotes the baseline offset of superscripts expressed as percentage of current font size (metric 1% to 1000%).
SuperScriptSize	int	Specifies the scaling factor for superscripts expressed as percentage of the current font size (metric 1% to 1000%).
SuperScriptStretch	int	Specifies the character stretch (set width) for superscripts expressed as a percentage of normal stretch for the font (metric -10% to 1000%).
IsIconified	int	Returns 1 if the document window is iconified. Else, returns 0.
IsInFront	int	Set to 1 if the document window is in front of other windows in the FrameMaker product session. Else, set to 0.
Label	string	Denotes the title in the document window title bar.
ScreenHeight	int	Denotes the height of the document window in pixels.

Property name	Data Type	Description
ScreenWidth	int	Denotes the width of the document window in pixels.
ScreenX	int	Indicates the offset of the document window in pixels from the left side of the screen (or the left of the FrameMaker application window). If you set a value that results in the document window being off the screen, that value is ignored and the old value is retained.
ScreenY	int	Indicates the offset of the document window in pixels from the top of the screen (or the top of the FrameMaker application window). If you set a value that results in the document window being off the screen, that value is ignored and the old value is retained.
SnapAngle	int	Specifies the angle of rotation for Snap Rotate.
SnapGridUnits	int	Denotes the units for Snap Grid spacing. The permissible range of values is from 0 to 32768 points.
SpotColorView	int	Denotes the spot color separation view. The values range from 0 to 6.0 specifies View 1, 1 specifies View 2, and so on.
ViewBorders	int	Returns 1 if Borders is enabled, else returns 0.
ViewDisplayUnits	int	Denotes the MetricT equivalent of one unit in the current Display Units. For example, if Display Units is points, this parameter returns 65536.
ViewFontSizeUnits	int	Denotes the MetricT equivalent of one unit in the current Font Size Unit. Font size units can be either Points or Q. If Points, this returns 65536. If Q, this returns 47098.
ViewGrid	int	Returns 1 if View Grid is enabled. Else, returns 0.
ViewGridUnits	int	Denotes the units for Grid Lines.
ViewNoGraphics	int	Returns 1 if Graphics is not enabled. Else, set to 0.
ViewPageScrolling	int	Denotes the Page scrolling technique. The value is one of: - Constants.FV_SCROLL_VARIABLE (0) - Constants.FV_SCROLL_HORIZONTAL (1) - Constants.FV_SCROLL_VERTICAL (2) - Constants.FV_SCROLL_FACING (3)
ViewRulers	int	Returns 1 if Rulers is enabled. Else, returns 0.
ViewRulerUnits	int	Denotes the units to display rulers.
ViewTextSymbols	int	Returns 1 if Text Symbols is enabled. Else, returns 0.
Zoom	int	Specifies the zoom percentage of document (metric 25% to 1600%).
DocFluidFlow	Flow	Specifies the flow to set to fluid view. To turn this off, set the value of this property to 0.
ViewOnlyDeadCodes	UInts	Indicates the F-codes that cannot be executed in the document.

Property name	Data Type	Description
ViewOnlySelect	int	Specifies whether user can select text or graphics in the document. The value is one of: - Constants.FV_VOS_USER_ONLY (1) - the user can select text when pressing modifier keys, and link targets (cross-reference sources and newliniks) do not highlight. - Constants.FV_VOS_NONE (2) - the user cannot select text, and links targets do not highlight. - Constants.FV_VOS_YES(3) - the user can select text (using modifier keys) and link targets are highlighted.
ViewOnlyWinBorders	int	Returns 1 if the document has normal document borders; returns 0 if the document scroll bars and border buttons are suppressed.
ViewOnlyWinMenubar	int	Returns 1 if the document has a document window menu bar. Else, returns 0.
ViewOnlyWinPalette	int	Returns 1 if the document is a palette. Else, returns 0.
ViewOnlyWinPopup	int	Returns 1 if the document window pop-up menu is available. Else, returns 0.
ViewOnlyXRef	int	Specifies the behavior of cross-references in the document. The value is one of: - Constants.FV_VOX_NOT_ACTIVE(0) - Cross references are not active. - Constants.FV_VOX_GOTO_BEHAVIOR(1) - Internal cross-references are active. - Constants.FV_VOX_OPEN_BEHAVIOR(2) - External cross-references are active. - Constants.FV_VOX_ALERT(3) - Alert appears when cross-reference is clicked.
PDFGenerateForReview	int	This flag is used to generate a PDF for review workflow that is getting review comments in PDF and importing them back to FrameMaker document. It helps in importing back the comments correctly. When this flag is turned ON, the behavior is same as if the "Generate for review only" checkbox is ON in the PDF setup dialog.
PDFViewPDF	int	Set to 1 to open the PDF after creating it with the Save as PDF command.
StructuredApplicationForOpen	string	Specifies the application that has been used to open the document.
SecNumComputeMethod	int	Denotes the type of numbering applied on a particular section of a document. The value is one of: - Constants.FV_NUM_CONTINUE (0x01) - Constants.FV_NUM_RESTART (0x02) - Constants.FV_NUM_SAME (0x03)

Property name	Data Type	Description
SectionNumStyle	int	Denotes the section numbering style. The value is one of: - Constants.FV_PAGE_NUM_NUMERIC(0x00) - Arabic - Constants.FV_PAGE_NUM_ROMAN_UC(0x01) - Roman uppercase - Constants.FV_PAGE_NUM_ROMAN_LC(0x02) - Roman lowercase - Constants.FV_PAGE_NUM_ALPHA_UC(0x03) - Alphabetic uppercase - Constants.FV_PAGE_NUM_ALPHA_LC(0x04) - Alphabetic lowercase - Constants.FV_PAGE_NUM_KANJI(0x05) - Kanji characters - Constants.FV_PAGE_NUM_ZENKAKU(0x06) - Zenkaku - Constants.FV_PAGE_NUM_ZENKAKU_UC(0x07) - Zenkaku uppercase - Constants.FV_PAGE_NUM_ZENKAKU_LC(0x08) - Zenkaku lowercase - Constants.FV_PAGE_NUM_KANJI_KAZU(0x09) - Kazu - Constants.FV_PAGE_NUM_DAIJI(0x0a) - Daiji
SectionNumber	int	Denotes the section number in the document.
SectionNumText	string	Indicates the text to use for the <code>SectionNumber</code> parameter.
SubsecNumComputeMethod	int	Denotes the type of numbering applied on a particular subsection of a document. The value is one of: - Constants.FV_NUM_CONTINUE (0x01) - Constants.FV_NUM_RESTART (0x02) - Constants.FV_NUM_SAME (0x03)

Property name	Data Type	Description
SubsectionNumStyle	int	Denotes the subsection numbering style. The value is one of: - Constants.FV_PAGE_NUM_NUMERIC(0x00) - Arabic - Constants.FV_PAGE_NUM_ROMAN_UC(0x01) - Roman uppercase - Constants.FV_PAGE_NUM_ROMAN_LC(0x02) - Roman lowercase - Constants.FV_PAGE_NUM_ALPHA_UC(0x03) - Alphabetic uppercase - Constants.FV_PAGE_NUM_ALPHA_LC(0x04) - Alphabetic lowercase - Constants.FV_PAGE_NUM_KANJI(0x05) - Kanji characters - Constants.FV_PAGE_NUM_ZENKAKU(0x06) - Zenkaku - Constants.FV_PAGE_NUM_ZENKAKU_UC(0x07) - Zenkaku uppercase - Constants.FV_PAGE_NUM_ZENKAKU_LC(0x08) - Zenkaku lowercase - Constants.FV_PAGE_NUM_KANJI_KAZU(0x09) - Kazu - Constants.FV_PAGE_NUM_DAIJI(0x0a) - Daiji
SubsectionNumber	int	Denotes the subsection number in the document
SubsectionNumText	string	Indicates the text to use for the SubsectionNumber parameter.
TrackChangesOn	bool	Set to True if Track Changes are on in the document. Else, set to False.
PreviewState	int	Sets/retrieves the state of Track Text Edits of the document. The value is one of: - Constants.FV_PREVIEW_OFF_TRACK_CHANGE (0) - Displays text edits using the defined styles. - Constants.FV_PREVIEW_ON_ORIGINAL (1)- Preview of the document as if no text edits were done. - Constants.FV_PREVIEW_ON_FINAL (2) - Preview of the document as if all the text edits were incorporated.
TrackChangesAddedColor	Color	Sets/retrieves the color in which tracked additions are displayed.
TrackChangesDeletedColor	Color	Sets/retrieves the color in which tracked deletions are displayed.
ReviewerNameList	Strings	Retrieves the list of reviewers of a document.
FirstAttrCondExprInDoc	AttrCondExpr	Denotes the first Attribute Conditional Expression in the list of attribute conditional expressions in the document (FO_AttrCondExpr).

Property name	Data Type	Description
BooleanConditionExpression	string	Denotes the actual conditional expression used in the document.
BooleanConditionState	int	Set to 1 to indicate that the conditional expression defined by the <code>BooleanConditionExpression</code> parameter is applied to the document. Set to 0 to indicate that the condition is not applied to the document.
BooleanConditionExpressionTag	string	Indicates the tag name of the expression applied in the document.
ShowElementDescriptiveNames	bool	Set to True to show element descriptive names in the element catalog, as specified in element definition.
UseInitialStructureOfAutoInsertedElements	bool	If set to True, auto-insertion rules will be processed recursively. For example: If an element is inserted automatically, and if auto-insertion rules exist for this element in the element definition, then those rules are also processed.

Doc methods

[AddNewBuildExpr](#), [AddText](#), [CenterOnText](#), [Clear](#), [ClearAllChangebars](#), [Close](#), [Compare](#), [Copy](#), [Cut](#),
[DeleteBuildExpr](#), [DeleteText](#), [DeleteUnusedCharFmt](#), [DeleteUnusedFmts](#), [DeleteUnusedPgFmt](#),
[DeleteUnusedTblFmt](#), [DemoteElement](#), [ElementLocToTextLoc](#), [Find](#), [GetActiveBuildExpr](#), [GetBuildExpr](#),
[GetBuildExprCatalog](#), [GetNamedAttrCondExpr](#), [GetNamedCharFmt](#), [GetNamedColor](#),
[GetNamedCombinedFontDefn](#), [GetNamedCondFmt](#), [GetNamedElementDef](#), [GetNamedFmtChangeList](#),
[GetNamedMarkerType](#), [GetNamedMasterPage](#), [GetNamedObject](#), [GetNamedPgFmt](#), [GetNamedRefPage](#),
[GetNamedRulingFmt](#), [GetNamedTblFmt](#), [GetNamedUnanchoredFrame](#), [GetNamedVarFmt](#), [GetNamedXRefFmt](#),
[GetProps](#), [GetTextForRange](#), [GetTextForRange2](#), [GetTextPropVal](#), [GetTextProps](#), [GetTextVal](#), [GetUniqueObject](#),
[HypertextCommand](#), [Import](#), [MergeIntoFirst](#), [MergeIntoLast](#), [NewAnchoredAFrame](#), [NewAnchoredFn](#),
[NewAnchoredFormattedObject](#), [NewAnchoredFormattedTbl](#), [NewAnchoredFormattedVar](#),
[NewAnchoredFormattedXRef](#), [NewAnchoredMarker](#), [NewAnchoredObject](#), [NewAnchoredTbl](#),
[NewAnchoredTiApiClient](#), [NewArc](#), [NewEllipse](#), [NewFlow](#), [NewGraphicObject](#), [NewGroup](#), [NewInset](#), [NewLine](#),
[NewMath](#), [NewMathML](#), [NewNamedAttrCondExpr](#), [NewNamedCharFmt](#), [NewNamedColor](#),
[NewNamedCombinedFontDefn](#), [NewNamedCondFmt](#), [NewNamedElementDef](#), [NewNamedFmtChangeList](#),
[NewNamedMarkerType](#), [NewNamedMasterPage](#), [NewNamedObject](#), [NewNamedPgFmt](#), [NewNamedRefPage](#),
[NewNamedRulingFmt](#), [NewNamedTblFmt](#), [NewNamedVarFmt](#), [NewNamedXRefFmt](#), [NewPolygon](#), [NewPolyline](#),
[NewRectangle](#), [NewRoundRect](#), [NewSeriesBodyPage](#), [NewSeriesObject](#), [NewSeriesPg](#), [NewTable](#), [NewTextFrame](#),
[NewTextLine](#), [NewUnanchoredFrame](#), [ObjectValid](#), [Paste](#), [PromoteElement](#), [QuickSelect](#), [Redisplay](#), [Reformat](#),
[Rehyphenate](#), [ResetEqnSettings](#), [ResetReferenceFrames](#), [RestartPgNumbering](#), [Save](#), [ScrollToText](#),
[SetActiveBuildExpr](#), [SetElementRange](#), [SetProps](#), [SetTextPropVal](#), [SetTextProps](#), [SetTextVal](#), [SilentPrintDoc](#),
[SimpleImportElementDefs](#), [SimpleImportFormats](#), [SimpleSave](#), [SplitElement](#), [TextLocToElementLoc](#),
[TrackChangesAcceptAll](#), [TrackChangesRejectAll](#), [UnWrapElement](#), [UpdateVariables](#), [UpdateXRef](#), [UpdateXRefs](#).

Element

Property name	Data Type	Description
AttrDisplay	int	Specifies element's attribute display properties. The value is one of: - Constants.FV_ATTR_DISP_NONE (1) - Do not display attributes - Constants.FV_ATTR_DISP_REQSPEC (2) - Display required and specified attributes - Constants.FV_ATTR_DISP_ALL (3) - Display all attributes
Attributes	Attributes	The element's attributes.
ContextLabel	string	The context label (if any) that is applied to the element.
ElementsCollapsed	int	Returns 1 if the element is collapsed in Structure View. Returns 0 otherwise.
ElementsTopicRef	bool	Determines if the element is a topic reference.
ElementsTopicHead	bool	Determines if the element is a topic heading.
ElementsTopicGroup	bool	Determines if the element is a topic group.
NextElementDFS	Element	Denotes the pointer to the next Element component in the heirarchy.
PrevElementDFS	Element	Denotes the pointer to the previous Element component in the heirarchy.

Property name	Data Type	Description
ElementType	int	The type of element. The value is one of: - Constants.FV_FO_CONTAINER (1) - Constants.FV_FO_SYS_VAR (2) - Constants.FV_FO_XREF (3) - Constants.FV_FO_MARKER (4) - Constants.FV_FO_FOOTNOTE (5) - Constants.FV_FO_GRAPHIC (6) - Constants.FV_FO_EQN (7) - Constants.FV_FO_TBL (8) - Constants.FV_FO_TBL_TITLE (9) - Constants.FV_FO_TBL_HEADING (10) - Constants.FV_FO_TBL_BODY (11) - Constants.FV_FO_TBL_FOOTING (12) - Constants.FV_FO_TBL_ROW (13) - Constants.FV_FO_TBL_CELL (14) - Constants.FV_FO_RUBIGROUP (15) - Constants.FV_FO_RUBI (16)
MatchingFirstPgfClauses	Objects	IDs of the first paragraph clauses (FO_FmtRuleClause IDs) in the element's definition that apply to the element.
FormatOverride	int	Returns 1 if the element has a format override. Else, returns 0.
ElementMarkedForNamedDestination	int	Used for generating PDF. If 1, this element will have a corresponding <code>Named Destination</code> in the generated PDF.
MatchingLastPgfClauses	Objects	IDs of the last paragraph clauses (FO_FmtRuleClause IDs) in the element's definition that apply to the element.
MatchingObjectClauses	Objects	IDs of the object clauses (FO_FmtRuleClause IDs) in the element's definition that apply to the element.
MatchingPrefixClauses	Objects	IDs of the prefix clauses (FO_FmtRuleClause IDs) in the element's definition that apply to the element.
MatchingSuffixClauses	Objects	IDs of the suffix clauses (FO_FmtRuleClause IDs) in the element's definition that apply to the element.
MatchingTextClauses	Objects	IDs of the text clauses (FO_FmtRuleClause IDs) in the element's definition that apply to the element.
TextRange	TextRange	Denotes the Text range that the element encompasses (see the explanation below).
TopicRefAbsolutePath	string	Denotes the absolute file path for the topic reference
Unique	int	Unique ID of the element.

Property name	Data Type	Description
UserString	string	A string to which clients can store private data.
BookComponent	BookComponent	Component file in book (FO_BookComponent ID).
ElementDef	ElementDef	Element's element definition (FO_ElementDef ID).
FirstChildElement	Element	Denote the element's first child element (FO_Element ID) if the element is a container, .
LastChildElement	Element	Denotes the element's last child element (FO_Element ID) if the element is a container.
NextSiblingElement	Element	Element's next sibling element (FO_Element ID).
NextDITAConrefElementInDoc	string	The next Conref element in the document
NextDITAXrefElementInDoc	string	The next XRef element in the document
NextDITALinkElementInDoc	string	The next Link element in the document
NextDITATopicrefElementInDoc	string	The next Topicref element in the document
NextDITATopicsetrefElementInDoc	string	The next Topicsetref element in the document
Object	FMOBJECT	ID of the object that an element contains. The type of object the ID specifies depends on the element definition as follows: • Constants.FV_FO_SYS_VAR (2): FO_Var • Constants.FV_FO_XREF (3): FO_XRef • Constants.FV_FO_MARKER (4): FO_Marker • Constants.FV_FO_FOOTNOTE (5): FO_Fn • Constants.FV_FO_GRAPHIC (6): FO_AFrame (containing the graphic) • Constants.FV_FO_EQN (7): FO_AFrame (containing the equation) • Constants.FV_FO_TBL (8): FO_Tbl • Constants.FV_FO_TBL_TITLE (9): FO_Tbl • Constants.FV_FO_TBL_HEADING (10): FO_Tbl • Constants.FV_FO_TBL_BODY (11): FO_Tbl • Constants.FV_FO_TBL_FOOTING (12): FO_Tbl • Constants.FV_FO_TBL_ROW (13): FO_Row • Constants.FV_FO_TBL_CELL (14): FO_Cell • Constants.FV_FO_RUBIGROUP (15): FO_Rubi • Constants.FV_FO_RUBI (16): FO_Rubi
ParentElement	Element	Element's parent element (FO_Element ID).
PrevSiblingElement	Element	Element's previous sibling element (FO_Element ID).

Property name	Data Type	Description
Namespace	Strings	Prefix/path pairs defining namespaces for the element. This list must contain an even number of strings. For example: <code>prefix1, path1prefix2, path2</code>
NamespaceScope	Element	The ID of element which declares the namespace that is used to define the current element.
NumNamespaces	int	The number of namespaces declared in the current element. This property is Readonly.
AllowAsSpecialCase	int	1 if the element is treated as a special case.
AttributeValueInvalid	int	1 if the element contains an attribute value that is invalid.
BookComponentMissing	int	1 if a component file is missing from a book.
ElementsUndefined	int	1 if the element is undefined.
ErrorInBookComponent	int	1 if there is a validation error for a component in a book.
ContentsLooselyValid	int	1 if the content is loosely valid (it has some missing elements).
ContentsStrictlyValid	int	1 if the content of the element is strictly valid.
ContentMustBeEmpty	int	1 if the element cannot have any content.
ContentNeededAtBegin	int	1 if content is needed at the beginning of the element.
ContentNeededAtEnd	int	1 if content is needed at end of the element. <code>ContentNeededAtEnd</code> is obsolete, but is supported for backward compatibility.
ElementsExcludedInContext	int	1 if the element is excluded.
ElementsInvalidInParent	int	1 if the element cannot occur anywhere in its current parent.
ElementsInvalidInPosition	int	1 if the element is invalid in its current position.
HoleBeforeElement	int	1 if there are one or more missing elements before the element within the same parent.
InvalidHighestLevel	int	1 if the element cannot be the highest-level element in the flow.

Property name	Data Type	Description
NextInvalidElement	Element	Next invalid element in the document (FO_Element ID).
TextIsInvalidInElement	int	1 if the element contains only text and the element definition disallows it. <i>TextIsInvalidInElement</i> is obsolete and is no longer supported.
ValidationFlags	int	Bit flags specifying the element's validity. To determine all the ways in which an element is invalid without querying all the validation properties, query the <i>ValidationFlags</i> property. Each bit flag in the returned value represents the value of the validation property with the corresponding name. For example, if the <i>ElementTypeMismatch</i> property is <i>True</i>, the <i>Constants.FV_ELEM_TYPE_MISMATCH</i> (0x0002) flag is set. The various bit flags are as follows: • <i>Constants.FV_ELEM_UNDEFINED</i> (0x0001) • <i>Constants.FV_ELEM_TYPE_MISMATCH</i> (0x0002) • <i>Constants.FV_ELEM_EXCLUDED</i> (0x0004) • <i>Constants.FV_ELEM_INVALID_IN_PARENT</i> (0x0008) • <i>Constants.FV_ELEM_INVALID_AT_POSITION</i> (0x0010) • <i>Constants.FV_ELEM_HAS_TEXT_INVALID</i> (0x0020) • <i>Constants.FV_ELEM_CONTENT_MUST_BE_EMPTY</i> (0x0040) • <i>Constants.FV_ELEM_MISSING_CONTENT_BEFORE</i> (0x0080) • <i>Constants.FV_ELEM_MISSING_CONTENT_AT_BEG</i> (0x0100) • <i>Constants.FV_ELEM_MISSING_CONTENT_AT_END</i> (0x0200) • <i>Constants.FV_ELEM_NOT_VALID_AS_ROOT</i> (0x0400) • <i>Constants.FV_ELEM_BOOK_COMP_MISSING</i> (0x0800) • <i>Constants.FV_ELEM_BOOK_COMP_INVALID</i> (0x1000) • <i>Constants.FV_ELEM_ATTRVAL_REQUIRED</i> (0x2000) • <i>Constants.FV_ELEM_ATTRVAL_INVALID</i> (0x4000) • <i>Constants.FV_ELEM_CONTENT_STRICTLY_VALID</i> (0x10000) • <i>Constants.FV_ELEM_CONTENT_LOOSELY_VALID</i> (0x20000)

Element methods

[Delete](#), [GetAttributes](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#).

ElementCatalogEntries

An Array of [ElementCatalogEntry](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

ElementCatalogEntries methods

[concat](#), [pop](#), [push](#).

ElementCatalogEntry

Property name	Data Type	Description
obj	ElementDef	Denotes the ID of the element definition.
flags	uint	The type of validation returned. The value is one of the following: - Constants.FV_STRICTLY_VALID (0x01) - Catalog entry is strictly valid. - Constants.FV_LOOSELY_VALID (0x02) - Catalog entry is loosely valid. - Constants.FV_ALTERNATIVE (0x04) - Catalog entry is an alternative. - Constants.FV_INCLUSION (0x08) - Catalog entry is valid because it is an inclusion. <i>Note: If none of the flags are set, then the element is invalid at the current position.</i>

ElementCatalogEntry methods

[ElementCatalogEntry](#).

ElementDef

Property name	Data Type	Description
AttributeDefs	AttributeDefs	The element definition's attribute definitions.
BannerText	string	Property of element definition object, FO_ElementDef. Users can set, change or query the banner text associated with an element definition object.
Comment	string	Text string of the comment.

Property name	Data Type	Description
InitStructurePattern	string	The initial structure pattern; for table elements, a comma delimited string that specifies the necessary child elements to automatically insert.
ElementDefType	int	Type of formatter object represented by the element with element definition. Constants.FV_FO_CONTAINER (1) identifies a container element. Other values identify object (non-container) elements. The value is one of: • Constants.FV_FO_UNSPECIFIED (0) • Constants.FV_FO_CONTAINER (1) • Constants.FV_FO_SYS_VAR (2) • Constants.FV_FO_XREF (3) • Constants.FV_FO_MARKER (4) • Constants.FV_FO_FOOTNOTE (5) • Constants.FV_FO_GRAPHIC (6) • Constants.FV_FO_EQN (7) • Constants.FV_FO_TBL (8) • Constants.FV_FO_TBL_TITLE (9) • Constants.FV_FO_TBL_HEADING (10) • Constants.FV_FO_TBL_BODY (11) • Constants.FV_FO_TBL_FOOTING (12) • Constants.FV_FO_TBL_ROW (13) • Constants.FV_FO_TBL_CELL (14)
ElementInCatalog	int	1 if the element is in the Element Catalog.
ElementPgFormat	string	The name of the paragraph format applied to the element.
Exclusions	Strings	List of excluded elements.
FirstPgRules	Objects	The IDs of the first paragraph format rules (FO_FmtRule IDs). Note: To set the format rules for an element definition, use <code>NewFmtRuleObject()</code>.
GeneralRule	string	Text of the element's general rule.
GeneralRuleErrorOffsets	Ints	Contains the error offsets (two positions are specified only if the content rule is ambiguous).
Inclusions	Strings	List of included elements.
LastPgRules	Objects	The IDs of the last paragraph format rules (FO_FmtRule IDs).
Name	string	Name of the element definition.

Property name	Data Type	Description
NextElementDefInDoc	ElementDef	Next element definition in the document's list of element definitions (FO_ElementDef ID).
ObjectFmtRules	Objects	The IDs of the object format rules (FO_FmtRule IDs).
PrefixRules	Objects	The IDs of the prefix format rules (FO_FmtRule IDs).
SuffixRules	Objects	The IDs of the suffix format rules (FO_FmtRule IDs).
TextFmtRules	Objects	The IDs of the text format rules (FO_FmtRule IDs).
ValidHighestLevel	int	1 if the element can be used as the highest-level element for a flow.
ElementDataType	int	Retrieves/sets the data type of Element. The possible values are one of: - Constants.FV_DT_UNSPECIFIED(0) - Constants.FV_DT_INTEGER(1) - Constants.FV_DT_FLOAT(2)
AllowedDataRange	TBD	Defines the permissible range of values for the values defined in the <code>ElementDataType</code> property.
DescriptiveTag	string	A small description about the element. If the user specifies this in the EDD, then the element description can be viewed in the Element Catalog of the structured document.
ElementDescription	string	Reserved for future use.
AlsoInsert	Strings	The list of the tags of child elements that are automatically inserted when an element is initially added.
AlsoInserts	TypedVal	The list of list of the tags of child elements that are automatically inserted when an element is initially added. For example: Setting the <code>AlsoInserts</code> property of element definition of A to <code>[[a1, a11],[a2, a21]]</code> , will automatically insert all child elements of A <code>[a1, a2, a11 and a21]</code> when A is inserted.

ElementDef methods

[Delete](#), [ElementDefIsText](#), [GetAttributeDefs](#), [GetProps](#), [NewElement](#), [NewElementInHierarchy](#), [NewFirstPgfrRules](#), [NewLastPgfrRules](#), [NewObjectFmtRules](#), [NewPrefixRules](#), [NewSuffixRules](#), [NewTextFmtRules](#), [ObjectValid](#), [SetProps](#), [WrapElement](#).

ElementLoc

Property name	Data Type	Description
parent	Element	ID of the parent element.
child	Element	ID of the child element.
offset	int	Offset within the parent or child element.

ElementLoc methods

[ElementLoc](#).

ElementRange

Property name	Data Type	Description
beg	ElementLoc	Beginning of the element range.
end	ElementLoc	End of the element range.

ElementRange methods

[ElementRange](#).

Ellipse

Property name	Data Type	Description
RectangleIsSmoothed	int	1 if smoothing is enabled. This property is always 1 for Ellipse objects.
Angle	int	Angle of rotation of the ellipse.
ArrowBaseAngle	int	Arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Specifies the factor by which arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is set to False.
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Arrowhead tip angle in degrees.
ArrowType	int	Arrowhead style. The value is one of the following: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Denotes the border width. The permissible range is from 0.015 points to 360 points.
Color	Color	The spot color.

Property name	Data Type	Description
Dash	Metrics	The dash style. The Dash property specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	The fill pattern (numbers between 0 and 15). The ESTK provides constants for the following fill patterns: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR (15)
FrameParent	FMOBJECT	Denotes the frame containing the graphic object (AFrame or UnAnchoredFrame).
GraphicCantBeSelected	int	1 if the graphic object cannot be selected; 0 otherwise.
GraphicsSelected	int	1 if the graphic object is selected; 0, otherwise.
GroupParent	Group	Group that the object is in (FO_Group ID). Anchored and unanchored frames do not have this property.
HeadArrow	int	1 if the line has an arrow head; otherwise, 0.
Height	int	Denotes the height of the object. The permissible range is from 0.125 points to 3600 points.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Type of line end. The value is one of: • Constants.FV_CAP_BUTT (0x00) • Constants.FV_CAP_ROUND (0x01) • Constants.FV_CAP_SQUARE (0x02)
LocX	int	Distance from the left side of the parent frame (–216 inches to 216 inches). <i>Note: For anchored frames, the distance is automatically calculated from the left side of the page frame. You cannot manually set this property for anchored frames.</i>

Property name	Data Type	Description
LocY	int	Distance from the top of the parent frame (–216 inches to 216 inches). <i>Note: For anchored frames, the distance is automatically calculated from the top of the page frame. You cannot manually set this property for anchored frames.</i>
NextGraphicInDoc	FMOBJECT	Next graphic object in the document.
NextGraphicInFrame	FMOBJECT	Next graphic object in the frame.
NextGraphicInGroup	FMOBJECT	Next graphic object in the group.
NextSelectedGraphicInDoc	FMOBJECT	Next selected graphic object in document.
ObjectAttributes	Strings	A list of strings, each string expressing an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <tag>string_text</tag>. You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	int	Specifies the overprint settings for the objec. The value is one of: • Constants.FV_KNOCKOUT (0x00) • Constants.FV_OVERPRINT (0x01) • Constants.FV_FROMCOLOR (0x02)
Pen	int	The fill pattern (numbers between 0 and 15). The ESTK provides constants for the following fill patterns: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR (15)
PrevGraphicInFrame	FMOBJECT	Previous graphic object in the frame.
PrevGraphicInGroup	FMOBJECT	Previous graphic object in the group.
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The value is one of: • Constants.FV_TR_NONE (0x01) • Constants.FV_TR_CONTOUR (0x02) • Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap if the object is a runaround object.
TailArrow	int	1 if arrowhead is enabled at the beginning of the line. 0, otherwise.

Property name	Data Type	Description
TintPercent	int	Denotes the tint percentage.
Unique	int	The graphic object's UID.
Width	int	Denotes the width of the object. The permissible range is from 0.125 points to 3600 points.

Ellipse methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

FCodes

Property name	Data Type
FCodes.NULLINPUT	NULLINPUT Value -1
FCodes.KBD_INPUT	KBD_INPUT Value 1
FCodes.START_DIALOG	START_DIALOG Value 0xC100
FCodes.END_DIALOG	END_DIALOG Value 0xC200
FCodes.START_WINDOW	START_WINDOW Value 0xC400
FCodes.END_WINDOW	END_WINDOW Value 0xC500
FCodes.LEAVE_DOC	LEAVE_DOC Value 0xC600
FCodes.SERVER_CANCEL	SERVER_CANCEL Value 0xC001
FCodes.SERVER_QUERY	SERVER_QUERY Value 0xC002
FCodes.MENU_BARSTART	MENU_BARSTART Value 0xC301
FCodes.MENU_WAITBIT	MENU_WAITBIT Value 0x0010
FCodes.MENU_DOWNWAIT	MENU_DOWNWAIT Value 0xC312

Property name	Data Type
FCodes.MENU_RIGHTWAIT	MENU_RIGHTWAIT Value 0xC313
FCodes.MENU_DOWN	MENU_DOWN Value 0xC304
FCodes.MENU_RIGHT	MENU_RIGHT Value 0xC305
FCodes.MENU_DONE	MENU_DONE Value 0xC30F
FCodes.KBD_GBL_START	KBD_GBL_START Value 0x100
FCodes.CSR_HOME	CSR_HOME Value 0x100
FCodes.CSR_UP	CSR_UP Value 0x101
FCodes.CSR_DOWN	CSR_DOWN Value 0x102
FCodes.CSR_RIGHT	CSR_RIGHT Value 0x103
FCodes.CSR_LEFT	CSR_LEFT Value 0x104
FCodes.CSR_BOL	CSR_BOL Value 0x105
FCodes.CSR_EOL	CSR_EOL Value 0x106
FCodes.CSR_BOW	CSR_BOW Value 0x107
FCodes.CSR_EOW	CSR_EOW Value 0x108
FCodes.CSR_BOS	CSR_BOS Value 0x109
FCodes.CSR_EOS	CSR_EOS Value 0x10A
FCodes.CSR_BOP	CSR_BOP Value 0x10B
FCodes.CSR_EOP	CSR_EOP Value 0x10C

Property name	Data Type
FCodes.CSR_TOTR	CSR_TOTR Value 0x10D
FCodes.CSR_BOTR	CSR_BOTR Value 0x10E
FCodes.CSR_TOP	CSR_TOP Value 0x10F
FCodes.CSR_BOT	CSR_BOT Value 0x110
FCodes.DEL_CHARBWD	DEL_CHARBWD Value 0x112
FCodes.DEL_CHARFWD	DEL_CHARFWD Value 0x113
FCodes.DEL_BOW	DEL_BOW Value 0x114
FCodes.DEL_EOW	DEL_EOW Value 0x115
FCodes.DEL_EOL	DEL_EOL Value 0x116
FCodes.DEL_EOS	DEL_EOS Value 0x117
FCodes.DEL_SEL	DEL_SEL Value 0x118
FCodes.DEL_BOL	DEL_BOL Value 0x119
FCodes.KBD_KERNUP	KBD_KERNUP Value 0x11A
FCodes.KBD_KERNDOWN	KBD_KERNDOWN Value 0x11B
FCodes.KBD_KERNLEFT	KBD_KERNLEFT Value 0x11C
FCodes.KBD_KERNRIGHT	KBD_KERNRIGHT Value 0x11D
FCodes.KBD_KERNHOME	KBD_KERNHOME Value 0x11E
FCodes.KBD_KERNUP6	KBD_KERNUP6 Value 0x121

Property name	Data Type
FCodes.KBD_KERNDOWN6	KBD_KERNDOWN6 Value 0x122
FCodes.KBD_KERNLEFT6	KBD_KERNLEFT6 Value 0x123
FCodes.KBD_KERNRIGHT6	KBD_KERNRIGHT6 Value 0x124
FCodes.KBD_OBJJUP	KBD_OBJJUP Value 0x125
FCodes.KBD_OBJDOWN	KBD_OBJDOWN Value 0x126
FCodes.KBD_OBJLEFT	KBD_OBJLEFT Value 0x127
FCodes.KBD_OBJRIGHT	KBD_OBJRIGHT Value 0x128
FCodes.CSR_NEXT_BOW	CSR_NEXT_BOW Value 0x140
FCodes.CSR_NEXT_BOS	CSR_NEXT_BOS Value 0x141
FCodes.CSR_NEXT_BOP	CSR_NEXT_BOP Value 0x142
FCodes.CSR_FIRST_COL	CSR_FIRST_COL Value 0x143
FCodes.CSR_NEXT_COL	CSR_NEXT_COL Value 0x144
FCodes.CSR_NEXT_ELEMENT	CSR_NEXT_ELEMENT Value 0x145
FCodes.CSR_PREV_ELEMENT	CSR_PREV_ELEMENT Value 0x146
FCodes.CSR_BOE	CSR_BOE Value 0x149
FCodes.CSR_EOE	CSR_EOE Value 0x14A
FCodes.CSR_BEFORE_ELEMENT	CSR_BEFORE_ELEMENT Value 0x14B
FCodes.CSR_INTO_CHILD	CSR_INTO_CHILD Value 0x14D

Property name	Data Type
FCodes.CSR_PREV_EOS	CSR_PREV_EOS Value 0x937
FCodes.CSR_PREV_EOW	CSR_PREV_EOW Value 0x938
FCodes.DEL_WORD_START	DEL_WORD_START Value 0x160
FCodes.DEL_WORD_END	DEL_WORD_END Value 0x161
FCodes.DEL_NEXT_SS	DEL_NEXT_SS Value 0x162
FCodes.DEL_BOS	DEL_BOS Value 0x163
FCodes.KBD_NUMLOCK	KBD_NUMLOCK Value 0x170
FCodes.KBD_GBL_END	KBD_GBL_END Value 0x1FF
FCodes.KBD_BACKTAB	KBD_BACKTAB Value 0x220
FCodes.KBD_SHFTSPACE	KBD_SHFTSPACE Value 0x221
FCodes.KBD_FIRSTTAB	KBD_FIRSTTAB Value 0x222
FCodes.KBD_TABLE_TAB	KBD_TABLE_TAB Value 0x223
FCodes.KBD_TAB	KBD_TAB Value 0x219
FCodes.KBD_XCHARS	KBD_XCHARS Value 0x224
FCodes.KBD_SOFTYPHEN	KBD_SOFTYPHEN Value 0x225
FCodes.KBD_DONTYPHEN	KBD_DONTYPHEN Value 0x226
FCodes.KBD_HARDYPHEN	KBD_HARDYPHEN Value 0x227
FCodes.KBD_HARDSpace	KBD_HARDSpace Value 0x228

Property name	Data Type
FCodes.KBD_HARDRETURN	KBD_HARDRETURN Value 0x229
FCodes.KBD_NUMSPACE	KBD_NUMSPACE Value 0x22A
FCodes.KBD_THinspace	KBD_THinspace Value 0x22B
FCodes.KBD_EMSPACE	KBD_EMSPACE Value 0x22C
FCodes.KBD_ENSPACE	KBD_ENSPACE Value 0x22D
FCodes.KBD_OPENLINE	KBD_OPENLINE Value 0x22E
FCodes.KBD_RETURN	KBD_RETURN Value 0x22F
FCodes.KBD_FPREV	KBD_FPREV Value 0x230
FCodes.KBD_FNEXT	KBD_FNEXT Value 0x231
FCodes.KBD_RONCE	KBD_RONCE Value 0x232
FCodes.KBD_RGLOBAL	KBD_RGLOBAL Value 0x233
FCodes.KBD_RANDF	KBD_RANDF Value 0x234
FCodes.KBD_SETSEARCH	KBD_SETSEARCH Value 0x235
FCodes.HIGH_CHAR	HIGH_CHAR Value 0x240
FCodes.HIGH_WORD	HIGH_WORD Value 0x241
FCodes.HIGH_LINE	HIGH_LINE Value 0x242
FCodes.HIGH_SENT	HIGH_SENT Value 0x243
FCodes.HIGH_PGF	HIGH_PGF Value 0x244

Property name	Data Type
FCodes.HIGH_SHL	HIGH_SHL Value 0x245
FCodes.HIGH_SHR	HIGH_SHR Value 0x246
FCodes.HIGH_CLEAR	HIGH_CLEAR Value 0x247
FCodes.HIGH_FLOW	HIGH_FLOW Value 0x248
FCodes.HIGH_ELEMENT	HIGH_ELEMENT Value 0x249
FCodes.KBD_ABORT	KBD_ABORT Value 0x250
FCodes.KBD_CAPTURE	KBD_CAPTURE Value 0x251
FCodes.KBD_ECAPTURE	KBD_ECAPTURE Value 0x256
FCodes.KBD_RECORD	KBD_RECORD Value 0x252
FCodes.KBD_GETTRIGGER	KBD_GETTRIGGER Value 0x253
FCodes.KBD_ABORT_DLGS	KBD_ABORT_DLGS Value 0x254
FCodes.KBD_WAIT_DLGS	KBD_WAIT_DLGS Value 0x255
FCodes.TXT_BOLD	TXT_BOLD Value 0x260
FCodes.TXT_ITALIC	TXT_ITALIC Value 0x261
FCodes.TXT_UNDERLINE	TXT_UNDERLINE Value 0x262
FCodes.TXT_PLAIN	TXT_PLAIN Value 0x263
FCodes.TXT_SUPER	TXT_SUPER Value 0x264
FCodes.TXT_SUB	TXT_SUB Value 0x265

Property name	Data Type
FCodes.TXT_NORMAL	TXT_NORMAL Value 0x266
FCodes.TXT_INCSIZE	TXT_INCSIZE Value 0x267
FCodes.TXT_DECSIZE	TXT_DECSIZE Value 0x268
FCodes.TXT_SELINCSIZE	TXT_SELINCSIZE Value 0x11F
FCodes.TXT_SELDECSIZE	TXT_SELDECSIZE Value 0x120
FCodes.TXT_SQUEEZE	TXT_SQUEEZE Value 0x269
FCodes.TXT_SPREAD	TXT_SPREAD Value 0x26A
FCodes.TXT_NOSTRETCH	TXT_NOSTRETCH Value 0x130
FCodes.TXT_LESSSTRETCH	TXT_LESSSTRETCH Value 0x131
FCodes.TXT_MORESTRETCH	TXT_MORESTRETCH Value 0x132
FCodes.TXT_BAM	TXT_BAM Value 0x26B
FCodes.TXT_STRIKEOUT	TXT_STRIKEOUT Value 0x26C
FCodes.TXT_DEFAULT	TXT_DEFAULT Value 0x26D
FCodes.TXT_OVERLINE	TXT_OVERLINE Value 0x26E
FCodes.TXT_CHANGEBAR	TXT_CHANGEBAR Value 0x26F
FCodes.TXT_KERN	TXT_KERN Value 0x270
FCodes.TXT_OUTLINE	TXT_OUTLINE Value 0x271
FCodes.TXT_SHADOW	TXT_SHADOW Value 0x272

Property name	Data Type
FCodes.TXT_MINICAPS	TXT_MINICAPS Value 0x273
FCodes.TXT_INITCAPS	TXT_INITCAPS Value 0x274
FCodes.TXT_UPPERCASE	TXT_UPPERCASE Value 0x275
FCodes.TXT_LOWERCASE	TXT_LOWERCASE Value 0x276
FCodes.TXT_NORMALCASE	TXT_NORMALCASE Value 0x277
FCodes.TXT_DBLUNDERLINE	TXT_DBLUNDERLINE Value 0x278
FCodes.TXT_NUMUNDERLINE	TXT_NUMUNDERLINE Value 0x279
FCodes.TXT_TSUME	TXT_TSUME Value 0x2A5
FCodes.TXT_SELBOLD	TXT_SELBOLD Value 0x27A
FCodes.TXT_SELITALIC	TXT_SELITALIC Value 0x27B
FCodes.TXT_SELUNDERLINE	TXT_SELUNDERLINE Value 0x27C
FCodes.TXT_SELPLAIN	TXT_SELPLAIN Value 0x27D
FCodes.TXT_7	TXT_7 Value 0xC00
FCodes.TXT_9	TXT_9 Value 0xC01
FCodes.TXT_10	TXT_10 Value 0xC02
FCodes.TXT_12	TXT_12 Value 0xC03
FCodes.TXT_14	TXT_14 Value 0xC04
FCodes.TXT_18	TXT_18 Value 0xC05

Property name	Data Type
FCodes.TXT_24	TXT_24 Value 0xC06
FCodes.TXT_USIZE	TXT_USIZE Value 0xC07
FCodes.TXT_OTHERSIZE	TXT_OTHERSIZE Value 0xC08
FCodes.TXT_FAMILY_AND_VARIATION	TXT_FAMILY_AND_VARIATION Value 0xC09
FCodes.TXT_FAMILY_AND_VARIATION_PLATFORM	TXT_FAMILY_AND_VARIATION_PLATFORM Value 0xC0A
FCodes.PGF_APPLY_TAG	PGF_APPLY_TAG Value 0xC10
FCodes.CHAR_APPLY_TAG	CHAR_APPLY_TAG Value 0xC11
FCodes.MENU_EXPOSE_WIN	MENU_EXPOSE_WIN Value 0xC12
FCodes.MRU_SELECT_FILE	MRU_SELECT_FILE Value 0xC13
FCodes.MENU_IMPORT_FILE	MENU_IMPORT_FILE Value 0xC14
FCodes.KBD_EXPORT_GRAPHIC	KBD_EXPORT_GRAPHIC Value 0xC15
FCodes.KBD_EXPORT_DOCUMENT	KBD_EXPORT_DOCUMENT Value 0xC16
FCodes.TXT_FONT	TXT_FONT Value 0xC17
FCodes.PGF_APPLY_CAT_TO_SEL	PGF_APPLY_CAT_TO_SEL Value 0xF3D
FCodes.CHAR_APPLY_CAT_TO_SEL	CHAR_APPLY_CAT_TO_SEL Value 0xF3E
FCodes.PGF_HYPHENON	PGF_HYPHENON Value 0x27E
FCodes.PGF_HYPHENOFF	PGF_HYPHENOFF Value 0x27F
FCodes.PGF_INCLINE	PGF_INCLINE Value 0x280

Property name	Data Type
FCodes.PGF_DECLINE	PGF_DECLINE Value 0x281
FCodes.PGF_CENTER	PGF_CENTER Value 0x282
FCodes.PGF_LEFT	PGF_LEFT Value 0x283
FCodes.PGF_RIGHT	PGF_RIGHT Value 0x284
FCodes.PGF_FULL	PGF_FULL Value 0x285
FCodes.PGF_BAM	PGF_BAM Value 0x286
FCodes.PGF_LINEFIX	PGF_LINEFIX Value 0x287
FCodes.PGF_LINEFLOAT	PGF_LINEFLOAT Value 0x288
FCodes.PGF_UNIFY	PGF_UNIFY Value 0x289
FCodes.PGF_PAGETOP	PGF_PAGETOP Value 0x28A
FCodes.PGF_COLTOP	PGF_COLTOP Value 0x28B
FCodes.PGF_LEFTTOP	PGF_LEFTTOP Value 0x28C
FCodes.PGF_RIGHTTOP	PGF_RIGHTTOP Value 0x28D
FCodes.PGF_ANYPLACE	PGF_ANYPLACE Value 0x28E
FCodes.KBD_ALIGN_TOP	KBD_ALIGN_TOP Value 0x290
FCodes.KBD_ALIGN_MIDDLE	KBD_ALIGN_MIDDLE Value 0x291
FCodes.KBD_ALIGN_BOTTOM	KBD_ALIGN_BOTTOM Value 0x292
FCodes.KBD_OBALIGN_TOP	KBD_OBALIGN_TOP Value 0x129

Property name	Data Type
FCodes.KBD_OBALIGN_MIDDLE	KBD_OBALIGN_MIDDLE Value 0x12A
FCodes.KBD_OBALIGN_BOTTOM	KBD_OBALIGN_BOTTOM Value 0x12B
FCodes.KBD_OBALIGN_CENTER	KBD_OBALIGN_CENTER Value 0x12C
FCodes.KBD_OBALIGN_LEFT	KBD_OBALIGN_LEFT Value 0x12D
FCodes.KBD_OBALIGN_RIGHT	KBD_OBALIGN_RIGHT Value 0x12E
FCodes.PGF_SINGLE_SPACE	PGF_SINGLE_SPACE Value 0x293
FCodes.PGF_ONEANDAHALF_SPACE	PGF_ONEANDAHALF_SPACE Value 0x294
FCodes.PGF_DOUBLE_SPACE	PGF_DOUBLE_SPACE Value 0x295
FCodes.PGF_SPACE_BETWEEN	PGF_SPACE_BETWEEN Value 0x296
FCodes.PGF_LINE_SPACE	PGF_LINE_SPACE Value 0x297
FCodes.PGF_UPDATE_ALL	PGF_UPDATE_ALL Value 0x298
FCodes.PGF_NEW_FORMAT	PGF_NEW_FORMAT Value 0x299
FCodes.KBD_HELP_INDEX	KBD_HELP_INDEX Value 0x2A0
FCodes.KBD_HELP_KEYS	KBD_HELP_KEYS Value 0x2A1
FCodes.KBD_HELP_SAMPLES	KBD_HELP_SAMPLES Value 0x2A2
FCodes.KBD_HELP_OVERVIEW	KBD_HELP_OVERVIEW Value 0x2A3
FCodes.KBD_HELP_ONLINEMANUALS	KBD_HELP_ONLINEMANUALS Value 0x2A4
FCodes.KBD_HELP_WEBWORKS	KBD_HELP_WEBWORKS Value 0x2A6

Property name	Data Type
FCodes.KBD_CUSTOMNEW	KBD_CUSTOMNEW Value 0x2FF
FCodes.KBD_NEW	KBD_NEW Value 0x300
FCodes.KBD_NEWBOOK	KBD_NEWBOOK Value 0x308
FCodes.KBD_OPEN	KBD_OPEN Value 0x301
FCodes.KBD_HEROIC_OPEN	KBD_HEROIC_OPEN Value 0x306
FCodes.KBD_SILENT_OPEN	KBD_SILENT_OPEN Value 0x307
FCodes.KBD_HELP	KBD_HELP Value 0x302
FCodes.KBD_INFO	KBD_INFO Value 0x303
FCodes.KBD_CSHELPMODE	KBD_CSHELPMODE Value 0x304
FCodes.KBD_ABOUTPRODUCT	KBD_ABOUTPRODUCT Value 0x305
FCodes.KBD_BOOKADDFILE	KBD_BOOKADDFILE Value 0x30A
FCodes.KBD_BOOKEDITDEFINE	KBD_BOOKEDITDEFINE Value 0x30B
FCodes.KBD_BOOKRENAMEFILE	KBD_BOOKRENAMEFILE Value 0x30C
FCodes.KBD_BOOKDISPLAYFILENAME	KBD_BOOKDISPLAYFILENAME Value 0x30D
FCodes.KBD_BOOKDISPLAYTEXT	KBD_BOOKDISPLAYTEXT Value 0x30E
FCodes.KBD_BOOKCOMP_EXCLUDE	KBD_BOOKCOMP_EXCLUDE Value 0x4E0
FCodes.KBD_BOOKADDFOLDER	KBD_BOOKADDFOLDER Value 0x601
FCodes.KBD_BOOKCOMP_FILENAME	KBD_BOOKCOMP_FILENAME Value 0x607

Property name	Data Type
FCodes.KBD_BOOKCOMP_TEXT	KBD_BOOKCOMP_TEXT Value 0x608
FCodes.KBD_BOOKADDGROUP	KBD_BOOKADDGROUP Value 0x609
FCodes.KBD_MOVE_UP	KBD_MOVE_UP Value 0x70A
FCodes.KBD_MOVE_DOWN	KBD_MOVE_DOWN Value 0x70B
FCodes.KBD_MOVE_LEFT	KBD_MOVE_LEFT Value 0x70C
FCodes.KBD_MOVE_RIGHT	KBD_MOVE_RIGHT Value 0x70D
FCodes.KBD_OPEN_COMPONENTS	KBD_OPEN_COMPONENTS Value 0x3EA
FCodes.KBD_CLOSE_COMPONENTS	KBD_CLOSE_COMPONENTS Value 0x3EB
FCodes.KBD_PRINT_COMPONENTS	KBD_PRINT_COMPONENTS Value 0x3EC
FCodes.KBD_SAVE_COMPONENTS	KBD_SAVE_COMPONENTS Value 0x3ED
FCodes.KBD_COMPONENT_PROPERTIES	KBD_COMPONENT_PROPERTIES Value 0x3EE
FCodes.KBD_DELETE_FILE	KBD_DELETE_FILE Value 0x30F
FCodes.KBD_COLLAPSE_ALL	KBD_COLLAPSE_ALL Value 0x3FA
FCodes.KBD_EXPAND_ALL	KBD_EXPAND_ALL Value 0x3FB
FCodes.SWITCH_TO_RESOURCEMANAGER	SWITCH_TO_RESOURCEMANAGER Value 0x9EA
FCodes.SWITCH_TO_DOCUMENTVIEW	SWITCH_TO_DOCUMENTVIEW Value 0x9EB
FCodes.KBD_SAVE	KBD_SAVE Value 0x310
FCodes.KBD_SAVEAS	KBD_SAVEAS Value 0x311

Property name	Data Type
FCodes.KBD_SAVEASPDFREVIEW	KBD_SAVEASPDFREVIEW Value 0x95A
FCodes.KBD_SAVEASPDFREVIEW2	KBD_SAVEASPDFREVIEW2 Value 0x95B
FCodes.KBD_SAVEASPDFUBIQ	KBD_SAVEASPDFUBIQ Value 0x95E
FCodes.KBD_SAVEASPDFSHARE	KBD_SAVEASPDFSHARE Value 0x95F
FCodes.KBD_SAVEASPDF	KBD_SAVEASPDF Value 0x950
FCodes.KBD_SAVEASXML	KBD_SAVEASXML Value 0x951
FCodes.KBD_MANCOND	KBD_MANCOND Value 0x952
FCodes.KBD_CONDINDICATOR	KBD_CONDINDICATOR Value 0x953
FCodes.KBD_ATTRCOND	KBD_ATTRCOND Value 0x954
FCodes.KBD_PREVIEWFBA	KBD_PREVIEWFBA Value 0xB16
FCodes.AMT_REGISTRATION	AMT_REGISTRATION Value 0x965
FCodes.AMT_DEACTIVATION	AMT_DEACTIVATION Value 0x967
FCodes.AMT_UPDATES	AMT_UPDATES Value 0x968
FCodes.KBD_REVERT	KBD_REVERT Value 0x312
FCodes.KBD_DOCINFO	KBD_DOCINFO Value 0x3DA
FCodes.KBD_SETPOSTER	KBD_SETPOSTER Value 0x3DB
FCodes.KBD_REMOVEPOSTER	KBD_REMOVEPOSTER Value 0x3DE
FCodes.KBD_PRINT	KBD_PRINT Value 0x313

Property name	Data Type
FCodes.KBD_IMPORT	KBD_IMPORT Value 0x314
FCodes.KBD_GENERATE	KBD_GENERATE Value 0x3E1
FCodes.KBD_USEFMTFROM	KBD_USEFMTFROM Value 0x316
FCodes.KBD_KBMACRO	KBD_KBMACRO Value 0x317
FCodes.KBD_SESSION	KBD_SESSION Value 0x318
FCodes.KBD_PAGESETUP	KBD_PAGESETUP Value 0x319
FCodes.KBD_OPENALL	KBD_OPENALL Value 0x31A
FCodes.KBD_QUITALL	KBD_QUITALL Value 0x31B
FCodes.KBD_SAVEALL	KBD_SAVEALL Value 0x31C
FCodes.KBD_REPEATNEW	KBD_REPEATNEW Value 0x31D
FCodes.KBD_PODLOCATION	KBD_PODLOCATION Value 0x31E
FCodes.KBD_COMPARE	KBD_COMPARE Value 0x31F
FCodes.KBD_UNDO	KBD_UNDO Value 0x320
FCodes.KBD_REDO	KBD_REDO Value 0x935
FCodes.KBD_HIST	KBD_HIST Value 0x936
FCodes.KBD_REPEAT	KBD_REPEAT Value 0x939
FCodes.KBD_CUT	KBD_CUT Value 0x321
FCodes.KBD_COPY	KBD_COPY Value 0x322

Property name	Data Type
FCodes.KBD_PASTE	KBD_PASTE Value 0x323
FCodes.KBD_CLEAR	KBD_CLEAR Value 0x324
FCodes.KBD_COPYFONT	KBD_COPYFONT Value 0x325
FCodes.KBD_COPYPGF	KBD_COPYPGF Value 0x326
FCodes.KBD_SELECTALL	KBD_SELECTALL Value 0x327
FCodes.KBD_STUFF	KBD_STUFF Value 0x328
FCodes.KBD_SEARCH	KBD_SEARCH Value 0x329
FCodes.KBD_SPELLING	KBD_SPELLING Value 0x32A
FCodes.KBD_CAPITAL	KBD_CAPITAL Value 0x32B
FCodes.KBD_YANK	KBD_YANK Value 0x32C
FCodes.KBD_SELECT_GENERATED_FILES	KBD_SELECT_GENERATED_FILES Value 0x32D
FCodes.KBD_SELECT_NON_GENERATED_FILES	KBD_SELECT_NON_GENERATED_FILES Value 0x32E
FCodes.KBD_SELECT_FM_FILES	KBD_SELECT_FM_FILES Value 0x315
FCodes.KBD_SELECT_PRINTABLE_FILES	KBD_SELECT_PRINTABLE_FILES Value 0x9E2
FCodes.KBD_SELECT_EXCLUDED_FILE	KBD_SELECT_EXCLUDED_FILE Value 0x9D1
FCodes.KBD_SELECT_NONEXCLUDED_FILE	KBD_SELECT_NONEXCLUDED_FILE Value 0x9D2
FCodes.KBD_SELECT_CHAPTER_COMPONENTS	KBD_SELECT_CHAPTER_COMPONENTS Value 0x9D3
FCodes.KBD_SELECT_SECTION_COMPONENTS	KBD_SELECT_SECTION_COMPONENTS Value 0x9D4

Property name	Data Type
FCodes.KBD_SELECT_SUBSECTION_COMPONENTS	KBD_SELECT_SUBSECTION_COMPONENTS Value 0x9D5
FCodes.KBD_ALLCAP	KBD_ALLCAP Value 0x33A
FCodes.KBD_ALLOWER	KBD_ALLOWER Value 0x33B
FCodes.KBD_INITCAP	KBD_INITCAP Value 0x33C
FCodes.KBD_ALLCAPH	KBD_ALLCAPH Value 0x369
FCodes.KBD_ALLOWERH	KBD_ALLOWERH Value 0x36A
FCodes.KBD_INITCAPH	KBD_INITCAPH Value 0x36B
FCodes.KBD_THESAURUS	KBD_THESAURUS Value 0x3D0
FCodes.KBD_THESAURUS_REPLACE	KBD_THESAURUS_REPLACE Value 0x3D3
FCodes.KBD_CREATE_PUBLISHER	KBD_CREATE_PUBLISHER Value 0x3D5
FCodes.KBD_SUBSCRIBE_TO	KBD_SUBSCRIBE_TO Value 0x3D6
FCodes.KBD_LINK_BOUNDARIES	KBD_LINK_BOUNDARIES Value 0x3D7
FCodes.KBD_FONTDESIGN	KBD_FONTDESIGN Value 0x330
FCodes.KBD_PGFDDESIGN	KBD_PGFDDESIGN Value 0x331
FCodes.KBD_RUBIPROPS	KBD_RUBIPROPS Value 0x3DD
FCodes.KBD_COLLAYOUT	KBD_COLLAYOUT Value 0x348
FCodes.KBD_LINELAYOUT	KBD_LINELAYOUT Value 0x332
FCodes.KBD_PAGESIZE	KBD_PAGESIZE Value 0x349

Property name	Data Type
FCodes.KBD_PAGINATION	KBD_PAGINATION Value 0xA40
FCodes.KBD_PAGEBACK	KBD_PAGEBACK Value 0x34A
FCodes.KBD_NEWMASTER	KBD_NEWMASTER Value 0xA0A
FCodes.KBD_REORDERMASTER	KBD_REORDERMASTER Value 0xA0B
FCodes.KBD_PAGEUPDATE	KBD_PAGEUPDATE Value 0xA00
FCodes.KBD_CUST_TEXT_FRAME	KBD_CUST_TEXT_FRAME Value 0xA01
FCodes.KBD_CONNECT_TEXT_FRAME	KBD_CONNECT_TEXT_FRAME Value 0x35B
FCodes.KBD_CUTHEAD	KBD_CUTHEAD Value 0x35C
FCodes.KBD_CURTAIL	KBD_CURTAIL Value 0x35D
FCodes.KBD_CUTBOTH	KBD_CUTBOTH Value 0xA04
FCodes.KBD_SPLIT	KBD_SPLIT Value 0x35A
FCodes.KBD_SPLITR	KBD_SPLITR Value 0xA02
FCodes.KBD_SPLITL	KBD_SPLITL Value 0xA03
FCodes.KBD_ROTPAGE_PLUS	KBD_ROTPAGE_PLUS Value 0x34E
FCodes.KBD_ROTPAGE_MINUS	KBD_ROTPAGE_MINUS Value 0x34F
FCodes.KBD_ROTPAGE_NORM	KBD_ROTPAGE_NORM Value 0xA05
FCodes.KBD_NUMBERING	KBD_NUMBERING Value 0x333
FCodes.KBD_CBARPRO	KBD_CBARPRO Value 0x334

Property name	Data Type
FCodes.KBD_FOOTNOTEPRO	KBD_FOOTNOTEPRO Value 0x335
FCodes.KBD_TEXT_OPTIONS	KBD_TEXT_OPTIONS Value 0x337
FCodes.KBD_COMBINED_FONTS	KBD_COMBINED_FONTS Value 0x338
FCodes.KBD_ACROBAT_SETUP	KBD_ACROBAT_SETUP Value 0x36C
FCodes.KBD_LINENUMPRO	KBD_LINENUMPRO Value 0x673
FCodes.KBD_LINENUMTOGGLE	KBD_LINENUMTOGGLE Value 0x674
FCodes.KBD_FIRSTPAGE	KBD_FIRSTPAGE Value 0x340
FCodes.KBD_LASTPAGE	KBD_LASTPAGE Value 0x341
FCodes.KBD_BODYPAGE	KBD_BODYPAGE Value 0x342
FCodes.KBD_MASTERPAGE	KBD_MASTERPAGE Value 0x343
FCodes.KBD_REFPAGE	KBD_REFPAGE Value 0x344
FCodes.KBD_GOTOPAGE	KBD_GOTOPAGE Value 0x345
FCodes.KBD_ADDPAGE	KBD_ADDPAGE Value 0x346
FCodes.KBD_DELETEPAGE	KBD_DELETEPAGE Value 0x347
FCodes.KBD_FREEZE	KBD_FREEZE Value 0x34B
FCodes.KBD_TEXTCOLPRO	KBD_TEXTCOLPRO Value 0x339
FCodes.KBD_PREVPAGE	KBD_PREVPAGE Value 0x34C
FCodes.KBD_NEXTPAGE	KBD_NEXTPAGE Value 0x34D

Property name	Data Type
FCodes.KBD_GOTOPAGEN	KBD_GOTOPAGEN Value 0x96E
FCodes.KBD_GOTOIP	KBD_GOTOIP Value 0x96F
FCodes.KBD_STRWIN_LEFTANCHOR	KBD_STRWIN_LEFTANCHOR Value 0x3DF
FCodes.KBD_PAGEBREAK	KBD_PAGEBREAK Value 0x32F
FCodes.KBD_ANCHOR	KBD_ANCHOR Value 0x350
FCodes.KBD_FOOTNOTE	KBD_FOOTNOTE Value 0x351
FCodes.KBD_REFERENCE	KBD_REFERENCE Value 0x352
FCodes.KBD_VARIABLE	KBD_VARIABLE Value 0x353
FCodes.KBD_INSET	KBD_INSET Value 0x354
FCodes.KBD_HYPertext	KBD_HYPertext Value 0x359
FCodes.KBD_MARKERS	KBD_MARKERS Value 0x355
FCodes.KBD_EQUATION	KBD_EQUATION Value 0x336
FCodes.KBD_CONDTEXT	KBD_CONDTEXT Value 0x357
FCodes.KBD_NEWMARKER	KBD_NEWMARKER Value 0x356
FCodes.KBD_EDITMARKERTYPE	KBD_EDITMARKERTYPE Value 0x409
FCodes.KBD_DELMARKERTYPE	KBD_DELMARKERTYPE Value 0x358
FCodes.KBD_RENAMEMARKERTYPE	KBD_RENAMEMARKERTYPE Value 0x35F
FCodes.KBD_ADDMARKERTYPE	KBD_ADDMARKERTYPE Value 0x41D

Property name	Data Type
FCodes.KBD_DELETEMARKER	KBD_DELETEMARKER Value 0x969
FCodes.KBD_MARKERSPOD	KBD_MARKERSPOD Value 0x96A
FCodes.KBD_XREFSPOD	KBD_XREFSPOD Value 0x96B
FCodes.KBD_FONTPOD	KBD_FONTPOD Value 0x966
FCodes.KBD_FONTPREPLACEPOD	KBD_FONTPREPLACEPOD Value 0x95C
FCodes.KBD_HOTSPOTSPOD	KBD_HOTSPOTSPOD Value 0x4FF
FCodes.KBD_NEWAFRAME	KBD_NEWAFRAME Value 0x96D
FCodes.KBD_NEWHYPERTEXT	KBD_NEWHYPERTEXT Value 0x35E
FCodes.KBD_VALIDATE_HYPERTEXT	KBD_VALIDATE_HYPERTEXT Value 0xF13
FCodes.MENU_HYPERTEXT	MENU_HYPERTEXT Value 0xC18
FCodes.KBD_HYPRTXT_SHTCUT	KBD_HYPRTXT_SHTCUT Value 0x41E
FCodes.WEB_GOTOADOBE	WEB_GOTOADOBE Value 0xC19
FCodes.KBD_FMPIP	KBD_FMPIP Value 0x806
FCodes.WEB_PREFERENCES	WEB_PREFERENCES Value 0xC1A
FCodes.WEB_TOPISSUES	WEB_TOPISSUES Value 0xC1B
FCodes.WEB_ADOBEHELP	WEB_ADOBEHELP Value 0xC22
FCodes.WEB_CORPORATENEWS	WEB_CORPORATENEWS Value 0xC1D
FCodes.WEB_REGISTRATION	WEB_REGISTRATION Value 0xC1E

Property name	Data Type
FCodes.WEB_FRAME_BOOKMARKS	WEB_FRAME_BOOKMARKS Value 0xC1F
FCodes.WEB_ADOBE_BOOKMARKS	WEB_ADOBE_BOOKMARKS Value 0xC21
FCodes.KBD_DUMPHYPERTEXT	KBD_DUMPHYPERTEXT Value 0xC20
FCodes.KBD_VARCURPG	KBD_VARCURPG Value 0xA06
FCodes.KBD_VARPGCOUNT	KBD_VARPGCOUNT Value 0xA07
FCodes.KBD_VARCURDATE	KBD_VARCURDATE Value 0xA08
FCodes.KBD_VAROTHER	KBD_VAROTHER Value 0xA09
FCodes.KBD_EDITVARIABLE	KBD_EDITVARIABLE Value 0xA0C
FCodes.KBD_FINDNEXT	KBD_FINDNEXT Value 0x955
FCodes.KBD_FINDPREV	KBD_FINDPREV Value 0x956
FCodes.KBD_TRACKCHANGE	KBD_TRACKCHANGE Value 0x957
FCodes.KBD_TRACKCHANGEDISABLE	KBD_TRACKCHANGEDISABLE Value 0x95D
FCodes.KBD_ACCEPTCHANGE	KBD_ACCEPTCHANGE Value 0x958
FCodes.KBD_REJECTCHANGE	KBD_REJECTCHANGE Value 0x959
FCodes.KBD_ACCEPTCHANGEANDNEXT	KBD_ACCEPTCHANGEANDNEXT Value 0x99B
FCodes.KBD_REJECTCHANGEANDNEXT	KBD_REJECTCHANGEANDNEXT Value 0x99C
FCodes.KBD_ACCEPTALLCHANGE	KBD_ACCEPTALLCHANGE Value 0x960
FCodes.KBD_REJECTALLCHANGE	KBD_REJECTALLCHANGE Value 0x961

Property name	Data Type
FCodes.KBD_PREVIEW_ACCEPTALL	KBD_PREVIEW_ACCEPTALL Value 0x962
FCodes.KBD_PREVIEW_REJECTALL	KBD_PREVIEW_REJECTALL Value 0x963
FCodes.KBD_PREVIEW_OFF	KBD_PREVIEW_OFF Value 0x964
FCodes.KBD_CONFIGURE_TC_COLOR	KBD_CONFIGURE_TC_COLOR Value 0x990
FCodes.KBD_TC_USER_NAME	KBD_TC_USER_NAME Value 0x991
FCodes.KBD_TC_SEARCH_DOC	KBD_TC_SEARCH_DOC Value 0x133
FCodes.KBD_TC_SEARCH_BOOK	KBD_TC_SEARCH_BOOK Value 0x134
FCodes.KBD_TC_SEARCH_DITAMAP	KBD_TC_SEARCH_DITAMAP Value 0x135
FCodes.KBD_TC_SEARCH_SEL	KBD_TC_SEARCH_SEL Value 0x136
FCodes.KBD_TOC	KBD_TOC Value 0x2B0
FCodes.KBD_LIST_FIGURE	KBD_LIST_FIGURE Value 0x2B1
FCodes.KBD_LIST_TABLE	KBD_LIST_TABLE Value 0x2B2
FCodes.KBD_LIST_PGF	KBD_LIST_PGF Value 0x2B3
FCodes.KBD_LIST_PGF_ALPHA	KBD_LIST_PGF_ALPHA Value 0x2B4
FCodes.KBD_LIST_MARKER	KBD_LIST_MARKER Value 0x2B5
FCodes.KBD_LIST_MARKER_ALPHA	KBD_LIST_MARKER_ALPHA Value 0x2B6
FCodes.KBD_LIST_REFERENCES	KBD_LIST_REFERENCES Value 0x2B7
FCodes.KBD_INDEX_STANDARD	KBD_INDEX_STANDARD Value 0x2C0

Property name	Data Type
FCodes.KBD_INDEX_AUTHOR	KBD_INDEX_AUTHOR Value 0x2C1
FCodes.KBD_INDEX_SUBJECT	KBD_INDEX_SUBJECT Value 0x2C2
FCodes.KBD_INDEX_MARKER	KBD_INDEX_MARKER Value 0x2C3
FCodes.KBD_INDEX_REFERENCES	KBD_INDEX_REFERENCES Value 0x2C4
FCodes.KBD_OPTIONS	KBD_OPTIONS Value 0x360
FCodes.KBD_BORDERS	KBD_BORDERS Value 0x361
FCodes.KBD_SYMBOLS	KBD_SYMBOLS Value 0x362
FCodes.KBD_RULERS	KBD_RULERS Value 0x363
FCodes.KBD_GRID	KBD_GRID Value 0x364
FCodes.KBD_SEPARATIONS	KBD_SEPARATIONS Value 0x365
FCodes.KBD_COLOR	KBD_COLOR Value 0x39F
FCodes.KBD_CONDISIBILITY	KBD_CONDISIBILITY Value 0x367
FCodes.KBD_CONDTOGGLEOVERR	KBD_CONDTOGGLEOVERR Value 0x368
FCodes.KBD_HOTSPOTINDICATORS	KBD_HOTSPOTINDICATORS Value 0x508
FCodes.KBD_TOGGLEDRAW	KBD_TOGGLEDRAW Value 0x366
FCodes.KBD_VIEWSEP1	KBD_VIEWSEP1 Value 0x36D
FCodes.KBD_VIEWSEP2	KBD_VIEWSEP2 Value 0x36E
FCodes.KBD_VIEWSEP3	KBD_VIEWSEP3 Value 0x36F

Property name	Data Type
FCodes.KBD_VIEWSEP4	KBD_VIEWSEP4 Value 0x37D
FCodes.KBD_VIEWSEP5	KBD_VIEWSEP5 Value 0x37E
FCodes.KBD_VIEWSEP6	KBD_VIEWSEP6 Value 0x39E
FCodes.KBD_MENUCOMPLETE	KBD_MENUCOMPLETE Value 0x33D
FCodes.KBD_MENUQUICK	KBD_MENUQUICK Value 0x33E
FCodes.KBD_MENUCUSTOM	KBD_MENUCUSTOM Value 0x33F
FCodes.KBD_MENUMODIFY	KBD_MENUMODIFY Value 0x3D9
FCodes.KBD_MENURESET	KBD_MENURESET Value 0x3D8
FCodes.KBD_SHOW_BORDERS	KBD_SHOW_BORDERS Value 0x3F1
FCodes.KBD_SHOW_HOTSPOTINDICATORS	KBD_SHOW_HOTSPOTINDICATORS Value 0x509
FCodes.KBD_SHOW_SYMBOLS	KBD_SHOW_SYMBOLS Value 0x3F2
FCodes.KBD_SHOW_RULERS	KBD_SHOW_RULERS Value 0x3F3
FCodes.KBD_SHOW_GRID	KBD_SHOW_GRID Value 0x3F4
FCodes.KBD_SHOW_LINK_BOUNDARIES	KBD_SHOW_LINK_BOUNDARIES Value 0x3F5
FCodes.KBD_SHOW_ELEM_BORDER	KBD_SHOW_ELEM_BORDER Value 0x3F6
FCodes.KBD_SHOW_ELEM_TAGS	KBD_SHOW_ELEM_TAGS Value 0x3F7
FCodes.KBD_SHOW_GRAPHICS	KBD_SHOW_GRAPHICS Value 0x3F8
FCodes.KBD_SHOW_COND_IND	KBD_SHOW_COND_IND Value 0x3F9

Property name	Data Type
FCodes.KBD_HIDE_BORDERS	KBD_HIDE_BORDERS Value 0x4F1
FCodes.KBD_HIDE_HOTSPOTINDICATORS	KBD_HIDE_HOTSPOTINDICATORS Value 0x50A
FCodes.KBD_HIDE_SYMBOLS	KBD_HIDE_SYMBOLS Value 0x4F2
FCodes.KBD_HIDE_RULERS	KBD_HIDE_RULERS Value 0x4F3
FCodes.KBD_HIDE_GRID	KBD_HIDE_GRID Value 0x4F4
FCodes.KBD_HIDE_LINK_BOUNDARIES	KBD_HIDE_LINK_BOUNDARIES Value 0x4F5
FCodes.KBD_HIDE_ELEM_BORDER	KBD_HIDE_ELEM_BORDER Value 0x4F6
FCodes.KBD_HIDE_GRAPHICS	KBD_HIDE_GRAPHICS Value 0x4F8
FCodes.KBD_HIDE_COND_IND	KBD_HIDE_COND_IND Value 0x4F9
FCodes.KBD_INSETPOD	KBD_INSETPOD Value 0x994
FCodes.KBD_SEARCHREFS	KBD_SEARCHREFS Value 0xB17
FCodes.KBD_FLIPUD	KBD_FLIPUD Value 0x370
FCodes.KBD_FLIPLR	KBD_FLIPLR Value 0x371
FCodes.KBD_ROTATE_CCW	KBD_ROTATE_CCW Value 0x372
FCodes.KBD_ROT_PLUS	KBD_ROT_PLUS Value 0x372
FCodes.KBD_ROTATE_CCW_SMALL	KBD_ROTATE_CCW_SMALL Value 0x38A
FCodes.KBD_SCALE	KBD_SCALE Value 0x373
FCodes.KBD_SMOOTH	KBD_SMOOTH Value 0x374

Property name	Data Type
FCodes.KBD_UNSMOOTH	KBD_UNSMOOTH Value 0x375
FCodes.KBD_RESHAPE	KBD_RESHAPE Value 0x376
FCodes.KBD_JOINCURVES	KBD_JOINCURVES Value 0x377
FCodes.KBD_SETSIDES	KBD_SETSIDES Value 0x378
FCodes.KBD_CONSTRAIN	KBD_CONSTRAIN Value 0x379
FCodes.KBD_SNAP	KBD_SNAP Value 0x37A
FCodes.KBD_GRAVITY	KBD_GRAVITY Value 0x37B
FCodes.KBD_KEEPTOOL	KBD_KEEPTOOL Value 0x37C
FCodes.KBD_OVERPRINT	KBD_OVERPRINT Value 0x3D2
FCodes.KBD_OVERPRINT_NONE	KBD_OVERPRINT_NONE Value 0x3D4
FCodes.KBD_RUN_OFF	KBD_RUN_OFF Value 0x670
FCodes.KBD_RUN_CONTOUR	KBD_RUN_CONTOUR Value 0x668
FCodes.KBD_RUN_BBOX	KBD_RUN_BBOX Value 0x669
FCodes.KBD_RUN_GAP	KBD_RUN_GAP Value 0x671
FCodes.KBD_RUN_PROPS	KBD_RUN_PROPS Value 0x667
FCodes.KBD_SETRUN_PROPS	KBD_SETRUN_PROPS Value 0x96C
FCodes.KBD_FRONT	KBD_FRONT Value 0x380
FCodes.KBD_BACK	KBD_BACK Value 0x381

Property name	Data Type
FCodes.KBD_GROUP	KBD_GROUP Value 0x382
FCodes.KBD_UNGROUP	KBD_UNGROUP Value 0x383
FCodes.KBD_ALIGN	KBD_ALIGN Value 0x384
FCodes.KBD_DISTRIBUTE	KBD_DISTRIBUTE Value 0x385
FCodes.KBD_ROTATE_CW	KBD_ROTATE_CW Value 0x386
FCodes.KBD_ROT_MINUS	KBD_ROT_MINUS Value 0x386
FCodes.KBD_ROTATE_CW_SMALL	KBD_ROTATE_CW_SMALL Value 0x389
FCodes.KBD_OBJPROPS	KBD_OBJPROPS Value 0x387
FCodes.KBD_PICKOBJPROPS	KBD_PICKOBJPROPS Value 0x388
FCodes.KBD_MUTATE	KBD_MUTATE Value 0x37F
FCodes.KBD_ROTATE	KBD_ROTATE Value 0x38B
FCodes.KBD_ROTATE_AGAIN	KBD_ROTATE_AGAIN Value 0x38C
FCodes.KBD_ROTATE_NATURAL	KBD_ROTATE_NATURAL Value 0x38D
FCodes.KBD_REROTATE	KBD_REROTATE Value 0x38E
FCodes.KBD_ROTATE_RESET0	KBD_ROTATE_RESET0 Value 0x38F
FCodes.KBD_SETALIGN_PROPS	KBD_SETALIGN_PROPS Value 0x992
FCodes.KBD_SETDISTRIBUTE_PROPS	KBD_SETDISTRIBUTE_PROPS Value 0x993
FCodes.KBD_CLOSEWIN	KBD_CLOSEWIN Value 0x390

Property name	Data Type
FCodes.KBD_OPENWIN	KBD_OPENWIN Value 0x391
FCodes.KBD_CLOPWIN	KBD_CLOPWIN Value 0x392
FCodes.KBD_MOVEWIN	KBD_MOVEWIN Value 0x393
FCodes.KBD_EXPOSEWIN	KBD_EXPOSEWIN Value 0x395
FCodes.KBD_HIDEWIN	KBD_HIDEWIN Value 0x396
FCodes.KBD_HISHWIN	KBD_HISHWIN Value 0x397
FCodes.KBD_REFRESHWIN	KBD_REFRESHWIN Value 0x398
FCodes.KBD_QUITWIN	KBD_QUITWIN Value 0x399
FCodes.KBD_RESIZELOCK	KBD_RESIZELOCK Value 0x39A
FCodes.KBD_RESIZEUNLOCK	KBD_RESIZEUNLOCK Value 0x39B
FCodes.KBD_QUIETCLOSEWIN	KBD_QUIETCLOSEWIN Value 0x39C
FCodes.KBD_POPUP_MENU	KBD_POPUP_MENU Value 0x39D
FCodes.KBD_LINETOOL	KBD_LINETOOL Value 0x3A0
FCodes.KBD_RECTTOOL	KBD_RECTTOOL Value 0x3A1
FCodes.KBD_POLYGTOOL	KBD_POLYGTOOL Value 0x3A2
FCodes.KBD_POLYLTOOL	KBD_POLYLTOOL Value 0x3A3
FCodes.KBD_ARCTOOL	KBD_ARCTOOL Value 0x3A4
FCodes.KBD_ROUNDRECT	KBD_ROUNDRECT Value 0x3A5

Property name	Data Type
FCodes.KBD_OVALTOOL	KBD_OVALTOOL Value 0x3A6
FCodes.KBD_TEXTLTOOL	KBD_TEXTLTOOL Value 0x3A7
FCodes.KBD_TEXTRTOOL	KBD_TEXTRTOOL Value 0x3A8
FCodes.KBD_FREETOOL	KBD_FREETOOL Value 0x3A9
FCodes.KBD_FRAMETOOL	KBD_FRAMETOOL Value 0x3AA
FCodes.KBD_LASTTOOL	KBD_LASTTOOL Value 0x3AB
FCodes.KBD_WIDTH0	KBD_WIDTH0 Value 0x3AC
FCodes.KBD_WIDTH1	KBD_WIDTH1 Value 0x3AD
FCodes.KBD_INCWIDTH	KBD_INCWIDTH Value 0x3AE
FCodes.KBD_DECWIDTH	KBD_DECWIDTH Value 0x3AF
FCodes.KBD_PEN0	KBD_PEN0 Value 0x3B0
FCodes.KBD_PEN1	KBD_PEN1 Value 0x3B1
FCodes.KBD_INCPEN	KBD_INCPEN Value 0x3B2
FCodes.KBD_DECPEN	KBD_DECPEN Value 0x3B3
FCodes.KBD_FILL0	KBD_FILL0 Value 0x3B4
FCodes.KBD_FILL1	KBD_FILL1 Value 0x3B5
FCodes.KBD_INCFILL	KBD_INCFILL Value 0x3B6
FCodes.KBD_DECFILL	KBD_DECFILL Value 0x3B7

Property name	Data Type
FCodes.KBD_SETFILL	KBD_SETFILL Value 0x3B8
FCodes.KBD_SETPEN	KBD_SETPEN Value 0x3B9
FCodes.KBD_SETWIDTH	KBD_SETWIDTH Value 0x3BA
FCodes.KBD_SETCAP	KBD_SETCAP Value 0x3BB
FCodes.KBD_SETSEP	KBD_SETSEP Value 0x3BC
FCodes.KBD_SETSEP_KEEP	KBD_SETSEP_KEEP Value 0x3BE
FCodes.KBD_SETSEP_ALL	KBD_SETSEP_ALL Value 0x3BF
FCodes.KBD_SETSEP_RESET_TINT_OVERPRINT	KBD_SETSEP_RESET_TINT_OVERPRINT Value 0x3D1
FCodes.KBD_SETFILL_0	KBD_SETFILL_0 Value 0x430
FCodes.KBD_SETFILL_1	KBD_SETFILL_1 Value 0x431
FCodes.KBD_SETFILL_2	KBD_SETFILL_2 Value 0x432
FCodes.KBD_SETFILL_3	KBD_SETFILL_3 Value 0x433
FCodes.KBD_SETFILL_4	KBD_SETFILL_4 Value 0x434
FCodes.KBD_SETFILL_5	KBD_SETFILL_5 Value 0x435
FCodes.KBD_SETFILL_6	KBD_SETFILL_6 Value 0x436
FCodes.KBD_SETFILL_7	KBD_SETFILL_7 Value 0x437
FCodes.KBD_SETFILL_8	KBD_SETFILL_8 Value 0x438
FCodes.KBD_SETFILL_9	KBD_SETFILL_9 Value 0x439

Property name	Data Type
FCodes.KBD_SETFILL_A	KBD_SETFILL_A Value 0x43A
FCodes.KBD_SETFILL_B	KBD_SETFILL_B Value 0x43B
FCodes.KBD_SETFILL_C	KBD_SETFILL_C Value 0x43C
FCodes.KBD_SETFILL_D	KBD_SETFILL_D Value 0x43D
FCodes.KBD_SETFILL_E	KBD_SETFILL_E Value 0x43E
FCodes.KBD_SETFILL_F	KBD_SETFILL_F Value 0x43F
FCodes.KBD_SETPEN_0	KBD_SETPEN_0 Value 0x440
FCodes.KBD_SETPEN_1	KBD_SETPEN_1 Value 0x441
FCodes.KBD_SETPEN_2	KBD_SETPEN_2 Value 0x442
FCodes.KBD_SETPEN_3	KBD_SETPEN_3 Value 0x443
FCodes.KBD_SETPEN_4	KBD_SETPEN_4 Value 0x444
FCodes.KBD_SETPEN_5	KBD_SETPEN_5 Value 0x445
FCodes.KBD_SETPEN_6	KBD_SETPEN_6 Value 0x446
FCodes.KBD_SETPEN_7	KBD_SETPEN_7 Value 0x447
FCodes.KBD_SETPEN_8	KBD_SETPEN_8 Value 0x448
FCodes.KBD_SETPEN_9	KBD_SETPEN_9 Value 0x449
FCodes.KBD_SETPEN_A	KBD_SETPEN_A Value 0x44A
FCodes.KBD_SETPEN_B	KBD_SETPEN_B Value 0x44B

Property name	Data Type
FCodes.KBD_SETPEN_C	KBD_SETPEN_C Value 0x44C
FCodes.KBD_SETPEN_D	KBD_SETPEN_D Value 0x44D
FCodes.KBD_SETPEN_E	KBD_SETPEN_E Value 0x44E
FCodes.KBD_SETPEN_F	KBD_SETPEN_F Value 0x44F
FCodes.KBD_SETWIDTH_0	KBD_SETWIDTH_0 Value 0x450
FCodes.KBD_SETWIDTH_1	KBD_SETWIDTH_1 Value 0x451
FCodes.KBD_SETWIDTH_2	KBD_SETWIDTH_2 Value 0x452
FCodes.KBD_SETWIDTH_3	KBD_SETWIDTH_3 Value 0x453
FCodes.KBD_SETWIDTH_SLIDE	KBD_SETWIDTH_SLIDE Value 0x45E
FCodes.KBD_SETWIDTH_OPTION	KBD_SETWIDTH_OPTION Value 0x45F
FCodes.KBD_SETCAP_0	KBD_SETCAP_0 Value 0x460
FCodes.KBD_SETCAP_1	KBD_SETCAP_1 Value 0x461
FCodes.KBD_SETCAP_2	KBD_SETCAP_2 Value 0x462
FCodes.KBD_SETCAP_3	KBD_SETCAP_3 Value 0x463
FCodes.KBD_SETCAP_OPTION	KBD_SETCAP_OPTION Value 0x46F
FCodes.KBD_SETDASH_0	KBD_SETDASH_0 Value 0x470
FCodes.KBD_SETDASH_1	KBD_SETDASH_1 Value 0x471
FCodes.KBD_SETDASH_2	KBD_SETDASH_2 Value 0x472

Property name	Data Type
FCodes.KBD_SETDASH_3	KBD_SETDASH_3 Value 0x473
FCodes.KBD_SETDASH_4	KBD_SETDASH_4 Value 0x474
FCodes.KBD_SETDASH_5	KBD_SETDASH_5 Value 0x475
FCodes.KBD_SETDASH_6	KBD_SETDASH_6 Value 0x476
FCodes.KBD_SETDASH_7	KBD_SETDASH_7 Value 0x477
FCodes.KBD_SETDASH_8	KBD_SETDASH_8 Value 0x478
FCodes.KBD_SETDASH_OPTION	KBD_SETDASH_OPTION Value 0x47F
FCodes.KBD_SNAP_0	KBD_SNAP_0 Value 0x480
FCodes.KBD_SNAP_1	KBD_SNAP_1 Value 0x481
FCodes.KBD_GRAVITY_0	KBD_GRAVITY_0 Value 0x482
FCodes.KBD_GRAVITY_1	KBD_GRAVITY_1 Value 0x483
FCodes.KBD_SETKNOCKOUT	KBD_SETKNOCKOUT Value 0x48A
FCodes.KBD_SETOVERPRINT	KBD_SETOVERPRINT Value 0x48B
FCodes.KBD_SETFROMCOLOR	KBD_SETFROMCOLOR Value 0x48C
FCodes.KBD_SETTINT	KBD_SETTINT Value 0x48D
FCodes.KBD_SETSOLID	KBD_SETSOLID Value 0x402
FCodes.KBD_SETDASH	KBD_SETDASH Value 0x403
FCodes.KBD_DASH0	KBD_DASH0 Value 0x404

Property name	Data Type
FCodes.KBD_DASH1	KBD_DASH1 Value 0x405
FCodes.KBD_INCDASH	KBD_INCDASH Value 0x406
FCodes.KBD_DECDASH	KBD_DECDASH Value 0x407
FCodes.KBD_DASHOPTION	KBD_DASHOPTION Value 0x408
FCodes.KBD_CHECKSEL	KBD_CHECKSEL Value 0x3C0
FCodes.KBD_CHECKDOC	KBD_CHECKDOC Value 0x3C1
FCodes.KBD_CORRECT	KBD_CORRECT Value 0x3C2
FCodes.KBD_ADDUSRDICTIONARY	KBD_ADDUSRDICTIONARY Value 0x3C3
FCodes.KBD_ADDDOCDICTIONARY	KBD_ADDDOCDICTIONARY Value 0x3C4
FCodes.KBD_ADDAUTOCORRECT	KBD_ADDAUTOCORRECT Value 0x3C5
FCodes.KBD_DELUSRDICTIONARY	KBD_DELUSRDICTIONARY Value 0x3C6
FCodes.KBD_DELDICTIONARY	KBD_DELDICTIONARY Value 0x3C7
FCodes.KBD_CLEARAUTO	KBD_CLEARAUTO Value 0x3C8
FCodes.KBD_CHANGEDICTIONARY	KBD_CHANGEDICTIONARY Value 0x3C9
FCodes.KBD_SPELLRESET	KBD_SPELLRESET Value 0x3CA
FCodes.KBD_CHECKPAGE	KBD_CHECKPAGE Value 0x3CB
FCodes.KBD_SPOPTIONS	KBD_SPOPTIONS Value 0x3CC
FCodes.KBD_HYPHENATE	KBD_HYPHENATE Value 0x3CD

Property name	Data Type
FCodes.KBD_CHECKBATCH	KBD_CHECKBATCH Value 0x3CE
FCodes.KBD_REFORMATDOC	KBD_REFORMATDOC Value 0x3CF
FCodes.KBD_ASC_CORRECT	KBD_ASC_CORRECT Value 0x995
FCodes.KBD_ASC_ADDUSRDICT	KBD_ASC_ADDUSRDICT Value 0x996
FCodes.KBD_ASC_ADDDOCDICT	KBD_ASC_ADDDOCDICT Value 0x997
FCodes.KBD_ASC_ENABLE_AUTO_SPELL_CHECK	KBD_ASC_ENABLE_AUTO_SPELL_CHECK Value 0x999
FCodes.TEXT_INSET_PROPS	TEXT_INSET_PROPS Value 0x3E0
FCodes.UPDATE_INSETS	UPDATE_INSETS Value 0x3E1
FCodes.SUPPRESS_INSETS	SUPPRESS_INSETS Value 0x3E2
FCodes.KBD_CREATE_MULTIMEDIA_LINK	KBD_CREATE_MULTIMEDIA_LINK Value 0x3E3
FCodes.KBD_CREATE_MULTIMEDIA_LINK_TBL	KBD_CREATE_MULTIMEDIA_LINK_TBL Value 0x3E4
FCodes.KBD_MENUBARFOCUS	KBD_MENUBARFOCUS Value 0x3F0
FCodes.KBD_SINGLE_QUOTE	KBD_SINGLE_QUOTE Value 0x400
FCodes.KBD_DOUBLE_QUOTE	KBD_DOUBLE_QUOTE Value 0x401
FCodes.HIGH_CHAR_PREV	HIGH_CHAR_PREV Value 0x410
FCodes.HIGH_WORD_PREV	HIGH_WORD_PREV Value 0x411
FCodes.HIGH_LINE_PREV	HIGH_LINE_PREV Value 0x412
FCodes.HIGH_SENT_PREV	HIGH_SENT_PREV Value 0x413

Property name	Data Type
FCodes.HIGH_PGF_PREV	HIGH_PGF_PREV Value 0x414
FCodes.HIGH_LINE_UP	HIGH_LINE_UP Value 0x415
FCodes.HIGH_LINE_DOWN	HIGH_LINE_DOWN Value 0x416
FCodes.HIGH_COL_TOP	HIGH_COL_TOP Value 0x417
FCodes.HIGH_COL_BOT	HIGH_COL_BOT Value 0x418
FCodes.HIGH_FLOW_BEG	HIGH_FLOW_BEG Value 0x419
FCodes.HIGH_FLOW_END	HIGH_FLOW_END Value 0x41A
FCodes.HIGH_LINE_BEG	HIGH_LINE_BEG Value 0x41B
FCodes.HIGH_LINE_END	HIGH_LINE_END Value 0x41C
FCodes.HIGH_ELEMENT_PREV	HIGH_ELEMENT_PREV Value 0x420
FCodes.HIGH_ELEMENT_NEXT	HIGH_ELEMENT_NEXT Value 0x421
FCodes.HIGH_SIBLINGS	HIGH_SIBLINGS Value 0x422
FCodes.HIGH_PARENT	HIGH_PARENT Value 0x423
FCodes.KBD_DFN_WEB_obsolete	KBD_DFN_WEB_obsolete Value 0x500
FCodes.KBD_DFN_LIB_obsolete	KBD_DFN_LIB_obsolete Value 0x501
FCodes.KBD_PASTE_RTF	KBD_PASTE_RTF Value 0x502
FCodes.KBD_PAGELAYOUT	KBD_PAGELAYOUT Value 0x503
FCodes.KBD_COPYRIGHT	KBD_COPYRIGHT Value 0x504

Property name	Data Type
FCodes.KBD_RESTOREFONT	KBD_RESTOREFONT Value 0x505
FCodes.KBD_SYMFONT	KBD_SYMFONT Value 0x506
FCodes.HIGH_CHAR_NEXT	HIGH_CHAR_NEXT Value 0x510
FCodes.HIGH_WORD_NEXT	HIGH_WORD_NEXT Value 0x511
FCodes.HIGH_LINE_NEXT	HIGH_LINE_NEXT Value 0x512
FCodes.HIGH_SENT_NEXT	HIGH_SENT_NEXT Value 0x513
FCodes.HIGH_PGF_NEXT	HIGH_PGF_NEXT Value 0x514
FCodes.HIGH_SAMECB	HIGH_SAMECB Value 0x515
FCodes.HIGH_SAMECOND	HIGH_SAMECOND Value 0x516
FCodes.HIGH_HYPertext	HIGH_HYPertext Value 0x517
FCodes.SEARCH_CB	SEARCH_CB Value 0x518
FCodes.SEARCH_CBTAG	SEARCH_CBTAG Value 0x519
FCodes.SEARCH_COND	SEARCH_COND Value 0x51A
FCodes.SEARCH_CBOVERRIDE	SEARCH_CBOVERRIDE Value 0x51B
FCodes.OBJ_SEL_FIRST	OBJ_SEL_FIRST Value 0x600
FCodes.OBJ_SEL_NEXT	OBJ_SEL_NEXT Value 0x601
FCodes.OBJ_SEL_EXTEND_NEXT	OBJ_SEL_EXTEND_NEXT Value 0x602
FCodes.OBJ_SEL_PREV	OBJ_SEL_PREV Value 0x603

Property name	Data Type
FCodes.OBJ_SEL_NEXT_WRAP	OBJ_SEL_NEXT_WRAP Value 0x604
FCodes.OBJ_SEL_PREV_WRAP	OBJ_SEL_PREV_WRAP Value 0x605
FCodes.OBJ_SEL_LAST	OBJ_SEL_LAST Value 0x606
FCodes.FOCUS_INPUT_DOC	FOCUS_INPUT_DOC Value 0x620
FCodes.FOCUS_INPUT_SEARCH	FOCUS_INPUT_SEARCH Value 0x621
FCodes.FOCUS_INPUT_MARKER	FOCUS_INPUT_MARKER Value 0x622
FCodes.FOCUS_INPUT_SPELL	FOCUS_INPUT_SPELL Value 0x623
FCodes.FOCUS_INPUT_HYPertext	FOCUS_INPUT_HYPertext Value 0x624
FCodes.FOCUS_INPUT_PGFFMT	FOCUS_INPUT_PGFFMT Value 0x626
FCodes.FOCUS_INPUT_FONTFMT	FOCUS_INPUT_FONTFMT Value 0x627
FCodes.FOCUS_INPUT_COND	FOCUS_INPUT_COND Value 0x629
FCodes.FOCUS_INPUT_CELLFMT	FOCUS_INPUT_CELLFMT Value 0x62A
FCodes.FOCUS_INPUT_CUSTRS	FOCUS_INPUT_CUSTRS Value 0x62B
FCodes.FOCUS_INPUT_TBLFMT	FOCUS_INPUT_TBLFMT Value 0x62C
FCodes.FOCUS_INPUT_STRWIN	FOCUS_INPUT_STRWIN Value 0x62D
FCodes.FOCUS_INPUT_VALIDATION	FOCUS_INPUT_VALIDATION Value 0x62E
FCodes.FOCUS_INPUT_ATTREDITOR	FOCUS_INPUT_ATTREDITOR Value 0x62F
FCodes.FOCUS_INPUT_ELEM_CTX	FOCUS_INPUT_ELEM_CTX Value 0xA32

Property name	Data Type
FCodes.KBD_CLOSE_SEARCH	KBD_CLOSE_SEARCH Value 0x681
FCodes.KBD_CLOSE_MARKER	KBD_CLOSE_MARKER Value 0x682
FCodes.KBD_CLOSE_SPELL	KBD_CLOSE_SPELL Value 0x683
FCodes.KBD_CLOSE_PGFFMT	KBD_CLOSE_PGFFMT Value 0x684
FCodes.KBD_CLOSE_FONTFMT	KBD_CLOSE_FONTFMT Value 0x685
FCodes.KBD_CLOSE_COND	KBD_CLOSE_COND Value 0x686
FCodes.KBD_CLOSE_CUSTRS	KBD_CLOSE_CUSTRS Value 0x687
FCodes.KBD_CLOSE_TBLFMT	KBD_CLOSE_TBLFMT Value 0x688
FCodes.KBD_CLOSE_STRWIN	KBD_CLOSE_STRWIN Value 0x689
FCodes.KBD_CLOSE_VALIDATION	KBD_CLOSE_VALIDATION Value 0x68A
FCodes.KBD_CLOSE_ATTREDITOR	KBD_CLOSE_ATTREDITOR Value 0x68B
FCodes.KBD_CLOSE_ELEM_CTX	KBD_CLOSE_ELEM_CTX Value 0x68C
FCodes.KBD_CLOSE_HYPertext	KBD_CLOSE_HYPertext Value 0x68D
FCodes.KBD_PAUSE_1x00	KBD_PAUSE_1x00 Value 0x630
FCodes.KBD_PAUSE_0x10	KBD_PAUSE_0x10 Value 0x631
FCodes.KBD_PAUSE_0x01	KBD_PAUSE_0x01 Value 0x632
FCodes.KBD_SLOW_0x00	KBD_SLOW_0x00 Value 0x633
FCodes.KBD_SLOW_1x00	KBD_SLOW_1x00 Value 0x634

Property name	Data Type
FCodes.KBD_SLOW_0x10	KBD_SLOW_0x10 Value 0x635
FCodes.KBD_SLOW_0x01	KBD_SLOW_0x01 Value 0x636
FCodes.KBD_SET_TEXTFRAME_GRID	KBD_SET_TEXTFRAME_GRID Value 0x666
FCodes.KBD_PURIFY_NEW_LEAKS	KBD_PURIFY_NEW_LEAKS Value 0x650
FCodes.KBD_PURIFY_ALL_LEAKS	KBD_PURIFY_ALL_LEAKS Value 0x651
FCodes.KBD_PURIFY_CLEAR_LEAKS	KBD_PURIFY_CLEAR_LEAKS Value 0x652
FCodes.KBD_COUNT_SBLOCKS	KBD_COUNT_SBLOCKS Value 0x653
FCodes.KBD_API	KBD_API Value 0xDF0
FCodes.KBD_API_SHORTCUT	KBD_API_SHORTCUT Value 0xDF1
FCodes.TYPEIN	TYPEIN Value 0xDF2
FCodes.INLINE_TYPEIN	INLINE_TYPEIN Value 0xDF3
FCodes.KBD_VIEW_API	KBD_VIEW_API Value 0xDF4
FCodes.KBD_VIEW_API_SHORTCUT	KBD_VIEW_API_SHORTCUT Value 0xDF5
FCodes.KBD_VIEW_SWITCH	KBD_VIEW_SWITCH Value 0xDF6
FCodes.KBD_BACKSTACK	KBD_BACKSTACK Value 0xEF0
FCodes.KBD_UPSTACK	KBD_UPSTACK Value 0xEF1
FCodes.KBD_VIEWER	KBD_VIEWER Value 0xF00
FCodes.TOGGLE_FLUID_VIEW	TOGGLE_FLUID_VIEW Value 0x500

Property name	Data Type
FCodes.KBD_DSEXIT	KBD_DSEXIT Value 0xF01
FCodes.KBD_MEMFAIL	KBD_MEMFAIL Value 0xF02
FCodes.KBD_SAVEMETA	KBD_SAVEMETA Value 0xF03
FCodes.KBD_MEM_STATS	KBD_MEM_STATS Value 0xF04
FCodes.KBD_CACHE_STATS	KBD_CACHE_STATS Value 0xF05
FCodes.KBD_NEWVAR	KBD_NEWVAR Value 0xF06
FCodes.KBD_UPDATEREF	KBD_UPDATEREF Value 0xF07
FCodes.KBD_DEREFREF	KBD_DEREFREF Value 0xF08
FCodes.KBD_HEATREF	KBD_HEATREF Value 0xF09
FCodes.KBD_DOC_REPORT	KBD_DOC_REPORT Value 0xF10
FCodes.KBD_FULLRULERS	KBD_FULLRULERS Value 0x3BD
FCodes.KBD_ALLSELECT	KBD_ALLSELECT Value 0xF20
FCodes.KBD_OBJSELECT	KBD_OBJSELECT Value 0xF21
FCodes.KBD_TOOLWIN	KBD_TOOLWIN Value 0xF22
FCodes.KBD_PGFWIN	KBD_PGFWIN Value 0xF23
FCodes.KBD_FONTWIN	KBD_FONTWIN Value 0xF24
FCodes.KBD_RESIZEBOX	KBD_RESIZEBOX Value 0xF25
FCodes.KBD_MATHWIN	KBD_MATHWIN Value 0xF26

Property name	Data Type
FCodes.KBD_RESIZEBOXM	KBD_RESIZEBOXM Value 0xF27
FCodes.KBD_ELEMENTWIN	KBD_ELEMENTWIN Value 0xF28
FCodes.KBD_SMALLTOOLWIN	KBD_SMALLTOOLWIN Value 0xF29
FCodes.KBD_OBJSELECT_NOPREF	KBD_OBJSELECT_NOPREF Value 0xF2A
FCodes.KBD_HOTSPOT	KBD_HOTSPOT Value 0x4FD
FCodes.KBD_EDITHOTSPOT	KBD_EDITHOTSPOT Value 0x4FE
FCodes.KBD_DELINKHOTSPOT	KBD_DELINKHOTSPOT Value 0x507
FCodes.KBD_ZOOMIN	KBD_ZOOMIN Value 0xF30
FCodes.KBD_ZOOMOUT	KBD_ZOOMOUT Value 0xF31
FCodes.KBD_ZOOM_FIT_PAGE	KBD_ZOOM_FIT_PAGE Value 0xF32
FCodes.KBD_ZOOM_FIT_WINDOW	KBD_ZOOM_FIT_WINDOW Value 0xF33
FCodes.KBD_ZOOM	KBD_ZOOM Value 0xF34
FCodes.KBD_ZOOM100	KBD_ZOOM100 Value 0xF35
FCodes.KBD_ZOOM_SET	KBD_ZOOM_SET Value 0xF3C
FCodes.KBD_ZOOM_FIT_TEXTFRAME	KBD_ZOOM_FIT_TEXTFRAME Value 0xF3F
FCodes.KBD_ZOOM_AUTOFIT_AFTER_ZOOM	KBD_ZOOM_AUTOFIT_AFTER_ZOOM Value 0xF1A
FCodes.KBD_TAGSTATUS	KBD_TAGSTATUS Value 0xF36
FCodes.KBD_PAGESTATUS	KBD_PAGESTATUS Value 0xF37

Property name	Data Type
FCodes.KBD_HSCROLL	KBD_HSCROLL Value 0xF38
FCodes.KBD_VSCROLL	KBD_VSCROLL Value 0xF39
FCodes.KBD_RENAMEPAGE	KBD_RENAMEPAGE Value 0xF3A
FCodes.KBD_RENAMEFRAME	KBD_RENAMEFRAME Value 0xF3B
FCodes.KBD_FONTQUICK	KBD_FONTQUICK Value 0xF40
FCodes.KBD_PGFQUICK	KBD_PGFQUICK Value 0xF41
FCodes.KBD_VARQUICK	KBD_VARQUICK Value 0xF42
FCodes.KBD_CELLFMQUICK	KBD_CELLFMQUICK Value 0xF43
FCodes.KBD_CONDIQUICK	KBD_CONDIQUICK Value 0xF44
FCodes.KBD_CONDNOTQUICK	KBD_CONDNOTQUICK Value 0xF45
FCodes.KBD_UNCOND	KBD_UNCOND Value 0xF46
FCodes.KBD_CONDVISONLYQUICK	KBD_CONDVISONLYQUICK Value 0xF47
FCodes.KBD_INSERTQUICK	KBD_INSERTQUICK Value 0xF48
FCodes.KBD_WRAPQUICK	KBD_WRAPQUICK Value 0xF49
FCodes.KBD_CHANGEQUICK	KBD_CHANGEQUICK Value 0xF4C
FCodes.KBD_ATTREDITQUICK	KBD_ATTREDITQUICK Value 0xF4D
FCodes.PGF_DESIGN_CAT	PGF_DESIGN_CAT Value 0xF4E
FCodes.CHAR_DESIGN_CAT	CHAR_DESIGN_CAT Value 0xF4F

Property name	Data Type
FCodes.TBL_DESIGN_CAT	TBL_DESIGN_CAT Value 0xF5F
FCodes.KBD_NOCHANGEDB	KBD_NOCHANGEDB Value 0xF4A
FCodes.KBD_RESETDB	KBD_RESETDB Value 0xF4B
FCodes.KBD_SMEQN	KBD_SMEQN Value 0xF50
FCodes.KBD_MEDEQN	KBD_MEDEQN Value 0xF51
FCodes.KBD_LGEQN	KBD_LGEQN Value 0xF52
FCodes.KBD_PUTINLINE	KBD_PUTINLINE Value 0xF53
FCodes.KBD_ANTIPUTINLINE	KBD_ANTIPUTINLINE Value 0xF54
FCodes.KBD_EVACUATE	KBD_EVACUATE Value 0xF60
FCodes.KBD_VERIFYCONTEXT	KBD_VERIFYCONTEXT Value 0xF61
FCodes.KBD_SAVEASDBRE	KBD_SAVEASDBRE Value 0xF70
FCodes.KBD_TEST_MODAL	KBD_TEST_MODAL Value 0xF71
FCodes.KBD_TEST_MODELESS	KBD_TEST_MODELESS Value 0xF72
FCodes.KBD_STUFF_ITEM	KBD_STUFF_ITEM Value 0xF73
FCodes.KBD_SAVESAS	KBD_SAVESAS Value 0xF74
FCodes.KBD_TEST_PRINTDBRE	KBD_TEST_PRINTDBRE Value 0xF75
FCodes.KBD_SAVEFMX	KBD_SAVEFMX Value 0xF76
FCodes.KBD_SAVEDBRE	KBD_SAVEDBRE Value 0xF77

Property name	Data Type
FCodes.KBD_CAPTURE_LIVE_DIALOG	KBD_CAPTURE_LIVE_DIALOG Value 0xF78
FCodes.KBD_RM_MODE	KBD_RM_MODE Value 0xF79
FCodes.KBD_DRE_MODE_X	KBD_DRE_MODE_X Value 0xF7A
FCodes.KBD_DRE_MODE_W	KBD_DRE_MODE_W Value 0xF7B
FCodes.KBD_DRE_MODE_M	KBD_DRE_MODE_M Value 0xF7C
FCodes.KBD_TABLE_INS	KBD_TABLE_INS Value 0xF80
FCodes.KBD_TABLE_FORMAT	KBD_TABLE_FORMAT Value 0xF81
FCodes.KBD_TABLE_CELLFMT	KBD_TABLE_CELLFMT Value 0xF84
FCodes.KBD_TABLE_ROWFMt	KBD_TABLE_ROWFMt Value 0xF85
FCodes.KBD_TABLE_CUSTRS	KBD_TABLE_CUSTRS Value 0xF86
FCodes.KBD_TABLE_ADDRC	KBD_TABLE_ADDRC Value 0xF87
FCodes.KBD_TABLE_RESIZECOL	KBD_TABLE_RESIZECOL Value 0xF88
FCodes.KBD_TABLE_STRADDLE	KBD_TABLE_STRADDLE Value 0xF89
FCodes.KBD_TABLE_CONVERT	KBD_TABLE_CONVERT Value 0xF8A
FCodes.KBD_TABLE_DEBUG	KBD_TABLE_DEBUG Value 0xF8B
FCodes.KBD_TABLE_RULES	KBD_TABLE_RULES Value 0xF8C
FCodes.KBD_TABLE_EXIT_IP	KBD_TABLE_EXIT_IP Value 0xFC0
FCodes.KBD_TBL_DLG_UNIFY_TF	KBD_TBL_DLG_UNIFY_TF Value 0xF90

Property name	Data Type
FCodes.KBD_TBL_DLG_UNIFY_CF	KBD_TBL_DLG_UNIFY_CF Value 0xF91
FCodes.KBD_TBL_DLG_ADD_ABOVE	KBD_TBL_DLG_ADD_ABOVE Value 0xF92
FCodes.KBD_TBL_DLG_ADD_BELOW	KBD_TBL_DLG_ADD_BELOW Value 0xF93
FCodes.KBD_TBL_DLG_ADD_LEFT	KBD_TBL_DLG_ADD_LEFT Value 0xF94
FCodes.KBD_TBL_DLG_ADD_RIGHT	KBD_TBL_DLG_ADD_RIGHT Value 0xF95
FCodes.KBD_TBL_DLG_CLEAR_EMPTY	KBD_TBL_DLG_CLEAR_EMPTY Value 0xF96
FCodes.KBD_TBL_DLG_CLEAR_X	KBD_TBL_DLG_CLEAR_X Value 0xF97
FCodes.KBD_TBL_DLG_PASTE_REPL	KBD_TBL_DLG_PASTE_REPL Value 0xF98
FCodes.KBD_TBL_DLG_PASTE_BEFORE	KBD_TBL_DLG_PASTE_BEFORE Value 0xF99
FCodes.KBD_TBL_DLG_PASTE_AFTER	KBD_TBL_DLG_PASTE_AFTER Value 0xF9A
FCodes.KBD_TABLEWIN	KBD_TABLEWIN Value 0xFBB
FCodes.TBL_APPLY_CAT_TO_SEL	TBL_APPLY_CAT_TO_SEL Value 0xFBC
FCodes.KBD_CLOSE_TABLE_CATALOG	KBD_CLOSE_TABLE_CATALOG Value 0xFBD
FCodes.TBL_APPLY_TAG	TBL_APPLY_TAG Value 0xFBE
FCodes.KBD_COPYCELLFMT	KBD_COPYCELLFMT Value 0xF9B
FCodes.KBD_COPYCOLW	KBD_COPYCOLW Value 0xF9C
FCodes.KBD_COPYCOND	KBD_COPYCOND Value 0xF9D
FCodes.KBD_USEELTDEFSFROM	KBD_USEELTDEFSFROM Value 0xF9E

Property name	Data Type
FCodes.KBD_COPYATTRS	KBD_COPYATTRS Value 0xF9F
FCodes.KBD_ATOMIZE_INSET	KBD_ATOMIZE_INSET Value 0xFAA
FCodes.KBD_SWAP_RED_BLUE	KBD_SWAP_RED_BLUE Value 0xFAB
FCodes.KBD_REWRAP_INLINE_MATH	KBD_REWRAP_INLINE_MATH Value 0xFAC
FCodes.KBD_MODE_ROTATE_TOOL	KBD_MODE_ROTATE_TOOL Value 0xFAD
FCodes.KBD_XYZZY	KBD_XYZZY Value 0xFED
FCodes.KBD_XYZZZ	KBD_XYZZZ Value 0xEE0
FCodes.KBD_XYZZQ	KBD_XYZZQ Value 0xEE1
FCodes.KBD_ACTIVATE_IN_PDF_BYDEFAULT	KBD_ACTIVATE_IN_PDF_BYDEFAULT Value 0x4FA
FCodes.KBD_OPEN_IN_POPUP_WIN_IN_PDF	KBD_OPEN_IN_POPUP_WIN_IN_PDF Value 0x4FB
FCodes.KBD_GRAPHIC_SET_NAME	KBD_GRAPHIC_SET_NAME Value 0x4FC
FCodes.CMD_OPEN_DITAMAP_COMPONENT	CMD_OPEN_DITAMAP_COMPONENT Value 0xF14
FCodes.PGF_DESIGNKIT_APPLY	PGF_DESIGNKIT_APPLY Value 0xAAA
FCodes.CHAR_DESIGNKIT_APPLY	CHAR_DESIGNKIT_APPLY Value 0xAAB
FCodes.TBL_DESIGNKIT_APPLY	TBL_DESIGNKIT_APPLY Value 0xAAC
FCodes.PGF_DESIGNKIT_UPDATEALL	PGF_DESIGNKIT_UPDATEALL Value 0xAAD
FCodes.CHAR_DESIGNKIT_UPDATEALL	CHAR_DESIGNKIT_UPDATEALL Value 0xAAE
FCodes.TBL_DESIGNKIT_UPDATEALL	TBL_DESIGNKIT_UPDATEALL Value 0xAAF

Property name	Data Type
FCodes.PGF_DESIGNKIT_NEWFORMAT	PGF_DESIGNKIT_NEWFORMAT Value 0xB00
FCodes.CHAR_DESIGNKIT_NEWFORMAT	CHAR_DESIGNKIT_NEWFORMAT Value 0xB01
FCodes.TBL_DESIGNKIT_NEWFORMAT	TBL_DESIGNKIT_NEWFORMAT Value 0xB02
FCodes.PGF_DESIGNKIT_UPDATEOPTIONS	PGF_DESIGNKIT_UPDATEOPTIONS Value 0xB03
FCodes.CHAR_DESIGNKIT_UPDATEOPTIONS	CHAR_DESIGNKIT_UPDATEOPTIONS Value 0xB04
FCodes.TBL_DESIGNKIT_UPDATEOPTIONS	TBL_DESIGNKIT_UPDATEOPTIONS Value 0xB05
FCodes.KBD_PGFFMT_DELETE	KBD_PGFFMT_DELETE Value 0xB06
FCodes.KBD_CHARFMT_DELETE	KBD_CHARFMT_DELETE Value 0xB07
FCodes.KBD_TBLFMT_DELETE	KBD_TBLFMT_DELETE Value 0xB08
FCodes.KBD_STYLEFMT_DELETE_UNUSED	KBD_STYLEFMT_DELETE_UNUSED Value 0xB10
FCodes.KBD_PGFFMT_DELETE_UNUSED	KBD_PGFFMT_DELETE_UNUSED Value 0xB13
FCodes.KBD_CHARFMT_DELETE_UNUSED	KBD_CHARFMT_DELETE_UNUSED Value 0xB14
FCodes.KBD_TBLFMT_DELETE_UNUSED	KBD_TBLFMT_DELETE_UNUSED Value 0xB15
FCodes.PGF_DESIGNKIT_RESET	PGF_DESIGNKIT_RESET Value 0xAB0
FCodes.CHAR_DESIGNKIT_RESET	CHAR_DESIGNKIT_RESET Value 0xAB1
FCodes.TBL_DESIGNKIT_RESET	TBL_DESIGNKIT_RESET Value 0xAB2
FCodes.KBD_STYLEFMT_DELETE	KBD_STYLEFMT_DELETE Value 0xBB0
FCodes.KBD_STYLE_CATALOG	KBD_STYLE_CATALOG Value 0xBB1

Property name	Data Type
FCodes.KBD_STYLE_DESIGNER	KBD_STYLE_DESIGNER Value 0xBB2
FCodes.CONDTEXT_KIT_APPLY	CONDTEXT_KIT_APPLY Value 0xB09
FCodes.ALT_TXT_INSET	ALT_TXT_INSET Value 0xB11
FCodes.ALT_GFX_INSET	ALT_GFX_INSET Value 0xB12
FCodes.KBD_TBLSEL_CELL	KBD_TBLSEL_CELL Value 0xFA0
FCodes.KBD_TBLSEL_ROW	KBD_TBLSEL_ROW Value 0xFA1
FCodes.KBD_TBLSEL_COL	KBD_TBLSEL_COL Value 0xFA2
FCodes.KBD_TBLSEL_TABLE	KBD_TBLSEL_TABLE Value 0xFA3
FCodes.KBD_TBLSEL_CELLTEXT	KBD_TBLSEL_CELLTEXT Value 0xFA4
FCodes.KBD_TBLSEL_COLBODY	KBD_TBLSEL_COLBODY Value 0xFA5
FCodes.KBD_TBLIP_TOPLEFT	KBD_TBLIP_TOPLEFT Value 0xFB0
FCodes.KBD_TBLIP_RIGHT	KBD_TBLIP_RIGHT Value 0xFB1
FCodes.KBD_TBLIP_LEFT	KBD_TBLIP_LEFT Value 0xFB2
FCodes.KBD_TBLIP_ABOVE	KBD_TBLIP_ABOVE Value 0xFB3
FCodes.KBD_TBLIP_BELOW	KBD_TBLIP_BELOW Value 0xFB4
FCodes.KBD_TBLIP_LEFTMOST	KBD_TBLIP_LEFTMOST Value 0xFB5
FCodes.KBD_TBLIP_RIGHTMOST	KBD_TBLIP_RIGHTMOST Value 0xFB6
FCodes.KBD_TBLIP_NEXT	KBD_TBLIP_NEXT Value 0xFB7

Property name	Data Type
FCodes.KBD_TBLIP_PREV	KBD_TBLIP_PREV Value 0xFB8
FCodes.KBD_TBLIP_TOP	KBD_TBLIP_TOP Value 0xFB9
FCodes.KBD_TBLIP_BOTTOM	KBD_TBLIP_BOTTOM Value 0xFBA
FCodes.PGF_KBD_SIDEBODY	PGF_KBD_SIDEBODY Value 0xFC9
FCodes.PGF_KBD_SIDEHEAD_FIRST_BASELINE	PGF_KBD_SIDEHEAD_FIRST_BASELINE Value 0xFCA
FCodes.PGF_KBD_SIDEHEAD_LAST_BASELINE	PGF_KBD_SIDEHEAD_LAST_BASELINE Value 0xFCB
FCodes.PGF_KBD_SIDEHEAD_TOP	PGF_KBD_SIDEHEAD_TOP Value 0xFCC
FCodes.PGF_KBD_RUN_IN	PGF_KBD_RUN_IN Value 0xFCD
FCodes.PGF_KBD_FULLSTRADDLE	PGF_KBD_FULLSTRADDLE Value 0xFCE
FCodes.PGF_KBD_BODYSTRADDLE	PGF_KBD_BODYSTRADDLE Value 0xFCF
FCodes.KBD_TBL_DLG_SHRINKWRAP	KBD_TBL_DLG_SHRINKWRAP Value 0xFD0
FCodes.ELEM_INS_CAT_AT_SEL	ELEM_INS_CAT_AT_SEL Value 0xA10
FCodes.ELEM_WRAP_CAT_AT_SEL	ELEM_WRAP_CAT_AT_SEL Value 0xA11
FCodes.ELEM_CHANGE_CAT_AT_SEL	ELEM_CHANGE_CAT_AT_SEL Value 0xA12
FCodes.ELEM_INSERT_CUSTOM_1	ELEM_INSERT_CUSTOM_1 Value 0xA21
FCodes.ELEM_INSERT_CUSTOM_2	ELEM_INSERT_CUSTOM_2 Value 0xA22
FCodes.ELEM_INSERT_CUSTOM_3	ELEM_INSERT_CUSTOM_3 Value 0xA23
FCodes.ELEM_INSERT_CUSTOM_4	ELEM_INSERT_CUSTOM_4 Value 0xA24

Property name	Data Type
FCodes.ELEM_INSERT_CUSTOM_5	ELEM_INSERT_CUSTOM_5 Value 0xA25
FCodes.ELEM_INSERT_CUSTOM_6	ELEM_INSERT_CUSTOM_6 Value 0xA26
FCodes.ELEM_INSERT_CUSTOM_7	ELEM_INSERT_CUSTOM_7 Value 0xA27
FCodes.ELEM_INSERT_CUSTOM_8	ELEM_INSERT_CUSTOM_8 Value 0xA28
FCodes.ELEM_INSERT_CUSTOM_9	ELEM_INSERT_CUSTOM_9 Value 0xA29
FCodes.ELEM_INSERT_CUSTOM_10	ELEM_INSERT_CUSTOM_10 Value 0xA2A
FCodes.KBD_STRIP_FLOWSTRUCTURE	KBD_STRIP_FLOWSTRUCTURE Value 0xA30
FCodes.KBD_SHOW_ELEM_CTX	KBD_SHOW_ELEM_CTX Value 0xA31
FCodes.KBD_NORMALIZE_TAGS	KBD_NORMALIZE_TAGS Value 0xA33
FCodes.KBD_STRWIN	KBD_STRWIN Value 0xFD1
FCodes.KBD_ELEM_BORDER	KBD_ELEM_BORDER Value 0xFD2
FCodes.KBD_ELEM_MERGE_1ST	KBD_ELEM_MERGE_1ST Value 0xFD3
FCodes.KBD_ELEM_MERGE_LAST	KBD_ELEM_MERGE_LAST Value 0xFD4
FCodes.KBD_ELEM_SPLIT	KBD_ELEM_SPLIT Value 0xFD5
FCodes.KBD_ELEM_UNWRAP	KBD_ELEM_UNWRAP Value 0xFD6
FCodes.KBD_ELEM_CAT_OPTS	KBD_ELEM_CAT_OPTS Value 0xFD7
FCodes.KBD_SETELCATSTRICT	KBD_SETELCATSTRICT Value 0xFD8
FCodes.KBD_SETELCATLOOSE	KBD_SETELCATLOOSE Value 0xFD9

Property name	Data Type
FCodes.KBD_SETELCATCHILD	KBD_SETELCATCHILD Value 0xFDA
FCodes.KBD_SETELCATALL	KBD_SETELCATALL Value 0xFDB
FCodes.KBD_SETELCATFREQ	KBD_SETELCATFREQ Value 0xFF7
FCodes.ELEM_BAM	ELEM_BAM Value 0xFDC
FCodes.KBD_ELEM_TAGS	KBD_ELEM_TAGS Value 0xFDD
FCodes.KBD_BANNER_TEXT	KBD_BANNER_TEXT Value 0x137
FCodes.KBD_ELEM_PROMOTE	KBD_ELEM_PROMOTE Value 0xFDE
FCodes.KBD_ELEM_DEMOTE	KBD_ELEM_DEMOTE Value 0xFDF
FCodes.KBD_VALIDATION	KBD_VALIDATION Value 0xFE0
FCodes.KBD_VAL_ELEM	KBD_VAL_ELEM Value 0xFE1
FCodes.KBD_VAL_FLOW	KBD_VAL_FLOW Value 0xFE2
FCodes.KBD_VAL_DOC	KBD_VAL_DOC Value 0xFE3
FCodes.KBD_VAL_IGNORE	KBD_VAL_IGNORE Value 0xFE4
FCodes.KBD_VAL_START	KBD_VAL_START Value 0xFE5
FCodes.KBD_VAL_ALLOW	KBD_VAL_ALLOW Value 0xFE6
FCodes.KBD_VAL_CLEAR	KBD_VAL_CLEAR Value 0xFE7
FCodes.SW_CSR_UP	SW_CSR_UP Value 0xFE8
FCodes.SW_CSR_DOWN	SW_CSR_DOWN Value 0xFE9

Property name	Data Type
FCodes.SW_CSR_RIGHT	SW_CSR_RIGHT Value 0xFE
FCodes.SW_CSR_LEFT	SW_CSR_LEFT Value 0xFEB
FCodes.KBD_INLINE_ATTREDTR	KBD_INLINE_ATTREDTR Value 0x29B
FCodes.KBD_ATTRIBUTE_EDIT	KBD_ATTRIBUTE_EDIT Value 0xFEC
FCodes.KBD_ATTR_CONFIG_FILE_MAKER	KBD_ATTR_CONFIG_FILE_MAKER Value 0xFFA
FCodes.KBD_ATTR_DISP_OPTS	KBD_ATTR_DISP_OPTS Value 0xFEE
FCodes.KBD_FB_EDIT_PREFS	KBD_FB_EDIT_PREFS Value 0xFE
FCodes.KBD_REMOVE_STRUCT	KBD_REMOVE_STRUCT Value 0xFF0
FCodes.KBD_TOGGLE_INCLUSION	KBD_TOGGLE_INCLUSION Value 0xFF1
FCodes.KBD_TOGGLE_COLLAPSE	KBD_TOGGLE_COLLAPSE Value 0xFF2
FCodes.KBD_TOGGLE_COLLAPSE_ALL	KBD_TOGGLE_COLLAPSE_ALL Value 0xFF3
FCodes.KBD_TOGGLE_COLLAPSE_CHILDREN	KBD_TOGGLE_COLLAPSE_CHILDREN Value 0xA0D
FCodes.KBD_ELEM_TRANSPOSE_PREV	KBD_ELEM_TRANSPOSE_PREV Value 0xFF4
FCodes.KBD_ELEM_TRANSPOSE_NEXT	KBD_ELEM_TRANSPOSE_NEXT Value 0xFF5
FCodes.KBD_VAL_IGNORE_ATTR	KBD_VAL_IGNORE_ATTR Value 0xFF6
FCodes.KBD_NAMESPACES	KBD_NAMESPACES Value 0xFF8
FCodes.KBD_TOGGLE_STRUCT_AND_DOCWIN	KBD_TOGGLE_STRUCT_AND_DOCWIN Value 0xFF9
FCodes.FM_SEPARATOR	FM_SEPARATOR Value 0xF12

Property name	Data Type
FCodes.FM_TERMINATE	FM_TERMINATE Value 0xFF
FCodes.FM_RPT_CMDS_BY_TAG	FM_RPT_CMDS_BY_TAG Value 0xD00
FCodes.FM_RPT_CMDS_BY_SHORTCUT	FM_RPT_CMDS_BY_SHORTCUT Value 0xD01
FCodes.KBD_PASTESPECIAL	KBD_PASTESPECIAL Value 0xD10
FCodes.KBD_CLOSE_TOP_PALETTE	KBD_CLOSE_TOP_PALETTE Value 0xD20
FCodes.KBD_CLOSE_PARAGRAPH_CATALOG	KBD_CLOSE_PARAGRAPH_CATALOG Value 0xD21
FCodes.KBD_CLOSE_CHARACTER_CATALOG	KBD_CLOSE_CHARACTER_CATALOG Value 0xD22
FCodes.KBD_CLOSE_TOOLS_PALETTE	KBD_CLOSE_TOOLS_PALETTE Value 0xD23
FCodes.KBD_CLOSE_EQUATIONS_PALETTE	KBD_CLOSE_EQUATIONS_PALETTE Value 0xD24
FCodes.KBD_CLOSE_ELEMENT_CATALOG	KBD_CLOSE_ELEMENT_CATALOG Value 0xD26
FCodes.KBD_CLOSE_PARAGRAPH_DESIGNER	KBD_CLOSE_PARAGRAPH_DESIGNER Value 0xD28
FCodes.KBD_CLOSE_CHARACTER_DESIGNER	KBD_CLOSE_CHARACTER_DESIGNER Value 0xD29
FCodes.KBD_CLOSE_TABLE_DESIGNER	KBD_CLOSE_TABLE_DESIGNER Value 0xD2A
FCodes.KBD_WINDOWFULL_UP	KBD_WINDOWFULL_UP Value 0xD40
FCodes.KBD_WINDOWFULL_DOWN	KBD_WINDOWFULL_DOWN Value 0xD41
FCodes.KBD_VIEWER_MAKE_DOCUMENT	KBD_VIEWER_MAKE_DOCUMENT Value 0xD50
FCodes.KBD_VIEWER_MAKE_PALETTE	KBD_VIEWER_MAKE_PALETTE Value 0xD51
FCodes.KBD_VIEWER_MAKE_MODELESSDIALOG	KBD_VIEWER_MAKE_MODELESSDIALOG Value 0xD52

Property name	Data Type
FCodes.KBD_Item1stLogical	KBD_Item1stLogical Value 0xD60
FCodes.KBD_ItemNextLogical	KBD_ItemNextLogical Value 0xD61
FCodes.KBD_ItemPrevLogical	KBD_ItemPrevLogical Value 0xD62
FCodes.KBD_ItemNextPhysical	KBD_ItemNextPhysical Value 0xD63
FCodes.KBD_ItemPrevPhysical	KBD_ItemPrevPhysical Value 0xD64
FCodes.KBD_ItemLeft	KBD_ItemLeft Value 0xD65
FCodes.KBD_ItemRight	KBD_ItemRight Value 0xD66
FCodes.KBD_ItemUp	KBD_ItemUp Value 0xD67
FCodes.KBD_ItemDown	KBD_ItemDown Value 0xD68
FCodes.KBD_ItemSelect	KBD_ItemSelect Value 0xD69
FCodes.KBD_ItemFirstFocus	KBD_ItemFirstFocus Value 0xD6A
FCodes.INIT_DIALOG	INIT_DIALOG Value 0xD80
FCodes.KBD_RENAMEORPLAIN	KBD_RENAMEORPLAIN Value 0x900
FCodes.KBD_WIN_CASCADE	KBD_WIN_CASCADE Value 0x903
FCodes.KBD_WIN_TILE	KBD_WIN_TILE Value 0x904
FCodes.KBD_TAB_LEFT	KBD_TAB_LEFT Value 0x906
FCodes.KBD_TAB_CENTER	KBD_TAB_CENTER Value 0x907
FCodes.KBD_TAB_RIGHT	KBD_TAB_RIGHT Value 0x908

Property name	Data Type
FCodes.KBD_TAB_DECIMAL	KBD_TAB_DECIMAL Value 0x909
FCodes.KBD_PRINTSETUP	KBD_PRINTSETUP Value 0x90A
FCodes.KBD_MINIMIZE	KBD_MINIMIZE Value 0x90F
FCodes.KBD_MAXIMIZE	KBD_MAXIMIZE Value 0x910
FCodes.KBD_RESTORE	KBD_RESTORE Value 0x911
FCodes.KBD_EDITLINKS	KBD_EDITLINKS Value 0x912
FCodes.KBD_INSERTOBJECT	KBD_INSERTOBJECT Value 0x913
FCodes.KBD_CONTEXTMENU	KBD_CONTEXTMENU Value 0x914
FCodes.KBD_EMBEDDED00	KBD_EMBEDDED00 Value 0x920
FCodes.KBD_EMBEDDED01	KBD_EMBEDDED01 Value 0x921
FCodes.KBD_EMBEDDED02	KBD_EMBEDDED02 Value 0x922
FCodes.KBD_EMBEDDED03	KBD_EMBEDDED03 Value 0x923
FCodes.KBD_EMBEDDED04	KBD_EMBEDDED04 Value 0x924
FCodes.KBD_EMBEDDED05	KBD_EMBEDDED05 Value 0x925
FCodes.KBD_EMBEDDED06	KBD_EMBEDDED06 Value 0x926
FCodes.KBD_EMBEDDED07	KBD_EMBEDDED07 Value 0x927
FCodes.KBD_EMBEDDED08	KBD_EMBEDDED08 Value 0x928
FCodes.KBD_EMBEDDED09	KBD_EMBEDDED09 Value 0x92A

Property name	Data Type
FCodes.KBD_EMBEDDED10	KBD_EMBEDDED10 Value 0x92B
FCodes.KBD_EMBEDDED11	KBD_EMBEDDED11 Value 0x92C
FCodes.KBD_EMBEDDED12	KBD_EMBEDDED12 Value 0x92D
FCodes.KBD_EMBEDDED13	KBD_EMBEDDED13 Value 0x92E
FCodes.KBD_EMBEDDED14	KBD_EMBEDDED14 Value 0x92F
FCodes.KBD_EMBEDDED15	KBD_EMBEDDED15 Value 0x930
FCodes.KBD_EMBEDDED16	KBD_EMBEDDED16 Value 0x931
FCodes.KBD_EMBEDDED17	KBD_EMBEDDED17 Value 0x932
FCodes.KBD_EMBEDDED18	KBD_EMBEDDED18 Value 0x933
FCodes.KBD_EMBEDDED19	KBD_EMBEDDED19 Value 0x934
FCodes.KBD_EMBEDDEDMAX	KBD_EMBEDDEDMAX Value 0x94F
FCodes.KBD_GOTOLINEN	KBD_GOTOLINEN Value 0x970
FCodes.KBD_SHOWNEXT	KBD_SHOWNEXT Value 0x971
FCodes.KBD_SHOWPREV	KBD_SHOWPREV Value 0x972
FCodes.KBD_SCREENMODE_TOGGLE	KBD_SCREENMODE_TOGGLE Value 0x978
FCodes.KBD_SCREENMODE_STANDARD	KBD_SCREENMODE_STANDARD Value 0x979
FCodes.KBD_SCREENMODE_FULLSCREEN_UI	KBD_SCREENMODE_FULLSCREEN_UI Value 0x97A
FCodes.KBD_SCREENMODE_FULLSCREEN	KBD_SCREENMODE_FULLSCREEN Value 0x97B

Property name	Data Type
FCodes.KBD_UI_PREFERENCE	KBD_UI_PREFERENCE Value 0x980
FCodes.KBD_UIALERTSTRINGS_PREF	KBD_UIALERTSTRINGS_PREF Value 0x981
FCodes.KBD_TOOLBAR_SHOWALL	KBD_TOOLBAR_SHOWALL Value 0x989
FCodes.KBD_TOOLBAR_HIDEALL	KBD_TOOLBAR_HIDEALL Value 0x98A
FCodes.KBD_TOOLBAR_BASE	KBD_TOOLBAR_BASE Value 0x98F
FCodes.KBD_BROWSE_URL	KBD_BROWSE_URL Value 0x9A0
FCodes.KBD_MATH_BASE	KBD_MATH_BASE Value 0x1000
FCodes.TEXTSEL_QUICK_COPY	TEXTSEL_QUICK_COPY Value 0x0001
FCodes.TEXTSEL_EXTEND	TEXTSEL_EXTEND Value 0x0002
FCodes.TEXTSEL_EXTEND_WORD	TEXTSEL_EXTEND_WORD Value 0x0004
FCodes.TEXTSEL_EXTEND_LINE	TEXTSEL_EXTEND_LINE Value 0x0008
FCodes.TEXTSEL_EXTEND_PGF	TEXTSEL_EXTEND_PGF Value 0x0010
FCodes.TEXTSEL_WORD	TEXTSEL_WORD Value 0x0020
FCodes.TEXTSEL_LINE	TEXTSEL_LINE Value 0x0040
FCodes.TEXTSEL_PGF	TEXTSEL_PGF Value 0x0080
FCodes.TEXTSEL_SELECT_ONLY	TEXTSEL_SELECT_ONLY Value 0x0100
FCodes.TEXTSEL_EXTEND_SENT	TEXTSEL_EXTEND_SENT Value 0x0200
FCodes.TEXTSEL_SENT	TEXTSEL_SENT Value 0x0400

Property name	Data Type
FCodes.TEXTSEL_EXTEND_ELEMENT	TEXTSEL_EXTEND_ELEMENT Value 0x0800
FCodes.TEXTSEL_ELEMENT	TEXTSEL_ELEMENT Value 0x1000
FCodes.TEXTSEL_DRAGGING	TEXTSEL_DRAGGING Value 0x2000
FCodes.EXTEND_SEL	EXTEND_SEL Value (0x0002 0x0004 0x0008 0x0010 0x0800)
FCodes.MIF_SAVE_TEXT	MIF_SAVE_TEXT Value 0x000001
FCodes.MIF_SAVE_TAGS	MIF_SAVE_TAGS Value 0x000002
FCodes.MIF_SAVE_FMTS	MIF_SAVE_FMTS Value 0x000004
FCodes.MIF_SAVE_FONTS	MIF_SAVE_FONTS Value 0x000008
FCodes.MIF_SAVE_MKRS	MIF_SAVE_MKRS Value 0x000010
FCodes.MIF_SAVE_AFMS	MIF_SAVE_AFMS Value 0x000020
FCodes.MIF_SAVE_LAYT	MIF_SAVE_LAYT Value 0x000040
FCodes.MIF_SAVE_MPAGE	MIF_SAVE_MPAGE Value 0x000080
FCodes.MIF_SAVE_FCAT	MIF_SAVE_FCAT Value 0x000100
FCodes.MIF_SAVE_PCAT	MIF_SAVE_PCAT Value 0x000200
FCodes.MIF_SAVE_CCAT	MIF_SAVE_CCAT Value 0x000400
FCodes.MIF_SAVE_TMPLT	MIF_SAVE_TMPLT Value 0x000800
FCodes.MIF_SAVE_DICT	MIF_SAVE_DICT Value 0x001000
FCodes.MIF_SAVE_VARS	MIF_SAVE_VARS Value 0x002000

Property name	Data Type
FCodes.MIF_SAVE_TABLECATS	MIF_SAVE_TABLECATS Value 0x004000
FCodes.MIF_SAVE_TABLES	MIF_SAVE_TABLES Value 0x008000
FCodes.MIF_SAVE_ECAT	MIF_SAVE_ECAT Value 0x010000
FCodes.MIF_SAVE_ELEMENTS	MIF_SAVE_ELEMENTS Value 0x020000
FCodes.MIF_SAVE_COLORCAT	MIF_SAVE_COLORCAT Value 0x040000
FCodes.MIF_SAVE_VIEWSET	MIF_SAVE_VIEWSET Value 0x080000
FCodes.MIF_SAVE_DATA LINKS	MIF_SAVE_DATA LINKS Value 0x100000
FCodes.MIF_SAVE_FPLCAT	MIF_SAVE_FPLCAT Value 0x200000
FCodes.MIF_SAVE_TEXTINSETS	MIF_SAVE_TEXTINSETS Value 0x400000
FCodes.MIF_SAVE_RUBIS	MIF_SAVE_RUBIS Value 0x800000
FCodes.MIF_SAVE_BANNERTEXT	MIF_SAVE_BANNERTEXT Value 0x1000000
FCodes.KBD_OPEN_REPOSITORY	KBD_OPEN_REPOSITORY Value 0x801
FCodes.KBD_CMS_CONNECTION_MGR	KBD_CMS_CONNECTION_MGR Value 0x802
FCodes.KBD_NEW_XML	KBD_NEW_XML Value 0x803
FCodes.KBD_CMS_UPLOAD_DOC_OR_BOOK	KBD_CMS_UPLOAD_DOC_OR_BOOK Value 0x805
FCodes.KBD_REFRESH_DITAMAP_RMVIEW	KBD_REFRESH_DITAMAP_RMVIEW Value 0x807
FCodes.STYLE_APPLY_CAT_TO_SEL	STYLE_APPLY_CAT_TO_SEL Value 0x808

Property name	Data Type
FCodes.KBD_SHOW_ELEM_CTX_AV	KBD_SHOW_ELEM_CTX_AV Value 0x809
FCodes.FOCUS_INPUT_ELEM_CTX_AV	FOCUS_INPUT_ELEM_CTX_AV Value 0x810
FCodes.KBD_CLOSE_ELEM_CTX_AV	KBD_CLOSE_ELEM_CTX_AV Value 0x811

FilterArgs

Property name	Data Type	Description
infile	string	The file to filter.
outfile	string	The filter output file.
cname	string	The registered name of the filter
informat	string	The registered incoming format.
outformat	string	The registered output format
binname	string	The name of the filter client file.
args	Strings	Currently NULL.

FilterArgs methods

[FilterArgs](#).

Flow

Property name	Data Type	Description
FlowsAutoConnect	int	1 if Autoconnect is enabled; 0 otherwise.
FlowsFeathered	int	1 if Feather is enabled; 0 otherwise
FlowsPostScript	int	1 if flow is PostScript code; 0 otherwise
FlowsSynchronized	int	1 if Baseline Synchronization is enabled; 0 otherwise.
FirstTextFrameInFlow	TextFrame	First text frame in flow (FO_TextFrame ID).
LastTextFrameInFlow	TextFrame	Last text frame in flow (FO_TextFrame ID).
MaxInterlinePadding	int	Maximum interline spacing.
MaxInterPgfPadding	int	Maximum interparagraph spacing.

Property name	Data Type	Description
MinHang	int	Maximum character height for synchronization of first line in column. If characters exceed this height, FrameMaker does not synchronize the first line.
Name	string	Name of flow tag.
NextFlowInDoc	Flow	Next flow in document (FO_Flow ID).
SideHeadRoomInFlow	int	1 if <code>Leave Room for Sideheads in Flow</code> is enabled; 0 otherwise.
Spacing	int	Line spacing for synchronized baselines.
HighestLevelElement	Element	Highest-level element in flow (FO_Element ID)

Flow methods

[Delete](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#).

FmtChangeList

Property name	Data Type	Description
FmtChangeListInCatalog	int	1 if the format change list is in the Format Change List Catalog. 0 if it is in an element definition, as part of the text format rules.
Name	string	The name of the format change list if it is in the Format Change List Catalog.
NextFmtChangeListInDoc	FmtChangeList	The next format change list in the document (FO_FmtChangeList ID).
PgfCatalogReference	string	A paragraph format tag if the format change list specifies one. If this property is set, you cannot change any of the other format change list properties, except <code>Name</code> .
AdjHyphens	int	Number of allowable adjacent hyphens
BottomSeparator	string	Name of frame to put below paragraph.
BottomSepAtIndent	int	1 if the position of the frame specified by <code>BottomSeparator</code> is at the current left indent; 0 otherwise.
Hyphenate	int	1 if <code>Automatic Hyphenation</code> is enabled; 0, otherwise.
HyphMinPrefix	int	Minimum number of letters that must precede the hyphen.
HyphMinSuffix	int	Minimum number of letters that must follow a hyphen.
HyphMinWord	int	Minimum length of a hyphenated word.
LetterSpace	int	1 if <code>Word Spacing</code> is enabled.
MaxSpace	int	Maximum word spacing (percentage of an em space in current font).

Property name	Data Type	Description
MinSpace	int	Minimum word spacing (percentage of an em space in current font).
OptSpace	int	Optimum word spacing.
TopSeparator	string	Name of frame to put above paragraph.
TopSepAtIndent	int	1 if the position of the frame specified by TopSeparator is at the current left indent; 0 otherwise.
MinJRomSpace	int	Minimum Asian-Roman space.
OptJRomSpace	int	Optimum Asian-Roman space.
MaxJRomSpace	int	Maximum Asian-Roman space.
MinJLetSpace	int	Minimum Asian letter space.
OptJLetSpace	int	Optimum Asian letter space.
MaxJLetSpace	int	Maximum Asian letter space.
YakumonoType	int	Denotes the The Yakumono rules to handle punctuation characters. The value can be one of: - Constants.FV_FLOATING_YAKUMONO (0x00) - Constants.FV_MONOSPACE_YAKUMONO (0x01) - Constants.FV_FIXED_YAKUMONO (0x02)
AutoNumChar	string	Character format for the automatic numbering string specified by AutoNumString; " " if the default character format is used.
AutoNumString	string	Autonumber format string (for example, <n>.<n+>)
NumAtEnd	int	1 if the numbering position is at the End of the Paragraph; 0 if it is at the Beginning of the Paragraph.
PgflsAutoNum	int	1 if autonumbering is enabled; 0 otherwise.
FirstIndent	int	The paragraph's first-line left margin, measured from the left side of the current text column (0 cm to 100 cm).
FirstIndentChange	int	Amount by which to increase or decrease the first-line left margin.
FirstIndentIsRelative	int	1 if the first indent is relative to the left indent.
FirstIndentRelPos	int	Position relative to left indent if FirstIndentIsRelative is True.
Leading	int	Denotes the space below each line in the paragraph.
LeadingChange	int	Amount by which to increase or decrease the leading.
LeftIndent	int	The paragraph's left margin, measured from the left side of the current text column (0 cm to 100 cm).
LeftIndentChange	int	Amount by which to increase or decrease the left margin.
LineSpacingFixed	int	1 if the line spacing is fixed.
MoveTabs	int	Amount by which to move all tab positions in the paragraph.

Property name	Data Type	Description
NumTabs	int	The number of tabs in the paragraph. To clear all the tabs in the paragraph, set NumTabs to 0.
PgfAlignment	int	Horizontal alignment of the paragraph. The value is one of: • Constants.FV_PGF_LEFT (0x01) • Constants.FV_PGF_RIGHT (0x02) • Constants.FV_PGF_CENTER (0x03) • Constants.FV_PGF_JUSTIFIED (0x04)
RightIndent	int	The paragraph's right margin, measured from the right side of the current text column.
RightIndentChange	int	Amount by which to increase or decrease the right margin.
SpaceAbove	int	Indicates the space above the paragraph.
SpaceAboveChange	int	Amount by which to increase or decrease the space above.
SpaceBelow	int	Indicates the space below the paragraph.
SpaceBelowChange	int	Amount by which to increase or decrease the space below.
Tabs	Tabs	An array of tab descriptions that specify the positions and types of tab stops in the paragraph.
Capitalization	int	Type of capitalization to use. The value is one of: • Constants.FV_CAPITAL_CASE_NORM () • Constants.FV_CAPITAL_CASE_SMALL () • Constants.FV_CAPITAL_CASE_LOWER () • Constants.FV_CAPITAL_CASE_UPPER ()
ChangeBar	int	1 if Change Bars are on; 0 otherwise.
Color	Color	The spot color (FO_Color ID).
CombinedFontFamily	CombinedFontDefn	The combined font definition (FO_CombinedFontDefn)
FontAngle	int	Denotes the font angle (specifies an index into the array of font angles provided by the session property FontAngleNames).
FontFamily	int	Denotes the font family (specifies an index into the array of font families provided by the session property FontFamilyNames).

Property name	Data Type	Description
Language	int	The hyphenation and spell-checking language to use. The value is one of: • Constants.FV_LANG_BRAZILIAN (0x0B) • Constants.FV_LANG_BRITISH (0x02) • Constants.FV_LANG_CANADIAN_FRENCH (0x06) • Constants.FV_LANG_CATALAN (0x08) • Constants.FV_LANG_DANISH (0x0C) • Constants.FV_LANG_DUTCH (0x0D) • Constants.FV_LANG_ENGLISH (0x01) • Constants.FV_LANG_FINNISH (0x10) • Constants.FV_LANG_FRENCH (0x05) • Constants.FV_LANG_GERMAN (0x03) • Constants.FV_LANG_ITALIAN (0x09) • Constants.FV_LANG_NOLANGUAGE (0x00) • Constants.FV_LANG_NORWEGIAN (0x0E) • Constants.FV_LANG_NYNORSK (0x0F) • Constants.FV_LANG_PORTUGUESE (0x0A) • Constants.FV_LANG_SPANISH (0x07) • Constants.FV_LANG_SWEDISH (0x11) • Constants.FV_LANG_SWISS_GERMAN (0x04) • Constants.FV_LANG_JAPANESE (0x12) • Constants.FV_LANG_TRADITIONAL_CHINESE (0x13) • Constants.FV_LANG_SIMPLIFIED_CHINESE (0x14) • Constants.FV_LANG_KOREAN (0x15)
FontSize	int	The font size (2 pt to 400 pt).
FontSizeChange	int	Amount by which to increase or decrease the font size.
FontVariation	int	Font variation (specifies an index into the array of font variations provided by the session property <code>FontVariationNames</code>).
FontWeight	int	Font weight (specifies an index into the array of font weights provided by the session property <code>FontWeightNames</code>).
KernX	int	Horizontal kern value for manual kerning expressed as a percentage of an em (metric – 100% to 1000%).b A positive value moves a character right and a negative value moves a character left.

Property name	Data Type	Description
KernY	int	Vertical kern value for manual kerning expressed as a percentage of an em (metric – 100% to 1000%). A positive value moves characters up and a negative value moves characters down.
Overline	int	1 if Overline is enabled. 0, otherwise.
PairKern	int	1 if Pair Kern is enabled. 0, otherwise.
Position	int	Specifies position relative to baseline of text. The value is one of: - Constants.FV_POS_NORM (0): Normal - Constants.FV_POS_SUPER (1): Superscript - Constants.FV_POS_SUB (2): Subscript
Stretch	int	Character stretch (set width) expressed as a percentage of normal stretch for the font (metric – 10% to 1000%).
StretchChange	int	Amount expressed as a percentage (metric – 10% to 1000%) by which to increase or decrease the character stretch.
Strikethrough	int	1 if Strikethrough is enabled. 0, otherwise.
Underlining	int	Type of underlining. The value is one of: - Constants.FV_CB_NO_UNDERLINE (0) - Constants.FV_CB_SINGLE_UNDERLINE (1) - Constants.FV_CB_DOUBLE_UNDERLINE (2) - Constants.FV_CB_NUMERIC_UNDERLINE (3)
BlockLines	int	The number of Widow/Orphan lines.
KeepWithNext	int	1 if Keep With Next Paragraph is enabled. 0 otherwise.
KeepWithPrev	int	1 if Keep With Previous Paragraph is enabled. 0 otherwise.
Placement	int	Denotes the Paragraph placement. The value is one of: - Constants.FV_PGF_SIDEBODY (0) - Constants.FV_PGF_SIDEHEAD_TOP (1) - Constants.FV_PGF_SIDEHEAD_FIRST_BASELINE (2) - Constants.FV_PGF_SIDEHEAD_LAST_BASELINE (3) - Constants.FV_PGF_RUN_IN (4) - Constants.FV_PGF_STRADDLE (5) - Constants.FV_PGF_STRADDLE_NORMAL_ONLY (6)
RunInSeparator	string	Denotes the string for Run-In Head Default Punctuation.

Property name	Data Type	Description
Start	int	Denotes the Vertical placement of a paragraph. The value is one of: - Constants.FV_PGF_ANYWHERE () - Constants.FV_PGF_TOP_OF_COL () - Constants.FV_PGF_TOP_OF_PAGE () - Constants.FV_PGF_TOP_OF_LEFT_PAGE () - Constants.FV_PGF_TOP_OF_RIGHT_PAGE ()
CellBottomMargin	int	Amount added to default bottom margin of table cell.
CellBottomMarginChange	int	Amount by which to increase or decrease the cell bottom margin.
CellBottomMarginFixed	int	1 if the cell bottom margin is fixed. 0 otherwise.
CellLeftMargin	int	Amount added to default left margin of table cell.
CellLeftMarginChange	int	Amount by which to increase or decrease the cell left margin.
CellLeftMarginFixed	int	1 if the cell left margin is fixed. 0 otherwise.
CellRightMargin	int	Amount added to default right margin of table cell.
CellRightMarginFixed	int	1 if the cell right margin is fixed. 0, otherwise.
CellTopMargin	int	Amount added to default top margin of table cell.
CellTopMarginChange	int	Amount by which to increase or decrease the cell top margin.
CellTopMarginFixed	int	1 if the cell top margin is fixed. 0, otherwise.
CellVAlignment	int	Denotes the vertical alignment of a paragraph when it is the first one in a cell. The value is one of: - Constants.FV_PGF_V_ALIGN_TOP (0) - Constants.FV_PGF_V_ALIGN_MIDDLE (1) - Constants.FV_PGF_V_ALIGN_BOTTOM (2)
BkColor	Color	Denotes the text background color. If this property is applied on a paragraph format, it denotes the background color of the whole paragraph; if it is applied on a character format, it denotes the background color of the text over which the character format is applied.
PgfBoxColor	Color	Denotes the background color of the paragraph box that encloses the paragraph text.

FmtChangeList methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

FmtRule

Property name	Data Type	Description
CountElements	Strings	The list of element tags to count among the element's ancestors, if the format rule is a level rule. The tags are specified by the <code>Count</code> ancestors named element of the format rule.
ElementDef	ElementDef	Denotes the ID of the element definition that contains the format rule (FO_ElementDef ID), if the format rule is not nested.
FmtRuleClause	FmtRuleClause	Denotes the ID of the rule clause that contains the format rule (FO_ElementDef ID), if the format rule is nested.
FmtRuleClauses	Objects	IDs of the format rule's format rule clause objects (FO_FmtRuleClause IDs).
FmtRuleType	int	The format rule's type. The value is one of: • Constants.FV_CONTEXT_RULE (0) • Constants.FV_LEVEL_RULE (1)
StopCountingAt	string	Denotes the the tag of the element at which to stop counting elements, if the the format rule is a level rule. The tag is specified by the <code>Stop counting at first ancestor</code> named element.

FmtRule methods

[Delete](#), [GetProps](#), [NewFmtRuleClauses](#), [ObjectValid](#), [SetProps](#).

FmtRuleClause

Property name	Data Type	Description
ContextLabel	string	The context label for generated files. The label cannot contain white-space characters or any of these special characters: () & , * + ? < > % [] = ! ; : { } " When a user displays the Set Up dialog box to set up a generated file, the label appears next to elements to which the rule clause applies.
ElemPrefixSuffix	string	The text of the prefix or suffix. ElemPrefixSuffix specifies NULL if there is no prefix or suffix.
FmtChangeList	FmtChangeList	If the format rule clause specifies a format change list (RuleClauseType specifies Constants.FV_RC_CHANGE_LIST ()), FmtChangeList specifies the ID of the format change list (FO_FmtChangeList ID). To change the FmtChangeList property, use the NewFmtRuleObject () property.

Property name	Data Type	Description
FmtChangeListTag	string	Denotes the change list's tag, if the format rule clause specifies a change list (RuleClauseType specifies Constants.FV_RC_CHANGELIST_TAG (3)).
FmtRule	FmtRule	The ID of the format rule containing the format rule clause (FO_FmtRule ID).
FormatTag	string	The format tag if the format rule clause specifies one (RuleClauseType specifies Constants.FV_RC_TAG (0)). If IsTextRange is True, FormatTag specifies a character format tag; otherwise it specifies a paragraph tag, table tag, marker type, cross-reference format, or equation size.
IsTextRange	int	1 if the container element is formatted as a text range instead of a paragraph; 0, otherwise.
RuleClauseType	int	The type of rule clause. The value is one of: • Constants.FV_RC_TAG (0) • Constants.FV_RC_SUB_FMTRUL (1) • Constants.FV_RC_CHANGELIST (2) • Constants.FV_RC_CHANGELIST_TAG (3)
Specification	string	The format clause's context or level specification.
SpecificationForCSS	Strings	A list of CSS specifications that match the Specification for the current clause. For example, assume an element has a specification of F < (G H). This property returns the following strings: G > F > E and H > F > E.
SubFmtRule	FmtRule	Denotes the the format rule's ID (FO_FmtRule ID), if the format rule clause contains a nested format rule (if RuleClauseType specifies Constants.FV_RC_SUB_FMTRULE (1)),

FmtRuleClause methods

Delete, GetProps, NewFmtChangeList, NewSubFmtRule, ObjectValid, SetProps.

Fn

Property name	Data Type	Description
ContentHeight	int	The distance between the top of the footnote and the baseline of the last line in the footnote.
Element	Element	Specifies the the ID of the element containing the footnote, if the footnote is in a FrameMaker document.
FirstPg	Pgf	First paragraph in the footnote (FO_Pgf ID).
FnNum	int	Footnote number.

Property name	Data Type	Description
InTextFrame	TextFrame	Text frame containing the footnote (FO_TextFrame ID).
InTextObj	SubCol	Sub column that contains the footnote (FO_SubCol).
LastPg	Pg	Last paragraph in the footnote (FO_Pg ID).
NextFnInDoc	Fn	Next footnote (FO_Fn ID) in the document.
NextFn	Fn	Next footnote in the text frame (FO_Fn ID).
Overflowed	int	1 if the text in the footnote overflows; 0, otherwise.
PrevFn	Fn	Previous footnote in the text frame (FO_Fn ID).
TextLoc	TextLoc	Text location of the footnote symbol.
Unique	int	Footnote's unique ID.
FnAnchorString	string	This is the display string for a footnote anchor (generally a number string). This is a read-only property of a footnote and cannot be set by the user.

Fn methods

[Delete](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#).

Font

Property name	Data Type	Description
family	uint	Index of the font family.
variation	uint	Index of the font variation.
weight	uint	Index of the font weight.
angle	uint	Index of the font angle.

Font methods

[Font](#).

Fonts

An Array of [Font](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

Fonts methods

[concat](#), [pop](#), [push](#).

Group

Property name	Data Type	Description
FirstGraphicInGroup	FObject	First object in the group.
LastGraphicInGroup	FObject	Last object in the group.
Angle	int	Angle of the object's rotation.
ArrowBaseAngle	int	Arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Specifies the factor by which arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is set to False.
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Arrowhead tip angle in degrees.
ArrowType	int	Arrowhead style. The value is one of: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Denotes the border width (0.015 points to 360 points).
Color	Color	The spot color (FO_Color ID).
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	The fill pattern (numbers between 0 and 15). The ESTK provides constants for the following fill patterns: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR(15)
FrameParent	FObject	Frame containing the graphic object (FO_AFrame or FO_UnanchoredFrame ID).
GraphicCantBeSelected	int	1 if the graphic object cannot be selected; 0, otherwise.
GraphicsSelected	int	1 if the graphic object is selected; 0, otherwise.
GroupParent	Group	Group that the object is in (FO_Group ID). <i>Note: Anchored and unanchored frames do not have this property.</i>

Property name	Data Type	Description
HeadArrow	int	1 if the line has an arrowhead; 0, otherwise.
Height	int	Height of the object (0.125 points to 3600 points).
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Type of line end. The value is one of: • Constants.FV_CAP_BUTT (0x00) • Constants.FV_CAP_ROUND (0x01) • Constants.FV_CAP_SQUARE (0x02)
LocX	int	Distance from the left side of the parent frame (–216 inches to 216 inches). If the graphic object is an anchored frame, the distance is calculated from the left side of the page frame. You cannot set LocX for anchored frames.
LocY	int	Distance from the top of the parent frame (–216 inches to 216 inches). If the graphic object is an anchored frame, the distance is calculated from the top of the page frame. You cannot set LocY for anchored frames.
NextGraphicInDoc	FObject	Next graphic object in the document.
NextGraphicInFrame	FObject	Next graphic object in the frame.
NextGraphicInGroup	FObject	Next graphic object in the group.
NextSelectedGraphicInDoc	FObject	Next selected graphic object in document.
ObjectAttributes	Strings	A list of strings, each string expressing an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <code><tag>string_text</tag></code> . You can use the backslash to escape characters such as <code>\n</code> , <code>\r</code> , or <code>\t</code> for newline, carriage return, and tab, respectively. For a backslash character in the string text, type <code>\\</code> .
Overprint	int	Specifies the overprint settings for the object. The value is one of: • Constants.FV_KNOCKOUT (0x00) • Constants.FV_OVERPRINT (0x01) • Constants.FV_FROMCOLOR (0x02)
Pen	int	The pen pattern (numbers between 0 and 7). The ESTK provides constants for the following values: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR (15)

Property name	Data Type	Description
PrevGraphicInFrame	FMObject	Previous graphic object in the frame.
PrevGraphicInGroup	FMObject	Previous graphic object in the group
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The value is one of: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the the width of the runaround gapfor a runaround object.
TailArrow	int	1 if arrowhead is present at the beginning of the line. 0, otherwise.
TintPercent	int	The tint percentage.
Unique	int	Unique ID of the object.
Width	int	Width of the object (0.125 points to 3600 points).

Group methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

HiddenPage

Property name	Data Type	Description
Name	string	Name of the hidden page.
PageFrame	UnanchoredFrame	Denotes the page frame (FO_UnanchoredFrame ID)
PageHeight	int	Height of the hidden page.
PageWidth	int	Width of the hidden page.

HiddenPage methods

[ApplyPageLayout](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

GraphicsFmt

Property name	Data Type	Description
UseColumnsAreBalanced	int	1 if terminal and underfilled columns in the flow are balanced.
UseSideHeadPlacement	int	Placement of side heads relative to columns in the text frame: FV_SH_LEFT FV_SH_RIGHT FV_SH_INSIDE FV_SH_OUTSIDE
UseRadius	MetricT	Radius of corner; 0 for a square corner
UseFlowsAutoConnect	Int	1 if Autoconnect is enabled.
UseFlowsPostScript	int	1 if flow is PostScript code.
UseBorderWidth	MetricT	Border width (0.015 pt to 360 pt).
UseFill	int	The fill pattern (numbers between 0 and 15). The FDK provides constants for several fill patterns: FV_FILL_BLACK FV_FILL_WHITE FV_FILL_CLEAR
UsePen	int	The pen pattern (numbers between 0 and 15). The FDK provides constants for several pen patterns: FV_FILL_BLACK FV_FILL_WHITE FV_FILL_CLEAR
UseRunaroundGap	MetricT	If the object is a runaround object, the width of the runaround gap.
UseTintPercent	MetricT	The tint percentage
UseOverprint	int	Specifies the overprint settings for the object: FV_OVERPRINT FV_KNOCKOUT FV_FROMCOLOR
UseAngle	MetricT	Angle of the object's rotation.
UseLocX	MetricT	Distance from the left side of the parent frame.
UseLocY	MetricT	Distance from the top side of the parent frame
UseWidth	MetricT	Width of object
UseHeight	MetricT	Height of object.
UseRunaround	MetricT	If the object is a runaround object, the width of the runaround gap.

Inset methods

[Delete](#), [DeletePropByName](#), [GetIntByName](#), [GetMetricByName](#), [GetProps](#), [GetUBytesByName](#), [ObjectValid](#), [SetIntByName](#), [SetMetricByName](#), [SetProps](#), [SetUBytesByName](#).

IdValuePair

Property name	Data Type	Description
ID	int	Specifies the unique identifier for the value pair.
value	string	Specifies the value for the value pair.

IdValuePair methods

IdValuePairs

An Array of objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

Inset

Property name	Data Type	Description
InsetDpi	int	Specifies the scaling information for bitmap file (corresponds to the value specified in the Image File Scaling Options dialog box when the graphics file is imported).
ImportHint	string	Record identifying the filter used to import the graphic. FrameMaker uses this record to find the filter to use when updating the inset. <i>Note: The <code>ImportHint</code> property does not apply to graphics imported by copy. FrameMaker uses the facet name stored with the graphic to identify the filter that filtered a graphic imported by copy.</i>
InsetEditor	string	Name of the application to call to edit inset or imported object.
InsetGfxActiveInPdf	BoolString	If this property is set, on publishing a document to PDF, the inset object that has facets FLV, U3D, or SWF will be activated as soon as the page containing the graphic object is visible. In PDF the graphic objects are called annotation.

Property name	Data Type	Description
InsetGfxName	String	Assigns a name to a graphic object. It will work only in case of inset objects that have an FLV, U3D or SWF facet. The name of the graphic should not contain any special characters or spaces.
InsetGfxPlayWindowInPdf	Bool	If this property is set, on publishing a document to PDF, the inset object that has facets FLV, U3D, or SWF will be activated in a new window in a PDF file. In PDF, the graphic objects are called annotation.
InsetFile	string	Platform-specific pathname if the inset is an external inset, or a null string (" ") if it is internal. The pathname can be document-relative.
InsetIsFixedSize	int	1 if scaling of bitmap file is inhibited. 0, otherwise.
InsetIsFlippedSideways	int	1 if inset is flipped about the vertical axis. 0, otherwise.
InsetJavaScriptAttached	Bool	Denotes whether or not Javascript is attached with the graphic object that has a U3D facet.
InsetJavaScriptFile	String	Attaches the given Javascript file to the graphic object that has a U3D facet. If the value of the file path is null, the Javascript attached to the inset is removed.
InsetMonikerFilePath	String	Provides the file path of the moniker of an inset object that has an OLE2 facet.
InsetSaveFacetToFile	Strings	Saves the given facet of an inset to a given file. This is set-only property and no get operations are possible. The input to the method contain the property name and list of strings. In the list of strings the, first strings is the facet name and the second string is the filename where the facet is to be saved.
InsetU3dAnimationList	Strings	Provides the list of "animations" defined in the U3D facet of an inset object.
InsetU3dPartList	Strings	Provides the list of "parts" defined in the U3D facet of an inset object.
InsetU3dViewList	Strings	Retrieves the list of "views" defined in the U3D facet of an inset object.
InsetUpdater	string	Not currently implemented.
PageNum	int	The page number of the PDF file to display in the inset, when importing a PDF file. <i>Note: PDF page numbering begins with 0.</i>
InsetPosterFile	string	Sets the specified file as a poster on the Inset. This property is not supported for all the inset objects but supported only for multimedia objects and u3d object. The property takes the poster file path as the value.
InsetGfxActiveInPdf	string	If this property is set, on publishing a document to PDF, the inset object (which has facets FLV, U3D, or swf) will be activated as soon as the page containing the graphic object is visible. In PDF the graphic objects are called annotation.
InsetJavaScriptFile	string	Attaches the given Javascript file to the graphic object that has a U3d facet. If the value of the file path is null, the Javascript attached to the inset is removed.

Property name	Data Type	Description
InsetU3dAnimationList	string	A read-only property. Provides the list of "animations" defined on the U3d facet of a inset object.
InsetU3dPartList	string	Provides the list of "parts" defined in the U3d facet of a inset object.
InsetU3dViewList	string	A read-only property. Retrieves the list of "views" defined in the U3d facet of a inset object.
Angle	int	Angle of the object's rotation.
ArrowBaseAngle	int	Arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Specifies the factor by which arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is set to False.
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Arrowhead tip angle in degrees.
ArrowType	int	Arrowhead style. The value is one of: • Constants.FV_ARROW_STICK (0x1) • Constants.FV_ARROW_HOLLOW (0x2) • Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Denotes the border width (0.015 points to 360 points).
Color	Color	The spot color (FO_Color ID)
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements
Fill	int	The fill pattern (numbers between 0 and 15). The ESTK provides constants for the following fill patterns: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR(15)
FrameParent	FMOBJECT	Frame containing the graphic object (FO_AFrame or FO_UnanchoredFrame ID).
GraphicCantBeSelected	int	1 if the graphic object cannot be selected; 0, otherwise.
GraphicsSelected	int	1 if the graphic object is selected; 0, otherwise.
GroupParent	Group	Group that the object is in (FO_Group ID). <i>Note: Anchored and unanchored frames do not have this property.</i>

Property name	Data Type	Description
HeadArrow	int	1 if the line has an arrowhead; 0, otherwise.
Height	int	Height of the object (0.125 points to 3600 points).
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Type of line end. The value is one of: • Constants.FV_CAP_BUTT (0x00) • Constants.FV_CAP_ROUND (0x01) • Constants.FV_CAP_SQUARE (0x02)
LocX	int	Distance from the left side of the parent frame (–216 inches to 216 inches). If the graphic object is an anchored frame, the distance is calculated from the left side of the page frame. You cannot set LocX for anchored frames.
LocY	int	Distance from the top of the parent frame (–216 inches to 216 inches). If the graphic object is an anchored frame, the distance is calculated from the top of the page frame. You cannot set LocY for anchored frames.
NextGraphicInDoc	FObject	Next graphic object in the document.
NextGraphicInFrame	FObject	Next graphic object in the frame.
NextGraphicInGroup	FObject	Next graphic object in the group.
NextSelectedGraphicInDoc	FObject	Next selected graphic object in document.
ObjectAttributes	Strings	A list of strings, each string expressing an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <code><tag>string_text</tag></code> . You can use the backslash to escape characters such as <code>\n</code> , <code>\r</code> , or <code>\t</code> for newline, carriage return, and tab, respectively. For a backslash character in the string text, type <code>\\</code> .
Overprint	int	Specifies the overprint settings for the object. The value is one of: • Constants.FV_KNOCKOUT (0x00) • Constants.FV_OVERPRINT (0x01) • Constants.FV_FROMCOLOR (0x02)
Pen	int	The pen pattern (numbers between 0 and 7). The ESTK provides constants for the following values: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR (15)

Property name	Data Type	Description
PrevGraphicInFrame	FMOBJECT	Previous graphic object in the frame.
PrevGraphicInGroup	FMOBJECT	Previous graphic object in the group
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The value is one of: • Constants.FV_TR_NONE (0x01) • Constants.FV_TR_CONTOUR (0x02) • Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the the width of the runaround gapfor a runaround object.
TailArrow	int	1 if arrowhead is present at the beginning of the line. 0, otherwise.
TintPercent	int	The tint percentage.
Unique	int	Unique ID of the object.
Width	int	Width of the object (0.125 points to 3600 points).

Inset methods

[Delete](#), [DeletePropByName](#), [GetIntByName](#), [GetMetricByName](#), [GetProps](#), [GetUBytesByName](#), [ObjectValid](#), [SetIntByName](#), [SetMetricByName](#), [SetProps](#), [SetUBytesByName](#).

Ints

An Array ofobjects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

Ints methods

[concat](#), [pop](#), [push](#).

KeyCatalog

Property name	Data Type	Description
Name	string	Name of the KeyCatalog
IsDefault	bool	If True, the Key Catalog is the default one for the current workflow. If False, Key Catalog is not the default one for the current workflow.
IsStale	bool	If True, the Key Catalog is marked as stale and needs to be re-loaded before using. If False, the Key Catalog is not stale and can be used.
NextKeyCatalogInSession	F_ObjHandleT	Next Key Catalog in the session.
NotLoaded	bool	If True, the Key Catalog is not loaded and cannot be used. If False, the Key Catalog is loaded and can be used.
Source	string	Complete path of the file containing the Key Catalog.
SourceType	FV_KeySrcTypeNone	FV_KeySrcTypeDitamap Type of the file containing the Key Catalog.
KeyCount	int	Number of keys in the Key Catalog including duplicate definitions.
KeyCatalogClientName	string	Name of the client owning the key catalog.

Line

Property name	Data Type	Description
NumPoints	int	Specifies the number of vertices. The default is 2 (the line's start point and end point).
Points	Points	Array of x-y coordinate pairs that specify the line's vertices. The default coordinate pairs are for the line's start point and end point.
Angle	int	Angle of the line's rotation.
ArrowBaseAngle	int	Arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Specifies the factor by which arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is set to False.
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Arrowhead tip angle in degrees.

Property name	Data Type	Description
ArrowType	int	Arrowhead style. The value is one of: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Denotes the border width (0.015 points to 360 points).
Color	Color	The spot color (FO_Color ID)
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements
Fill	int	The fill pattern (numbers between 0 and 15). The ESTK provides constants for the following fill patterns: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR(15)
FrameParent	FMOBJECT	Frame containing the graphic object (FO_AFrame or FO_UnanchoredFrame ID).
GraphicCantBeSelected	int	1 if the graphic object cannot be selected; 0, otherwise.
GraphicIsSelected	int	1 if the graphic object is selected; 0, otherwise.
GroupParent	Group	Group that the line is in (FO_Group ID).
HeadArrow	int	1 if the line has an arrowhead; 0, otherwise.
Height	int	Height of the object (0.125 points to 3600 points).
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Type of line end. The value is one of: - Constants.FV_CAP_BUTT (0x00) - Constants.FV_CAP_ROUND (0x01) - Constants.FV_CAP_SQUARE (0x02)
LocX	int	Distance from the left side of the parent frame (–216 inches to 216 inches). If the graphic object is an anchored frame, the distance is calculated from the left side of the page frame. You cannot set LocX for anchored frames.

Property name	Data Type	Description
LocY	int	Distance from the top of the parent frame (–216 inches to 216 inches).If the graphic object is an anchored frame, the distance is calculated from the top of the page frame. You cannot set LocY for anchored frames.
NextGraphicInDoc	FMObject	Next graphic object in the document.
NextGraphicInFrame	FMObject	Next graphic object in the frame.
NextGraphicInGroup	FMObject	Next graphic object in the group.
NextSelectedGraphicInDoc	FMObject	Next selected graphic object in document.
ObjectAttributes	Strings	A list of strings, each string expressing an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box.Each string is in the form of <tag>string_text</tag>. You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	int	Specifies the overprint settings for the object. The value is one of: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)
Pen	int	The pen pattern (numbers between 0 and 7). The ESTK provides constants for the following values: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
PrevGraphicInFrame	FMObject	Previous graphic object in the frame.
PrevGraphicInGroup	FMObject	Previous graphic object in the group
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The value is one of: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the the width of the runaround gapfor a runaround object.
TailArrow	int	1 if arrowhead is present at the beginning of the line. 0, otherwise.
TintPercent	int	The tint percentage.
Unique	int	Unique ID of the object.
Width	int	Width of the object (0.125 points to 3600 points).

Line methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Marker

Property name	Data Type	Description
Element	Element	Denotes the the element containing the marker, if the marker is a structured marker in a FrameMaker document,.
MarkerText	string	The marker's text string.
MarkerTypeid	MarkerType	The ID of the current marker's type (FO_MarkerType).
NextMarkerInDoc	Marker	Denotes the next marker (FO_Marker ID).
OldTypeNum	int	A number to map markers from documents earlier than version 5.5 to this marker type.
TextLoc	TextLoc	Text location of the marker's symbol.
Unique	int	The marker's unique ID.

Marker methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

MarkerType

Property name	Data Type	Description
NextMarkerTypeInDoc	MarkerType	Denotes the next marker type (FO_MarkerType ID).
Name	string	The name of this marker type, as it appears in the user interface.
InvariantName	string	An internal name for the marker type. By default, this is the same as Name. However, this can differ from Name if the user interface is in another language.
Public	bool	True if the marker type should appear in the user interface. The default is True.
Transient	bool	True if markers of this type should not be saved to files. The default is False.
Required	bool	True if the marker type is required by FrameMaker. The default is False.

MarkerType methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

MasterPage

Property name	Data Type	Description
Name	string	Name of master page (for example, Right or Left).
PageFrame	UnanchoredFrame	Page frame (FO_UnanchoredFrame ID).
PageHeight	int	Height of the page.
PageNext	MasterPage	Next master page (FO_MasterPage ID) in the document.
PageNum	int	Page number.
PagePrev	MasterPage	Previous master page (FO_MasterPage ID) in the document.
PageWidth	int	Width of the page.

MasterPage methods

[ApplyPageLayout](#), [Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Math

Property name	Data Type	Description
BasePointX	int	Horizontal placement of text line base point relative to the left side of the frame.
BasePointY	int	Vertical placement of text line base point relative to top of the frame.
MathFullForm	string	String representing the mathematical expression.
MathSize	int	The equation size. The value is one of : • Constants.FV_MATH_MEDIUM (0) • Constants.FV_MATH_SMALL (1) • Constants.FV_MATH_LARGE (2)
TextLineType	int	Type of text line. The value is one of: • Constants.FV_TEXTLINE_LEFT (0) • Constants.FV_TEXTLINE_RIGHT (1) • Constants.FV_TEXTLINE_CENTER (2) • Constants.FV_TEXTLINE_MATH (3)
Angle	int	Specifies the angle of the object's rotation.
ArrowBaseAngle	int	Indicates the arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).

Property name	Data Type	Description
ArrowScaleHead	int	Set to 1 if the arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowScaleFactor	int	Specifies the factor by which arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is set to False.
ArrowTipAngle	int	Specifies the arrowhead tip angle in degrees.
ArrowType	int	Denotes the Arrowhead style. Possible values are: - Constants.FV_ARROW_STICK (0x01) - Constants.FV_ARROW_HOLLOW (0x02) - Constants.FV_ARROW_FILLED (0x03)
BorderWidth	int	Specifies the border width in points. The permissible range is 0.015 point to 360 point.
Color	Color	Indicates the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a Metrics object. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	Denotes the fill pattern. The patterns are denoted by numbers between 0 and 15. The following constants are provided for the fill patterns 0, 7 and 15: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
FrameParent	FMOBJECT	Specifies the frame containing the graphic object.
GraphicCantBeSelected	int	Set to 1 if the graphic object cannot be selected. Else, set to 0.
GraphicsSelected	int	Set to 1 if the graphic object is selected, else set to 0.
GroupParent	Group	Indicates the group to which the object belongs. Anchored and unanchored frames do not have this property.
HeadArrow	int	Set to 1 if line has an arrowhead, set to 0 otherwise.
Height	int	Specifies the height of the object in points. The permissible range is from 0.125 pt to 3600 pt.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.

Property name	Data Type	Description
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Indicates the type of line end. The possible values are: • Constants.FV_CAP_BUTT (0x00) • Constants.FV_CAP_ROUND (0x01) • Constants.FV_CAP_SQUARE (0x02)
LocX	int	Specifies the distance of the object from the left side of the parent, in inches. The permissible range is from –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set the LocX property for anchored frames.
LocY	int	Specifies the distance of the object from the top of the parent frame, in inches. The permissible range is from –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You CANNOT set the LocY property for anchored frames.
NextGraphicInDoc	FMOBJECT	Indicates the next graphic object in the document.
NextGraphicInFrame	FMOBJECT	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMOBJECT	Indicates the next graphic object in the group.
NextSelectedGraphicInDoc	FMOBJECT	Specifies the next selected graphic object in the document.
ObjectAttributes	Strings	Contains a list of strings, each string expressing an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	int	Specifies the overprint settings for the object. The possible values are: • Constants.FV_KNOCKOUT (0x00) • Constants.FV_OVERPRINT (0x01) • Constants.FV_FROMCOLOR (0x02)
Pen	int	Indicates the pen pattern, denoted by numbers between 0 and 7. Constants are provided for some of the fill patterns: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR (15)

Property name	Data Type	Description
PrevGraphicInFrame	FMOBJECT	Specifies the previous graphic object in the frame.
PrevGraphicInGroup	FMOBJECT	Indicate the previous graphic object in the group.
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. Possible values are: • Constants.FV_TR_NONE (0x01) • Constants.FV_TR_CONTOUR (0x02) • Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	int	Set to 1 if the arrowhead is enabled at the beginning of the line. Set to 0, otherwise.
TintPercent	int	Specifies the tint percentage.
Unique	int	Denotes the internal identifier of the graphic object.
Width	int	Specifies the width of the object in points. The permissible range is 0.125 point to 3600 point.

Math methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

MathML

Property name	Data Type	Description
MathMLDpi	int	Specifies the display Dpi for the MathML object.
MathMLIsFixedSize	int	1 if scaling of bitmap file is inhibited. 0, otherwise.
MathMLIsInverted	int	1 if image is flipped about the horizontal axis. 0, otherwise.
MathMLIsFlippedSideways	int	1 if image is flipped about the vertical axis. 0, otherwise.
MathMLData	strings	Specifies the XML data of the MathML object as a string array.
MathMLComposeDpi	int	Specifies the compose Dpi for the MathML object
MathMLFontSize	int	Specifies the font size for the MathML object
MathMLXmlData	string	Specifies the XML data of the MathML object as a string.
Angle	int	Specifies the angle of the object's rotation.
ArrowBaseAngle	int	Indicates the arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).

Property name	Data Type	Description
ArrowScaleHead	int	Set to 1 if the arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowScaleFactor	int	Specifies the factor by which arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is set to False.
ArrowTipAngle	int	Specifies the arrowhead tip angle in degrees.
ArrowType	int	Denotes the Arrowhead style. Possible values are: - Constants.FV_ARROW_STICK (0x01) - Constants.FV_ARROW_HOLLOW (0x02) - Constants.FV_ARROW_FILLED (0x03)
BorderWidth	int	Specifies the border width in points. The permissible range is 0.015 point to 360 point.
Color	Color	Indicates the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a Metrics object. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	Denotes the fill pattern. The patterns are denoted by numbers between 0 and 15. The following constants are provided for the fill patterns 0, 7 and 15: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
FrameParent	FMOBJECT	Specifies the frame containing the graphic object.
GraphicCantBeSelected	int	Set to 1 if the graphic object cannot be selected. Else, set to 0.
GraphicsSelected	int	Set to 1 if the graphic object is selected, else set to 0.
GroupParent	Group	Indicates the group to which the object belongs. Anchored and unanchored frames do not have this property.
HeadArrow	int	Set to 1 if line has an arrowhead, set to 0 otherwise.
Height	int	Specifies the height of the object in points. The permissible range is from 0.125 pt to 3600 pt.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.

Property name	Data Type	Description
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Indicates the type of line end. The possible values are: • Constants.FV_CAP_BUTT (0x00) • Constants.FV_CAP_ROUND (0x01) • Constants.FV_CAP_SQUARE (0x02)
LocX	int	Specifies the distance of the object from the left side of the parent, in inches. The permissible range is from –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set the LocX property for anchored frames.
LocY	int	Specifies the distance of the object from the top of the parent frame, in inches. The permissible range is from –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You CANNOT set the LocY property for anchored frames.
NextGraphicInDoc	FMOBJECT	Indicates the next graphic object in the document.
NextGraphicInFrame	FMOBJECT	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMOBJECT	Indicates the next graphic object in the group.
NextSelectedGraphicInDoc	FMOBJECT	Specifies the next selected graphic object in the document.
ObjectAttributes	Strings	Contains a list of strings, each string expressing an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	int	Specifies the overprint settings for the object. The possible values are: • Constants.FV_KNOCKOUT (0x00) • Constants.FV_OVERPRINT (0x01) • Constants.FV_FROMCOLOR (0x02)
Pen	int	Indicates the pen pattern, denoted by numbers between 0 and 7. Constants are provided for some of the fill patterns: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR (15)

Property name	Data Type	Description
PrevGraphicInFrame	FMOBJECT	Specifies the previous graphic object in the frame.
PrevGraphicInGroup	FMOBJECT	Indicate the previous graphic object in the group.
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. Possible values are: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	int	Set to 1 if the arrowhead is enabled at the beginning of the line. Set to 0, otherwise.
TintPercent	int	Specifies the tint percentage.
Unique	int	Denotes the internal identifier of the graphic object.
Width	int	Specifies the width of the object in points. The permissible range is 0.125 point to 3600 point.

MathML methods

[Delete](#), [GetProps](#), [SetProps](#) on page 653, [ObjectValid](#) on page 653.

Menu

Property name	Data Type	Description
FirstMenuItemInMenu	FMOBJECT	The first menu item in the menu.
MenuType	int	Type of menu. The value is one of: - Constants.FV_MENU_MENUBAR (1) - A menu bar defined by the FrameMaker product. - Constants.FV_MENU_POPUP (2) - A pop-up menu. - Constants.FV_MENU_DEFAULT (4) - A pull-down or pull-right menu.
Label	string	The label the user sees on a menu. The label for menu item separators is read-only; it is always ---.
MenuItemIsEnabled	int	1 if the menu item is enabled. 0, if it is disabled.
Name	string	The command, menu, or menu item separator name. The names for the default, predefined separators are !Separator, !Separator1, !Separator2, !Separator3, !Separator4, and !Separator5.

Property name	Data Type	Description
NextMenuItemInMenu	FMOBJECT	The next menu item, menu, or separator in the menu.
NextMenuItemInSession	FMOBJECT	The next menu item, menu, or separator in the list of menu items, menus, and separators in the session.
PrevMenuItemInMenu	FMOBJECT	The previous menu item, menu, or separator in the list of menu items, menus, and separators in the session.

Menu methods

[AddCommandToMenu](#), [AddMenuToMenu](#), [DefineAndAddCommand](#), [DefineAndAddMenu](#), [Delete](#), [Delete](#), [GetProps](#), [MenuItemInMenu](#), [ObjectValid](#), [SetProps](#).

MenuItemSeparator

Property name	Data Type	Description
Label	string	The label for menu item separators is read-only; it is always ---.
MenuItemIsEnabled	int	1 if the menu item separator is enabled. 0, if it is disabled.
Name	string	The menu item separator name. The names for the default, predefined separators are !Separator, !Separator1, !Separator2, !Separator3, !Separator4, and !Separator5.
NextMenuItemInMenu	FMOBJECT	The next menu item separator in the menu.
NextMenuItemInSession	FMOBJECT	The next menu item separator in the list of menu items, menus, and separators in the session.
PrevMenuItemInMenu	FMOBJECT	The previous menu item separator in the list of menu items, menus, and separators in the session.

MenuItemSeparator methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Metrics

An Array of objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

Metrics methods

[concat](#), [pop](#), [push](#).

Pgf

Property name	Data Type	Description
MinJRomSpace	int	Minimum Asian-Roman space.
OptJRomSpace	int	Optimum Asian-Roman space.
MaxJRomSpace	int	Maximum Asian-Roman space.
MinJLetSpace	int	Minimum Asian letter space.
OptJLetSpace	int	Optimum Asian letter space.
MaxJLetSpace	int	Maximum Asian letter space.
YakumonoType	int	The Yakumono rules to handle punctuation characters. The value is one of: - Constants.FV_FLOATING_YAKUMONO (0x00) - Constants.FV_MONOSPACE_YAKUMONO (0x01) - Constants.FV_FIXED_YAKUMONO (0x02)
AutoNumChar	string	Character format for the automatic numbering string specified by AutoNumString; " " if the default character format is used
AutoNumString	string	Autonumber format string (for example, <n>.<n+>)
NumAtEnd	int	1 if numbering position is End of Paragraph; 0 if it is Beginning of Paragraph.
PgflsAutoNum	int	1 if autonumbering is enabled.
PgfNumber	string	The formatted string representation of the paragraph number; for example, 1.2 for a paragraph whose AutoNumString property is set to <n>.<n+>
Capitalization	int	Type of capitalization to use. The value is one of: - Constants.FV_CAPITAL_CASE_NORM (0) - Constants.FV_CAPITAL_CASE_SMALL (1) - Constants.FV_CAPITAL_CASE_LOWER (2) - Constants.FV_CAPITAL_CASE_UPPER (3)
ChangeBar	int	1 if Change Bars are on.
Color	Color	Spot color (FO_Color ID).
CombinedFontFamily	CombinedFontDefn	Combined font definition (FO_CombinedFontDefn).
FontAngle	int	Font angle (specifies an index into the array of font angles provided by the session property FontAngleNames).
FontEncodingName	string	The font's encoding.
FontFamily	int	Font family (specifies an index into the array of font families provided by the session property FontFamilyNames).
FontPlatformName	string	Name that uniquely identifies a font on a specific platform.

Property name	Data Type	Description
FontPostScriptName	string	Name given to a font when it is sent to a PostScript printer.
FontSize	int	Font size (2 pt to 400 pt).
FontVariation	int	Font variation (specifies an index into the array of font variations provided by the session property <code>FontVariationNames</code>).
FontWeight	int	Font weight (specifies an index into the array of font weights provided by the session property <code>FontWeightNames</code>).
KernX	int	Horizontal kern value for manual kerning expressed as a percentage of an em (metric –100% to 1000%). A positive value moves a character right and a negative value moves a character left.
KernY	int	Vertical kern value for manual kerning expressed as a percentage of an em (metric –100% to 1000%). A positive value moves characters up and a negative value moves characters down.
Overline	int	1 if Overline is enabled.
PairKern	int	1 if Pair Kern is enabled.
Position	int	Specifies position relative to baseline of text. The value is one of: • <code>Constants.FV_POS_NORM (0)</code>: Normal • <code>Constants.FV_POS_SUPER (1)</code>: Superscript • <code>Constants.FV_POS_SUB (2)</code>: Subscript
Stretch	int	Character stretch (set width) expressed as a percentage of normal stretch for the font (metric –10% to 1000%).
Strikethrough	int	1 if Strikethrough is enabled.
Underlining	int	Type of underlining. The value is one of: • <code>Constants.FV_CB_NO_UNDERLINE (0)</code> • <code>Constants.FV_CB_SINGLE_UNDERLINE (1)</code> • <code>Constants.FV_CB_DOUBLE_UNDERLINE (2)</code> • <code>Constants.FV_CB_NUMERIC_UNDERLINE (3)</code>
CellBottomMargin	int	Amount added to default bottom margin of table cell.
CellLeftMargin	int	Amount added to default left margin of table cell.

Property name	Data Type	Description
CellMarginsFixed	int	Specifies which cell margins are fixed. The following values can be ORed into it: - Constants.FV_PGF_FIXED_L_MARGIN (0x01): the left margin is fixed. - Constants.FV_PGF_FIXED_B_MARGIN (0x02): the bottom margin is fixed. - Constants.FV_PGF_FIXED_R_MARGIN (0x04): the right margin is fixed. - Constants.FV_PGF_FIXED_T_MARGIN (0x08): the top margin is fixed. If the margin for a cell is fixed, the margin property specifies the absolute value of the cell margin. For example, if <code>Constants.FV_PGF_FIXED_B_MARGIN (0x02)</code> is set, <code>CellBottomMargin</code> specifies the absolute value of the cell's bottom margin, overriding the cell margin specified by the table format. If <code>Constants.FV_PGF_FIXED_B_MARGIN (0x02)</code> is not set, <code>CellBottomMargin</code> is added to the margin specified by the table format.
CellRightMargin	int	Amount added to default right margin of table cell.
CellTopMargin	int	Amount added to default top margin of table cell.
CellVAlignment	int	Vertical alignment of a paragraph when it is the first one in a cell. The value is one of: - Constants.FV_PGF_V_ALIGN_TOP (0) - Constants.FV_PGF_V_ALIGN_MIDDLE (1) - Constants.FV_PGF_V_ALIGN_BOTTOM (2)
Locked	int	1 if the paragraph is part of a text inset that retains formatting information from the source document. The paragraph is not affected by global formatting performed on the document.
FormatOverride	int	1 if the paragraph contains a paragraph format override.
AdjHyphens	int	Number of allowable adjacent hyphens.
Hyphenate	int	1 if Automatic Hyphenation is enabled.
HyphMinPrefix	int	Minimum number of letters that must precede hyphen.
HyphMinSuffix	int	Minimum number of letters that must follow a hyphen.
HyphMinWord	int	Minimum length of a hyphenated word.

Property name	Data Type	Description
Language	int	Hyphenation and spell-checking language to use. The value is one of: - Constants.FV_LANG_NOLANGUAGE (0x00) - Constants.FV_LANG_ENGLISH (0x01) - Constants.FV_LANG_BRITISH (0x02) - Constants.FV_LANG_GERMAN (0x03) - Constants.FV_LANG_SWISS_GERMAN (0x04) - Constants.FV_LANG_FRENCH (0x05) - Constants.FV_LANG_CANADIAN_FRENCH (0x06) - Constants.FV_LANG_SPANISH (0x07) - Constants.FV_LANG_CATALAN (0x08) - Constants.FV_LANG_ITALIAN (0x09) - Constants.FV_LANG_FINNISH (0x10) - Constants.FV_LANG_SWEDISH (0x11) - Constants.FV_LANG_JAPANESE (0x12) - Constants.FV_LANG_TRADITIONAL_CHINESE (0x13) - Constants.FV_LANG_SIMPLIFIED_CHINESE (0x14) - Constants.FV_LANG_KOREAN (0x15) - Constants.FV_LANG_PORTUGUESE (0x0A) - Constants.FV_LANG_BRAZILIAN (0x0B) - Constants.FV_LANG_DANISH (0x0C) - Constants.FV_LANG_DUTCH (0x0D) - Constants.FV_LANG_NORWEGIAN (0x0E) - Constants.FV_LANG_NYNORSK (0x0F)
PgfSpellChecked	int	1 if paragraph has been spell-checked
Unique	int	The paragraph's user ID.
FirstIndent	int	First-line left margin, measured from left side of current text column (0 cm to 100 cm).
LeftIndent	int	Left margin, measured from left side of current text column (0 cm to 100 cm).
RightIndent	int	Right margin, measured from right side of current text column.
Leading	int	Space below each line in a paragraph.

Property name	Data Type	Description
LineSpacing	int	Space between lines in a paragraph measured from baseline to baseline. The value is one of: - Constants.FV_PGF_FIXED (0x00): default font size - Constants.FV_PGF_PROPORTIONAL (0x01): largest font in line - Constants.FV_PGF_FLOATING (0x02): largest ascender in line
BlockLines	int	The number of Widow/Orphan lines.
KeepWithNext	int	1 if Keep With Next Paragraph is enabled.
KeepWithPrev	int	1 if Keep With Previous Paragraph is enabled.
PgfAlignment	int	Horizontal alignment of paragraph. The value is one of: - Constants.FV_PGF_LEFT (0x01) - Constants.FV_PGF_RIGHT (0x02) - Constants.FV_PGF_CENTER (0x03) - Constants.FV_PGF_JUSTIFIED (0x04)
Placement	int	Paragraph placement. The value is one of: - Constants.FV_PGF_SIDEBODY (0) - Constants.FV_PGF_SIDEHEAD_TOP (1) - Constants.FV_PGF_SIDEHEAD_FIRST_BASELINE (2) - Constants.FV_PGF_SIDEHEAD_LAST_BASELINE (3) - Constants.FV_PGF_RUN_IN (4) - Constants.FV_PGF_STRADDLE (5) - Constants.FV_PGF_STRADDLE_NORMAL_ONLY (6)
RunInSeparator	string	String for Run-In Head Default Punctuation.
SpaceAbove	int	Space above paragraph.
SpaceBelow	int	Space below paragraph.
Start	int	Vertical placement of paragraph. The value is one of: - Constants.FV_PGF_ANYWHERE (0x00) - Constants.FV_PGF_TOP_OF_COL (0x01) - Constants.FV_PGF_TOP_OF_PAGE (0x02) - Constants.FV_PGF_TOP_OF_LEFT_PAGE (0x03) - Constants.FV_PGF_TOP_OF_RIGHT_PAGE (0x04)
InTextFrame	TextFrame	Text frame containing the paragraph (FO_TextFrame ID).
InTextObj	FMObject	Subcolumn, footnote, or table cell the paragraph begins in (FO_SubCol, FO_Fn, or FO_Cell ID).

Property name	Data Type	Description
NextPgflnDoc	Pgfln	Next paragraph in the document (FO_Pgfln ID).
NextPgflnFlow	Pgfln	Next paragraph in the flow (FO_Pgfln ID).
PrevPgflnFlow	Pgfln	Previous paragraph in the flow (FO_Pgfln ID).
BottomSeparator	string	Name of frame to put below paragraph.
TopSeparator	string	Name of frame to put above paragraph.
NumTabs	int	Number of tabs in the paragraph..
Tabs	Tabs	Array of tab descriptions that specify the positions and types of tab stops.
Name	string	Name of paragraph format.
NextTag	string	Tag for new next paragraph.
UseNextTag	int	1 if Next Paragraph Tag is enabled.
LetterSpace	int	1 if Word Spacing is enabled.
MaxSpace	int	Maximum word spacing (percentage of an em space in current font).
MinSpace	int	Minimum word spacing (percentage of an em space in current font).
OptSpace	int	Optimum word spacing.
BkColor	Color	Denotes the text background color. If this property is applied on a paragraph format, it denotes the background color of the whole paragraph; if it is applied on a character format, it denotes the background color of the text over which the character format is applied.
PgflnBoxColor	Color	Denotes the background color of the paragraph box that encloses the paragraph text.

Pgfln methods

[Delete](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#).

Pgfmt

Property name	Data Type	Description
AcrobatLevel	int	Retained in Version 6.0 or later for backward compatibility. Use PDFStructureLevel instead.
PgfmtMarkedForNamedDestination	int	If 1, this paragraph will have a corresponding Named Destination in the generated PDF.
PDFStructureLevel	int	The PDF structure level of paragraphs with the current format. This property is used when the <code>PDFStructure</code> property is True for the document, and FrameMaker generates PDF data. The value for this property can be between 0 and 100, where greater values are deeper in the hierarchy. If PDFStructureLevel is 0, FrameMaker does not include paragraphs of this format in the PDF structure.
MinJRomSpace	int	Minimum Asian-Roman space.
OptJRomSpace	int	Optimum Asian-Roman space.
MaxJRomSpace	int	Maximum Asian-Roman space.
MinJLetSpace	int	Minimum Asian letter space.
OptJLetSpace	int	Optimum Asian letter space.
MaxJLetSpace	int	Maximum Asian letter space.
YakumonoType	int	The Yakumono rules to handle punctuation characters. The value is one of: - Constants.FV_FLOATING_YAKUMONO (0x00) - Constants.FV_MONOSPACE_YAKUMONO (0x01) - Constants.FV_FIXED_YAKUMONO (0x02)
AutoNumChar	string	Character format for the automatic numbering string specified by AutoNumString; " " if the default character format is used
AutoNumString	string	Autonumber format string (for example, <n>.<n+>)
NumAtEnd	int	1 if numbering position is End of Paragraph; 0 if it is Beginning of Paragraph.
PgfmtAutoNum	int	1 if autonumbering is enabled.
Capitalization	int	Type of capitalization to use. The value is one of: - Constants.FV_CAPITAL_CASE_NORM (0) - Constants.FV_CAPITAL_CASE_SMALL (1) - Constants.FV_CAPITAL_CASE_LOWER (2) - Constants.FV_CAPITAL_CASE_UPPER (3)
ChangeBar	int	1 if Change Bars are on.
Color	Color	Spot color (FO_Color ID).
CombinedFontFamily	CombinedFontDefn	Combined font definition (FO_CombinedFontDefn).

Property name	Data Type	Description
FontAngle	int	Font angle (specifies an index into the array of font angles provided by the session property <code>FontAngleNames</code>).
FontEncodingName	string	The font's encoding.
FontFamily	int	Font family (specifies an index into the array of font families provided by the session property <code>FontFamilyNames</code>).
FontPlatformName	string	Name that uniquely identifies a font on a specific platform.
FontPostScriptName	string	Name given to a font when it is sent to a PostScript printer.
FontSize	int	Font size (2 pt to 400 pt).
FontVariation	int	Font variation (specifies an index into the array of font variations provided by the session property <code>FontVariationNames</code>).
FontWeight	int	Font weight (specifies an index into the array of font weights provided by the session property <code>FontWeightNames</code>).
KernX	int	Horizontal kern value for manual kerning expressed as a percentage of an em (metric –100% to 1000%). A positive value moves a character right and a negative value moves a character left.
KernY	int	Vertical kern value for manual kerning expressed as a percentage of an em (metric –100% to 1000%). A positive value moves characters up and a negative value moves characters down.
Overline	int	1 if Overline is enabled.
PairKern	int	1 if Pair Kern is enabled.
Position	int	Specifies position relative to baseline of text. The value is one of: • <code>Constants.FV_POS_NORM</code> (0): Normal • <code>Constants.FV_POS_SUPER</code> (1): Superscript • <code>Constants.FV_POS_SUB</code> (2): Subscript
Stretch	int	Character stretch (set width) expressed as a percentage of normal stretch for the font (metric –10% to 1000%).
Strikethrough	int	1 if Strikethrough is enabled.
Underlining	int	Type of underlining. The value is one of: • <code>Constants.FV_CB_NO_UNDERLINE</code> (0) • <code>Constants.FV_CB_SINGLE_UNDERLINE</code> (1) • <code>Constants.FV_CB_DOUBLE_UNDERLINE</code> (2) • <code>Constants.FV_CB_NUMERIC_UNDERLINE</code> (3)
AdjHyphens	int	Number of allowable adjacent hyphens
Hyphenate	int	1 if Automatic Hyphenation is enabled.

Property name	Data Type	Description
HyphMinPrefix	int	Minimum number of letters that must precede hyphen.
HyphMinSuffix	int	Minimum number of letters that must follow a hyphen.
HyphMinWord	int	Minimum length of a hyphenated word.
Language	int	Hyphenation and spell-checking language to use. The value is one of: - Constants.FV_LANG_NOLANGUAGE (0x00) - Constants.FV_LANG_ENGLISH (0x01) - Constants.FV_LANG_BRITISH (0x02) - Constants.FV_LANG_GERMAN (0x03) - Constants.FV_LANG_SWISS_GERMAN (0x04) - Constants.FV_LANG_FRENCH (0x05) - Constants.FV_LANG_CANADIAN_FRENCH (0x06) - Constants.FV_LANG_SPANISH (0x07) - Constants.FV_LANG_CATALAN (0x08) - Constants.FV_LANG_ITALIAN (0x09) - Constants.FV_LANG_FINNISH (0x10) - Constants.FV_LANG_SWEDISH (0x11) - Constants.FV_LANG_JAPANESE (0x12) - Constants.FV_LANG_TRADITIONAL_CHINESE (0x13) - Constants.FV_LANG_SIMPLIFIED_CHINESE (0x14) - Constants.FV_LANG_KOREAN (0x15) - Constants.FV_LANG_PORTUGUESE (0x0A) - Constants.FV_LANG_BRAZILIAN (0x0B) - Constants.FV_LANG_DANISH (0x0C) - Constants.FV_LANG_DUTCH (0x0D) - Constants.FV_LANG_NORWEGIAN (0x0E) - Constants.FV_LANG_NYNORSK (0x0F)
FirstIndent	int	First-line left margin, measured from left side of current text column (0 cm to 100 cm).
LeftIndent	int	Left margin, measured from left side of current text column (0 cm to 100 cm).
RightIndent	int	Right margin, measured from right side of current text column.
Leading	int	Space below each line in a paragraph.

Property name	Data Type	Description
LineSpacing	int	Space between lines in a paragraph measured from baseline to baseline. The value is one of: - Constants.FV_PGF_FIXED (0x00): default font size - Constants.FV_PGF_PROPORTIONAL (0x01): largest font in line - Constants.FV_PGF_FLOATING (0x02): largest ascender in line
NextPgInDoc	Pgf	Next paragraph in the document (FO_Pgf ID).
BlockLines	int	The number of Widow/Orphan lines.
KeepWithNext	int	1 if Keep With Next Paragraph is enabled.
KeepWithPrev	int	1 if Keep With Previous Paragraph is enabled.
PgfAlignment	int	Horizontal alignment of paragraph. The value is one of: - Constants.FV_PGF_LEFT (0x01) - Constants.FV_PGF_RIGHT (0x02) - Constants.FV_PGF_CENTER (0x03) - Constants.FV_PGF_JUSTIFIED (0x04)
Placement	int	Paragraph placement. The value is one of: - Constants.FV_PGF_SIDEBODY (0) - Constants.FV_PGF_SIDEHEAD_TOP (1) - Constants.FV_PGF_SIDEHEAD_FIRST_BASELINE (2) - Constants.FV_PGF_SIDEHEAD_LAST_BASELINE (3) - Constants.FV_PGF_RUN_IN (4) - Constants.FV_PGF_STRADDLE (5) - Constants.FV_PGF_STRADDLE_NORMAL_ONLY (6)
RunInSeparator	string	String for Run-In Head Default Punctuation.
SpaceAbove	int	Space above paragraph.
SpaceBelow	int	Space below paragraph.
Start	int	Vertical placement of paragraph. The value is one of: - Constants.FV_PGF_ANYWHERE (0x00) - Constants.FV_PGF_TOP_OF_COL (0x01) - Constants.FV_PGF_TOP_OF_PAGE (0x02) - Constants.FV_PGF_TOP_OF_LEFT_PAGE (0x03) - Constants.FV_PGF_TOP_OF_RIGHT_PAGE (0x04)
BottomSeparator	string	Name of frame to put below paragraph.
TopSeparator	string	Name of frame to put above paragraph.

Property name	Data Type	Description
BkColor	Color	Denotes the text background color. If this property is applied on a paragraph format, it denotes the background color of the whole paragraph; if it is applied on a character format, it denotes the background color of the text over which the character format is applied.
PgfBoxColor	Color	Denotes the background color of the paragraph box that encloses the paragraph text.
UseBkColor	bool	The UseBkColor is a Boolean flag which indicates whether the BkColor property is set or not. A value of 1 indicates the text has some background color. A value of 0 indicates a transparent background. <i>Note: When the UseBkColor property is set to 0, the BkColor value is not used.</i>
CellBottomMargin	int	Amount added to default bottom margin of table cell.
CellLeftMargin	int	Amount added to default left margin of table cell.
CellMarginsFixed	int	Specifies which cell margins are fixed. The following values can be ORed into it: - Constants.FV_PGF_FIXED_L_MARGIN (0x01): the left margin is fixed. - Constants.FV_PGF_FIXED_B_MARGIN (0x02): the bottom margin is fixed. - Constants.FV_PGF_FIXED_R_MARGIN (0x04): the right margin is fixed. - Constants.FV_PGF_FIXED_T_MARGIN (0x08): the top margin is fixed. If the margin for a cell is fixed, the margin property specifies the absolute value of the cell margin. For example, if Constants.FV_PGF_FIXED_B_MARGIN (0x02) is set, CellBottomMargin specifies the absolute value of the cell's bottom margin, overriding the cell margin specified by the table format. If Constants.FV_PGF_FIXED_B_MARGIN (0x02) is not set, CellBottomMargin is added to the margin specified by the table format.
CellRightMargin	int	Amount added to default right margin of table cell.
CellTopMargin	int	Amount added to default top margin of table cell.
CellVAlignment	int	Vertical alignment of a paragraph when it is the first one in a cell. The value is one of: - Constants.FV_PGF_V_ALIGN_TOP (0) - Constants.FV_PGF_V_ALIGN_MIDDLE (1) - Constants.FV_PGF_V_ALIGN_BOTTOM (2)
NumTabs	int	Number of tabs in the paragraph..
Tabs	Tabs	Array of tab descriptions that specify the positions and types of tab stops.
Name	string	Name of paragraph format.

Property name	Data Type	Description
NextTag	string	Tag for new next paragraph.
UseNextTag	int	1 if Next Paragraph Tag is enabled.
LetterSpace	int	1 if Word Spacing is enabled.
MaxSpace	int	Maximum word spacing (percentage of an em space in current font).
MinSpace	int	Minimum word spacing (percentage of an em space in current font).
OptSpace	int	Optimum word spacing.

PgFfmt methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Point

Property name	Data Type	Description
x	int	X coordinate
y	int	Y coordinate

Point methods

[Point](#).

Points

An Array of [Point](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

Points methods

[concat](#), [pop](#), [push](#).

Polygon

Property name	Data Type	Description
NumPoints	int	Number of polygon vertices.
Points	Points	Array of x-y coordinate pairs that specify the polygon's vertices.
PolylsBezier	int	1 if polygon is smoothed.
Angle	int	Indicates the angle of rotation of the graphic object.
ArrowBaseAngle	int	Denotes the arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Indicates the factor by which the arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is False.
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Denotes the arrowhead tip angle in degrees.
ArrowType	int	Denotes the style of the arrowhead. Possible values are: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Indicates the border width specified in points. The permissible range is 0.015 pt to 360 points.
Color	Color	Denotes the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	Denotes the fill pattern (numbers between 0 and 15). Constants are provided for fill patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
FrameParent	FMOBJECT	Denotes the frame containing the graphic object.
GraphicCantBeSelected	int	Set to 1 if the graphic object cannot be selected. Set to 0, otherwise.
GraphicsSelected	int	Set to 1, if the graphic object is selected. Else, set to 0.

Property name	Data Type	Description
GroupParent	Group	Specifies the group to which the object belongs. Note: Anchored frames do NOT have this property.
HeadArrow	int	Set to 1 if the line has an arrow head. Set to 0, otherwise.
Height	int	Denotes the height of the object denoted in points. The permissible range is from 0.125 points to 3600 points.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Specifies the type of the end of the line. The possible values are: - Constants.FV_CAP_BUTT (0x00) - Constants.FV_CAP_ROUND (0x01) - Constants.FV_CAP_SQUARE (0x02)
LocX	int	Specifies the distance of the object from the left side of the parent frame (in inches). The permissible range is – 216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set this value manually for anchored frames.
LocY	int	Distance of the object from the top of the parent frame (in inches) The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You cannot set this value manually for anchored frames.
NextGraphicInDoc	FMOBJECT	Denotes the next graphic object in the document.
NextGraphicInFrame	FMOBJECT	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMOBJECT	Denotes the next graphic object in the group.
NextSelectedGraphicInDoc	FMOBJECT	Denotes the next selected graphic object in the document.
ObjectAttributes	Strings	A list of strings. Each string expresses an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.

Property name	Data Type	Description
Overprint	int	Specifies the overprint settings for the object. The possible values are: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)
Pen	int	Specifies the pen pattern (numbers between 0 and 7). Constants are provided for pen patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
PrevGraphicInFrame	FObject	Denotes the previous graphic object in the frame.
PrevGraphicInGroup	FObject	Denotes the previous graphic object in the group.
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The possible values are: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	int	Set to 1 if the arrowhead is enabled at the beginning of the line; Set to 0 otherwise.
TintPercent	int	Specifies the tint percentage.
Unique	int	Indicates the graphic object's internal unique number.
Width	int	Denotes the width of the object. The permissible range is from 0.125 points to 3600 points.

Polygon methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Polyline

Property name	Data Type	Description
NumPoints	int	Number of polygon vertices.
Points	Points	Array of x-y coordinate pairs that specify the polygon's vertices.
PolylsBezier	int	1 if polygon is smoothed.
Angle	int	Indicates the angle of rotation of the graphic object.
ArrowBaseAngle	int	Denotes the arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Indicates the factor by which the arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is False.
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Denotes the arrowhead tip angle in degrees.
ArrowType	int	Denotes the style of the arrowhead. Possible values are: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Indicates the border width specified in points. The permissible range is 0.015 pt to 360 points.
Color	Color	Denotes the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	Denotes the fill pattern (numbers between 0 and 15). Constants are provided for fill patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
FrameParent	FMOBJECT	Denotes the frame containing the graphic object.
GraphicCantBeSelected	int	Set to 1 if the graphic object cannot be selected. Set to 0, otherwise.
GraphicsSelected	int	Set to 1, if the graphic object is selected. Else, set to 0.

Property name	Data Type	Description
GroupParent	Group	Specifies the group to which the object belongs. Note: Anchored frames do NOT have this property.
HeadArrow	int	Set to 1 if the line has an arrow head. Set to 0, otherwise.
Height	int	Denotes the height of the object denoted in points. The permissible range is from 0.125 points to 3600 points.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Specifies the type of the end of the line. The possible values are: - Constants.FV_CAP_BUTT (0x00) - Constants.FV_CAP_ROUND (0x01) - Constants.FV_CAP_SQUARE (0x02)
LocX	int	Specifies the distance of the object from the left side of the parent frame (in inches). The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set this value manually for anchored frames.
LocY	int	Distance of the object from the top of the parent frame (in inches) The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You cannot set this value manually for anchored frames.
NextGraphicInDoc	FMOobject	Denotes the next graphic object in the document.
NextGraphicInFrame	FMOobject	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMOobject	Denotes the next graphic object in the group.
NextSelectedGraphicInDoc	FMOobject	Denotes the next selected graphic object in the document.
ObjectAttributes	Strings	A list of strings. Each string expresses an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.

Property name	Data Type	Description
Overprint	int	Specifies the overprint settings for the object. The possible values are: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)
Pen	int	Specifies the pen pattern (numbers between 0 and 7). Constants are provided for pen patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
PrevGraphicInFrame	FObject	Denotes the previous graphic object in the frame.
PrevGraphicInGroup	FObject	Denotes the previous graphic object in the group.
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The possible values are: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	int	Set to 1 if the arrowhead is enabled at the beginning of the line; Set to 0 otherwise.
TintPercent	int	Specifies the tint percentage.
Unique	int	Indicates the graphic object's internal unique number.
Width	int	Denotes the width of the object. The permissible range is from 0.125 points to 3600 points.

Polyline methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Propldent

Property name	Data Type	Description
num	int	The property number.
name	string	The property name.

PropIdent methods

[PropIdent](#).

PropVal

Property name	Data Type	Description
propIdent	PropIdent	The property identifier.
propVal	TypedVal	The property value.

PropVal methods

[PropVal](#).

PropVals

An Array of [PropVal](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

PropVals methods

[concat](#), [pop](#), [push](#).

Rectangle

Property name	Data Type	Description
RectangleIsSmoothed	int	1 if smoothing is enabled. This property is always 1 for Ellipse objects.
Angle	int	Indicates the angle of rotation of the graphic object.
ArrowBaseAngle	int	Denotes the arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Indicates the factor by which the arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is <code>False</code> .
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Denotes the arrowhead tip angle in degrees.

Property name	Data Type	Description
ArrowType	int	Denotes the style of the arrowhead. Possible values are: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Indicates the border width specified in points. The permissible range is 0.015 pt to 360 points.
Color	Color	Denotes the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	Denotes the fill pattern (numbers between 0 and 15). Constants are provided for fill patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
FrameParent	FMOBJect	Denotes the frame containing the graphic object.
GraphicCantBeSelected	int	Set to 1 if the graphic object cannot be selected. Set to 0, otherwise.
GraphicsSelected	int	Set to 1, if the graphic object is selected. Else, set to 0.
GroupParent	Group	Specifies the group to which the object belongs. Note: Anchored frames do NOT have this property.
HeadArrow	int	Set to 1 if the line has an arrow head. Set to 0, otherwise.
Height	int	Denotes the height of the object denoted in points. The permissible range is from 0.125 points to 3600 points.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Specifies the type of the end of the line. The possible values are: - Constants.FV_CAP_BUTT (0x00) - Constants.FV_CAP_ROUND (0x01) - Constants.FV_CAP_SQUARE (0x02)

Property name	Data Type	Description
LocX	int	Specifies the distance of the object from the left side of the parent frame (in inches). The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set this value manually for anchored frames.
LocY	int	Distance of the object from the top of the parent frame (in inches) The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You cannot set this value manually for anchored frames.
NextGraphicInDoc	FMObject	Denotes the next graphic object in the document.
NextGraphicInFrame	FMObject	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMObject	Denotes the next graphic object in the group.
NextSelectedGraphicInDoc	FMObject	Denotes the next selected graphic object in the document.
ObjectAttributes	Strings	A list of strings. Each string expresses an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	int	Specifies the overprint settings for the object. The possible values are: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)
Pen	int	Specifies the pen pattern (numbers between 0 and 7). Constants are provided for pen patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
PrevGraphicInFrame	FMObject	Denotes the previous graphic object in the frame.
PrevGraphicInGroup	FMObject	Denotes the previous graphic object in the group.

Property name	Data Type	Description
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The possible values are: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	int	Set to 1 if the arrowhead is enabled at the beginning of the line; Set to 0 otherwise.
TintPercent	int	Specifies the tint percentage.
Unique	int	Indicates the graphic object's internal unique number.
Width	int	Denotes the width of the object. The permissible range is from 0.125 points to 3600 points.

Rectangle methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

RefPage

Property name	Data Type	Description
Name	string	Name of the reference page.
PageFrame	UnanchoredFrame	Page frame (FO_UnanchoredFrame ID)
PageHeight	int	Height of the page.
PageNext	RefPage	Next reference page (FO_RefPage ID) in the document.
PageNum	int	Page number.
PagePrev	RefPage	Previous reference page (FO_RefPage ID) in the document.
PageWidth	int	Width of the page.

RefPage methods

[ApplyPageLayout](#), [Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

RoundRect

Property name	Data Type	Description
Radius	int	Radius of corner; 0 for a square corner.
Angle	int	Indicates the angle of rotation of the graphic object.
ArrowBaseAngle	int	Denotes the arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Indicates the factor by which the arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is False.
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Denotes the arrowhead tip angle in degrees.
ArrowType	int	Denotes the style of the arrowhead. Possible values are: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Indicates the border width specified in points. The permissible range is 0.015 pt to 360 points.
Color	Color	Denotes the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	Denotes the fill pattern (numbers between 0 and 15). Constants are provided for fill patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
FrameParent	FMObject	Denotes the frame containing the graphic object.
GraphicCantBeSelected	int	Set to 1 if the graphic object cannot be selected. Set to 0, otherwise.
GraphicsSelected	int	Set to 1, if the graphic object is selected. Else, set to 0.
GroupParent	Group	Specifies the group to which the object belongs. Note: Anchored frames do NOT have this property.
HeadArrow	int	Set to 1 if the line has an arrow head. Set to 0, otherwise.

Property name	Data Type	Description
Height	int	Denotes the height of the object denoted in points. The permissible range is from 0.125 points to 3600 points.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Specifies the type of the end of the line. The possible values are: - Constants.FV_CAP_BUTT (0x00) - Constants.FV_CAP_ROUND (0x01) - Constants.FV_CAP_SQUARE (0x02)
LocX	int	Specifies the distance of the object from the left side of the parent frame (in inches). The permissible range is – 216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set this value manually for anchored frames.
LocY	int	Distance of the object from the top of the parent frame (in inches) The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You cannot set this value manually for anchored frames.
NextGraphicInDoc	FMOject	Denotes the next graphic object in the document.
NextGraphicInFrame	FMOject	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMOject	Denotes the next graphic object in the group.
NextSelectedGraphicInDoc	FMOject	Denotes the next selected graphic object in the document.
ObjectAttributes	Strings	A list of strings. Each string expresses an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	int	Specifies the overprint settings for the object. The possible values are: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)

Property name	Data Type	Description
Pen	int	Specifies the pen pattern (numbers between 0 and 7). Constants are provided for pen patterns 0, 7 and 15, as follows: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR (15)
PrevGraphicInFrame	FObject	Denotes the previous graphic object in the frame.
PrevGraphicInGroup	FObject	Denotes the previous graphic object in the group.
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The possible values are: • Constants.FV_TR_NONE (0x01) • Constants.FV_TR_CONTOUR (0x02) • Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	int	Set to 1 if the arrowhead is enabled at the beginning of the line; Set to 0 otherwise.
TintPercent	int	Specifies the tint percentage.
Unique	int	Indicates the graphic object's internal unique number.
Width	int	Denotes the width of the object. The permissible range is from 0.125 points to 3600 points.

RoundRect methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Row

Property name	Data Type	Description
CondFmtIsShown	int	1 if the condition is shown.
Element	Element	The ID of the element containing the row in a FrameMaker document.
FirstCellInRow	Cell	First cell in row (FO_Cell ID).
Height	int	Height of the row.
InCond	Objects	Condition tags for row (array of FO_CondFmt IDs).
LocX	int	Offset from the left side of the text frame containing the row.

Property name	Data Type	Description
LocY	int	Offset from the top of the page frame containing the row.
NextRowInTbl	Row	Next row (FO_Row ID) in the table.
PrevRowInTbl	Row	Previous row (FO_Row ID) in the table.
RowsShown	int	1 if the conditional row is shown.
RowKeepWithNext	int	1 if Keep With Next Row is enabled.
RowKeepWithPrev	int	1 if Keep With Previous Row is enabled.
RowMaxHeight	int	Maximum row height.
RowMinHeight	int	Minimum row height.
RowStart	int	Denotes the row placement. The value is one of: • Constants.FV_ROW_ANYWHERE (0) • Constants.FV_ROW_TOP_OF_COL (1) • Constants.FV_ROW_TOP_OF_PAGE (2) • Constants.FV_ROW_TOP_OF_LEFT_PAGE (3) • Constants.FV_ROW_TOP_OF_RIGHT_PAGE (4)
RowTbl	Tbl	Table containing the row (FO_Tbl ID).
RowType	int	Type of row. The value is one of: • Constants.FV_ROW_HEADING (0) • Constants.FV_ROW_BODY (1) • Constants.FV_ROW_FOOTING (2)
SepOverride	Color	Color separation format override (FO_Color ID).
StyleOverrides	int	Style condition indicators for conditional text: • Constants.FV_CS_NO_OVERRIDE (0x00) • Constants.FV_CS_OVERLINE (0x01) • Constants.FV_CS_STRIKETHROUGH (0x02) • Constants.FV_CS_SINGLE_UNDERLINE (0x04) • Constants.FV_CS_DOUBLE_UNDERLINE (0x08) All style condition indicators are represented as hatched lines for the table rows.
UseSepOverride	int	1 if the <code>SepOverride</code> property overrides default from the table.
Width	int	Width of the row.

Row methods

[AddRows](#), [Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Rubi

Property name	Data Type	Description
Element	Element	The object handle of the associated FO_Element for the rubi group element, if the rubi group is in a structured document.
OyamojiTextRange	TextRange	The text range that the oyamoji text encompasses.
NextRubiInDoc	Rubi	The next instance of a rubi composite (FO_Rubi ID) in the document..
RubiElement	Element	The object handle of the associated FO_Element for the rubi element, if the rubi group is in a structured document.
RubiTextRange	TextRange	The text range that the rubi text encompasses.
Unique	int	The rubi composite's unique ID.

Rubi methods

[Delete](#), [GetProps](#), [GetText2](#), [ObjectValid](#), [SetProps](#).

RulingFmt

Property name	Data Type	Description
Name	string	Ruling format name.
NextRulingFmtInDoc	RulingFmt	Next ruling format in document (FO_RulingFmt ID).
Pen	int	Specifies the pen pattern (numbers between 0 and 7). Constants are provided for pen patterns 0, 7 and 15, as follows: • Constants.FV_FILL_BLACK (0) • Constants.FV_FILL_WHITE (7) • Constants.FV_FILL_CLEAR (15)
RulingGap	int	Gap between double ruling lines (0.015 pt to 360 pt).
RulingLines	int	Number of ruling lines (0 to 2 lines).
RulingPenWidth	int	Ruling line thickness (0.015 pt to 360 pt).
RulingSep	Color	Spot color of ruling format (FO_Color ID).

RulingFmt methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Strings

An Array of objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

Strings methods

[concat](#), [pop](#), [push](#).

SubCol

Property name	Data Type	Description
ContentHeight	int	The distance between the top of the column and the baseline of the last line in the column.
FirstAFrame	AFrame	First anchored frame in the column (FO_AFrame ID).
FirstCell	Cell	First table cell in the column (FO_Cell ID).
FirstFn	Fn	First footnote in the column (FO_Fn ID).
FirstPgf	Pgf	First paragraph in the column (FO_Pgf ID).
FrameParent	TextFrame	ID of text frame that contains the column (FO_TextFrame ID).
Height	int	Column Height.
LastAFrame	AFrame	Last anchored frame in the column (FO_AFrame ID).
LastCell	Cell	Last table cell in the column (FO_Cell ID).
LastFn	Fn	Last footnote in the column (FO_Fn ID).
LastPgf	Pgf	Last paragraph in the column (FO_Pgf ID).
LocX	int	Offset from left side of the text frame that contains the column.
LocY	int	Offset from top of text frame that contains the column.
NextSubCol	SubCol	Next column in the flow.
Overflowed	int	1 if the text frame containing the column has Autoconnect turned off and text overflows the column.
ParentTextFrame	TextFrame	ID of text frame that contains the column (FO_TextFrame ID).
PrevSubCol	SubCol	Previous column in the flow.
Unique	int	Text column's unique ID.
Width	int	Column width.

SubCol methods

[Delete](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#).

Tab

Property name	Data Type	Description
x	int	Offset from the left margin.
type	uint	Type of tab. The value is one of: - Constants.FV_TAB_LEFT (0x1) - Left tab. - Constants.FV_TAB_CENTER (0x2) - Center tab. - Constants.FV_TAB_RIGHT (0x3) - Right tab. - Constants.FV_TAB_DECIMAL (0x4) - Decimal tab. - Constants.FV_TAB_RELATIVE_LEFT (0x5) - Relative left tab (allowed only for format change lists). - Constants.FV_TAB_RELATIVE_CENTER (0x6) - Relative center tab (allowed only for format change lists). - Constants.FV_TAB_RELATIVE_RIGHT (0x7) - Relative right tab (allowed only for format change lists). - Constants.FV_TAB_RELATIVE_DECIMAL (0x8) - Relative decimal tab (allowed only for format change lists).
leader	string	String that appears before the tab.
decimal	uint	Character to align the tab around (For example " , ").

Tab methods

[Tab](#).

Tabs

An Array of [Tab](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

Tabs methods

[concat](#), [pop](#), [push](#).

Tbl

Property name	Data Type	Description
ContentHeight	int	The height of the table title.
Locked	int	1 if the table is part of a text inset that retains formatting information from the source document. The table is not affected by global formatting performed on the document.
OrphanRows	int	Number of orphan rows.
Overflowed	int	1 if the table has cells that are not shown because they extend beyond the text frame boundaries.
TblAlignment	int	Horizontal placement of table. The value is one of: - Constants.FV_ALIGN_TBL_LEFT (0) - Constants.FV_ALIGN_TBL_CENTER (1) - Constants.FV_ALIGN_TBL_RIGHT (2)
TblCellBottomMargin	int	Default bottom cell margin for the table.
TblCellLeftMargin	int	Default left cell margin for the table.
TblCellRightMargin	int	Default right cell margin for the table.
TblCellTopMargin	int	Default top cell margin for the table.
TblLeftIndent	int	Left indent for the table.
TblInLockedTi	bool	1 if the table is in a locket text inset. You should not use the ESTK to delete table elements when the table is in a locket text inset.
TblPlacement	int	Vertical placement of table on page. The value is one of: - Constants.FV_TBL_ANYWHERE (0) - Constants.FV_TBL_TOP_OF_COL (1) - Constants.FV_TBL_TOP_OF_PAGE (2) - Constants.FV_TBL_TOP_OF_LEFT_PAGE (3) - Constants.FV_TBL_TOP_OF_RIGHT_PAGE (4) - Constants.FV_TBL_FLOAT (5)
TblRightIndent	int	Right indent for the table.
TblSpaceAbove	int	Vertical space above the table.
TblSpaceBelow	int	Vertical space below the table.
TextLoc	TextLoc	The text location of the table's anchor.
Unique	int	The table's unique ID.
FirstRowInTbl	Row	First row in the table (FO_Row ID).
LastRowInTbl	Row	Last row in the table (FO_Row ID).
NextTblInDoc	Tbl	Next table (FO_Tbl ID) in the document.

Property name	Data Type	Description
TblCatalogEntry	int	1 if the table's format is in the Table Catalog.
TblColWidths	Metrics	List of column widths.
TblNumbering	int	Direction of autonumbering for the table. The value is one of: • Constants.FV_TBL_NUM_BY_ROW (0) • Constants.FV_TBL_NUM_BY_COL (1)
TblNumCols	int	Number of columns in the table.
TblNumRows	int	Number of rows in the table.
TblTag	string	Name of the table format.
TblWidth	int	Horizontal width of the table.
TblBodyRowRuling	RulingFmt	Ruling applied to body rows specified by TblBodyRowRulingPeriod (FO_RulingFmt ID).
TblBodyRowRulingPeriod	int	The periodicity of the ruling specified by TblBodyRowRuling. For example, if TblBodyRowRulingPeriod is set to 3, the ruling specified by TblBodyRowRuling is applied to every third row.
TblBottomRuling	int	Ruling applied to the bottom of the table (FO_RulingFmt ID).
TblColRuling	RulingFmt	Ruling applied to table columns specified by TblColRulingPeriod (FO_RulingFmt ID).
TblColRulingPeriod	int	The periodicity of the ruling specified by TblColRuling. For example, if TblColRulingPeriod is set to 2, the ruling specified by TblColRuling is applied to every other column.
TblHFRowRuling	RulingFmt	Ruling for table heading and footing rows (FO_RulingFmt ID).
TblHFSeparatorRuling	RulingFmt	Separator ruling for table heading and footing rows (FO_RulingFmt ID).
TblLastBodyRuling	int	1 if Draw Bottom Ruling on Last Sheet Only is enabled (FO_RulingFmt ID).
TblLeftRuling	RulingFmt	Ruling for the left side of the table (FO_RulingFmt ID).
TblOtherBodyRowRuling	RulingFmt	Ruling for body rows that are not specified by TblBodyRowRulingPeriod (FO_RulingFmt ID).
TblOtherColRuling	RulingFmt	Ruling for columns that are not specified by TblColRulingPeriod (FO_RulingFmt ID).
TblRightRuling	RulingFmt	Ruling for the right side of the table (FO_RulingFmt ID).
TblTopRuling	RulingFmt	Ruling for the top of the table (FO_RulingFmt ID).
BottomRowSelection	Row	Bottom body row in selection, if table is selected (FO_Row ID).

Property name	Data Type	Description
LeftColNum	int	Number of the leftmost selected column, if a table is selected (columns are numbered from left to right, starting with 0).
RightColNum	int	Number of rightmost selected column, if a table is selected (columns are numbered from left to right, starting with 0).
TblTitleSelected	int	1 if table title is selected.
TopRowSelection	Row	Top row in selection, if table is selected (FO_Row ID).
TblBodyFirstColor	Color	First spot color for table body (FO_Color ID).
TblBodyFirstFill	int	First fill pattern for table body.
TblBodyFirstPeriod	int	Number of columns or body rows to which the first fill pattern (specified by TblBodyFirstFill) is applied.
TblBodyNextColor	Color	Exception color for columns or body rows (FO_Color ID).
TblBodyNextFill	int	Exception fill pattern for table body.
TblBodyNextPeriod	int	Number of columns or body rows to which the exception fill pattern (specified by TblBodyNextFill) is applied.
TblBodyShadeBy	int	1 if Shade By is set to Columns; 0 if Shade By is set to Rows.
TblHFColor	Color	Color for table heading and footing.
TblHFFill	int	Fill pattern for table heading and footing (integer percentage).
Element	Element	Denotes the element associated with the table.
TblBodyElement	Element	Specifies the element containing the table's body rows.
TblElement	Element	Specifies the element containing the table.
TblFooterElement	Element	Denotes the element containing the table's footer rows.
TblHeaderElement	Element	Denotes the element containing the table's header rows.
TblTitleElement	Element	Indicates the element containing the table title.
FirstPgf	Pgf	The first paragraph in the title, if the table has a title.
HighestLevelElement	Element	Specifies the title's highest-level element if the table is in a structured document and has a title. <i>Note: HighestLevelElement is obsolete but is supported for backward compatibility.</i>

Property name	Data Type	Description
LastPg	Pg	The last paragraph in the title, if the table has a title.
TblTitleGap	int	Gap between the title and top or bottom row of the table.
TblTitlePosition	int	The placement of the table title. The value is one of: - Constants.FV_TBL_NO_TITLE (0) - Table has no title - Constants.FV_TBL_TITLE_ABOVE (1) - The title appears above the table - Constants.FV_TBL_TITLE_BELOW (2) - The title appears below the table

Tbl methods

[AddCols](#), [Delete](#), [DeleteCols](#), [DeleteRows](#), [GetProps](#), [MakeTblSelection](#), [ObjectValid](#), [SetProps](#).

TblFmt

Property name	Data Type	Description
OrphanRows	int	Number of orphan rows.
TblAlignment	int	Horizontal placement of table. The value is one of: - Constants.FV_ALIGN_TBL_LEFT (0) - Constants.FV_ALIGN_TBL_CENTER (1) - Constants.FV_ALIGN_TBL_RIGHT (2)
TblCellBottomMargin	int	Bottom margin of table cell.
TblCellLeftMargin	int	Left margin of the table cell.
TblCellRightMargin	int	Right margin of the table cell.
TblCellTopMargin	int	Top margin of the table cell.
TblLeftIndent	int	Left indent of the table cell.
TblPlacement	int	Vertical placement of table on page. The value is one of: - Constants.FV_TBL_ANYWHERE (0) - Constants.FV_TBL_TOP_OF_COL (1) - Constants.FV_TBL_TOP_OF_PAGE (2) - Constants.FV_TBL_TOP_OF_LEFT_PAGE (3) - Constants.FV_TBL_TOP_OF_RIGHT_PAGE (4) - Constants.FV_TBL_FLOAT (5)
TblRightIndent	int	Right indent of the table.
TblSpaceAbove	int	Vertical space above the table.
TblSpaceBelow	int	Vertical space below the table.

Property name	Data Type	Description
TblTitleGap	int	Gap between title and top or bottom row.
TblTitlePosition	int	The placement of the table title. The value is one of: - Constants.FV_TBL_NO_TITLE (0) - Table has no title - Constants.FV_TBL_TITLE_ABOVE (1) - The title appears above the table - Constants.FV_TBL_TITLE_BELOW (2) - The title appears below the table
TblCatalogEntry	int	1 if format is in the Table Catalog.
Name	string	Name of the paragraph format of the table title.
NextTblFmtInDoc	TblFmt	Next table format in the document (FO_TblFmt ID).
TblNumbering	int	Direction of autonumbering for the table. The value is one of: - Constants.FV_TBL_NUM_BY_ROW (0) - Constants.FV_TBL_NUM_BY_COL (1)
TblTag	string	Name of the table format
TblInitNumBodyRows	int	Number of body rows for new table
TblInitNumCols	int	Number of columns for new table
TblInitNumFRows	int	Number of footing rows for new table
TblInitNumHRows	int	Number of heading rows for new table
TblBodyRowRuling	RulingFmt	Ruling for body rows that are not specified by TblBodyRowRulingPeriod (FO_RulingFmt ID).
TblBodyRowRulingPeriod	int	The periodicity of the ruling specified by TblOtherBodyRowRuling. For example, if TblBodyRowRulingPeriod is set to 3, the ruling specified by TblOtherBodyRowRuling is applied to every third row.
TblBottomRuling	RulingFmt	Ruling for the bottom of the table (FO_RulingFmt ID).
TblColRuling	RulingFmt	Ruling for columns that are not specified by TblColRulingPeriod (FO_RulingFmt ID).
TblColRulingPeriod	int	The periodicity of the ruling specified by TblOtherColRuling. For example, if TblColRulingPeriod is set to 2, the ruling specified by TblOtherColRuling is applied to every other column.
TblHFRowRuling	RulingFmt	Ruling for the heading and footing rows (FO_RulingFmt ID).
TblHFSeparatorRuling	RulingFmt	Separator ruling for the table heading and footing rows (FO_RulingFmt ID).
TblLastBodyRuling	int	1 if Draw Bottom Ruling on Last Sheet Only is enabled (FO_RulingFmt ID).
TblLeftRuling	RulingFmt	Ruling for the left side of the table (FO_RulingFmt ID).

Property name	Data Type	Description
TblOtherBodyRowRuling	RulingFmt	Ruling applied to body rows specified by TblBodyRowRulingPeriod (FO_RulingFmt ID).
TblOtherColRuling	RulingFmt	Ruling applied to table columns specified by TblColRulingPeriod (FO_RulingFmt ID).
TblRightRuling	RulingFmt	Ruling for the right side of the table (FO_RulingFmt ID).
TblTopRuling	RulingFmt	Ruling for the top of the table (FO_RulingFmt ID).
TblBodyFirstColor	Color	First spot color for table body (FO_Color ID)
TblBodyFirstFill	int	First fill pattern for table body
TblBodyFirstPeriod	int	Number of columns or body rows to which the first fill pattern (specified by TblBodyFirstFill) is applied
TblBodyNextColor	Color	Exception color for columns or body rows (FO_Color ID)
TblBodyNextFill	int	Exception fill pattern for table body
TblBodyNextPeriod	int	Number of columns or body rows to which the exception fill pattern (specified by TblBodyNextFill) is applied
TblBodyShadeBy	int	1 if Shade By is set to Columns; 0 if Shade By is set to Rows
TblHFColor	Color	Color for table heading and footing
TblHFFill	int	Fill pattern for table heading and footing (integer percentage)

TblFmt methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

TextFrame

Property name	Data Type	Description
ColGapWidth	int	Gap between columns (0 to 50 inches).
ColumnsAreBalanced	int	1 if terminal and underfilled columns in the flow are balanced.
FirstAFrame	AFrame	First anchored frame in the text frame (FO_AFrame ID).
FirstCell	Cell	First table cell in the text frame (FO_Cell ID).
FirstFn	Fn	First footnote in the text frame (FO_Fn ID).
FirstPg	Pg	First paragraph in the text frame (FO_Pg ID).
FirstSubCol	SubCol	First column in the text frame (FO_SubCol ID).
Flow	Flow	Flow containing the text frame (FO_Flow ID).
GraphicsButton	int	1 if the text frame is a hypertext button.
LastAFrame	AFrame	Last anchored frame in the text frame (FO_AFrame ID).

Property name	Data Type	Description
LastCell	Cell	Last table cell in the text frame (FO_Cell ID).
LastFn	Fn	Last footnote in the text frame (FO_Fn ID).
LastPgf	Pgf	Last paragraph in the text frame (FO_Pgf ID).
LastSubCol	SubCol	Last column in the text frame (FO_SubCol ID).
NextTextFrameInFlow	TextFrame	Next text frame in the flow (FO_TextFrame ID).
NumColumns	int	The number of columns in the underlying column grid (1–10).
PrevTextFrameInFlow	TextFrame	Previous text frame in the flow (FO_TextFrame ID).
SideHeadGap	int	Gap between side head area and body text area (0 to 50 inches).
SideHeadPlacement	int	Placement of side heads relative to columns in the text frame: • Constants.FV_SH_LEFT (0x00) • Constants.FV_SH_RIGHT (0x01) • Constants.FV_SH_INSIDE (0x02) • Constants.FV_SH_OUTSIDE (0x03)
SideHeadWidth	int	Width of side head area for the text frame (0 to 50 inches).
Angle	int	Indicates the angle of rotation of the graphic object.
ArrowBaseAngle	int	Denotes the arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Indicates the factor by which the arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is <code>False</code> .
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Denotes the arrowhead tip angle in degrees.
ArrowType	int	Denotes the style of the arrowhead. Possible values are: • Constants.FV_ARROW_STICK (0x1) • Constants.FV_ARROW_HOLLOW (0x2) • Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Indicates the border width specified in points. The permissible range is 0.015 pt to 360 points.
Color	Color	Denotes the spot color.

Property name	Data Type	Description
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a <code>MetricsT</code> structure. The 0th element of the <code>MetricsT.MetricsT_val</code> array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	Denotes the fill pattern (numbers between 0 and 15). Constants are provided for fill patterns 0, 7 and 15, as follows: • <code>Constants.FV_FILL_BLACK</code> (0) • <code>Constants.FV_FILL_WHITE</code> (7) • <code>Constants.FV_FILL_CLEAR</code> (15)
FrameParent	<code>FObject</code>	Denotes the frame containing the graphic object.
GraphicCantBeSelected	int	Set to 1 if the graphic object cannot be selected. Set to 0, otherwise.
GraphicsSelected	int	Set to 1, if the graphic object is selected. Else, set to 0.
GroupParent	Group	Specifies the group to which the object belongs. Note: Anchored frames do NOT have this property.
HeadArrow	int	Set to 1 if the line has an arrow head. Set to 0, otherwise.
Height	int	Denotes the height of the object denoted in points. The permissible range is from 0.125 points to 3600 points.
HotspotCmdStr	<code>StringT</code>	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	<code>StringT</code>	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Specifies the type of the end of the line. The possible values are: • <code>Constants.FV_CAP_BUTT</code> (0x00) • <code>Constants.FV_CAP_ROUND</code> (0x01) • <code>Constants.FV_CAP_SQUARE</code> (0x02)
LocX	int	Specifies the distance of the object from the left side of the parent frame (in inches). The permissible range is – 216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set this value manually for anchored frames.

Property name	Data Type	Description
LocY	int	Distance of the object from the top of the parent frame (in inches) The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You cannot set this value manually for anchored frames.
NextGraphicInDoc	FObject	Denotes the next graphic object in the document.
NextGraphicInFrame	FObject	Denotes the next graphic object in the frame.
NextGraphicInGroup	FObject	Denotes the next graphic object in the group.
NextSelectedGraphicInDoc	FObject	Denotes the next selected graphic object in the document.
ObjectAttributes	Strings	A list of strings. Each string expresses an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	int	Specifies the overprint settings for the object. The possible values are: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)
Pen	int	Specifies the pen pattern (numbers between 0 and 7). Constants are provided for pen patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
PrevGraphicInFrame	FObject	Denotes the previous graphic object in the frame.
PrevGraphicInGroup	FObject	Denotes the previous graphic object in the group.
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The possible values are: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	int	Set to 1 if the arrowhead is enabled at the beginning of the line; Set to 0 otherwise.

Property name	Data Type	Description
TintPercent	int	Specifies the tint percentage.
Unique	int	Indicates the graphic object's internal unique number.
Width	int	Denotes the width of the object. The permissible range is from 0.125 points to 3600 points.

TextFrame methods

[Delete](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#).

TextItem

Property name	Data Type	Description
offset	int	Offset from the beginning of the paragraph or the text line.
dataType	int	Type of the text item.
sdata	string	Denotes the text item if the text item is a string.
idata	number	ID of the object if the text item is an object.
obj	any	Denotes the text item if the text item is an object.

The type of Text Item is one of the following:

Text Item Type	Text Item Represents	Text Item Data
FTI_TextObjId	The object to which the offsets of all the text items are relative.	FO_Pgf, FO_Cell, FO_TextLine, FO_TiApiClient, FO_TiFlow, FO_TiText, or FO_TiTextTable
FTI_String	A string of characters with the same condition and character format.	A character string
FTI_LineBegin	The beginning of a line.	-
FTI_LineEnd	The end of a line and the line end type.	If the line end is a normal line end, the value is 0; if it is a forced line end, the FTI_HardLineEnd flag is set; if it is a hyphen line end, the FTI_HyphenLineEnd flag is set
FTI_PgfBegin	The beginning of a paragraph.	FO_Pgf
FTI_PgfEnd	The end of a paragraph.	FO_Pgf
FTI_FlowBegin	The beginning of a flow.	FO_Flow
FTI_FlowEnd	The end of a flow.	FO_Flow
FTI_PageBegin	The beginning of a page.	FO_Page
FTI_PageEnd	The end of a page.	FO_Page
FTI_SubColBegin	The beginning of a column.	FO_SubCol
FTI_SubColEnd	The end of a column.	FO_SubCol

Text Item Type	Text Item Represents	Text Item Data
FTI_FrameAnchor	An anchored frame.	FO_AFrame
FTI_FnAnchor	A footnote.	FO_Fn
FTI_TblAnchor	A table.	FO_Tbl
FTI_MarkerAnchor	A marker.	FO_Marker
FTI_XRefBegin	The beginning of a cross-reference.	FO_XRef
FTI_XRefEnd	The end of a cross-reference.	FO_XRef
FTI_TextFrameBegin	The beginning of a text frame.	FO_TextFrame
FTI_TextFrameEnd	The end of a text frame.	FO_TextFrame
FTI_VarBegin	The beginning of a variable.	FO_Var
FTI_VarEnd	The end of a variable.	FO_Var
FTI_ElementBegin	The beginning of a container structural element.	FO_Element
FTI_ElementEnd	The end of a container structural element.	FO_Element
FTI_ElemPrefixBegin	The beginning of an element's prefix.	FO_Element
FTI_ElemPrefixEnd	The end of an element's prefix.	FO_Element
FTI_ElemSuffixBegin	The beginning of an element's suffix.	FO_Element
FTI_ElemSuffixEnd	The end of an element's suffix.	FO_Element
FTI_CharPropsChange	A change in the text properties.	Flags indicating which properties have changed (see the following table).
FTI_RubiCompositeBegin	The beginning of a rubi composite (and the beginning of oyamoji text).	FO_Rubi
FTI_RubiCompositeEnd	The end of a rubi composite.	FO_Rubi
FTI_RubiTextBegin	The beginning of rubi text (and the end of oyamoji text).	FO_Rubi
FTI_RubiTextEnd	The end of rubi text.	FO_Rubi

The following table lists the flags for `FTI_CharPropsChange`. These flags indicate which properties have changed.

Flags	Meaning
FTF_ALL	OR of all the flags
FTF_ANGLE	The font angle has changed.
FTF_CAPITALIZATION	The capitalization has changed.
FTF_CHANGEBAR	The change bars have changed.
FTF_CHARTAG	The Character Catalog format has changed.
FTF_COLOR	The color has changed.
FTF_CONDITIONTAG	The condition tag has changed.
FTF_ENCODING	The text encoding has changed,
FTF_FAMILY	The font family has changed.

Flags	Meaning
FTF_IIF	An internal flag having to do with Asian text. input. If there is a non-zero value for this flag, a front-end processor is controlling that text and you should not modify the associated text item.
FTF_KERNX	The kern-x characteristic has changed.
FTF_KERNY	The kern-y characteristic has changed.
FTF_LANGUAGE	Character language has changed.
FTF_OUTLINE	The outline characteristic has changed.
FTF_OVERLINE	The overline characteristic has changed.
FTF_PAIRKERN	The pair kerning has changed.
FTF_POSITION	The character position has changed.
FTF_SHADOW	The shadow characteristic has changed.
FTF_SIZE	The font size has changed.
FTF_SPREAD	The font spread has changed.
FTF_STRETCH	The font stretch value has changed.
FTF_STRIKETHROUGH	The strikethrough characteristic has changed.
FTF_TSUME	The Tsume setting has changed.
FTF_UNDERLINING	The underlining has changed.
FTF_VARIATION	The font variation has changed.
FTF_WEIGHT	The font weight has changed.

TextItems

An Array of [TextItem](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

TextItems methods

[concat](#), [pop](#), [push](#).

TextLine

Property name	Data Type	Description
BasePointX	int	Horizontal placement of text line base point relative to left side of the frame.
BasePointY	int	Vertical placement of text line base point relative to top of the frame.
Language	int	Hyphenation and Spell Checking language to use. • Constants.FV_LANG_NOLANGUAGE (0x00) • Constants.FV_LANG_ENGLISH (0x01) • Constants.FV_LANG_BRITISH (0x02) • Constants.FV_LANG_GERMAN (0x03) • Constants.FV_LANG_SWISS_GERMAN (0x04) • Constants.FV_LANG_FRENCH (0x05) • Constants.FV_LANG_CANADIAN_FRENCH (0x06) • Constants.FV_LANG_SPANISH (0x07) • Constants.FV_LANG_CATALAN (0x08) • Constants.FV_LANG_ITALIAN (0x09) • Constants.FV_LANG_FINNISH (0x10) • Constants.FV_LANG_SWEDISH (0x11) • Constants.FV_LANG_JAPANESE (0x12) • Constants.FV_LANG_TRADITIONAL_CHINESE (0x13) • Constants.FV_LANG_SIMPLIFIED_CHINESE (0x14) • Constants.FV_LANG_KOREAN (0x15) • Constants.FV_LANG_PORTUGUESE (0x0A) • Constants.FV_LANG_BRAZILIAN (0x0B) • Constants.FV_LANG_DANISH (0x0C) • Constants.FV_LANG_DUTCH (0x0D) • Constants.FV_LANG_NORWEGIAN (0x0E) • Constants.FV_LANG_NYNORSK (0x0F)
TextLineType	int	Type of text line. The value is one of: • Constants.FV_TEXTLINE_LEFT (0) • Constants.FV_TEXTLINE_RIGHT (1) • Constants.FV_TEXTLINE_CENTER (2) • Constants.FV_TEXTLINE_MATH (3)
Angle	int	Indicates the angle of rotation of the graphic object.

Property name	Data Type	Description
ArrowBaseAngle	int	Denotes the arrowhead base angle in degrees.
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Indicates the factor by which the arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is False.
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Denotes the arrowhead tip angle in degrees.
ArrowType	int	Denotes the style of the arrowhead. Possible values are: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Indicates the border width specified in points. The permissible range is 0.015 pt to 360 points.
Color	Color	Denotes the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	Denotes the fill pattern (numbers between 0 and 15). Constants are provided for fill patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
FrameParent	FObject	Denotes the frame containing the graphic object.
GraphicCantBeSelected	int	Set to 1 if the graphic object cannot be selected. Set to 0, otherwise.
GraphicsSelected	int	Set to 1, if the graphic object is selected. Else, set to 0.
GroupParent	Group	Specifies the group to which the object belongs. Note: Anchored frames do NOT have this property.
HeadArrow	int	Set to 1 if the line has an arrow head. Set to 0, otherwise.
Height	int	Denotes the height of the object denoted in points. The permissible range is from 0.125 points to 3600 points.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.

Property name	Data Type	Description
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Specifies the type of the end of the line. The possible values are: - Constants.FV_CAP_BUTT (0x00) - Constants.FV_CAP_ROUND (0x01) - Constants.FV_CAP_SQUARE (0x02)
LocX	int	Specifies the distance of the object from the left side of the parent frame (in inches). The permissible range is – 216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set this value manually for anchored frames.
LocY	int	Distance of the object from the top of the parent frame (in inches) The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You cannot set this value manually for anchored frames.
NextGraphicInDoc	FMOBJECT	Denotes the next graphic object in the document.
NextGraphicInFrame	FMOBJECT	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMOBJECT	Denotes the next graphic object in the group.
NextSelectedGraphicInDoc	FMOBJECT	Denotes the next selected graphic object in the document.
ObjectAttributes	Strings	A list of strings. Each string expresses an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	int	Specifies the overprint settings for the object. The possible values are: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)
Pen	int	Specifies the pen pattern (numbers between 0 and 7). Constants are provided for pen patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)

Property name	Data Type	Description
PrevGraphicInFrame	FObject	Denotes the previous graphic object in the frame.
PrevGraphicInGroup	FObject	Denotes the previous graphic object in the group.
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The possible values are: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	int	Set to 1 if the arrowhead is enabled at the beginning of the line; Set to 0 otherwise.
TintPercent	int	Specifies the tint percentage.
Unique	int	Indicates the graphic object's internal unique number.
Width	int	Denotes the width of the object. The permissible range is from 0.125 points to 3600 points.

TextLine methods

[Delete](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#).

TextLoc

Property name	Data Type	Description
obj	any	The object containing text.
offset	int	Characters from the start of the object.

TextLoc methods

[TextLoc](#).

TextRange

Property name	Data Type	Description
beg	TextLoc	The beginning of the text range.
end	TextLoc	The end of the text range.

TextRange methods

[TextRange](#).

TiApiClient

Property name	Data Type	Description
TiClientData	string	Data used by the client (for example, an SQL query).
TiClientName	string	The registered name of the client that created the inset.
TiClientSource	string	The name that appears as the source in the Text Inset Properties dialog box.
TiClientType	string	The name that appears as the source type in the Text Inset Properties dialog box.
TiIsUnresolved	int	1 if the inset is unresolved. A client should set this property to 0 if it is unable to resolve the inset.
ImportHint	string	Record identifying the filter used to import the text. The FrameMaker product uses this record to find the filter to use when updating the inset.
TiLocked	int	1 if the inset is locked. To change an inset's contents, you must unlock it. Always relock an inset after you have finished changing its contents.
Name	string	A name assigned to the inset by an FDK client. It is not automatically assigned by the FrameMaker product.
NextTiInDoc	FMObject	The ID of the next text inset in the list of text insets in the document (Constants.FO_TiApiClient, Constants.FO_TiText, Constants.FO_TiTextTable, or Constants.FO_TiFlow ID).
TextRange	TextRange	The text range, in the document containing the text inset, occupied by the text inset.
TiAutomaticUpdate	int	1 if the inset is updated automatically. TiAutomaticUpdate has no effect if the document's DontUpdateTextInsets property is set to True.
TiFile	string	Path of the source file.
TiFileModDate	string	The modification date of the text inset's source file.
LastUpdate	int	Time when the inset was last updated, expressed in seconds since 1 January, 1970.
Unique	int	The text inset's UID.

TiApiClient methods

[ConvertToText](#), [Delete](#), [DeletePropByName](#), [DeleteTextInsetContents](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#), [UpdateTextInset](#).

TiFlow

Property name	Data Type	Description
TiFlowName	string	The name of the imported flow if TiMainFlow is False.
TiFlowPageSpace	int	The type of pages the imported flow is on: - Constants.FV_BODY_PAGE(0x00) - Constants.FV_REFERENCE_PAGE (0x02)
TiFormat	int	Source of the imported text's format: - Constants.FV_SourceDoc (0) - The text is formatted with formats from the source document. - Constants.FV_EnclosingDoc (1) - The text is formatted with formats from the document into which it is imported. - Constants.FV_PlainText (2) - The text is formatted as plain text.
TiMainFlow	int	1 if the inset text is imported from the main flow of the source document.
TiRemovePageBreaks	int	1 if page breaks are removed from the text when TiFormat is set to Constants.FV_EnclosingDoc(1).
TiRemoveOverrides	int	1 if format overrides are removed from the text when TiFormat is set to Constants.FV_EnclosingDoc(1).
ImportHint	string	Record identifying the filter used to import the text. The FrameMaker product uses this record to find the filter to use when updating the inset.
TiLocked	int	1 if the inset is locked. To change an inset's contents, you must unlock it. Always relock an inset after you have finished changing its contents.
Name	string	A name assigned to the inset by an FDK client. It is not automatically assigned by the FrameMaker product.
NextTiInDoc	FMObject	The ID of the next text inset in the list of text insets in the document (Constants.FO_TiApiClient (64), Constants.FO_TiText (62), Constants.FO_TiTextTable (63), or Constants.FO_TiFlow (61) ID).
TextRange	TextRange	The text range, in the document containing the text inset, occupied by the text inset.
TiAutomaticUpdate	int	1 if the inset is updated automatically. TiAutomaticUpdate has no effect if the document's DontUpdateTextInsets property is set to True.
TiFile	string	Path of the source file.

Property name	Data Type	Description
TiFileModDate	string	The modification date of the text inset's source file.
LastUpdate	int	Time when the inset was last updated, expressed in seconds since 1 January, 1970.
Unique	int	The text inset's UID.

TiFlow methods

[ConvertToText](#), [Delete](#), [DeletePropByName](#), [DeleteTextInsetContents](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#), [UpdateTextInset](#).

TiText

Property name	Data Type	Description
TiEOLisEOP	int	1 if line ends in the imported text file are treated as paragraph ends.
TiTextEncoding	string	The <code>ImportHintString</code> for the text inset. If this property is not set to <code>Constants.FO_TiText (62)</code> or <code>Constants.FO_TiTextTable (63)</code> , the string is null.
ImportHint	string	Record identifying the filter used to import the text. The FrameMaker product uses this record to find the filter to use when updating the inset.
TiLocked	int	1 if the inset is locked. To change an inset's contents, you must unlock it. Always relock an inset after you have finished changing its contents.
Name	string	A name assigned to the inset by an ESTK client. It is not automatically assigned by the FrameMaker product.
NextTiInDoc	FObject	The ID of the next text inset in the list of text insets in the document (<code>Constants.FO_TiApiClient (64)</code> , <code>Constants.FO_TiText (62)</code> , <code>Constants.FO_TiTextTable (63)</code> , or <code>Constants.FO_TiFlow (61)</code> ID).
TextRange	TextRange	The text range, in the document containing the text inset, occupied by the text inset.
TiAutomaticUpdate	int	1 if the inset is updated automatically. <code>TiAutomaticUpdate</code> has no effect if the document's <code>DontUpdateTextInsets</code> property is set to <code>True</code> .
TiFile	string	Path of the source file.
TiFileModDate	string	The modification date of the text inset's source file.
LastUpdate	int	Time when the inset was last updated, expressed in seconds since 1 January, 1970.
Unique	int	The text inset's UID.

TiText methods

[ConvertToText](#), [Delete](#), [DeletePropByName](#), [DeleteTextInsetContents](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#), [UpdateTextInset](#).

TiTextTable

Property name	Data Type	Description
TiByRows	int	1 if each paragraph in the imported text is converted to a row of table cells; False if each paragraph in the imported text is converted to a table cell.
TiTblTag	string	The table format tag of the imported table
TiHeadersEmpty	int	1 if the imported text is not used to fill the heading rows.
TiNumSeparators	int	If <code>TiSeparator</code> specifies a space, the number of spaces used as a separator to parse the text into table cells.
TiSeparator	string	If <code>TiByRows</code> is True, a string specifying a separator, such as a tab, used to parse the text into table cells.
TiNumCols	int	If <code>TiByRows</code> is False, the number of columns in the table.
TiNumHeaderRows	int	The number of heading rows in the table.
TiTextEncoding	string	The <code>ImportHintString</code> for the text inset. If this property is not set to <code>Constants.FO_TiText (62)</code> or <code>Constants.FO_TiTextTable (63)</code> , the string is null.
ImportHint	string	Record identifying the filter used to import the text. The FrameMaker product uses this record to find the filter to use when updating the inset.
TiLocked	int	1 if the inset is locked. To change an inset's contents, you must unlock it. Always relock an inset after you have finished changing its contents.
Name	string	A name assigned to the inset by an FDK client. It is not automatically assigned by the FrameMaker product.
NextTiInDoc	FMOBJECT	The ID of the next text inset in the list of text insets in the document (<code>Constants.FO_TiApiClient (64)</code> , <code>Constants.FO_TiText (62)</code> , <code>Constants.FO_TiTextTable (63)</code> , or <code>Constants.FO_TiFlow (61)</code> ID).
TextRange	TextRange	The text range, in the document containing the text inset, occupied by the text inset.
TiAutomaticUpdate	int	1 if the inset is updated automatically. <code>TiAutomaticUpdate</code> has no effect if the document's <code>DontUpdateTextInsets</code> property is set to True.
TiFile	string	Path of the source file.

Property name	Data Type	Description
TiFileModDate	string	The modification date of the text inset's source file.
LastUpdate	int	Time when the inset was last updated, expressed in seconds since 1 January, 1970.
Unique	int	The text inset's UID.

TiTextTable methods

[ConvertToText](#), [Delete](#), [DeletePropByName](#), [DeleteTextInsetContents](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#), [UpdateTextInset](#).

TypedVal

Property name	Data Type	Description
valType	int	The type of value. See the following table.
sval	string	String value.
ssval	Strings	Set of strings.
msval	Metrics	Set of metrics.
psval	Points	Set of points.
tsval	Tabs	Set of tabs.
tlval	TextLoc	Text location.
trval	TextRange	Text range.
adssval	AttributeDefs	TBD
asval	Attribute	TBD
csval	ElementCatalogEntries	Element Catalog values.
isval	Ints	Set of integers.
osval	Objects	TBD
uisval	UInts	Set of unsigned integers.
valsval	TypedVals	Set of TypedVal entries.
obj	any	Set of objects.
ival	int	An integer.

TypedVals

An Array of [TypedVal](#) objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

TypedVals methods

[concat](#), [pop](#), [push](#).

UBytes

An Array of objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

UBytes methods

[concat](#), [pop](#), [push](#).

UInts

An Array of objects with integer indexing and a *length* property.

Property name	Data Type	Description
length	number	The length of the array

UInts methods

[concat](#), [pop](#), [push](#).

UnanchoredFrame

Property name	Data Type	Description
Name	string	The name of the frame.
PageFramePage	FMOBJECT	The page that the unanchored frame belongs to, if the unanchored frame is a page frame. The page can be one of:FO_HiddenPage, FO_BodyPage, FO_MasterPage, or FO_RefPage ID.
FirstGraphicInFrame	FMOBJECT	First object in the frame (backmost object).
LastGraphicInFrame	FMOBJECT	Last object in the frame (frontmost object).
Angle	int	Indicates the angle of rotation of the graphic object.
ArrowBaseAngle	int	Denotes the arrowhead base angle in degrees.

Property name	Data Type	Description
ArrowLength	int	Denotes the arrowhead length (always rounded down to the nearest 1/256 point).
ArrowScaleFactor	int	Indicates the factor by which the arrowhead is scaled as line width changes (always rounded down to nearest 1/16 point). It is not used if the ArrowScaleHead property is False.
ArrowScaleHead	int	Set to 1 if arrowhead is scaled as the line width changes. Set to 0, otherwise.
ArrowTipAngle	int	Denotes the arrowhead tip angle in degrees.
ArrowType	int	Denotes the style of the arrowhead. Possible values are: - Constants.FV_ARROW_STICK (0x1) - Constants.FV_ARROW_HOLLOW (0x2) - Constants.FV_ARROW_FILLED (0x3)
BorderWidth	int	Indicates the border width specified in points. The permissible range is 0.015 pt to 360 points.
Color	Color	Denotes the spot color.
Dash	Metrics	Specifies a dash pattern that is repeated for the length of an object's border. The pattern is stored in a MetricsT structure. The 0th element of the MetricsT.MetricsT_val array stores the length of the first dash; the 1st element stores the following space; the 2nd element stores the next dash; and so on for an even number of elements.
Fill	int	Denotes the fill pattern (numbers between 0 and 15). Constants are provided for fill patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)
FrameParent	FObject	Denotes the frame containing the graphic object.
GraphicCantBeSelected	int	Set to 1 if the graphic object cannot be selected. Set to 0, otherwise.
GraphicsSelected	int	Set to 1, if the graphic object is selected. Else, set to 0.
GroupParent	Group	Specifies the group to which the object belongs. Note: Anchored frames do NOT have this property.
HeadArrow	int	Set to 1 if the line has an arrow head. Set to 0, otherwise.
Height	int	Denotes the height of the object denoted in points. The permissible range is from 0.125 points to 3600 points.
HotspotCmdStr	StringT	The command string for a hotspot. This must be a valid hypertext command string.
HotspotTitle	StringT	The tooltip text for the hotspot in the outputs that support it (for example HTML). This property is Optional.

Property name	Data Type	Description
IsHotspot	Bool	Whether the object is a hotspot or not. If this property is turned off, the object is no longer a hotspot even if command string is non-empty.
LineCap	int	Specifies the type of the end of the line. The possible values are: - Constants.FV_CAP_BUTT (0x00) - Constants.FV_CAP_ROUND (0x01) - Constants.FV_CAP_SQUARE (0x02)
LocX	int	Specifies the distance of the object from the left side of the parent frame (in inches). The permissible range is – 216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the left side of the page frame. You cannot set this value manually for anchored frames.
LocY	int	Distance of the object from the top of the parent frame (in inches) The permissible range is –216 inches to 216 inches. If the graphic object is an anchored frame, the distance is automatically calculated from the top of the page frame. You cannot set this value manually for anchored frames.
NextGraphicInDoc	FMOject	Denotes the next graphic object in the document.
NextGraphicInFrame	FMOject	Denotes the next graphic object in the frame.
NextGraphicInGroup	FMOject	Denotes the next graphic object in the group.
NextSelectedGraphicInDoc	FMOject	Denotes the next selected graphic object in the document.
ObjectAttributes	Strings	A list of strings. Each string expresses an attribute that is specified for an anchored frame in the Object Properties > Object Attributes dialog box. Each string is in the form of <i>string_text</i> . You can use the backslash to escape characters such as \n, \r, or \t for newline, carriage return, and tab, respectively. For a backslash character in the string text, type \\.
Overprint	int	Specifies the overprint settings for the object. The possible values are: - Constants.FV_KNOCKOUT (0x00) - Constants.FV_OVERPRINT (0x01) - Constants.FV_FROMCOLOR (0x02)
Pen	int	Specifies the pen pattern (numbers between 0 and 7). Constants are provided for pen patterns 0, 7 and 15, as follows: - Constants.FV_FILL_BLACK (0) - Constants.FV_FILL_WHITE (7) - Constants.FV_FILL_CLEAR (15)

Property name	Data Type	Description
PrevGraphicInFrame	FMObject	Denotes the previous graphic object in the frame.
PrevGraphicInGroup	FMObject	Denotes the previous graphic object in the group.
Runaround	int	Specifies whether text can flow around the object and, if so, whether the text follows the contour of the object or a box shape surrounding the object. The possible values are: - Constants.FV_TR_NONE (0x01) - Constants.FV_TR_CONTOUR (0x02) - Constants.FV_TR_BBOX (0x03)
RunaroundGap	int	Denotes the width of the runaround gap, if the object is a runaround object.
TailArrow	int	Set to 1 if the arrowhead is enabled at the beginning of the line; Set to 0 otherwise.
TintPercent	int	Specifies the tint percentage.
Unique	int	Indicates the graphic object's internal unique number.
Width	int	Denotes the width of the object. The permissible range is from 0.125 points to 3600 points.

UnanchoredFrame methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

Var

Property name	Data Type	Description
Element	Element	The element associated with the variable, if the variable is in a FrameMaker document.
Locked	int	1 if the variable is included in a text inset that gets its formatting from the source document. The variable is not affected by global formatting performed on the document.
NextVarInDoc	Var	Next variable instance (FO_Var ID) in the document.
TextRange	TextRange	The text range the variable instance encompasses.
VarFmt	VarFmt	The variable instance's format (FO_VarFmt ID).
Unique	int	The variable's unique ID.

Var methods

[Delete](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#).

VarFmt

Property name	Data Type	Description
Fmt	string	The variable format definition; the building blocks and text strings used to create a variable instance with the variable format.
Name	string	The variable format's name.
NextVarFmtInDoc	VarFmt	Next variable format (FO_VarFmt ID) in the document's list of variable formats.
SystemVar	int	The variable format's type. The following types specify system variable formats: • Constants.FV_VAR_CURRENT_PAGE_NUM (1) • Constants.FV_VAR_PAGE_COUNT (2) • Constants.FV_VAR_CURRENT_DATE_LONG (3) • Constants.FV_VAR_CURRENT_DATE_SHORT (4) • Constants.FV_VAR_MODIFICATION_DATE_LONG (5) • Constants.FV_VAR_MODIFICATION_DATE_SHORT (6) • Constants.FV_VAR_CREATION_DATE_LONG (7) • Constants.FV_VAR_CREATION_DATE_SHORT (8) • Constants.FV_VAR_FILE_NAME_LONG (9) • Constants.FV_VAR_FILE_NAME_SHORT (10) • Constants.FV_VAR_HEADER_FOOTER_1 (11) through Constants.FV_VAR_HEADER_FOOTER_4 (14) • Constants.FV_VAR_TABLE_CONTINUATION (15) • Constants.FV_VAR_TABLE_SHEET (16) • Constants.FV_VAR_HEADER_FOOTER_5 (19) through Constants.FV_VAR_HEADER_FOOTER_12 (26) The following type specifies user defined formats: Constants.FV_VAR_USER_VARIABLE (0) - A user defined variable format.

VarFmt methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

XRef

Property name	Data Type	Description
Element	Element	The associated element, if the cross reference is in a FrameMaker document.
Locked	int	1 if the cross-reference is part of a text inset that retains formatting information from the source document. The cross-reference is not affected by global formatting performed on the document.
NextXRefInDoc	XRef	Next cross-reference instance in document (FO_XRef ID).
TextRange	TextRange	Text range that the cross-reference instance encompasses.
Unique	int	The cross-reference's unique ID.
XRefFmt	XRefFmt	ID of the cross-reference's format (FO_XrefFmt ID).
XRefFile	string	The filename of the file containing the cross-reference source. If the cross-reference source is in the same document as the cross reference, the filename is an empty string ("").
XRefsUnresolved	int	1 if FrameMaker was unable to resolve the cross-reference the last time it updated crossreferences. <i>Note: This property is set only when FrameMaker updates cross-references. Changes to the document, in and of themselves, do not affect this property.</i>
XRefSrcText	string	If <code>XRefSrcIsElem</code> is <code>False</code> , the <code>XRefSrcText</code> property is a string specifying <code>UID:pgf_tag:text</code> , where <code>UID</code> represents the unique ID for the paragraph, <code>pgf_tag</code> is the name of the paragraph format, and <code>text</code> is the text content of the paragraph. If <code>XRefSrcIsElem</code> is <code>True</code> , the <code>XRefSrcText</code> property is a string specifying <code>UID:src_name:text</code> , where <code>UID</code> is the value of the ID attribute of the source element, <code>name</code> is the element tag, and <code>text</code> is text content of the source element.
XRefSrcIsElem	int	1 if the cross-reference source is a FrameMaker structural element.
XRefSrcElemNonUniqueId	string	If <code>XRefSrcIsElem</code> is <code>True</code> , this is a string specifying the value of <code>@id</code> of the source element inside the element identified by the Unique ID in <code>XRefSrcText</code> . This is required in cases where the <code>Id</code> of the source element is not a Unique ID.
XRefAltText	string	Alternate text for display as the cross-reference link text. This is given preference, if present, over the earlier behavior of getting text from the source.
XRefClientName	string	The registered name of the client that created the cross-reference.
XRefClientType	string	The identifier for specifying the source type for the cross-reference.

XRef methods

[Delete](#), [GetProps](#), [GetText](#), [ObjectValid](#), [SetProps](#).

XRefFmt

Property name	Data Type	Description
Fmt	string	The cross-reference format (a string that specifies text and building blocks).
Name	string	The cross-reference format's name.
NextXRefFmtInDoc	XRefFmt	Denotes the next cross-reference format (FO_XRefFmt ID).

XRefFmt methods

[Delete](#), [GetProps](#), [ObjectValid](#), [SetProps](#).

app

Property name	Data Type	Description
ActiveBook	Book	The book with input focus (FO_Book ID).
ActiveDoc	Doc	The document with input focus (FO_Doc ID).
ActiveView	string	Sets the current view. The view can be one of: WYSIWYG View Author View XML View
ApplyFormatRules	int	1 if element reformatting is enabled.
AddMarkerTypeToStandardMarkers	string	The name of a marker type to add to the standard list of marker types. Use <code>SetString()</code> to set a marker type name to this property of the <code>Constants.FV_SessionId()</code> .
AutoBackup	int	1 if Automatic Backup is enabled.
AutoSave	int	1 if Automatic Save is enabled.
AutoSaveSeconds	int	Time between automatic saves in seconds (60 seconds to 10800 seconds).
Displaying	int	False if screen refresh is completely turned off.
DisplayName	string	The name of the display on which the FrameMaker product session is running.

Property name	Data Type	Description
DefaultKeyCatalog	Doc	Default Key Catalog for the current workflow. Workflow values: KeyCatalogWorkflowAuthoring KeyCatalogWorkflowPublishing KeyCatalogWorkflowSearching
FirstKeyCatalogInSession	Doc	First Key Catalog in the session.
KeyCatalogWorkflow	int	Current workflow related to Key Catalogs.
IsTempOpenSave	int	Gets whether temporary open/save is in progress. Temporary open/save happens during view switching operations.
ExportFilters	string	List of export filters available in the current session.
FirstCommandInSession	Command	First command in the list of commands in the session (FO_Command ID).
FirstMenuItemInSession	FMObject	First menu item or menu in the list of menus, menu items, and menu item separators in the session (Constants.FO_Command (56), Constants.FO_Menu (55), Constants.FO_MenuItemSeparator (57) ID).
FirstOpenBook	Book	First open book (FO_Book ID) in session.
FirstOpenDoc	Doc	First open document (FO_Doc ID) in session.
BinDir	string	Directory path of \$FMHOME/bin.
CurrentDir	string	Name of the directory from which the FrameMaker product was started
CurrentMenuSet	int	Type of menu set. The value is one of: • Constants.FV_MENU_QUICK (1) • Constants.FV_MENU_COMPLETE (2) • Constants.FV_MENU_CUSTOM (3)
HelpDir	string	Path of the FrameMaker product help directory
HomeDir	string	Path of \$FMHOME
UserSettingsDir	string	Name of the FrameMaker app directory. As defined by: %appdata%\Adobe\FrameMaker\<version number> Returns the HomeDir if the app directory is not found.
ImportFilters	string	List of import filters available in the current session.
InitDir	string	Directory path of \$FMHOME/fminit
FontAngleNames	Strings	List of font angles available in the current session.

Property name	Data Type	Description
FontFamilyAttributes	Ints	An array of flags that indicate attributes for each font family listed by FontFamilyNames. This array of integers is indexed the same as the list of font family names, and corresponds directly to that list. Each Int is a packed field; the high order 16 bits indicate a surrogate font, and the low order bits indicate attributes for the font family. The flags, their mask values, and their meaning follow: - Constants.FV_FAMILY_VISIBLE (0x00000001) - Family is visible in menu. - Constants.FV_FAMILY_SELECTABLE (0x00000002) - Family can be selected in menu. - Constants.FV_FAMILY_MAPPED (0x00000004) - Family is always mapped to another family. - Constants.FV_FAMILY_SURROGATE (0xFFFF0000): The family mapped to, if Constants.FV_FAMILY_MAPPED (0x00000004) is True.
FontFamilyNames	Strings	List of font family names available in the current session. This list does not include combined fonts.
FontVariationNames	Strings	List of font variations available in the current session.
FontWeightNames	Strings	List of font weights available in the current session.
Gravity	int	1 if Gravity is turned on for the session.
GreekSize	int	Size at which to greek text.
HostName	string	Name of the host computer.
IconBarOn	int	1 if the four icons that appear on the upper-right side of the document window are on. Changing this property affects only the documents that are opened subsequently; it does not affect documents that are already open.
IsIconified	int	1 if the FrameMaker product window is iconified.
IsInFront	int	1 if the FrameMaker product window is in front of other application windows. You can use this property to bring the FrameMaker product to the front or back.
IsOnScreen	int	1 if the FrameMaker product window is visible on the screen.
Label	string	The title in the FrameMaker product window title bar.

Property name	Data Type	Description
Language	int	Product language. The value is one of: - Constants.FV_LANG_NOLANGUAGE (0x00) - Constants.FV_LANG_ENGLISH (0x01) - Constants.FV_LANG_BRITISH (0x02) - Constants.FV_LANG_GERMAN (0x03) - Constants.FV_LANG_FRENCH (0x05) - Constants.FV_LANG_SPANISH (0x07) - Constants.FV_LANG_ITALIAN (0x09) - Constants.FV_LANG_SWEDISH (0x11) - Constants.FV_LANG_JAPANESE (0x12) - Constants.FV_LANG_TRADITIONAL_CHINESE (0x13) - Constants.FV_LANG_SIMPLIFIED_CHINESE (0x14) - Constants.FV_LANG_KOREAN (0x15)
MarkerNames	Strings	List of standard marker types for the current session. For versions prior to 5.5, this property returned the list of all marker types for the current session. In version 5.5, marker types are assigned to the document; use the <code>MarkerTypeNames</code> property of <code>Constants.FO_Doc(4)</code> to get the full list of marker types.
OpenDir	string	Directory in which FrameMaker is installed.
Path	string	Path to search to start the FrameMaker product.
Platform	string	Name of the platform on which the current session is running.
ProductIsDemo	bool	1 if the current session is for a demo version of FrameMaker.
ProductIsStructured	bool	1 if FrameMaker is running in structured mode for the current session.
ProductName	string	The FrameMaker product name. The names for FrameMaker+SGML indicate FrameMaker running under the structured product interface. FrameViewer is retained for backward compatibility. Can be one of: - FrameMaker - FrameMaker+SGML - FrameViewer - DemoMaker - DemoMaker+SGML
ProductFamily	string	The FrameMaker product family name.: - FrameMaker - FrameMaker XML Author

Property name	Data Type	Description
ViewQuickAccessBar	int	1 if the QuickAccess bar is visible.
ViewFormattingBar	int	1 if the formatting bar is visible.
Reformatting	int	1 if reformatting is enabled.
RememberMissingFontNames	int	1 if Remember Missing Font Names is activated.
ScreenHeight	int	Height of the FrameMaker product window in pixels.
ScreenWidth	int	Width of the FrameMaker product window in pixels.
ScreenX	int	The offset of the FrameMaker product window in pixels from the left side of the screen. If you set a value that would result in the product window being off the screen, that value is ignored and the old value is retained.
ScreenY	int	The offset of the FrameMaker product window in pixels from the top of the screen. If you set a value that would result in the product window being off the screen, that value is ignored and the old value is retained.
SgmlDir	string	Directory path of \$FMHOME/structure/sgml.
Snap	int	1 if Snap is turned on for the session.
StructureDir	string	Directory path of \$FMHOME/structure.
TmpDir	string	Path of the temporary directory for internal FrameMaker product processes; the directory specified by the DOS \$TEMP environment variable.
UserLogin	string	User login name.
UserName	string	User name.
Validating	int	1 if validation is enabled (FrameMaker only).
VersionMajor	int	Frame version number (before the decimal).
VersionMinor	int	Frame version number (after the decimal).
WindowSystem	string	Name of window system that the FrameMaker product is running under.
XmlDir	string	Directory path of \$FMHOME/structure/xml.
DoNotGenerateErrorLog	int	When 1, the FrameMaker error log is not generated.
NoFlashInPDF	bool	When True, the Flash content in the PDF becomes static. When False, Flash objects get embedded in the PDF and are playable. Default is False.
No3DInPDF	bool	When True, the 3D objects in the generated PDF become 2-dimensional. When False, 3D objects get embedded in the PDF and do not become 2 dimensional. Default is False.
DontShowWelcomeScreen	bool	True when FrameMaker is set not to show the Welcome screen.
EnableAutoSpellCheck	bool	When True, Auto Spell Check is enabled.
AllowNewFileURL	bool	When True, allows usage of file:/ and file: URLs for referring to a file.

Property name	Data Type	Description
CharacterReferencesOnXMLExport	bool	When <code>True</code> , if there are leading/trailing whitespaces (spaces and tabs) in elements, save the whitespaces as character references to enable round-tripping. Else set to <code>False</code> . Default: <code>False</code>
DoNotExportInvalidXML	bool	When <code>True</code> , FrameMaker does not save the XML on disk if there are validation errors during XML export.
DoNotExportInvalidXML	bool	When <code>True</code> , FrameMaker does not save the XML on disk if there are validation errors during XML export.
SuppressXMLParserWarnings	bool	When <code>True</code> , the warning messages about duplicate declarations in DTD/Schema do not appear in the FrameMaker log.
RemoveExtraWhiteSpacesOnXMLImport	bool	When <code>True</code> , the extra while spaces are removed while importing XML.
NoMultiMediaInPDF	bool	When <code>True</code> , the Rich Media (audio and video) objects in the PDF become static. When <code>False</code> , Rich Media objects get embedded in the PDF and are playable. Default is <code>False</code> .

app methods

[Close](#), [GetNamedBook](#), [GetNamedCommand](#), [GetNamedMenu](#), [GetNamedMenuItemSeparator](#), [GetNamedObject](#), [GetProps](#), [NewNamedBook](#), [NewNamedCommand](#), [NewNamedMenu](#), [NewNamedMenuItemSeparator](#), [NewNamedObject](#), [ObjectValid](#), [SetProps](#).

Chapter 6: Function Summary

AFrame

Delete

Description

The `Delete()` method is used to delete an object from a document. When you delete an object that contains another object, all child objects are also deleted with the parent object. For example, if you delete a frame, all objects within the frame are also deleted.

The `Delete()` method does not take any arguments.

The method returns `FE_SUCCESS` on success, else returns one of the following values in `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid object.
Constants.FE_BadDelete (-17)	Specified object could not be deleted.
Constants.FE_BadOperation (-27)	Function call specified an illegal operation.
Constants.FE_BadParameter (-43)	Function call specified an invalid parameter.
Constants.FE_NotMenu (72)	Object is a menu item but the document to delete does not belong to the menu.

Returns

`int`

Syntax

`Delete()`

GetProps

Description

The `GetProps()` method retrieves the complete property list for a specified object.

The `GetProps()` method takes no arguments.

The method returns a `PropVals` object that contains an array of property-value pairs, on success.

If the `GetProps()` method fails, it sets the `len` field of the returned structure to 0 and assigns one of the following values to `FA_errno`.

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid object.

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support the specified operation.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

The `SetProps()` method sets the properties of a specified object.

The method takes one argument - An array containing the values of the object to be set.

The method does not return anything on success.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadName (-33)	Specified name is illegal.
Constants.FE_BadNewFrame (-14)	The method cannot move the specified object to this frame.
Constants.FE_BadNewGroup (-15)	The method cannot move the specified object to this graphic object group (FO_Group).
Constants.FE_BadNewSibling (-16)	Object cannot be made a sibling of the specified object.
Constants.FE_BadObjId (-3)	Invalid object.
Constants.FE_BadPropNum (-4)	Specified property number is invalid.
Constants.FE_BadPropType (-5)	Incorrect property type for this function.
Constants.FE_BadRange (-36)	Specified text range is invalid.
Constants.FE_CantSmooth (-38)	Object cannot be smoothed.
Constants.FE_DupName (-32)	Property cannot be set to this name because it is already used by another object.
Constants.FE_GenRuleAmbiguous (-55)	General rule in structured document is ambiguous.
Constants.FE_GenRuleConnectorExpected (-57)	General rule in structured document is missing a connector.
Constants.FE_GenRuleItemExpected (-51)	General rule in structured document is missing a rule item.
Constants.FE_GenRuleLeftBracketExpected (-53)	General rule in structured document is missing a left bracket.
Constants.FE_GenRuleMixedConnectors (-52)	General rule in structured document has mixed connectors.
Constants.FE_GenRuleRightBracketExpected (-54)	General rule in structured document is missing a right bracket.
Constants.FE_GenRuleSyntaxError (-56)	General rule in structured document has a syntax error.
Constants.FE_GroupSelect (-9)	The method cannot select or deselect an object in the specified group.

Error	Reason
Constants.FE_HiddenPage (-40)	The specified value must be a hidden page (FO_HiddenPage).
Constants.FE_InvContextSpec ()	The method encountered an invalid context specification in a FrameMaker document.
Constants.FE_NotBookComponent (-26)	The specified value must be a book component (FO_BookComponent).
Constants.FE_NotFrame (-12)	The specified value must be a frame.
Constants.FE_NotGraphic (-11)	The specified value must be a graphic object.
Constants.FE_NotGroup (-13)	The specified value must be a graphic object group (FO_Group).
Constants.FE_NotTextFrame (-39)	The specified value must be a text column (FO_TextFrame).
Constants.FE_NotTextObject (-41)	The specified object must be a text object, such as a paragraph (FO_PgF) or a flow (FO_Flow).
Constants.FE_OffsetNotFound (-21)	Offset specified for the text location could not be found in the specified paragraph or text line.
Constants.FE_OutOfRange (-7)	Specified property value is out of the legal range for the specified property.
Constants.FE_PageFrame (-37)	The specified value must be a page frame object (FO_UnanchoredFrame).
Constants.FE_ReadOnly (-6)	Property is read-only.
Constants.FE_WithinFrame (-10)	The specified object must first be moved to a different frame.
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support this operation.

Returns

Void

Syntax

SetProps (setVal)

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list

ObjectValid

Description

Indicates whether an object is valid or not.

The method does not take any arguments.

The method returns 1 if the object is valid, else returns 0.

Returns

int

Syntax

ObjectValid()

Arc

Delete

Description

Deletes the Arc object.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

The `GetProps()` method retrieves the properties of the Arc object.

See [SetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

The `SetProps()` method sets the properties of the Arc object.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the Arc object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

AttrCondExpr

ApplyAttributeExpression

Description

`ApplyAttributeExpression()` is the method to apply the attribute expression to the document.

The method returns `FE_Success` on success.

Returns

int

Syntax

```
ApplyAttributeExpression()
```

GetProps

Description

The `GetProps()` method gets the properties of the specified attribute expression.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

The `SetProps()` method sets the properties of the specified attribute expression.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the attribute expression is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Attribute

Attribute

Description

Describes a single attribute.

Returns

[Attribute](#)

Syntax

```
Attribute(name, values, valflags, allow)
```

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	Attribute name.
values	Strings	No	Attribute values.
valflags	uint	No	Validation error flags.
allow	uint	No	Allow error as special case.

AttributeDef

AttributeDef

Description

Describes a single attribute function.

Returns

AttributeDef

Syntax

AttributeDef(name, required, flags, attrType, choices, defValues, rangeMin, rangeMax)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	Attribute name.
required	int	No	1 if the attribute is required; 0 otherwise.
flags	uint	No	One of read-only, hidden or neither.
attrType	int	No	The attribute type.
choices	Strings	No	The list of choices if attrType is set to Constants.FV_AT_CHOICES(2)
defValues	Strings	No	The default value, if attribute is not mandatory.
rangeMin	string	No	The minimum allowed value (if any)
rangeMax	string	No	The maximum allowed value (if any)

The flags parameter indicates whether the attribute is read-only, hidden or neither.

Flag	Meaning
Constants.FV_AF_READ_ONLY(0x0001)	The attribute value is read-only.
Constants.FV_AF_HIDDEN(0x0002)	The attribute value is hidden.
NULL	The attribute value is neither read-only nor hidden.

The attrType parameter can have one of the following values:

Value	Meaning
Constants.FV_AT_STRING(0)	Any arbitrary text string.
Constants.FV_AT_STRINGS(1)	One or more arbitrary text strings.
Constants.FV_AT_CHOICES(2)	A value from a list of choices.
Constants.FV_AT_INTEGER(3)	A signed whole number (optionally restricted to a range of values).
Constants.FV_AT_INTEGERS(4)	One or more integers (optionally restricted to a range of values).
Constants.FV_AT_REAL(5)	A real number (optionally restricted to a range of values).
Constants.FV_AT_REALS(6)	One or more real numbers (optionally restricted to a range of values).
Constants.FV_AT_UNIQUE_ID(7)	A string that uniquely identifies the element.
Constants.FV_AT_UNIQUE_IDREF(8)	A reference to a UniqueID attribute.
Constants.FV_AT_UNIQUE_IDREFS(9)	One or more references to a UniqueID attribute.

AttributeDefs

An Array of [AttributeDef](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[AttributeDefs](#)

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	AttributeDefs	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[AttributeDef](#)

Syntax

```
pop()
```

push

Description

Returns the new length of the array.

Returns

number

Syntax

```
push(value)
```

Parameters

Parameter name	Data Type	Optional	Description
value	AttributeDef	No	Value to push into the array.

Attributes

An Array of [Attribute](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[Attributes](#)

Syntax

```
concat(value)
```

Parameters

Parameter name	Data Type	Optional	Description
value	Attributes	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[Attribute](#)

Syntax

```
pop()
```

push

Description

Returns the new length of the array.

Returns

number

Syntax

```
push(value)
```

Parameters

Parameter name	Data Type	Optional	Description
value	Attribute	No	Value to push into the array.

AttributesEx

An Array of [AttributeEx](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array as the result of concatenation, with the given values to the end of the original array.

Returns

[AttributesEx](#)

Syntax

```
concat(value)
```

Parameters

Parameter name	Data Type	Optional	Description
value	AttributeEx x	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[AttributeEx](#)

Syntax

```
pop()
```

push

Description

Returns the new length of the array.

Returns

number

Syntax

```
push(value)
```

Parameters

Parameter name	Data Type	Optional	Description
value	AttributeEx	No	Value to push into the array.

BodyPage

Delete

Description

Deletes the specified Body Page.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

Delete()

GetProps

Description

The `GetProps()` method retrieves the properties of the specified Body Page.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

GetProps()

SetProps

Description

The `SetProps()` method sets the properties of the specified Body Page.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

SetProps(setVal)

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the Body Page is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

ObjectValid()

ApplyPageLayout

Description

The `ApplyPageLayout ()` method applies the layout of one page to another page.

The method returns `FE_Success` on success, and sets `FA_erno` with one of the following values on error:

Error	Reason
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker version does not support this operation or <code>fmbatch</code> is running.
<code>Constants.FE_BadOperation (-27)</code>	Parameters specified an invalid operation.
<code>Constants.FE_BadParameter (-43)</code>	The specified parameter has an invalid value.
<code>Constants.FE_SystemError (-42)</code>	System Error.

Returns

`int`

Syntax

`ApplyPageLayout (srcPage)`

Parameters

Parameter name	Data Type	Optional	Description
<code>srcPage</code>	<code>PageObject</code>	No	The page to which the layout is to be applied.

Book

Compare

Description

The `Compare ()` method compares the differences between two versions of files and stores the result in a `CompareRet` data object.

You can OR the following values into the `flags` parameter:

Flag	Meaning
<code>Constants.FF_CMP_SUMMARY_ONLY (0x01)</code>	Generate a summary document, but not a composite document.
<code>Constants.FF_CMP_CHANGE_BARS (0x02)</code>	Turn on change bars in the composite document.
<code>Constants.FF_CMP_HYPERLINKS (0x04)</code>	Put hypertext links in the summary document.
<code>Constants.FF_CMP_SUMKIT (0x08)</code>	Open the summary document.
<code>Constants.FF_CMP_COMPKIT (0x10)</code>	Open the composite document.

The returned `CompareRet` object contains the pointers to the summary and composite results documents.

The method returns the comparison results in the `CompareRet` object on success. On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadCompare (-35)	Older and newer documents are not the same types of files.
Constants.FE_CompareTypes (-34)	One of the files is not a FrameMaker document or book or one file is a book and the other is a document.
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support the operation.

Returns

`CompareRet`

Syntax

`Compare(newerDoc, flags, insertCondTag, deleteCondTag, replaceText, compareThreshold)`

Parameters

Parameter name	Data Type	Optional	Description
<code>newerDoc</code>	<code>Doc</code>	No	The newer version of the document or book.
<code>flags</code>	<code>int</code>	No	Bit flags that specify how to generate the summary and composite documents. Specify 0 for the default flags.
<code>insertCondTag</code>	<code>string</code>	No	Indicates the condition tag to apply to insertions shown in the composite document. To specify a blank insert condition tag, enter the value <code>null</code> .
<code>deleteCondTag</code>	<code>string</code>	No	Denotes the condition tag to apply to deletions shown in the composite document. To specify a blank delete condition tag, enter the value <code>null</code> .
<code>replaceText</code>	<code>string</code>	No	Text to appear in place of the deleted text. To not specify any replacement text, enter the value <code>null</code> .
<code>compareThreshold</code>	<code>int</code>	No	Threshold expresses the percentage of words that can change before paragraphs are considered not equal. If two paragraphs are equal, word differences between them are shown within a paragraph in the composite document. If the <code>compareThreshold</code> property is set to 0, the <code>Compare()</code> method uses the default value of 75. If the <code>compareThreshold</code> property is set to any other value, the <code>Compare()</code> method uses the setting in the FrameMaker configuration files.

NewBookComponentInHierarchy

Description

The `NewBookComponentInHierarchy()` method inserts a book component at a specified position in a FrameMaker structured book, and returns the component that was newly added, on success.

The method returns the element that was added, on success. On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadBookId (-66)	Invalid book.
Constants.FE_BadCompPath (-68)	Component name specified for compName is invalid.
Constants.FE_BadNew (-23)	The object cannot be created.
Constants.FE_BookUnStructured (-67)	The specified book is unstructured.

Returns

[Element](#)

Syntax

```
NewBookComponentInHierarchy(compName, elemLoc)
```

Parameters

Parameter name	Data Type	Optional	Description
compName	string	No	The name of the component to add.
elemLoc	ElementLoc	No	The position at which to add the new component.

SilentPrintDoc

Description

The `SilentPrintDoc()` method prints a document or a book using the default print settings. Default print settings are the settings that appear in the Print dialog box when the user attempts to print a document.

`SilentPrintDoc()` initializes the print page size and printer name if they do not have values.

On success, the method returns `FE_Success`. On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_SystemError (-42)	Could not open or close the printer file.
Constants.FE_BadParameter (-43)	Parameter has an invalid value.

Returns

int

Syntax

```
SilentPrintDoc()
```

SimpleGenerate

Description

The `SimpleGenerate()` method generates files for a book.

The method performs the same operation as choosing `Update Book` from the book `Edit` menu.

You must set up the book and its generated files before calling `SimpleGenerate()`.

The method returns `FE_Success` on success, and assigns `FA_erno` with one of the following values on failure:

Error	Reason
Constants.FE_BadOperation (-27)	The book is not self-consistent (book generates data in one file that is source data for another generated file, or page count continually changes for this operation); there is a duplicate file in the book; all files in the book are generated files.
Constants.FE_BadParameter (-43)	Not a valid book.
Constants.FE_SystemError (-42)	Could not allocate memory, or could not open or save one of the files in the book.

Returns

`int`

Syntax

`SimpleGenerate(interactive, makeVisible)`

Parameters

Parameter name	Data Type	Optional	Description
<code>interactive</code>	<code>int</code>	No	Set the interactive property to 1 to display messages and warnings; set the property to 0 to suppress display of messages and warnings.
<code>makeVisible</code>	<code>int</code>	No	Specifies whether to display the generated files. Set to 1 to display the files, or to 0 to suppress displaying the files.

SimpleImportFormats

Description

The `SimpleImportFormats()` method imports formats from a document to a document or a book.

Note: If you import formats to a book, `SimpleImportFormats()` imports formats to each book component for which the `ImportFmtInclude` property is set to `True`.

You can OR the following values into the `formatFlags` parameter to specify the formats to import.

Flag	What to Import
Constants.FF_UFF_COLOR (0x0100)	Colors
Constants.FF_UFF_COMBINED_FONTS (0x0800)	Combined fonts
Constants.FF_UFF_COND (0x0010)	Conditions
Constants.FF_UFF_DOCUMENT_PROPS (0x0400)	Document properties
Constants.FF_UFF_FONT (0x0002)	Character Catalog formats
Constants.FF_UFF_MATH (0x0200)	Equation settings
Constants.FF_UFF_PAGE (0x0004)	Page layouts
Constants.FF_UFF_PGF (0x0001)	Paragraph Catalog formats
Constants.FF_UFF_REFPAGE (0x0020)	Reference pages
Constants.FF_UFF_REMOVE_EXCEPTIONS (0x8000)	Remove exception formats from target documents

Flag	What to Import
Constants.FF_UFF_REMOVE_PAGE_BREAKS (0x4000)	Remove all forced page breaks from target documents
Constants.FF_UFF_TABLE (0x0008)	Table Catalog formats
Constants.FF_UFF_VAR (0x0040)	Variable formats
Constants.FF_UFF_XREF (0x0080)	Cross-reference formats

The method returns `FE_Success` on success. If the method fails, it sets `FA_errno` with one of the following values:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support books.
Constants.FE_BadDocId (-2)	Invalid book or document.
Constants.FE_Canceled (-44)	User canceled the operation.
Constants.FE_FailedState (-45)	FrameMaker failed to open one or more of the book's document files during the import operation.

Returns

`int`

Syntax

`SimpleImportFormats(fromDoc, formatFlags)`

Parameters

Parameter name	Data Type	Optional	Description
<code>fromDoc</code>	Doc	No	The document from which the formats are to be imported.
<code>formatFlags</code>	<code>int</code>	No	Bit field specifying the formats to be imported. Specify 0 for the default flags.

SimpleImportElementDefs

Description

The `SimpleImportElementDefs()` method imports element definitions and the format change list catalog from an EDD or FrameMaker document or book to another FrameMaker document or book.

You can OR the following flags into the `importFlags` parameter:

Flag	Meaning
Constants.FF_IED_REMOVE_OVERRIDES (0x0001)	Clear format overrides.
Constants.FF_IED_REMOVE_BOOK_INFO (0x0002)	Clears formatting inherited from a parent book, if the element definitions are being imported from a document.
Constants.FF_IED_DO_NOT_IMPORT_EDD (0x0004)	If the source document is an EDD, setting this value does NOT treat it as an EDD; instead the method just imports its element catalog.

Flag	Meaning
Constants.FF_IED_NO_NOTIFY (0x0008)	Do not issue the Constants.FA_Note_PrelImportElemDefs (64) or Constants.FA_Note_PostImportElemDefs (65) notifications.

The method returns `FE_Success` on success. If the method fails, it assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_WrongProduct (-60)	Current product version is not Structured FrameMaker.
Constants.FE_BadDocId (-2)	Invalid book or document.

Returns

`int`

Syntax

`SimpleImportElementDefs (fromDocOrBook, importFlags)`

Parameters

Parameter name	Data Type	Optional	Description
<code>fromDocOrBook</code>	<code>Doc Book</code>	No	The document or book from which to import element definitions.
<code>importFlags</code>	<code>int</code>	No	Specifies how to import formats.

GetUniqueObject

Description

The `GetUniqueObject ()` method retrieves the object from its persistent unique identifier (UID). The FrameMaker product assigns a UID to each object in a document or book that is not identified by a name. The UID, unlike the object's ID, does not change from one session to another.

The `GetUniqueObject()` method returns the object on success. On failure, it sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document or book.
Constants.FE_TypeUnNamed (-19)	Objects of the specified type are not identified by UIDs.
Constants.FE_NameNotFound (-20)	Object with specified UID could not be found.

Returns

`Object`

Syntax

`GetUniqueObject (objType, unique)`

Parameters

Parameter name	Data Type	Optional	Description
objType	int	No	The type of object (for example, FO_Pgf).
unique	int	No	The unique ID of the object.

Close

Description

Closes a document, book, dialog box, or Frame session.

The `flags` parameter specifies whether to abort or to close open documents or books if they have unsaved changes. Set the `Constants.FF_CLOSE_MODIFIED` flag to `True (1)` to close open documents and books regardless of their state.

The method sets `FE_Success` on success. On failure, the method assigns the following value to `FA_errno`:

Error	Reason
<code>Constants.FE_DocModified (-8)</code>	The document was modified and the <code>flags</code> parameter was set to 0.

Returns

int

Syntax

`Close(flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	The <code>Close()</code> method closes the document or book. <i>Note: Flags specify whether to abort or to close open documents or books if they have unsaved changes. Set the <code>FF_CLOSE_MODIFIED</code> flag to <code>True (1)</code> to close open documents and books regardless of their state.</i>

SimpleSave

Description

The `SimpleSave()` method saves a book.

If you set the `interactive` parameter to `False` and you specify the book's current name for `saveAsName`, FrameMaker saves the book under its current name.

If you specify another filename for `saveAsName`, FrameMaker saves the book to that filename.

If you specify an empty string (`""`), FrameMaker does not save the file. Instead it sets `FA_errno` to `Constants.FE_BadParameter (-43)`.

If you set the `interactive` parameter to `True`, FrameMaker displays the Save dialog box and allows the user to choose a filename. The book's current name appears as the default file name.

The `SimpleSave()` method returns the book it saved, on success.

On failure, the method sets `FA_errno`, to one of the following values:

Error	Reason
- Constants.FE_Canceled (-44) - Constants.FE_CanceledByClient (-86)	- Constants.FV_FileNotWritable (33) - File was not writable. - Constants.FV_BadSaveFileName (34) - The specified file name is not allowed by the operating system. - Constants.FV_BadFileId (35) - The file's operating system ID was bad. - Constants.FV_CancelSaveFilesInUse (50) - The file is in use and the user did not or could not reset the lock. Or the file is in use, and the <code>Constants.FS_FileIsInUse (17)</code> parameter is set to <code>Constants.FV_DoCancel (0)</code>, or it is set to <code>Constants.FV_ResetLockAndContinue (7)</code> but FrameMaker could not reset the lock. - Constants.FV_CancelSaveModDateChanged (52) - The file has changed since the last time it was opened or saved in the current session. - Constants.FV_LockCouldntBeReset (2) - File lock could not be reset. - Constants.FV_LockWasReset (0) - File lock was reset. - Constants.FV_LockNotReset (1) - File lock was not reset. - Constants.FV_FilesViewOnly (4) - File was View Only. - Constants.FV_NonPortableSaveName (37) - File had a name that is not portable (Macintosh only). - Constants.FV_NonPortableFileRefs (38) - Referenced graphics files had filenames that are not portable (Macintosh only).
Constants.FE_WrongProduct (-60)	The specified file contains structure and the current product interface is not Structured FrameMaker.
Constants.FE_FailedState (-45) Constants.FE_BadParameter (-43)	The filename was invalid.
Constants.FE_FilterFailed (-89)	Constants.FV_InvalidSaveFilter (42) - The filter specified by <code>Constants.FS_SaveFileTypeHint (16)</code> is not installed, or the syntax for <code>Constants.FS_SaveFileTypeHint (16)</code> is invalid.

Returns

[Book](#)

Syntax

`SimpleSave(saveAsName, interactive)`

Parameters

Parameter name	Data Type	Optional	Description
saveAsName	string	No	The absolute path in which to save the document or book.
interactive	int	No	Specifies whether FrameMaker displays messages and warnings to the user. Set this parameter to 1 to display messages and warnings.

NewSeriesObject

Description

The `NewSeriesObject ()` method creates a series object. Series objects include the following object types:

- `BodyPage`
- `BookComponent`
- `Pgf`

The method allows you to specify the position in the series at which to add the new object.

The method returns the location of the new object, on success. If the method fails, it sets `FA_erno` to one of the following values:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid book.
<code>Constants.FE_BadNew (-23)</code>	Object cannot be created.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_NotBodyPage (-24)</code>	The <code>previous</code> parameter must specify the location of a body page.
<code>Constants.FE_NotPgf (-25)</code>	The <code>previous</code> parameter must specify the location of a paragraph.
<code>Constants.FE_NotBookComponent (-26)</code>	The <code>previous</code> parameter must specify the location of a book component.

Returns

`Object`

Syntax

`NewSeriesObject (objType, previous)`

Parameters

Parameter name	Data Type	Optional	Description
<code>objType</code>	<code>int</code>	No	The type of object to create (for example, <code>FO_BodyPage</code> or <code>FO_Pgf</code>).
<code>previous</code>	<code>Object</code>	No	The location of the object in the series after which to add the new object. To add a paragraph at the start of a flow, specify the location of the flow. To add an object at the beginning of any other series, specify 0.

NewSeriesBookComponent

Description

The `NewSeriesBookComponent ()` method creates a Book Component.

The method allows you to specify the position in the series at which to add the new object.

See the [NewSeriesObject](#) method for more information.

Returns

[BookComponent](#)

Syntax

`NewSeriesBookComponent (previous)`

Parameters

Parameter name	Data Type	Optional	Description
previous	Object	No	The location of the object in the series after which to add the new Book Component. To add a paragraph at the start of a flow, specify the location of the flow. To add a Book Component at the beginning of any other series, specify 0.

NewBookComponentOfTypeInHierarchy

Description

TBD

Returns

[BookComponent](#)

Syntax

`NewBookComponentOfTypeInHierarchy(compName, compType, elemLoc)`

Parameters

Parameter name	Data Type	Optional	Description
compName	string	No	TBD
compType	int	No	TBD
elemLoc	ElementLoc	No	TBD

Save

Description

The `Save()` method saves a book. The method allows you to script the way FrameMaker saves the file and to specify responses to warnings and messages that arise while the file is being saved.

You can save a file under its current name or save it as a new file.

The property list for the `saveParams` parameter is as follows:

Property	Meaning
Constants.FS_SavedFileName (1)	A string that specifies the full path of the saved file.
Constants.FS_SaveNativeError (2)	The error condition. If the file is saved successfully, this property is set to <code>FE_Success</code> .
Constants.FS_SaveStatus (3)	A bit field indicating what happened when the file was saved.

The method returns the document it saved, on success.

On failure the method sets `FA_errno` to one of the following values:

Error	Reason
- Constants.FE_Canceled (-44) - Constants.FE_CanceledByClient (-86)	- Constants.FV_FileNotWritable (33) - File was not writable. - Constants.FV_BadSaveFileName (34) - The specified filename is not allowed by the operating system. - Constants.FV_BadFileId (35) - The file's operating system ID was bad. - Constants.FV_CancelSaveFilesInUse (50) - The file is in use and the user did not or could not reset the lock. Or the file is in use, and the <code>Constants.FS_FileIsInUse (17)</code> parameter is set to <code>Constants.FV_DoCancel (0)</code>, or it is set to <code>Constants.FV_ResetLockAndContinue (7)</code> but FrameMaker could not reset the lock. - Constants.FV_CancelSaveModDateChanged (52) - The file has changed since the last time it was opened or saved in the current session. - Constants.FV_LockCouldntBeReset (2) - File lock could not be reset. - Constants.FV_LockWasReset (0) - File lock was reset. - Constants.FV_LockNotReset (1) - File lock was not reset. - Constants.FV_FilesViewOnly (4) - File was View Only. - Constants.FV_NonPortableSaveName (37) - File had a name that is not portable (Macintosh only). - Constants.FV_NonPortableFileRefs (38) - Referenced graphics files had filenames that are not portable (Macintosh only).
Constants.FE_WrongProduct (-60)	The specified file contains structure and the current product interface is not Structured FrameMaker.
Constants.FE_FailedState (-45) Constants.FE_BadParameter (-43)	The filename was invalid.
Constants.FE_FilterFailed (-89)	Constants.FV_InvalidSaveFilter (42) - The filter specified by <code>Constants.FS_SaveFileTypeHint (16)</code> is not installed, or the syntax for <code>Constants.FS_SaveFileTypeHint (16)</code> is invalid.

Returns

Object

Syntax

`Save (saveAsName, saveParams, saveReturnParams)`

Parameters

Parameter name	Data Type	Optional	Description
saveAsName	string	No	The path for saving the document or book.
saveParams	PropVals	No	A property list that tells FrameMaker how to save the file and how to respond to errors and other conditions. Use GetSaveDefaultParams() or AllocatePropVals() to create and allocate memory for this property list. To use the default list, specify null.
saveReturnParams	PropVals	No	A property list that returns information about how the FrameMaker product saved the file.

UpdateBook

Description

The UpdateBook () method updates a book.

The method allows you to specify a script (property list) specifying how to update the book and how to deal with error and warning conditions.

For example, you can specify whether to abort or to continue updating a book if it contains view-only documents.

Note: Always initialize the pointer to the property list that you specify for updateReturnParamsp to null before you call UpdateBook().

To get a property list to specify for the updateParamsp parameter, use GetUpdateBookDefaultParams () or create the list from scratch.

The following are the properties that you can use in the property list:

Property	Meaning
Constants.FS_AlertUserAboutFailure (2)	Alert user with warnings and messages if necessary. Set this parameter to True or False as desired. • True - Notify user when unexpected conditions occur. • False - Do not notify user when unexpected conditions occur.
Constants.FS_AllowInconsistentNumProps (6)	Allow the FrameMaker product to update numbering, text insets and other properties of all the FrameMaker documents in the book, even if there are documents in the book with numbering properties that do not match the properties specified in the book. The permissible values are as follows: • Constants.FV_DoOK (1) - Update numbering even if there are inconsistent properties in the book. • Constants.FV_DoCancel (0) - Cancel the update operation when FrameMaker encounters a document with inconsistent numbering properties. • Constants.FV_DoShowDialog (4) - Show a dialog box and let the user decide.

Property	Meaning
Constants.FS_AllowNonFMFiles (1)	Allow the FrameMaker product to update numbering, text insets, and other properties of all the FrameMaker documents in the book, even if there are documents in the book that were not created by FrameMaker. The permissible values are as follows: - Constants.FV_DoOK (1) - Update the book even if the book contains files not created by FrameMaker. - Constants.FV_DoCancel (0) - Cancel the update operation when it encounters a document not created by FrameMaker. - Constants.FV_DoShowDialog (4) - Show a dialog box and let the user decide.
Constants.FS_AllowViewOnlyFiles (3)	Allow the FrameMaker product to update view-only documents in the book. The permissible values are as follows: - Constants.FV_DoOK (1) - Update the view-only documents. - Constants.FV_DoCancel (0) - Cancel the entire update operation when it encounters a view-only document. - Constants.FV_DoShowDialog (4) - Show a dialog box and let the user decide.
Constants.FS_MakeVisible (5)	Make newly generated files (lists and indexes) visible. Takes the value True or False. - True - Make visible. - False - Do not make visible.
Constants.FS_ShowBookErrorLog (4)	Display the book error log for this update operation. Takes the value True or False. - False - Do not display the error log; all warnings and errors are redirected to the console. - True - Display the error log.
Constants.FS_UpdateBookGeneratedFiles (7)	Update generated files such as TOC, lists, and indexes. Only update those generated files that have GenerateInclude set to True in their associated FO_BookComponent objects. Takes the value True or False. - True - Update generated files. - False - Do not update generated files.
Constants.FS_UpdateBookMasterPages (12)	Update automatic assignment of master pages in all the documents of the book. Takes the value True or False. - True - Update master pages. - False - Do not update master pages.
Constants.FS_UpdateBookNumbering (8)	Update numbering in all the documents of the book. Takes the value True or False. - True - Update numbering. - False - Do not update numbering.
Constants.FS_UpdateBookOleLinks (9)	Update OLE links in all the documents of the book. Takes the value True or False. - True - Update OLE links. - False - Do not update OLE links.

Property	Meaning
Constants.FS_UpdateBookTextReferences (10)	Update text insets in all the documents of the book. Takes the value True or False. • True - Update text insets. • False - Do not update text insets.
Constants.FS_UpdateBookXRefs (11)	Update cross-references in all the documents of the book. Takes the value True or False. • True - Update cross-references. • False - Do not update cross-references.

The property list to which `updateReturnParams` is set, has the following property:

Property	Meaning
Constants.FS_UpdateBookStatus (1)	A bit field to indicate what happened during the update.

To determine if a particular `Constants.FS_UpdateBookStatus (1)` bit is set, use `CheckStatus ()`.

The method returns `FE_Success` on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid book
Constants.FE_BadOperation ()	• Constants.FV_BookNotSelfConsistent (0) - The book is not self-consistent (book generates data in one file that is source data for another generated file, or page count continually changes for this operation). • Constants.FV_DuplicateFileInBook (1) - One or more files in the book is a duplicate of another file. • Constants.FV_NoNonGeneratedFilesInBook (2) - The only files in the book are generated files.
Constants.FE_BadParameter (-43)	• Constants.FV_BadUpdateBookFileId (64) - Specified book is invalid. • Constants.FV_BadUpdateBookScriptValue (65) - The update book script contains an invalid property value.
Constants.FE_Canceled (-44) Constants.FE_CanceledByClient (-86)	• Constants.FV_CancelInconsistentNumPropsInFileInBook (34) - One or more of the book's document files has numbering properties that are inconsistent with the properties stored in the book. • Constants.FV_CancelNonFMFileInBook (32) - One or more of the book's document files is not a FrameMaker file. • Constants.FV_CancelViewOnlyFileInBook (33) - One or more of the book's document files is view-only. • Constants.FV_UserCanceledUpdateBook (35) - The user canceled the update operation.
Constants.FE_SystemError (-42)	• Constants.FV_FileInBookNotOpened (96) - One or more files in the book could not be opened. • Constants.FV_FileInBookNotSaved (97) - One or more files in the book could not be saved. • Constants.FV_TooManyWindowsUpdateBook (98) - Not enough memory. Too many windows were open.

Returns

`int`

Syntax

`UpdateBook(updateParams, updateReturnParams)`

Parameters

Parameter name	Data Type	Optional	Description
updateParams	PropVals	No	A property list specifying how to update the book and how to respond to errors and other conditions. To use the default list, specify <code>null</code> .
updateReturnParams	PropVals	No	A property list that provides information about how the FrameMaker product updated the book. This parameter must be initialized before you call <code>UpdateBook()</code> .

Import

Description

The `Import()` method imports text or graphics into a document.

`Import()` allows you to specify a script (property list) specifying how to import text or graphics and how to deal with error and warning conditions.

For example, you can specify whether to import a file by reference or by copy.

If you import a file by reference, `Import()` creates an inset. The following list summarizes the types of files you can import with `Import()` and the types of inset objects it creates when you import them by reference:

- Graphics - `FO_Inset`
- Text - `FO_TiText`, `FO_TiTextTable`
- Frame binary document - `FO_TiFlow`
- MIF - `FO_TiFlow`

Note: When importing a graphic, you can specify that it be imported at its default resolution by setting the `Constants.FS_GraphicDpi (15)` property to 0 and setting the `Constants.FS_FitGraphicInSelectedRect (14)` property to `False`. If the graphic has no default resolution, it is imported at 72 dpi

To get a property list to specify for the `importParams` parameter, use `GetImportDefaultParams()` or create the list from scratch.

Note: Always initialize the pointer to the property list that you specify for `importReturnParams` to `null` before you call `Import()`.

The following are the list of properties that can be imported:

Property	Meaning
<code>Constants.FS_AlertUserAboutFailure (2)</code>	Alert user if an unexpected condition, such as an unrecognized file type, occurs. Set to either <code>True</code> or <code>False</code> • <code>True</code> - Notify user when unexpected conditions occur. • <code>False</code> - Do not notify user when unexpected conditions occur.

Property	Meaning
Constants.FS_DisallowDoc (8)	Disallow importing FrameMaker binary documents. Set to either True or False. • True - Do not allow importing FrameMaker binary documents. • False - Allow importing FrameMaker binary documents.
Constants.FS_DisallowFilterTypes (11)	Disallow importing filterable files. Set to either True or False. • True - Do not allow importing filterable files. • False - Allow importing filterable files.
Constants.FS_DisallowMIF (7)	Disallow importing MIF files. Set to either True or False. • True - Do not allow importing MIF files. • False - Allow importing MIF files.
Constants.FS_DisallowGraphicTypes (9)	Disallow importing graphic files. Set to either True or False. • True - Do not allow importing graphic files. • False - Allow importing graphic files.
Constants.FS_DisallowMacEditions (10)	Disallow importing Macintosh editions of files. Set to either True or False. • True - Do not allow importing Macintosh editions of files. • False - Allow importing Macintosh editions of files.
Constants.FS_DisallowPlainText (12)	Disallow importing Text Only files. Set to either True or False. • True - Do not allow importing Text Only files. • False - Allow importing Text Only files.
Constants.FS_DisallowSgml (33)	Disallow importing SGML documents. Set to either True or False. • True - Do not allow importing SGML documents. • False - Allow importing SGML documents.
Constants.FS_DisallowXml (43)	Disallow importing XML documents. Set to either True or False. • True - Do not allow importing XML documents. • False - Allow importing XML documents.
Constants.FS_DontNotifyAPIClients (3)	Notify other clients of the import operation. Set to either True or False. • True - Do not notify other clients of the import operation. • False - Notify other clients of the import operation.
Constants.FS_FileTypeHint (34)	If the file is filterable, this property is a string that enables FrameMaker to automatically call the correct filter to filter the file. If the file is not filterable, this property contains the value <code>null</code> .
Constants.FS_FilesSgmlDoc (32)	File is an SGML document. The possible values are: • Constants.FV_DoOK (1) - Import it anyway. • Constants.FV_DoCancel (0) - Cancel the import operation. • Constants.FV_DoShowDialog (4) - Show a dialog box and let the user decide.

Property	Meaning
Constants.FS_FilesXmlDoc (37)	File is an XML document. The possible values are: - Constants.FV_DoOK (1) - Import it anyway. - Constants.FV_DoCancel (0) - Cancel the import operation. - Constants.FV_DoShowDialog (4) - Show a dialog box and let the user decide.
Constants.FS_ForceImportAsText (17)	Import the file as a Text Only document, even if it is a MIF file or a filterable file. Set to either True or False. - True - Import it as a Text Only file. - False - Import it in a format based on its type.
Constants.FS_HowToImport (4)	Import file by reference or copy. The possible values are: - Constants.FV_DoByRef (5) - Import file by reference. - Constants.FV_DoByCopy (6) - Import file by copy. - Constants.FV_DoUserChoice (7) - Allow user to choose how to import the file.
Constants.FS_ImportAsType (36)	Specify the format of the file to import. Possible values are: - Constants.FV_AUTORECOGNIZE (0x00) - Default value; recognize the file type automatically. - Constants.FV_TYPE_BINARY (0x01) - A FrameMaker binary file. - Constants.FV_TYPE_MIF (0x02) - A MIF file. - Constants.FV_TYPE_TEXT (0x03) - A file containing plain text. - Constants.FV_TYPE_SGML (0x04) - An SGML file. - Constants.FV_TYPE_XML (0x05) - An XML file. - Constants.FV_TYPE_FILTER (0xFF) - Use a filter to import this file. You must specify a valid file type hint for the Constants.FS_FileTypeHint (34) property.
Constants.FS_ManualUpdate (5)	Update inset manually. Set to either True or False. - True - Update inset automatically. - False - Do not update inset manually.
Constants.FS_SgmlImportApplication (35)	Retained for compatibility with older versions of FrameMaker. Use the Constants.FS_StructuredImportApplication (35) property instead.
Constants.FS_StructuredImportApplication (35)	String specifying the name of the structure application to use when importing an XML or SGML file. This property takes precedence over any other structure application specification. If the specified application does not exist, the calling function will fail. If this property is not set, then the value of this property is <code>null</code> .
Constants.FS_ShowBrowser (1)	Display the Import dialog box. Set to either True or False. - True - Display the Import dialog box. - False - Do not display the Import dialog box.
Constants.FS_TextInsetName (6)	Denotes the Inset name. If not set, the value of this property is <code>null</code> .

The syntax of the string passed to the `Constants.FS_FileTypeHint (34)` is as follows:

Function Summary

```
record_vers vendor format_id platform filter_vers filter_name
```

Note: The fields in the record are not separated by spaces. Spaces are significant data except those that appear in the `filter_name` field.

For example:

```
0001PGRFPICTMAC61.0 Built-in PICT reader0001ORBLSVGIA11 Platform SVG reader for 7.0
```

Each field of the record (except `filter_name`) specifies a four-byte code. If a code contains fewer than four alphanumeric characters, the remaining bytes must be filled out with spaces.

`record_vers` specifies the version of the record, currently 0001.

`vendor` is a code specifying the filter's vendor. The code is a string of four characters. The following table lists the possible codes

Code	Meaning
PGRF	Built-in Frame filters.
FAPI	External Frame FDK client filter.
FFLT	External Frame filters.
IMAG	External ImageMark filters.
XTND	External XTND filters.

`format_id` is a code specifying the format that the filter translates. The code is a string of four characters. The following are the possible codes:

Code	Meaning
CDR	CorelDRAW
CGM	Computer Graphics Metafile
DIB	Device-independent bitmap (Windows)
DRW	Micrografx CAD
DXF	Autodesk Drawing eXchange file (CAD files)
EMF	Enhanced Metafile (Windows)
EPSB	Encapsulated PostScript Binary (Windows)
EPSD	Encapsulated PostScript with Desktop Control Separations (DCS)
EPSF	Encapsulated PostScript (Macintosh)
EPSI	Encapsulated PostScript Interchange
FRMI	FrameImage
FRMV	FrameVector
G4IM	CCITT Group 4 to Image
GEM	GEM file (Windows)
GIF	Graphics Interchange Format (Compuserve)
HPGL	Hewlett-Packard Graphics Language

Code	Meaning
IGES	Initial Graphics Exchange Specification (CAD files)
IMG4	Image to CCITT Group 4 (UNIX)
MooV	QuickTime Movie
OLE	Object Linking and Embedding Client (Microsoft)
PCX	PC Paintbrush
PICT	QuickDraw PICT
PNTG	MacPaint
SNRF	Sun Raster File
SRGB	SGI RGB
SVGI	Scalable Vector Graphics
TIFF	Tag Image File Format
WMF	Windows Metafile
WPG	WordPerfect Graphics
XWD	X Windows System Window Dump file

`platform` is a code specifying the platform on which the filter was run. The code is a string of four characters. The following are the possible codes:

Code	Meaning
MAC6	Macintosh 68000 series
MACP	Power Macintosh
WINT	Windows NT
WIN3	Windows 3.1
WIN4	Windows 95
OS/2	IBM OS/2
UNIX	Generic X/11 (Sun, HP)

`filter_vers` is a string of four characters identifying the version of the filter on that platform. For example, version 1.0 of a filter is represented by the string 1.0.

`filter_name` is a text string (up to 31 characters long) that describes the filter.

`Import()` uses the following properties only for importing FrameMaker documents and MIF files:

Property	Meaning
Constants.FS_FilesMakerDoc (18)	File is a FrameMaker binary document or a MIF file. The possible values are: - Constants.FV_DoOK (1) - Import it anyway. - Constants.FV_DoCancel (0) - Cancel the import operation. - Constants.FV_DoShowDialog (4) - Show a dialog box and let the user decide.

Property	Meaning
Constants.FS_FormatImportedText (22)	Format the imported text. The possible values are: - Constants.FV_EnclosingDoc (1) - Use formatting in the enclosing document. - Constants.FV_PlainText (2) - Format the imported text as plain text. - Constants.FV_SourceDoc (0) - Use formatting from the source documents.
Constants.FS_ImportFlowPageSpace (21)	If Constants.FS_UseMainFlow (19) is False, then Constants.FS_ImportFlowPageSpace (21) indicates the type of pages to search for the flow specified by the Constants.FS_ImportFlowTag (20) property. The possible values are: - Constants.FV_BodyPage (10) - Search body pages. - Constants.FV_ReferencePage (9) - Search reference pages.
Constants.FS_ImportFlowTag (20)	If Constants.FS_UseMainFlow (19) is False, then Constants.FS_ImportFlowTag (20) indicates the name of the flow to import. If this value is not set, the default value is <code>null</code> .
Constants.FS_RemoveManualPageBreaks (23)	Remove manual page breaks if FS_FormatImportedText is set to Constants.FV_EnclosingDoc (1). Set to either True or False. - True - Remove manual page breaks. - False - Do not remove manual page breaks.
Constants.FS_RemoveOverrides (24)	Remove format overrides if Constants.FS_FormatImportedText (TBD) is set to Constants.FV_EnclosingDoc (1). Set to either True or False. - True - Remove format overrides. - False - Do not remove format overrides.
Constants.FS_UseMainFlow (19)	Import text from specified document's main flow. Set to either True or False. - True - Import the text from the main flow. - False - Do not import the text from the main flow.

`Import()` uses the following properties only for importing `graphics` files:

Property	Meaning
Constants.FS_FilesGraphic (13)	File is a graphic file. The possible values are: - Constants.FV_DoOK (1) - Import it. - Constants.FV_DoCancel (0) - Cancel import operation. - Constants.FV_DoShowDialog (4) - Display a dialog box and let the user decide.
Constants.FS_FitGraphicInSelectedRect (14)	Fit the graphic in the selected graphic frame. Set to either True or False. - True - Fit the graphic in the frame. - False - Do not fit the graphic in the frame.
Constants.FS_GraphicDpi (15)	Integer specifying dots per inch (DPI) at which to import the graphic. The default value is 72 (to specify 72 DPI).
Constants.FS_InsetRasterDpi (TBD)	Denotes the read-only value to indicate the DPI of the bitmap facet when importing SVG data.
Constants.FS_RasterDpi (38)	Specifies the DPI for the bitmap facet when importing SVG data. This corresponds to any of the DPI settings in the Imported Graphic Scaling dialog box.

Property	Meaning
Constants.FS_RasterImageHeight (40)	Specifies the height of the rectangle in which to import the graphic, when importing SVG data. <i>Note: You should always specify this value in points. This property corresponds to the height for the Fit in Selected Rectangle setting in the Imported Graphic Scaling dialog box.</i>
Constants.FS_RasterImageWidth (39)	Specifies the width of the rectangle in which to import the graphic, when importing SVG data. <i>Note: You should always specify this value in points. This property corresponds to the width for the Fit in Selected Rectangle setting in the Imported Graphic Scaling dialog box.</i>
Constants.FS_ShowRasterDpiDialog (41)	For importing SVG data, show the Imported Graphic Scaling dialog box. Default is 1 (one). The values are: • 1 (one) or any non-zero value: Display the Imported Graphic Scaling dialog box. • 0 (zero): Do not display the Imported Graphic Scaling dialog box.

Import () uses the following properties only for importing ASCII text files:

Property	Meaning
Constants.FS_CellSeparator (29)	If Constants.FS_FilesText (16) is set to Constants.FV_DoImportAsTable (8), then this property denotes the delimiter or separator used to parse the text into cells. The default value is null.
Constants.FS_FilesText (16)	File is a Text Only file. The possible values are: • Constants.FV_TextFile_EOLisEOP (12) - Import the file and convert each end-of-line into a paragraph break. • Constants.FV_TextFile_EOLisNotEOP (13) - Import the file but do not convert each end-of-line into a paragraph break. • Constants.FV_DoImportAsTable (8) - Import the file into a table. • Constants.FV_DoCancel (0) - Cancel the import operation.
Constants.FS_ImportTblTag (25)	Specifies the table format to use, if Constants.FS_FilesText (16) is set to Constants.FV_DoImportAsTable (8). The default value is null.
Constants.FS_LeaveHeadingRowsEmpty (27)	Leave the heading rows empty if Constants.FS_FilesText (16) is set to Constants.FV_DoImportAsTable (8). Constants.FS_LeaveHeadingRowsEmpty (27) is set to either True or False. • True - Leave heading rows empty. • False - Do not leave heading rows empty.
Constants.FS_NumCellSeparators (30)	Denotes the number of spaces to use as a separator, if Constants.FS_FilesText (16) is set to Constants.FV_DoImportAsTable (8), and Constants.FS_CellSeparator (29) is set to a space (' '). The default value is 1.
Constants.FS_NumColumns (31)	Specifies the number of columns in the table, if Constants.FS_FilesText (16) is set to Constants.FV_DoImportAsTable (8), and Constants.FS_TreatParaAsRow (28) is False. The default value is 1.
Constants.FS_TblNumHeadingRows (26)	Specifies the number of heading rows in the table, if Constants.FS_FilesText (16) is set to Constants.FV_DoImportAsTable (8). The default value is 1.

Property	Meaning
Constants.FS_TreatParaAsRow (28)	Convert each line in the text file into a row of table cells and use Constants.FS_CellSeparator (29) and Constants.FS_NumCellSeparators (30) to determine how to divide the line into separate cells, if Constants.FS_FileIsText (16) is set to Constants.FV_DoImportAsTable (8). Constants.FS_TreatParaAsRow (28) is set to either True or False. • True - Convert each line into a row of table cells. • False - Convert each line into a table cell instead.

When you import text into a table, in addition to setting Constants.FS_FileIsText (16) to Constants.FV_DoImportAsTable (8), you must specify a value for the Constants.FS_ImportTblTag (25) property. If you set the Constants.FS_TreatParaAsRow (28) property to True, you must also specify a value for the Constants.FS_CellSeparator (29) property.

The property list returned by GetImportDefaultParams() does not specify values for the Constants.FS_ImportTblTag (25) and Constants.FS_CellSeparator (29) properties.

If you use the property list to import a table and do not specify a value for Constants.FS_ImportTblTag (25), Import() fails and sets FA_errno to Constants.FE_BadParameter (-43).

If you set Constants.FS_TreatParaAsRow (28) to True and do not specify a cell separator by setting Constants.FS_CellSeparator (29), Import() fails and sets FA_errno to Constants.FE_BadParameter (-43).

If GetImportDefaultParams() fails, the Import() method sets the len field of the returned PropVals structure to 0.

The Import() method returns the object that was imported, on success.

Note: Import() returns 0 on success, if it imports a copy or a graphic inset.

On failure, the method assigns one of the following values to FA_errno:

Error	Reason
Constants.FE_SystemError (-42)	System error, such as an unreadable file or insufficient memory.
Constants.FE_BadParameter (-43)	The property list contained an invalid parameter.
Constants.FE_BadFileType (-83)	The specified file exists, but it does not have the correct file type.
Constants.FE_MissingFile (-84)	The specified file does not exist.
Constants.FE_NoSuchFlow (-82)	The script specifies an import flow that does not exist.
Constants.FE_FailedState (-45)	Internal error.
Constants.FE_CircularReference (-81)	Importing the specified file causes a circular reference.
Constants.FE_FileClosedByClients (TBD)	The file was closed by a client before it could be imported.

The property list returned to importReturnParamspp has the following properties:

Property	Meaning
Constants.FS_ImportedFileName (1)	A string specifying the source file's path. If you scripted Constants.FS_ShowBrowser (1), this path can be different from the one you specified in the Import script.
Constants.FS_ImportNativeError (2)	The error condition; normally the same value as FA_errno. If the file is imported successfully, Constants.FS_ImportNativeError (2) is set to Constants.FE_Success (0).
Constants.FS_ImportStatus (3)	A bit field indicating what happened when the file was imported. See the following table for more information.

Both the `Constants.FS_ImportNativeError` (2) property and the `FA_errno` global variable indicate the result of a call to the `Import()` method. The following table lists the possible status flags and the reasons associated with them:

Status Flag	Reason
- Constants.FE_BadParameter (-43) - Constants.FE_BadFileType (-83) - Constants.FE_MissingFile (-84) - Constants.FE_FailedState (-45) - Constants.FE_CanceledByClient (-86) (file was not imported)	- Constants.FV_BadImportFileName (16) - The specified source filename is invalid. - Constants.FV_BadImportFileType (17) - The Import script specified a file type different from the source file's actual type. - Constants.FV_BadImportScriptValue (18) - The Import script contained an invalid property value. - Constants.FV_BadTextFileTypeHint (29) - The file was a text file, and the string in <code>Constants.FS_FileTypeHint</code> (34) was not a valid import hint string. - Constants.FV_MissingScript: <code>Import()</code> was called without a script. - Constants.FV_DisallowedImportType (21) - Source file's type is disallowed by script. - Constants.FV_NoMainFlow (22) - A script was specified to import the main flow, but the source file does not have a main flow. - Constants.FV_NoFlowWithSpecifiedName (23) - A script was specified with a flow name that does not exist. - Constants.FV_InsertionPointNotInText (24) - The insertion point in the enclosing document is not in the text. - Constants.FV_InsufficientMemory (27) - There is insufficient memory to import the source file. - Constants.FV_BadEnclosingDocId (28) - There is no open document with the specified ID. - Constants.FV_ImportFileNotReadable (48) - The specified source file is unreadable.
Constants.FE_Success (0)	- Constants.FV_ImportedByCopy (0) - The source file was imported by copy. - Constants.FV_ImportTextTable (TBD) - The source file is a text file, which was imported into a table. - Constants.FV_ImportedMIF (3) - The source file is a MIF file. - Constants.FV_ImportedMakerDoc (4) - The source file is a FASL file. - Constants.FV_ImportedFilteredFile (5) - The source file was filtered. - Constants.FV_ImportedGraphicFile (6) - The source file is a graphics file. - Constants.FV_ImportedSgmlDoc (8) - The source file is an SGML document. - Constants.FV_ImportedXmlDoc (9) - The source file is an XML document.

Status Flag	Reason
Constants.FE_Canceled (-44)	- Constants.FV_CancelFileText (32) - The file is text, so the user or the Import script canceled the Import operation. - Constants.FV_CancelFileGraphic (36) - The source file is a graphic, so the user or the Import script canceled the Import operation. - Constants.FV_CancelFileMacEdition (TBD) - The source file is a Macintosh Edition, so the Import script canceled the Import operation - Constants.FV_CancelFileDoc (33) - The file is a FASL file, so the user or the script canceled the Import operation. - Constants.FV_CancelFileSgml (40) - The file is an SGML document, so the user or the script canceled the Import operation - Constants.FV_CancelFileXml (41) - The file is an XML document, so the user or the script canceled the Import operation. - Constants.FV_CancelFileMIF (34) - The source file is a MIF file, so the user or the script canceled the Import operation. - Constants.FV_CancelFileFilterable (35) - The source file is a filterable file, so the user or the script canceled the Import operation. - Constants.FV_InsertionPointInFootnote (26) - The insertion point was in a footnote and the import script specified to import the file as a table, so the file could not be imported. - Constants.FV_InsertionPointInTableCell (25) - The insertion point was in a table cell and the import script specified to import the file as a table, so the file could not be imported - Constants.FV_UserCanceledImport (37) - The user canceled the Import operation. - Constants.FV_UserCanceledImportBrowser (TBD): The user canceled the Import browser

To determine whether a particular `Constants.FS_ImportStatus` (3) bit is set, use `CheckStatus()`.

Returns

Object

Syntax

`Import(textLocP, filename, importParams, importReturnParams)`

Parameters

Parameter name	Data Type	Optional	Description
textLocP	TextLoc	No	The text location at which to import the file.
filename	string	No	The full path of the file to import.
importParams	PropVals	No	A property list specifying how to import the file and how to respond to errors and other conditions. To use the default list, specify null.
importReturnParams	PropVals	No	A property list that provides information about how FrameMaker imported the file. This parameter must be initialized before you call <code>Import()</code> .

GetProps

Description

Retrieves the properties of the specified Book.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the value of the specified property of the Book.

See “[SetProps](#)” on page 454 under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The value to set.

ObjectValid

Description

Indicates whether the specified book is valid. Returns 1 if the specified book is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

BookComponent

Delete

Description

Deletes the specified BookComponent object.

See “Delete” on page 453 under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

MoveComponent

Description

Moves a particular book component up and down in the book components sequence. In addition , you can promote and demote operations of a component in a hierarchy using this method.

Returns

Void

Syntax

```
MoveComponent (moveAction)
```

Parameters

Parameter name	Data Type	Optional	Description
moveAction	int	No	TBD

GetProps

Description

Retrieves the properties of the specified BookComponent object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the property of the BookComponent object.

See “[SetProps](#)” on page 454 under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The value of the property to be set.

ObjectValid

Description

Indicates whether a BookComponent object is valid. Returns 1 if the specified book component is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Cell

StraddleCells

Description

The `StraddleCells()` method straddles the specified cells in a table.

The cells you straddle must all be from the same type of row. You cannot straddle a set of cells that are in both heading and body rows or footing and body rows. Also, the cells you straddle must be unstraddled. You cannot use this function to further straddle cells that are already straddled.

The `StraddleCells()` method returns `FE_Success` on success.

The method assigns one of the following values to `FA_errno`, on failure:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker product does not support tables.
Constants.FE_BadOperation (-27)	Parameters specify an action that is invalid.
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadParameter (-43)	Parameter has an invalid value.
Constants.FE_BadObjId (-3)	Invalid cell.

Returns

int

Syntax

StraddleCells (heightInRows, widthInCols)

Parameters

Parameter name	Data Type	Optional	Description
heightInRows	int	No	Denotes the number of cells to straddle vertically.
widthInCols	int	No	Indicates the number of cells to straddle horizontally.

UnStraddleCells

Description

The UnStraddleCells() method unstraddles the specified cells in a table.

The UnStraddleCells() method returns FE_Success on success. The method assigns one of the following values to FA_errno, on failure:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker product does not support tables.
Constants.FE_BadOperation (-27)	Parameters specify an action that is invalid.
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadParameter (-43)	Parameter has an invalid value.
Constants.FE_BadObjId (-3)	Invalid cell.

Returns

int

Syntax

UnStraddleCells (heightInRows, widthInCols)

Parameters

Parameter name	Data Type	Optional	Description
heightInRows	int	No	The number of cells to unstraddle vertically.
widthInCols	int	No	The number of cells to unstraddle horizontally.

GetText

Description

The `GetText ()` method gets the text from the following types of objects:

- Cell
- Element
- Flow
- Fn
- Pgf
- SubCol
- TextFrame
- TextLine
- TiApiClient
- TiFlow
- TiText
- TiTextTable
- XRef

Call this method on the document as follows:

```
document.GetText (flags)
```

`GetText ()` returns an object containing an array of text items. Each text item contains either a string of text, an object that appears within the text (such as a table or an anchored frame), an indicator that the text properties have changed, or the object that organizes the text (such as a paragraph or a text column).

Note: Use the `DeallocateTextItems ()` method to deallocate the memory used by the `TextItems` structure returned by `GetText ()` when you have finished using it.

To get specific types of text items, OR the constants that represent them (for example, use a bitwise OR to combine `FTI_FlowBegin` and `FTI_String`) into flags. To get all types of text items, specify -1.

The method returns a `TextItems` object containing the array of text items of the requested text types.

`TextItem.dataType` can be one of the following constants:

Text Item Type	Text Item Represents	Text Item Data
<code>FTI_CharPropsChange</code>	A change in the text properties	Flags indicating which properties have changed (see the following table).
<code>FTI_ElementBegin</code>	The beginning of a container structural element	<code>FO_Element</code>

Text Item Type	Text Item Represents	Text Item Data
FTI_ElementEnd	The end of a container structural element	FO_Element
FTI_ElemPrefixBegin	The beginning of an element's prefix	FO_Element
FTI_ElemPrefixEnd	The end of an element's prefix	FO_Element
FTI_ElemSuffixBegin	The beginning of an element's suffix	FO_Element
FTI_ElemSuffixEnd	The end of an element's suffix	FO_Element
FTI_FlowBegin	The beginning of a flow	FO_Flow
FTI_FlowEnd	The end of a flow	FO_Flow
FTI_FnAnchor	A footnote	FO_Fn
FTI_FrameAnchor	An anchored frame	FO_AFrame
FTI_LineBegin	The beginning of a line	-
FTI_LineEnd	The end of a line and the line end type	If the line end is a normal line end, the value is 0; if it is a forced line end, the FTI_HardLineEnd flag is set; if it is a hyphen line end, the FTI_HyphenLineEnd flag is set
FTI_MarkerAnchor	A Marker	FO_Marker
FTI_PageBegin	The beginning of a page	FO_Page
FTI_PageEnd	The end of a page	FO_Page
FTI_PgfBegin	The beginning of a paragraph	FO_Pgf
FTI_PgfEnd	The end of a paragraph	FO_Pgf
FTI_String	A string of characters with the same condition and character format.	A character string
FTI_SubColBegin	The beginning of a column	FO_SubCol
FTI_SubColEnd	The end of a column	FO_SubCol
FTI_TblAnchor	A Table	FO_Tbl
FTI_TextFrameBegin	The beginning of a text frame	FO_TextFrame
FTI_TextFrameEnd	The end of a text frame	FO_TextFrame
FTI_TextInsetBegin	The beginning of a text inset	FO_TiApiClient, FO_TiFlow, FO_TiText, or FO_TiTextTable
FTI_TextInsetEnd	The end of a text inset	FO_TiApiClient, FO_TiFlow, FO_TiText, or FO_TiTextTable
FTI_TextObjId	The object to which the offsets of all the text items are relative	FO_Pgf or FO_TextLine
FTI_VarBegin	The beginning of a variable	FO_Var
FTI_VarEnd	The end of a variable	FO_Var
FTI_XRefBegin	The beginning of a cross-reference	FO_XRef
FTI_XRefEnd	The end of a cross-reference	FO_XRef

The following table lists the bit flags that a client can bitwise AND with the `idata` field of a `Constants.FTI_CharPropsChange` (0x00200000) text item. For example, to determine if the font family changed, bitwise AND the `Constants.FTF_FAMILY` (0x80000000) flag with the `idata` field.

Flags	Meaning
FTF_ALL	OR of all the flags
FTF_ANGLE	The font angle has changed.
FTF_CAPITALIZATION	The capitalization has changed.
FTF_CHANGEBAR	The change bars have changed.
FTF_CHARTAG	The Character Catalog format has changed.
FTF_COLOR	The color has changed.
FTF_CONDITIONTAG	The condition tag has changed.
FTF_ENCODING	The text encoding has changed.
FTF_FAMILY	The font family has changed.
FTF_IIF	An internal flag having to do with Asian text. input. If there is a non-zero value for this flag, a front-end processor is controlling that text and you should not modify the associated text item.
FTF_KERNX	The kern-x characteristic has changed.
FTF_KERNY	The kern-y characteristic has changed.
FTF_LANGUAGE	Character language has changed.
FTF_OUTLINE	The outline characteristic has changed.
FTF_OVERLINE	The overline characteristic has changed.
FTF_PAIRKERN	The pair kerning has changed.
FTF_POSITION	The character position has changed.
FTF_SHADOW	The shadow characteristic has changed.
FTF_SIZE	The font size has changed.
FTF_SPREAD	The font spread has changed.
FTF_STRETCH	The font stretch value has changed.
FTF_STRIKETHROUGH	The strikethrough characteristic has changed.
FTF_TSUME	The Tsume setting has changed.
FTF_UNDERLINING	The underlining has changed.
FTF_VARIATION	The font variation has changed.
FTF_WEIGHT	The font weight has changed.

On success, the method returns a `TextItems` structure containing the array of text items of the requested types.

On failure, the method sets the `len` field of the returned `TextItems` structure to 0, and returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid Object
Constants.FE_NotTextObject (-41)	Object specified for the text range is not an object that contains text.

If you call `GetText()` for an object (FO_Element object), the returned information depends on the type of element, as shown:

Value	Information Returned
Constants.FV_FO_CONTAINER (1)	All the text items from the beginning to the end of the element.
Constants.FV_FO_SYS_VAR (2)	All the text items from the beginning to the end of the variable.
Constants.FV_FO_XREF (3)	All the text items from the beginning to the end of the cross reference.
Constants.FV_FO_FOOTNOTE (5)	All the text items from the beginning to the end of the footnote.
Constants.FV_FO_TBL_TITLE (9)	All the text items from the beginning to the end of the table title.
Constants.FV_FO_TBL_CELL (14)	All the text items from the beginning to the end of the cell.
Constants.FV_FO_TBL_HEADING (10)	Nothing. <code>GetText()</code> failed.
Constants.FV_FO_TBL_BODY (11)	
Constants.FV_FO_TBL_FOOTING (12)	
Constants.FV_FO_MARKER (4)	
Constants.FV_FO_TBL (8)	
Constants.FV_FO_GRAPHIC (6)	
Constants.FV_FO_EQN (7)	
Constants.FV_FO_TBL_ROW (13)	

Returns

[TextItems](#)

Syntax

`GetText (flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

Retrieves the properties of the specified cell object.

See “[GetProps](#)” on page 453 under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

`GetProps ()`

SetProps

Description

Sets the desired property of the cell object.

See “[SetProps](#)” on page 454 under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The value of the property to set.

ObjectValid

Description

Indicates whether a cell object is valid. Returns 1 if the cell object is valid, else returns 0.

See “[ObjectValid](#)” on page 455 under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

CharFmt

Delete

Description

Deletes the specified CharFmt object.

See “[Delete](#)” on page 453 under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Get the properties of the specified CharFmt object.

See “[GetProps](#)” on page 453 under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the value of the property for the specified CharFmt object.

See “[SetProps](#)” on page 454 under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The value of the property to set.

ObjectValid

Description

Indicates whether the specified CharFmt object is valid. Returns 1 if the CharFmt object is valid, else returns 0.

See “[ObjectValid](#)” on page 455 under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

CMSObject

CMS SetProperty()

Description

Sets a single property for a CMS object.

Returns

void

Syntax

```
void CMS SetProperty (cmsSessionId,objectId,propval) ;
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
propVal	int	No	The specified property of a CMS object as a PropVal data structure

If CMS SetProperty() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSBadSessionId	The client specified an invalid session ID.
Constants.FE_CMSBadObjectId	The client specified an invalid cms object ID.
Constants.FE_CMSRootObjectExists	The method tries to set a root which already exists.
Constants.FE_CMSBadItemType	The file type expected by the cms object does not match the valid file type.
Constants.FE_CMSBadItemContainerType	The item type expected by the cms object does not match the valid item type
Constants.FE_CMSBadItemContainerType	The container value expected by the cms object is not properly set

CMS SetProperties()

Description

Sets multiple properties of a CMS object

Returns

void

Syntax

```
CMS SetProperties (cmsSessionId,objectId,propVals) ;
```


Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
propVals	int	No	A property list that specifies the CMS properties . Properties are added as propvals with the identifier as CMSItemPropertyT enum and value.

If CMSSetProperties() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSBadSessionId	The client specified an invalid session ID.
Constants.FE_CMSBadObjectId	The client specified an invalid cms object ID.
Constants.FE_CMSRootObjectExists	The method tries to set a root which already exists.
Constants.FE_CMSBadItemType	The file type expected by the cms object does not match the valid file type.
Constants.FE_CMSBadItemFiletype	The item type expected by the cms object does not match the valid item type
Constants.FE_CMSBadItemContainerType	The container value expected by the CMS object is not properly set

CMSGetProperty()

Description

Gets a specified property of a CMS object.

Returns

[PropVals](#)

Syntax

```
CMSGetProperty (cmsSessionId, objectId,propertyId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session.
objectId	int	No	The ID of the CMS Object.
propertyId	int	No	F_PropldentT which allows user to specify property identifier as Integer value OR string value based on the CMS. For e.g. Documentum works on object name, whereas Generic CMS works on Integer based identifier ID of the CMS Object.

If CMSGetProperty() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSBadSessionId	The client specified an invalid session ID.
Constants.FE_CMSBadObjectId	The client specified an invalid cms object ID.

Error	Reason
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSGetProperties()

Description

Gets the properties of a CMS object.

Returns

[PropVals](#)

Syntax

```
CMSGetProperties (cmsSessionId, objectId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
objectId	int	No	The ID of the CMS Object

If CMSGetProperties() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSErrorBadSessionId	The client specified an invalid session ID.
Constants.FE_CMSErrorBadObjectId	The client specified an invalid cms object ID.

CMSEnableCommand()

Description

Enables the specified CMS command in the context menu of the CMS tree within FrameMaker.

Returns

void

Syntax

```
CMSEnableCommand (cmsSessionId, objectId, commandId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
commandId	int	No	The command to enable

If CMSEnableCommand() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSEnableSessionId	The client specified an invalid session ID.
Constants.FE_CMSEnableObjectId	The client specified an invalid cms object ID.
Constants.FE_CMSEnableCommandId	The client specified an invalid command ID.

CMSEnableCommand()

Description

Disables the specified CMS command in the context menu of the CMS tree within FrameMaker.

Returns

void

Syntax

```
CMSEnableCommand (cmsSessionId, objectId, commandId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
commandId	int	No	The command to disable

If CMSEnableCommand() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSEnableSessionId	The client specified an invalid session ID.
Constants.FE_CMSEnableObjectId	The client specified an invalid cms object ID.
Constants.FE_CMSEnableCommandId	The client specified an invalid command ID.

CMSEnableCheckoutUI()

Description

Displays the checkout dialog for a CMS object

Returns

bool

Syntax

```
CMSEnableCheckoutUI (sessionId, objectId, hideUiItems);
```

Parameters

Parameter name	Data Type	Optional	Description
sessionId	int	No	The ID of the CMS session
objectId	int	No	The ID of the CMS Object
hideUiItems	int	No	Parameter to customize the checkout dialog. It can take the values from CMSCustomizeCheckoutUI enum

Enum constants used to customize CMS Object's Checkout user interface.

The possible values of the hideUiItems field are

Value for flags	Meaning
FV_CMSCheckoutUI_Id_ShowDependent s	Flag to hide "Show dependents" checkbox

If CMSShowCheckoutUI() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSSessionId	The client specified an invalid session ID
Constants.FE_CMSBadObjectId	The client specified an invalid cms object ID
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSShowCheckinUI()

Description

Displays the checkin dialog for a CMS object

Returns

bool

Syntax

```
CMSShowCheckinUI (sessionId, objectId, hideUiItems);
```

Parameters

Parameter name	Data Type	Optional	Description
sessionId	int	No	The ID of the CMS session
objectId	int	No	The ID of the CMS Object
hideUiItems	int	No	Parameter to customize the checkout dialog. It can take the values from CMSCustomizeCheckinUI enum

Enum constants used to customize CMS Object's Checkin user interface.

The possible values of the hideUiItems field are

hideUiItems constants	Reason
Constants.FV_CMSCheckinUI_Id_MajorVersion	Flag to hide “Major version” radio button
Constants.FV_CMSCheckinUI_Id_VersionLabel	Flag to hide “Version Label” text field
Constants.FV_CMSCheckinUI_Id_Description	Flag to hide “Description” text field
Constants.FV_CMSCheckinUI_Id_CheckinComment	Flag to hide “Checkin comment” text field
Constants.FV_CMSCheckinUI_Id_MakeThisCurrentVersion	Flag to hide “Make this current version” checkbox

If CMSShowCheckinUI() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSBadSessionId	The client specified an invalid session ID
Constants.FE_CMSBadObjectId	The client specified an invalid cms object ID
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSShowCancelCheckoutUI()

Description

Displays the Cancel Check out dialog for a CMS object

Returns

void

Syntax

```
CMSShowCancelCheckoutUI (sessionId, objectId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS session
cmsObjectId	int	No	The ID of the CMS object

If CMSShowCancelCheckoutUI() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSBadSessionId	The client specified an invalid session ID
Constants.FE_CMSBadObjectId	The client specified an invalid cms object ID

CMSShowDeleteUI()

Description

Displays the Delete dialog for a CMS object

Returns

CMSSDeleteParam

Syntax

```
CMSShowDeleteUI (F_ObjHandleT cmsSessionId, objectId, T hideUiItems);
```

Parameters

Parameter name	Data Type	Optional	Description
sessionId	int	No	The ID of the CMS session
objectId	int	No	The ID of the CMS Object
hideUiItems	int	No	Parameter to customize the delete dialog. It can take the values from CMSCustomizeDeleteUI enum

Enum constants used to customize CMS Object's Delete user interface.

The user can specify one or more of the following flag constants (using the OR expression for multiple flags) into the hideUiItems field:

Value for flags	Meaning
Constants.FV_CMSDeleteUI_DeleteAllVersion	Flag to hide "Delete all the version of a file" checkbox
Constants.FV_CMSDeleteUI_DeleteAllDependents	Flag to hide "Delete all the dependents of a file" checkbox

If CMSShowDeleteUI() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSSBadSessionId	The client specified an invalid session ID
Constants.FE_CMSSBadObjectId	The client specified an invalid cms object ID
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSShowCommonListUI()

Description

Displays the list-based dialogs such as "Show Version", "Show Checked out files", "Show dependents" and "Show result". These items are fetched using the CMSGetItems CMS command.

Returns

bool

Syntax

```
CMSShowCommonListUI (cmsSessionId, objectId, commandId, title, columnProperties);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
commandId	int	No	The ID of the CMS command
title	int	No	The Title of the Show Dialog
columnProperties	int	No	Properties Columns to show

If CMSShowCommonListUI() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSSessionId	The client specified an invalid session ID.
Constants.FE_CMSSessionId	The client specified an invalid cms object ID.
Constants.FE_CMSSessionId	The client specified an invalid command ID.
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSShowPropertyUI()

Description

Displays the Property dialog for a CMS object

Returns

CMSProperties

Syntax

```
CMSShowPropertyUI ( cmsSessionId, objectId, props);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
props	int	No	CMSPropertiesT structure specifies a set of CMS object properties. Set NULL if user wants to show default properties

If CMSShowPropertyUI() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSSessionId	The client specified an invalid session ID

Error	Reason
Constants.FE_CMSBadObjectId	The client specified an invalid cms object ID
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSShowPropertyUIWithTitle

Description

Displays the Property dialog for a CMS object with a specified title.

Returns

CMSProperties

Syntax

```
CMSShowPropertyUIWithTitle ( cmsSessionId, objectId, props, title);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
props	int	No	CMSPropertiesT structure specifies a set of CMS object properties. Set NULL if user wants to show default properties
title	string	No	Title of the dialog box

If CMSShowPropertyUIWithTitle fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSBadSessionId	The client specified an invalid session ID
Constants.FE_CMSBadObjectId	The client specified an invalid cms object ID
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSProperties

An Array of objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to concat(), each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[Ints](#)

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	Ints	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

`int`

Syntax

`pop ()`

push

Description

Returns the new length of the array.

Returns

`number`

Syntax

`push (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	<code>int</code>	No	TBD

CMSRegistration

CMSGetCMSInfo()

Description

Gets the CMS information for a particular CMS registration id.

Returns

CMSInfo

Syntax

```
CMSGetCMSInfo (cmsId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsId	int	No	The registration ID of the CMS

If CMSGetCMSInfo() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSConfigLoginUI()

Description

Configures the CMS Connector Manager dialogs within the FrameMaker interface

Returns

void

Syntax

```
CMSConfigLoginUI (cmsId, userFields, userLoginUI);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsId	int	No	The ID of the CMS
userFields	int	No	Optional user fields with strings. User can add upto two user fields.
userLoginUI	int	No	1 if user want to impement his own custom connection manager dialog

If CMSConfigLoginUI() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_BadParameter	The function call specified an invalid parameter.

GetProps

Description

Get the properties of the specified CMSRegistration object.

See “[GetProps](#)” on page 453 under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the value of the property for the specified CMSRegistration object.

See “[SetProps](#)” on page 454 under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The value of the property to set.

ObjectValid

Description

Indicates whether the specified CMSRegistration object is valid. Returns 1 if the CMSRegistration object is valid, else returns 0.

See “[ObjectValid](#)” on page 455 under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

CMSSession

CMSLogout()

Description

Logs out the user from a particular CMS connection

Returns

void

Syntax

```
CMSLogout(cmsSessionId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS session

If CMSLogout() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSFailedLogout	Failed to log out of the CMS

GetCMSObjectFromPath()

Description

Gets CMS object from a URL path

Returns

CMS Object

Syntax

```
GetCMSObjectFromPath (cmsSessionId, urlPath)
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
urlPath	int	No	The url pathname of the file or folder

If GetCMSObjectFromPath() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSFailedGetItemFrompath	Failed to get the CMS object from the specified path

CMSShowBrowseRepositoryUI

Description

Displays repository browser dialog based on flag “showContainerOnly”

Returns

CMS Object

Syntax

```
CMSShowBrowseRepositoryUI (cmsSessionId,showContainerOnly);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS session
showContainerOnly	int	No	1 if only container item is shown 0 if all items are shown

CMSCreateObject

Description

Creates a CMS object.

Returns

CMS Object

Syntax

```
CMSCreateObject (cmsSessionId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS session

If CMSCreateObject() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSSessionId	The client specified an invalid session ID.
Constants.FE_CMSCreationFailed	Method failed to create a cms object.

CMSGetCmsIdFromSession

Description

Gets the CMS registration id from CMS Session id

Returns

CMS Object

Syntax

```
F_ApiCMSGetCmsIdFromSession (cmsSessionId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS session

If CMSGetCmsIdFromSession() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSErrorSessionId	The client specified an invalid session ID

Color

Delete

Description

Deletes the specified color object.

See “[Delete](#)” on page 453 under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the specified color object.

See “[GetProps](#)” on page 453 under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the value of the property for the color object.

See “[SetProps](#)” on page 454 under the AFrame class for more information.

Returns

Void

Syntax

`SetProps (setVal)`

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The value of the property to be set.

ObjectValid

Description

Determines whether a color object is valid. Returns 1 if the Color object is valid, else returns 0.

See “[ObjectValid](#)” on page 455 under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

CombinedFont

CombinedFont

Description

`CombinedFont` specifies a set of font characteristics for a combined font. The `combinedFont` field specifies a `CombinedFont` object. From this object you can get information about the combined font such as the base and Western font families, or the combined font name.

Returns

[CombinedFont](#)

Syntax

`CombinedFont (combinedFont, variation, weight, angle)`

Parameters

Parameter name	Data Type	Optional	Description
combinedFont	CombinedFontDefn	No	CombinedFont object.
variation	uint	No	Index of the font variation.
weight	uint	No	Index of the font weight.
angle	uint	No	Index of the font angle.

CombinedFontDefn

CombinedFamilyFonts

Description

Returns the permutations of angles, variations, and weights available for a specified combined font definition.

The method does not take any arguments.

The `CombinedFamilyFonts()` method returns a `CombinedFonts` object that provides a list of the permutations of angles, variations, and weights available for the specified combined font definition.

Returns

[CombinedFonts](#)

Syntax

```
CombinedFamilyFonts()
```

Delete

Description

Deletes the specified `CombinedFonts` object.

See “[Delete](#)” on page 453 under the `AFrame` class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the specified `CombinedFonts` object.

See “[GetProps](#)” on page 453 under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

Sets the value of the desired property of the CombinedFonts object.

See “[SetProps](#)” on page 454 under the AFrame class for more information.

Returns

Void

Syntax

`SetProps(setVal)`

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The value of the property to be set.

ObjectValid

Description

Indicates whether a CombinedFonts object is valid. Returns 1 if the CombinedFonts object is valid, else returns 0.

See “[ObjectValid](#)” on page 455 under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

CombinedFonts

An Array of [CombinedFont](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

`CombinedFonts`

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	<code>CombinedFonts</code>	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

`CombinedFont`

Syntax

`pop ()`

push

Description

Returns the new length of the array.

Returns

number

Syntax

`push (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	<code>CombinedFont</code>	No	The value to push into the array

Command

Delete

Description

Deletes the specified Command object.

See “[Delete](#)” on page 453 under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the specified Command object.

See “[GetProps](#)” on page 453 under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the value of the specified Command property.

See “[SetProps](#)” on page 454 under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The value of the property to set.

ObjectValid

Description

Identifies whether a Command object is valid or not. Returns 1 if the Command object is valid, else returns 0.

See “[ObjectValid](#)” on page 455 under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Delete

Description

Deletes the specified Command object.

The method does not take any arguments.

Call the Delete() method directly on the object to be deleted.

Returns

int

Syntax

```
Delete()
```

CompareRet

CompareRet

Description

CompareRet provides the results of a call to the Compare() method. The method returns a CompareRet object with the summary and composite documents.

Returns

[CompareRet](#)

Syntax

```
CompareRet(sum, comp)
```

Parameters

Parameter name	Data Type	Optional	Description
sum	Doc	No	Summary Document.
comp	Doc	No	Composite Document.

CondFmt

Delete

Description

Deletes the specified `CondFmt` object.

See “[Delete](#)” on page 453 under the `AFrame` class for more information.

Returns

`int`

Syntax

```
Delete()
```

DeleteCondTag

Description

Deletes a conditional tag from a document.

Returns

`Status`

Syntax

```
DeleteCondTag(docId, condTagId, action);
```

Parameters

Parameter name	Data Type	Optional	Description
docId	<code>int</code>	No	The id of the document containing the conditional tag to be deleted
condTagId	<code>int</code>	No	The id of the conditional tag object (type: <code>FO_CondFmt</code>) in the doc
action	<code>int</code>	No	One of the following: <code>FF_UNTAGGED_ASK</code> : Prompt the user <code>FF_UNTAGGED_UNCOND</code> : Make text unconditional <code>FF_UNTAGGED_DELETE</code> : Delete text

If `DeleteCondTag()` fails, the method assigns following values to `FA_erno`:

Error	Reason
<code>Constants.FE_ReadOnly</code>	Document is read only.
<code>Constants.FE_BadValue</code>	Action is not one of the specified values
<code>Constants.FE_Success</code>	Deletion was successful

GetProps

Description

Retrieves the properties of the specified `CondFmt` object.

See “[GetProps](#)” on page 453 under the `AFrame` class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

Sets the value of the specified `CondFmt` object property.

See “[SetProps](#)” on page 454 under the `AFrame` class for more information.

Returns

`Void`

Syntax

`SetProps(setVal)`

Parameters

Parameter name	Data Type	Optional	Description
<code>setVal</code>	PropVals	No	The value of the property to set.

ObjectValid

Description

Identifies whether a `CondFmt` object is valid or not. Returns 1 if the `CondFmt` object is valid, else returns 0.

See “[ObjectValid](#)” on page 455 under the `AFrame` class for more information.

Returns

int

Syntax

ObjectValid()

Doc

AddText

Description

Inserts text into a paragraph or a text line.

The text you specify for text must use the FrameMaker character set. To add special characters, you must specify octal (\) or hexadecimal (\x) sequences. The following table lists some of these sequences.

Special Character	Hexadecimal Representation	Octal Representation
>	\x3e	\76
" (straight double quotation mark)	\x22	\42
" (left double quotation mark)	\xd2	\322
" (right double quotation mark)	\xd3	323

The method returns the location of the text that was added, on success. On failure, it sets one of the following error numbers to FA_errno:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid Object.
Constants.FE_NotTextObject (-41)	The object that textLoc specifies is not a paragraph (FO_Pgf) or a text line (FO_TextLine).
Constants.FE_OffsetNotFound (-21)	The offset specified for the text location could not be found in the specified text object.
Constants.FE_ReadOnly (-6)	The document is read only.
Constants.FE_BadSelectionForOperation (-59)	The location that textLoc specifies is invalid. For example, it is inside a variable or outside the highest level element in a structured FrameMaker document.

Returns

TextLoc

Syntax

AddText(textLoc, text)

Parameters

Parameter name	Data Type	Optional	Description
textLoc	TextLoc	No	The text location at which to add the text.
text	string	No	The text to add.

CenterOnText

Description

Centers a range of text such that the middle of the text appears in the middle of the document window.

The method returns `FE_Success` if it succeeds. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadRange (-36)	The specified text range is invalid.
Constants.FE_NotTextObject (-41)	The object that textRange specifies is not a paragraph (FO_Pgf) or a text line (FO_TextLine).
Constants.FE_OffsetNotFound (-21)	The offset specified for the text location could not be found in the specified paragraph or text line.

Returns

int

Syntax

CenterOnText (textRange)

Parameters

Parameter name	Data Type	Optional	Description
textRange	TextRange	No	The range of text to center.

Clear

Description

Deletes the current selection from a document.

If you specify 0 for flags, the method suppresses any interactive alerts or warnings that arise, leaves the selected table cells empty, and deletes hidden text.

You can OR the following values into flags:

Flags	Meaning
Constants.FF_INTERACTIVE (0x0001)	Prompt the user with dialog or alert boxes that arise.
Constants.FF_CUT_TBL_CELLS (0x0002)	Remove cleared table cells.
Constants.FF_VISIBLE_ONLY (0x0010)	Clear only the visible portion of the selection.

Flags	Meaning
Constants.FF_DONT_DELETE_HIDDEN_TEXT (0x0004)	Do not delete hidden text.

The `Constants.FF_INTERACTIVE` flag takes precedence over other flags. If you specify `Constants.FF_INTERACTIVE` | `Constants.FF_DONT_DELETE_HIDDEN_TEXT` and the selection contains hidden text, then FrameMaker allows you to select whether to delete the hidden text or to retain it.

The method returns `FE_Success` if it succeeds. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadSelectionForOperation (-59)	Current selection is invalid for this operation.
Constants.FE_Canceled (-44)	The User or parameters canceled the operation.
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation.

Returns

int

Syntax

`Clear(flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Bit field that specifies how to clear the text and how to handle interactive alerts. For default settings, specify 0.

ClearAllChangebars

Description

Clears all change bars from a specified document.

Note: The method performs the same function as clicking the *Clear All Change Bars* box in the *Change Bars* dialog box.

The method returns `FE_Success` if it succeeds. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation.
Constants.FE_SystemError (-42)	A system error occurred.

Returns

int

Syntax

`ClearAllChangebars()`

Compare

Description

Compares two documents or two books.

You can OR the values shown in the following table into the flags argument.

Flags	Meaning
Constants.FF_CMP_SUMMARY_ONLY (0x01)	Generate a summary document, but not a composite document.
Constants.FF_CMP_CHANGE_BARS (0x02)	Turn on change bars in the composite document.
Constants.FF_CMP_HYPERLINKS (0x04)	Put hypertext links in the summary document.
Constants.FF_CMP_SUMKIT (0x08)	Open the summary document.
Constants.FF_CMP_COMPKIT (0x10)	Open the composite document.

On success, the method returns a `CompareRet` structure containing the summary and composite documents detailing the changes found, if any.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadCompare (-35)	Documents to be compared are not of the same type.
Constants.FE_CompareTypes (-34)	One of the files is not a FrameMaker document or book, or one file is a book and the other is a document.
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation.

Returns

[CompareRet](#)

Syntax

`Compare(newerDoc, flags, insertCondTag, deleteCondTag, replaceText, compareThreshold)`

Parameters

Parameter name	Data Type	Optional	Description
<code>newerDoc</code>	Doc	No	The newer version of the document to be compared.
<code>flags</code>	<code>int</code>	No	Bit flags that specify how to generate the summary and composite documents. Specify 0 for the default flags.
<code>insertCondTag</code>	<code>string</code>	No	The condition tag to apply to insertions shown in the composite document. For no insert condition tag, specify <code>null</code> .

Parameter name	Data Type	Optional	Description
deleteCondTag	string	No	The condition tag to apply to deletions shown in the composite document. For no delete condition tag, specify <code>null</code> .
replaceText	string	No	Text to appear in place of the deleted text. For no replacement text, specify <code>null</code> .
compareThreshold	int	No	Threshold expresses the percentage of words that can change before paragraphs are considered not equal. If two paragraphs are equal, word differences between them are shown within a paragraph in the composite document. If this value is set to zero, the compare function uses the default value of 75. If not zero, the function uses the setting in the FrameMaker configuration files.

Copy

Description

Copies the current selection to the FrameMaker Clipboard.

If the value of the flags parameter is 0, the method suppresses any interactive alerts or warnings that arise.

You can also OR the following values into flags:

Flags	Meaning
Constants.FF_INTERACTIVE (0x0001)	Prompt user with dialog or alert boxes that arise.
Constants.FF_STRIP_HYPERTEXT (0x0080)	Do not copy any hypertext markers in the selection.
Constants.FF_VISIBLE_ONLY (0x0010)	Copy only the visible portion of the selection.

The `Constants.FF_INTERACTIVE (0x0001)` flag takes precedence over other flags. If you specify `Constants.FF_INTERACTIVE (0x0001) | Constants.FF_VISIBLE_ONLY (0x0010)` and the selection is not visible, then FrameMaker allows the user to choose whether to copy the selection or not.

The method returns `FE_Success` if it succeeds. On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation
Constants.FE_BadSelectionForOperation (-59)	The Selection doesn't support the requested operation.
Constants.FE_Canceled (-44)	The User or parameters canceled the operation.
Constants.FE_BadOperation (-27)	The parameters specified an invalid operation.

Returns

int

Syntax

`Copy(flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Bit field that specifies how to copy the text and how to handle interactive alerts. For default settings, specify 0.

Cut

Description

Cuts the current selection to the FrameMaker Clipboard.

If the value of the flags parameter is 0, the method suppresses any interactive alerts or warnings that arise.

You can OR the following values into flags:

Flags	Meaning
Constants.FF_INTERACTIVE (0x0001)	Prompt user with dialog or alert boxes that arise.
Constants.FF_CUT_TBL_CELLS (0x0002)	Remove cut table cells.
Constants.FF_VISIBLE_ONLY (0x0010)	Cut only the visible portion of the selection.
Constants.FF_DONT_DELETE_HIDDEN_TEXT (0x0004)	Do not cut hidden text.

The `Constants.FF_INTERACTIVE (0x0001)` flag takes precedence over other flags. If you specify `Constants.FF_INTERACTIVE (0x0001) | Constants.FF_DONT_DELETE_HIDDEN_TEXT (0x0004)` and the selection contains hidden text, then FrameMaker allows the user to choose whether to delete the hidden text or retain it.

The method returns `FE_Success` if it succeeds. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation
Constants.FE_BadSelectionForOperation (-59)	The Selection doesn't support the requested operation.
Constants.FE_Canceled (-44)	The User or parameters canceled the operation.
Constants.FE_BadOperation (-27)	The parameters specified an invalid operation.

Returns

int

Syntax

`Cut (flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Bit field that specifies how to cut the text and how to handle interactive alerts. For default settings, specify 0.

DeleteText

Description

Deletes a specified text range from a document.

The method returns `FE_Success` if it succeeds. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDelete (-17)	Specified text could not be deleted.
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid Object
Constants.FE_BadRange (-36)	Specified text range is invalid.
Constants.FE_NotTextObject (-41)	Object specified for the text range is not an object that contains text, for example, a text frame (FO_TextFrame), a paragraph (FO_Pgf) or a text line (FO_TextLine).
Constants.FE_BadSelectionForOperation (-59)	Selection is within a locked text range.

Returns

int

Syntax

DeleteText (textRange)

Parameters

Parameter name	Data Type	Optional	Description
textRange	TextRange	No	The text range to delete.

DeleteUndefinedAttribute

Syntax

DemoteElement

Description

Demotes the selected structural element or elements. The element becomes a child of the sibling element before it.

Note: At least one structural element must be selected in the document, before calling `DemoteElement()`.

The method does not return anything on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation
Constants.FE_BadDocId (-2)	Invalid document.

Error	Reason
Constants.FE_BadSelectionForOperation (-59)	Current text selection is invalid for this operation.

Returns

Void

Syntax

DemoteElement ()

GetTextForRange

Description

Gets the text for a specified text range.

Call the method on the document as follows:

```
document.GetTextForRange ()
```

You can OR the following constants into the flags parameter, to retrieve various text items:

Text Item Type	Text Item Represents	Text Item Data
Constants.FTI_CharPropsChange (0x00200000)	A change in the text properties	Flags indicating which properties have changed (see the following table).
Constants.FTI_ElementBegin (0x00080000)	The beginning of a container structural element	FO_Element
Constants.FTI_ElementEnd (0x00100000)	The end of a container structural element	FO_Element
Constants.FTI_ElemPrefixBegin (0x08000000)	The beginning of an element's prefix	FO_Element
Constants.FTI_ElemPrefixEnd (0x10000000)	The end of an element's prefix	FO_Element
Constants.FTI_ElemSuffixBegin (0x20000000)	The beginning of an element's suffix	FO_Element
Constants.FTI_ElemSuffixEnd (0x40000000)	The end of an element's suffix	FO_Element
Constants.FTI_FlowBegin (0x00000020)	The beginning of a flow	FO_Flow
Constants.FTI_FlowEnd (0x00000040)	The end of a flow	FO_Flow
Constants.FTI_FnAnchor (0x00001000)	A footnote	FO_Fn
Constants.FTI_FrameAnchor (0x00000800)	An anchored frame	FO_AFrame
Constants.FTI_LineBegin (0x00000002)	The beginning of a line	-

Function Summary

Text Item Type	Text Item Represents	Text Item Data
Constants.FTI_LineEnd (0x00000004)	The end of a line and the line end type	If the line end is a normal line end, the value is 0; if it is a forced line end, the FTI_HardLineEnd flag is set; if it is a hyphen line end, the FTI_HyphenLineEnd flag is set
Constants.FTI_MarkerAnchor (0x00004000)	A Marker	FO_Marker
Constants.FTI_PageBegin (0x00000080)	The beginning of a page	FO_Page
Constants.FTI_PageEnd (0x00000100)	The end of a page	FO_Page
Constants.FTI_PgfBegin (0x00000008)	The beginning of a paragraph	FO_Pgf
Constants.FTI_PgfEnd (0x00000010)	The end of a paragraph	FO_Pgf
Constants.FTI_String (0x00000001)	A string of characters with the same condition and character format.	A character string
Constants.FTI_SubColBegin (0x00000200)	The beginning of a column	FO_SubCol
Constants.FTI_SubColEnd (0x00000400)	The end of a column	FO_SubCol
Constants.FTI_TblAnchor (0x00002000)	A Table	FO_Tbl
Constants.FTI_TextFrameBegin (0x00400000)	The beginning of a text frame	FO_TextFrame
Constants.FTI_TextFrameEnd (0x00800000)	The end of a text frame	FO_TextFrame
Constants.FTI_TextInsetBegin (0x02000000)	The beginning of a text inset	FO_TiApiClient, FO_TiFlow, FO_TiText, or FO_TiTextTable
Constants.FTI_TextInsetEnd (0x04000000)	The end of a text inset	FO_TiApiClient, FO_TiFlow, FO_TiText, or FO_TiTextTable
Constants.FTI_TextObjId (0x01000000)	The object to which the offsets of all the text items are relative	FO_Pgf or FO_TextLine
Constants.FTI_VarBegin (0x00020000)	The beginning of a variable	FO_Var
Constants.FTI_VarEnd (0x00040000)	The end of a variable	FO_Var
Constants.FTI_XRefBegin (0x00008000)	The beginning of a cross-reference	FO_XRef
Constants.FTI_XRefEnd (0x00010000)	The end of a cross-reference	FO_XRef

The following table lists the flags for `FTI_CharPropsChange`. These flags indicate which properties have changed.

Flags	Meaning
Constants.FTF_ALL (0xFFFFFE03)	OR of all the flags

Function Summary

Flags	Meaning
Constants.FTF_ANGLE (0x10000000)	The font angle has changed.
Constants.FTF_CAPITALIZATION (0x000040000)	The capitalization has changed.
Constants.FTF_CHANGEBAR (0x01000000)	The change bars have changed.
Constants.FTF_CHARTAG (0x00008000)	The Character Catalog format has changed.
Constants.FTF_COLOR (0x00010000)	The color has changed.
Constants.FTF_CONDITIONTAG (0x00000001)	The condition tag has changed.
Constants.FTF_ENCODING (0x00000200)	The text encoding has changed,
Constants.FTF_FAMILY (0x80000000)	The font family has changed.
Constants.FTF_IIF (0x00000002)	An internal flag having to do with Asian text. input. If there is a non-zero value for this flag, a front-end processor is controlling that text and you should not modify the associated text item.
Constants.FTF_KERNX (0x00080000)	The kern-x characteristic has changed.
Constants.FTF_KERNY (0x00040000)	The kern-x characteristic has changed.
Constants.FTF_LANGUAGE (0x00000800)	Character language has changed.
Constants.FTF_OUTLINE (0x00800000)	The outline characteristic has changed.
Constants.FTF_OVERLINE (0x02000000)	The overline characteristic has changed.
Constants.FTF_PAIRKERN (0x00200000)	The pair kerning has changed.
Constants.FTF_POSITION (0x00002000)	The character position has changed.
Constants.FTF_SHADOW (0x00400000)	The shadow characteristic has changed.
Constants.FTF_SIZE (0x00100000)	The font size has changed.
Constants.FTF_SPREAD (0x00020000)	The font spread has changed.
Constants.FTF_STRETCH (0x00001000)	The font stretch value has changed.
Constants.FTF_STRIKETHROUGH (0x04000000)	The strikethrough characteristic has changed.
Constants.FTF_TSUME (0x00000400)	The Tsume setting has changed.

Flags	Meaning
Constants.FTF_UNDERLINING (0x08000000)	The underlining has changed.
Constants.FTF_VARIATION (0x40000000)	The font variation has changed.
Constants.FTF_WEIGHT (0x20000000)	The font weight has changed.

On success, the method returns a `TextItems` structure containing the array of text items of the requested types.

On failure, the method sets the `len` field of the returned `TextItems` structure to 0, and returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid Object
Constants.FE_NotTextObject (-41)	Object specified for the text range is not an object that contains text.
Constants.FE_BadRange (-36)	Specified text range is invalid.
Constants.FE_OffsetNotFound (-21)	Offset specified for the text location could not be found in the specified paragraph or text line.

Note: The returned `TextItems` structure references memory that is allocated by the method. Use the `DeallocateTextItems()` method to free this memory when you are done with using it.

Returns

`TextItems`

Syntax

`GetTextForRange(tr, flags)`

Parameters

Parameter name	Data Type	Optional	Description
<code>tr</code>	<code>TextRange</code>	No	The text range containing the text you want to get.
<code>flags</code>	<code>int</code>	No	Bit flags that specify the type of text items to retrieve. To get specific types of text items, OR the constants that represent them (for example, <code>FTI_FlowBegin</code> and <code>FTI_String</code>) into flags. To get all types of text items, specify -1.

GetTextForRange2

Description

Gets the text for a specified text range.

You can OR the same flags as in the `GetTextForRange()` method, for the flags parameter.

On success, the method returns a `TextItems` structure containing the array of text items of the requested types.

On failure, the method sets the `len` field of the returned `TextItems` structure to 0, and returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid Object
Constants.FE_NotTextObject (-41)	Object specified for the text range is not an object that contains text.
Constants.FE_BadRange (-36)	Specified text range is invalid.
Constants.FE_OffsetNotFound (-21)	Offset specified for the text location could not be found in the specified paragraph or text line.

Note: The returned `TextItems` structure references memory that is allocated by the method. Use the `DeallocateTextItems()` method to free this memory when you are done with using it.

Returns

`TextItems`

Syntax

```
GetTextForRange2(tr, flags, flags2)
```

Parameters

Parameter name	Data Type	Optional	Description
<code>tr</code>	<code>TextRange</code>	No	The text range containing the text you want to get.
<code>flags</code>	<code>int</code>	No	Bit flags for the base set text item types that of text items to retrieve.
<code>flags2</code>	<code>int</code>	No	Bit flags for the extended set of text item types that specify the type of text items to retrieve. To get specific types of text items from the extended set, OR the constants that represent them (for example, use a bitwise OR to combine <code>FTI2_RubiTextBegin</code> and <code>FTI2_RubiTextEnd</code>) into <code>flags2</code> . To get all types of the extended set of text items, specify -1.

GetTextProps

Description

Gets the text properties (such as the format tag, font family and size, and conditions) for a location in text.

As the text properties can be different for each character, you can only get the text properties for an individual location in the text.

On success, the method returns a `PropVals` structure with the text property list for the specified location.

On failure, the method sets the `len` field of the returned `PropVals` structure to 0, and returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.

Error	Reason
Constants.FE_BadObjId (-3)	Invalid Object
Constants.FE_NotTextObject (-41)	Object specified for the text range is not an object that contains text.
Constants.FE_OffsetNotFound (-21)	Offset specified for the text location could not be found in the specified paragraph or text line.
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation

Returns

[PropVals](#)

Syntax

`GetTextProps (textLoc)`

Parameters

Parameter name	Data Type	Optional	Description
textLoc	TextLoc	No	The text location of the character that you want to get text properties for. The returned properties are the properties that apply to the character to the right of the specified location.

GetTextPropVal

Description

Gets a text property (such as the format tag, font family and size, or conditions) for a location in text.

As a text property can be different for each character, you can get the property for only one location in text at a time.

On success, the method returns a [PropVal](#) structure with the details of the specified property. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid Object
Constants.FE_BadPropNum (-4)	Specified property number is invalid.
Constants.FE_BadPropType (-5)	Incorrect property type for this function.
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation

Returns

[PropVal](#)

Syntax

`GetTextPropVal (textLoc, propNum)`

Parameters

Parameter name	Data Type	Optional	Description
textLoc	TextLoc	No	The text location of the character for which you want to get the text property. The returned property applies to the character to the right of this location.
propNum	int	No	The property to query. Specify a constant, such as <code>FontFamily</code> .

Note: The returned `PropVal` structure references memory that is allocated by the method. Use the `DeallocatePropVal()` method to free this memory when you are done with using it.

GetTextVal

Description

Gets the value of a specified text property, which can be of any type.

On success, the method returns a `TypedVal` structure containing the value of the specified property. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid Object
Constants.FE_BadPropNum (-4)	Specified property number is invalid.
Constants.FE_BadPropType (-5)	Incorrect property type for this function.
Constants.FE_NotTextObject (-41)	Object specified for the text location is not an object that contains text.
Constants.FE_OffsetNotFound (-21)	Offset specified for the text location could not be found in the specified paragraph or text line.
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation

Returns

[TypedVal](#)

Syntax

`GetTextVal(textLoc, propNum)`

Parameters

Parameter name	Data Type	Optional	Description
textLoc	TextLoc	No	The text location of the character for which you want to get the text property. The returned property applies to the character to the right of this location.
propNum	int	No	The property to query. Specify a constant, such as <code>FontFamily</code> .

HypertextCommand

Description

Simulates a user-invoked hypertext command.

Note: Calling the `HypertextCommand()` method has the same effect as a user clicking on a hypertext marker containing the specified text.

The method returns `FE_Success` on success.

On failure, the method returns the following value to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.

Returns

int

Syntax

`HypertextCommand(hypertext)`

Parameters

Parameter name	Data Type	Optional	Description
hypertext	string	No	A hypertext command to execute, such as <code>gotolink</code> or <code>previouslink</code> . You can specify any command that is valid in a hypertext marker in the document.

MergeIntoFirst

Description

Merges the selected structural elements into the first element in the selection.

Note: At least two structural elements must be selected in the document before calling the `MergeIntoFirst()` method.

On success, the method does not return any value.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadSelectionForOperation (-59)	Current text selection is invalid for this operation.

Returns

Void

Syntax

`MergeIntoFirst()`

MergeIntoLast

Description

Merges the selected structural elements into the last element in the selection.

Note: At least two structural elements must be selected in the document before calling the `MergeIntoLast()` method.

On success, the method does not return any value.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadSelectionForOperation (-59)	Current text selection is invalid for this operation.

Returns

Void

Syntax

`MergeIntoLast ()`

NewTable

Description

Inserts a table (`FO_Tbl` object).

When you create a table in the user interface, you can specify a Table Catalog format for the table. FrameMaker uses the following properties of the Table Catalog format as the defaults for the new table:

- Number of body rows (`TblInitNumBodyRows`)
- Number of columns (`TblInitNumCols`)
- Number of footer rows (`TblInitNumFRows`)
- Number of header rows (`TblInitNumHRows`)
- Paragraph formats for header, body, and footer cells

For example, if the Table Catalog format's `TblInitNumCols` property is set to 8, the `NumCols` property of the new table is set to 8. With the `NewTable()` method, you can use the Table Catalog format properties as defaults for the number of rows and columns in a new table, or you can provide your own defaults. After you have create a table, you can add or remove rows with the `AddRows()` and `DeleteRows()` methods. You can add or remove columns with the `AddCols()` and `DeleteCols()` methods. If you use the `NewTable()` method to create a table in a structured FrameMaker document, FrameMaker applies default element tags, such as `Table`, `Row`, and `Cell`, to the table element and its child elements. To make these elements valid, you must add code to change their tags. In most cases it is easier to add tables to structured documents by calling the `NewElementInHierarchy()` or `NewElement()` methods to add a table element.

On success, the method returns the newly added table.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid Object
Constants.FE_NotTextObject (-41)	Object specified for the text location is not a paragraph (FO_Pgf).
Constants.FE_OffsetNotFound (-21)	Offset specified for the text location could not be found in the specified paragraph or text line.
Constants.FE_BadOperation (-27)	Function call specified an illegal operation.
Constants.FE_BadNew (-23)	Table cannot be created; the format specified by <code>format</code> may not exist or the text location specified by <code>textLoc</code> is in a table or a footnote.

Returns

[Tbl](#)

Syntax

```
NewTable(format, numCols, numBodyRows, numHeaderRows, numFooterRows, textLoc)
```

Parameters

Parameter name	Data Type	Optional	Description
<code>format</code>	<code>string</code>	No	The table format tag (for example, FormatA or Wide Table). To use the default format, specify NULL.
<code>numCols</code>	<code>int</code>	No	The number of columns in the table. To use the default number of columns from the Table Catalog format, specify -1.
<code>numBodyRows</code>	<code>int</code>	No	The number of rows in the table. To use the default number of body rows from the Table Catalog format, specify -1.
<code>numHeaderRows</code>	<code>int</code>	No	The number of heading rows in the table. To use the default number of header rows from the Table Catalog format, specify -1.
<code>numFooterRows</code>	<code>int</code>	No	The number of footing rows in the table. To use the default number of footer rows from the Table Catalog format, specify -1.
<code>textLoc</code>	TextLoc	No	The location at which to insert the new table. The location cannot be within a footnote or a table.

Paste

Description

Pastes the contents of the FrameMaker Clipboard into a specified document at the insertion point. Cutting and Pasting objects causes FrameMaker to create an ID for the pasted object.

Specifying a value of 0 for the `flags` parameter, causes the `Paste()` method to suppress any interactive alerts or warnings that arise. In addition, the method inserts columns to the left of the current columns and rows above the current row.

You can OR the following values into `flags`:

Flags	Meaning
Constants.FF_INTERACTIVE (0x0001)	Prompt the user with dialog or alert boxes that arise.

Flags	Meaning
Constants.FF_VISIBLE_ONLY (0x0010)	Cut only the visible portion of the selection.
Constants.FF_DONT_DELETE_HIDDEN_TEXT (0x0004)	Do not replace hidden text.
Constants.FF_DONT_APPLY_ALL_ROWS (0x0040)	Do no't apply condition setting on the Clipboard to all rows. If whole table is selected and the Clipboard contains condition setting, cancel the paste operation.
Constants.FF_REPLACE_CELLS (0x0020)	Replace selected cells with cells on the Clipboard.
Constants.FF_INSERT_BELOW_RIGHT (0x0008)	Add columns to the right of the current column or below the current row.

When you use the `Paste()` method to paste table cells into a table, it does not work exactly like the interactive Paste command.

The interactive Paste command automatically overwrites cells if the Clipboard contains less than an entire row or column. For example, if the insertion point is in a three-column table and the Clipboard contains a single cell, the interactive Paste command overwrites the cell containing the insertion point with the cell on the Clipboard.

If two cells in the table are selected, the interactive Paste command overwrites both of them with the cell on the Clipboard.

By default, the `Paste()` method does not overwrite any cells. If the Clipboard contains less than an entire row or column when you call `Paste()`, or if the current selection is less than an entire row, the `Paste()` method does nothing and returns `Constants.FE_BadSelectionForOperation (-59)`. The method ensures that you do not inadvertently overwrite any cells.

To make the `Paste()` method replace cells with the Clipboard contents, you must call it with the `Constants.FF_REPLACE_CELLS (0x0020)` flag set. The `Constants.FF_INTERACTIVE (0x0001)` flag takes precedence over other flags.

If you specify `Constants.FF_INTERACTIVE (0x0001) | Constants.FF_DONT_DELETE_HIDDEN_TEXT (0x0004)` and the selection contains hidden text, FrameMaker prompts the user, and allows the user to choose whether to delete the hidden text or retain it.

It is illegal to specify `Constants.FF_REPLACE_CELLS (0x0020) | Constants.FF_INSERT_BELOW_RIGHT (0x0008)`.

The method returns `FE_Success` on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadOperation (-27)	Function call specified an illegal operation.
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadSelectionForOperation (-59)	Current text selection is invalid for this operation.
Constants.FE_Canceled (-44)	User canceled the operation.

Returns

`int`

Syntax

`Paste(flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Bit field that specifies how to paste the text and how to handle interactive alerts. For default settings, specify 0.

PromoteElement

Description

Promotes the selected structural element. The selected element becomes a sibling of its former parent and appears immediately after its former parent. The siblings that follow it become the element's children.

Note: One structural element must be selected when the `PromoteElement()` method is called. The selected element cannot be the root element or a child of the root element.

The method does not return anything on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_WrongProduct (-60)	The current FrameMaker version does not support the requested operation
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadSelectionForOperation (-59)	Current text selection is invalid for this operation.

Returns

Void

Syntax

```
PromoteElement()
```

QuickSelect

Description

Implements a quick-key interface that allows the user to choose a string from a list of strings in the document Tag area.

The `QuickSelect()` method highlights the document Tag area and displays a prompt and the first string in a specified list of strings.

The user can display a string in the Tag area by typing the first few letters of the string. The user can also scroll through the strings by pressing the up and down arrow keys.

To choose a string, the user presses Return when the string appears in the Tag area. To cancel the choice, the user clicks in the document without pressing Return.

On success, the method returns an index into the array of strings specified by `stringlist` or -1 if the user cancels the quick selection.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.
Constants.FE_BadDocId (-2)	Invalid document.

Returns

int

Syntax

```
QuickSelect(prompt, stringlist)
```

Parameters

Parameter name	Data Type	Optional	Description
prompt	string	No	The prompt that appears in the Tag area
stringlist	Strings	No	The list of strings from which the user can choose

Redisplay

Description

Updates the display for a specified document to reflect any changes that occurred when the `Displaying` property was set to `False`. If you have set the `Displaying` property to `False` and subsequently reset it to `True`, you should call the `Redisplay()` method to redisplay each document you modified.

The method returns `FE_Success` on success. On failure, the method returns the following value to `FA_erno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.

Returns

int

Syntax

```
Redisplay()
```

Reformat

Description

Reformats the specified document. If you have disabled and subsequently re-enabled reformatting by setting the session property, `Reformatting` to `True`, you should call the `Reformat()` method to reformat each changed document in the session.

The method returns `FE_Success` on success. On failure, the method returns the following value to `FA_erno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.

Returns

int

Syntax

Reformat ()

Rehyphenate

Description

Rehyphenates a specified document based on changes the user has made to words' hyphenation points.

The method returns `FE_Success` on success. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support this operation.
Constants.FE_SystemError (-42)	Could not allocate memory.

Returns

int

Syntax

Rehyphenate ()

ResetEqnSettings

Description

Resets the document equation settings to the default settings.

The method returns `FE_Success` on success. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support this operation.
Constants.FE_SystemError (-42)	Could not allocate memory.

Returns

int

Syntax

ResetEqnSettings ()

ResetReferenceFrames

Description

Resets the reference frames in the specified document. This method is useful for updating a document after you have programmatically changed a reference frame that is referenced by paragraphs in the document.

The method returns `FE_Success` on success. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker version does not support this operation.
<code>Constants.FE_SystemError (-42)</code>	Could not allocate memory.

Returns

`int`

Syntax

```
ResetReferenceFrames()
```

RestartPgfnNumbering

Description

Restarts the paragraph numbering for a specified document.

The method returns `FE_Success` on success. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker version does not support this operation.
<code>Constants.FE_SystemError (-42)</code>	Could not allocate memory.

Returns

`int`

Syntax

```
RestartPgfnNumbering()
```

ScrollToText

Description

Scrolls the document window to a specified text range. The method scrolls the document to the end of the range that is closest to the current display position.

The method returns `FE_Success` on success. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid Object
Constants.FE_NotTextObject (-41)	Object specified for the text location is not a paragraph (FO_Pgf) or a flow (FO_Flow).
Constants.FE_OffsetNotFound (-21)	Offset specified for the text range could not be found in the specified paragraph or text line.
Constants.FE_BadRange (-36)	The specified text range is invalid.

Returns

int

Syntax

`ScrollToText (textRange)`

Parameters

Parameter name	Data Type	Optional	Description
textRange	TextRange	No	The text range to which to scroll.

SetTextProps

Description

Sets the text properties (such as the format tag, font family, and size) for a text range.

On success, the method does not return anything.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadName (-33)	Specified name is illegal.
Constants.FE_BadRange (-36)	Specified text range is invalid.
Constants.FE_GenRuleAmbiguous (-55)	General rule in structured document is ambiguous.
Constants.FE_GenRuleConnectorExpected (-57)	General rule in structured document is missing a connector.
Constants.FE_GenRuleItemExpected (-51)	General rule in structured document is missing a rule item.
Constants.FE_GenRuleLeftBracketExpected (-53)	General rule in structured document is missing a left bracket.
Constants.FE_GenRuleMixedConnectors (-52)	General rule in structured document has mixed connectors.
Constants.FE_GenRuleRightBracketExpected (-54)	General rule in structured document is missing a right bracket.
Constants.FE_GenRuleSyntaxError (-56)	General rule in structured document has a syntax error.
Constants.FE_NotTextObject (-41)	Object specified for the text range is not a paragraph (FO_Pgf) or a flow (FO_Flow).
Constants.FE_OffsetNotFound (-21)	Offset specified for the text range could not be found in the specified paragraph or text line.

Error	Reason
Constants.FE_OutOfRange (-7)	Specified property value is out of the legal range for the specified property.
Constants.FE_ReadOnly (-6)	Property is read-only and cannot be set.
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support this operation.

Returns

Void

Syntax

```
SetTextProps(textRange, setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
textRange	TextRange	No	The text range to which to apply the property list.
setVal	PropVals	No	The property list to apply to the text range.

SetTextPropVal

Description

Sets a text property for a specified text range. The property can be of any type.

On success, the method does not return anything.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadName (-33)	Specified name is illegal.
Constants.FE_BadPropType (-5)	Incorrect property type for this function.
Constants.FE_BadPropNum (-4)	Specified property number is invalid.
Constants.FE_BadRange (-36)	Specified text range is invalid.
Constants.FE_GenRuleAmbiguous (-55)	General rule in structured document is ambiguous.
Constants.FE_GenRuleConnectorExpected (-57)	General rule in structured document is missing a connector.
Constants.FE_GenRuleItemExpected (-51)	General rule in structured document is missing a rule item.
Constants.FE_GenRuleLeftBracketExpected (-53)	General rule in structured document is missing a left bracket.
Constants.FE_GenRuleMixedConnectors (-52)	General rule in structured document has mixed connectors.
Constants.FE_GenRuleRightBracketExpected (-54)	General rule in structured document is missing a right bracket.
Constants.FE_GenRuleSyntaxError (-56)	General rule in structured document has a syntax error.
Constants.FE_NotTextObject (-41)	Object specified for the text range is not a paragraph (FO_Pgf) or a flow (FO_Flow).
Constants.FE_OffsetNotFound (-21)	Offset specified for the text range could not be found in the specified paragraph or text line.

Error	Reason
Constants.FE_OutOfRange (-7)	Specified property value is out of the legal range for the specified property.
Constants.FE_ReadOnly (-6)	Property is read-only and cannot be set.
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support this operation.

Returns

Void

Syntax

SetTextPropVal (textRange, setVal)

Parameters

Parameter name	Data Type	Optional	Description
textRange	TextRange	No	The text range to which the property is to be applied.
setVal	PropVal	No	The property to apply to the text range.

SetTextVal

Description

Sets a specified text property for a text range.

On success, the method does not return anything.

On failure, the method returns one of the following values to FA_errno:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadName (-33)	Specified name is illegal.
Constants.FE_BadPropType (-5)	Incorrect property type for this function.
Constants.FE_BadPropNum (-4)	Specified property number is invalid.
Constants.FE_BadRange (-36)	Specified text range is invalid.
Constants.FE_GenRuleAmbiguous (-55)	General rule in structured document is ambiguous.
Constants.FE_GenRuleConnectorExpected (-57)	General rule in structured document is missing a connector.
Constants.FE_GenRuleItemExpected (-51)	General rule in structured document is missing a rule item.
Constants.FE_GenRuleLeftBracketExpected (-53)	General rule in structured document is missing a left bracket.
Constants.FE_GenRuleMixedConnectors (-52)	General rule in structured document has mixed connectors.
Constants.FE_GenRuleRightBracketExpected (-54)	General rule in structured document is missing a right bracket.
Constants.FE_GenRuleSyntaxError (-56)	General rule in structured document has a syntax error.
Constants.FE_NotTextObject (-41)	Object specified for the text range is not a paragraph (FO_Pgf) or a flow (FO_Flow).
Constants.FE_OffsetNotFound (-21)	Offset specified for the text range could not be found in the specified paragraph or text line.

Error	Reason
Constants.FE_OutOfRange (-7)	Specified property value is out of the legal range for the specified property.
Constants.FE_ReadOnly (-6)	Property is read-only and cannot be set.
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support this operation.

Returns

Void

Syntax

```
SetTextVal(textRange, propNum, setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
textRange	TextRange	No	The text range to which the property is to be applied.
propNum	int	No	The number of the property to set.
setVal	TypedVal	No	The value of the property to set.

SilentPrintDoc

Description

Prints a document or a book using the default print settings. Default print settings are the settings that appear in the Print dialog box when the user attempts to print a document.

The `SilentPrintDoc()` method initializes the print page size and printer name if they do not have values.

To change a document's default print settings, set the document's print properties. [To be linked to the print properties]

For example, to change the turn registration marks on when you print a document, use the `SetInt()` method to set the document's `RegistrationMarks` property.

If you save the document or attempt to print it again within the same session, any changes you make to a document's print settings (except `PrintStartPage` and `PrintEndPage`) appears the next time the user displays the Print dialog box for the document.

The method returns `FE_Success` on success. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_SystemError (-42)	Could not open or close the printer file.
Constants.FE_BadParameter (-43)	Parameter has an invalid value.

Returns

int

Syntax

```
SilentPrintDoc()
```


SimpleImportFormats

Description

Imports formats from a document to a document or a book. If you import formats to a book, the method imports formats to each book component for which the `ImportFmtInclude` property is set to `True`.

You can OR the following values into the `formatFlags` parameter to specify which formats to import.

Value	Format to Import
Constants.FF_UFF_COLOR (0x0100)	Colors
Constants.FF_UFF_COMBINED_FONTS (0x0800)	Combined Fonts
Constants.FF_UFF_COND (0x0010)	Conditions
Constants.FF_UFF_DOCUMENT_PROPS (0x0400)	Document Properties
Constants.FF_UFF_FONT (0x0002)	Character Catalog Formats
Constants.FF_UFF_MATH (0x0200)	Equation Settings
Constants.FF_UFF_PAGE (0x0004)	Page Layouts
Constants.FF_UFF_PGF (0x0001)	Paragraph Catalog Formats
Constants.FF_UFF_REFPAGE (0x0020)	Reference Pages
Constants.FF_UFF_REMOVE_EXCEPTIONS (0x8000)	Remove exception formats from target documents
Constants.FF_UFF_REMOVE_PAGE_BREAKS (0x4000)	Remove all forced page breaks from target documents
Constants.FF_UFF_TABLE (0x0008)	Table Catalog Formats
Constants.FF_UFF_VAR (0x0040)	Variable Formats
Constants.FF_UFF_XREF (0x0080)	Cross Reference Formats

The method returns `FE_Success` on success. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support this operation.
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_Canceled (-44)	User canceled the operation.
Constants.FE_FailedState (-45)	The FrameMaker product failed to open one or more of the book's document files during the import operation.

Returns

`int`

Syntax

`SimpleImportFormats(fromDoc, formatFlags)`

Parameters

Parameter name	Data Type	Optional	Description
fromDoc	Doc	No	The document or book from which to import formats.
formatFlags	int	No	Bit field specifying which formats to import. Specify 0 for the default flags.

You can OR the following values into the `formatFlags` parameter to specify which formats to import.

Value	Import
Constants.FF_UFF_COLOR (0x100)	Import colors.
Constants.FF_UFF_COMBINED_FONTS (0x800)	Import combined fonts.
Constants.FF_UFF_COND (0x0010)	Import conditions.
Constants.FF_UFF_DOCUMENT_PROPS (0x0400)	Import document properties.
Constants.FF_UFF_FONT (0x0002)	Import Character Catalog formats.
Constants.FF_UFF_MATH (0x200)	Import equation settings.
Constants.FF_UFF_PAGE (0x0004)	Import page layouts.
Constants.FF_UFF_PGF (0x0001)	Import Paragraph Catalog formats.
Constants.FF_UFF_REFPAGE (0x0020)	Import reference pages.
Constants.FF_UFF_REMOVE_EXCEPTIONS (0x8000)	Remove exception formats from target documents.
Constants.FF_UFF_REMOVE_PAGE_BREAKS (0x4000)	Remove all forced page breaks from target documents.
Constants.FF_UFF_TABLE (0x0008)	Import Table Catalog formats.
Constants.FF_UFF_VAR (0x0040)	Import variable formats.
Constants.FF_UFF_XREF (0x0080)	Import cross reference formats.

SplitElement

Description

Splits the structural element containing the insertion point into two elements at the insertion point. The insertion point must be inside the element you want to split.

The method does not return anything on success.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadSelectionForOperation (-59)	Current text selection is invalid for this operation.
Constants.FE_WrongProduct (-60)	Current FrameMaker interface is not Structured FrameMaker.

Returns

Void

Syntax

`SplitElement()`

TextLocToElementLoc

Description

Returns the element location structure that corresponds to the current text location.

On success, the method returns an `ElementLoc` structure containing the element location.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadParameter ()	<code>tloc</code> parameter was empty or was improperly specified
Constants.FE_WrongProduct (-60)	Current FrameMaker interface is not Structured FrameMaker.

Returns

`ElementLoc`

Syntax

`TextLocToElementLoc(tloc)`

Parameters

Parameter name	Data Type	Optional	Description
<code>tloc</code>	<code>TextLoc</code>	No	The text location structure to convert.

UnWrapElement

Description

Removes the selected structural elements, but leaves their contents and child elements intact in the document.

The `UnWrapElement()` method does not remove all the elements in the selection but only removes the top-level elements.

Note: At least one structural element must be selected before calling the `UnWrapElement()` method.

Note: The `UnWrapElement()` method has no effect on object elements.

The method does not return anything on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadSelectionForOperation (-59)	Current text selection is invalid for this operation.
Constants.FE_WrongProduct (-60)	Current FrameMaker interface is not Structured FrameMaker.

Returns

Void

Syntax

UnWrapElement ()

UpdateXRefs

Description

Updates the cross-references in a document. The method performs the same operation as clicking Update in the Cross-Reference window.

You can OR the following values into the `updateXRefFlags` parameter:

Flags	Meaning
Constants.FF_XRUI_FORCE_UPDATE (0x08)	Updates all cross-references, regardless of whether the source document has changed
Constants.FF_XRUI_INTERNAL (0x01)	Only update internal cross-references
Constants.FF_XRUI_OPEN_DOCS (0x02)	Only update cross-references whose sources are in open documents
Constants.FF_XRUI_CLOSED_DOCS (0x04)	Only update cross-references whose sources are in closed documents
Constants.FF_XRUI EVERYTHING (0x01 0x02 0x03)	Update all cross references.

The method returns `FE_Success` on success. On failure, the method returns one of the following values to `FA_erro`:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support the requested operation
Constants.FE_BadDocId (-2)	Invalid document
Constants.FE_SomeUnresolved (-22)	There are some unresolved references after the update

Returns

int

Syntax

UpdateXRefs (updateXRefFlags)

Parameters

Parameter name	Data Type	Optional	Description
updateXRefFlags	int	No	Flags that indicate which cross-references to update.

UpdateDITAReferences

Description

Updates all DITA references of the specified type.

Returns

void

Syntax

```
UpdateDITAResources(docId, flag);
```

Parameters

Parameter name	Data Type	Optional	Description
docId	int	No	The ID of the document containing the inset.
flag	int	No	The available flags and their values are as follows: FF_DITAUpdateAllConrefs: 0x01 FF_DITAUpdateAllXrefs: 0x02 FF_DITAUpdateAllLinks: 0x04 FF_DITAUpdateAllTopicrefs: 0x08 FF_DITAUpdateAllTopicsetrefs: 0x10 FF_DITAUpdateAllReferences: FF_DITAUpdateAllConrefs FF_DITAUpdateAllXrefs FF_DITAUpdateAllLinks FF_DITAUpdateAllTopicrefs FF_DITAUpdateAllTopicsetrefs

If UpdateDITAResources() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_WrongProduct	Current FrameMaker product doesn't support the operation.
Constants.FE_BadDocId	The Document ID provided is invalid.
Constants.FE_NonDITADocument	The Document provided is not a DITA document.

SimpleImportElementDefs

Description

Imports element definitions and the format change list catalog from an EDD or FrameMaker document or book to a FrameMaker document or book.

Note: If you import element definitions to a book, the SimpleImportElementDefs() method imports element definitions to each book component for which the ImportFmtInclude property is set to True.

You can OR the following flags into the importFlags parameter:

Flag	Meaning
Constants.FF_IED_REMOVE_OVERRIDES (0x0001)	Clear format overrides
Constants.FF_IED_REMOVE_BOOK_INFO (0x0002)	Clear formatting inherited from a parent book, if the method is called on a document
Constants.FF_IED_DO_NOT_IMPORT_EDD (0x0004)	Do not treat the target document as an EDD but just import its element catalog, if the target document is an EDD

Flag	Meaning
Constants.FF_IED_NO_NOTIFY (0x0008)	Do not issue the Constants.FA_Note_PreImportElemDefs (64) or Constants.FA_Note_PostImportElemDefs (65) notifications.

The method returns `FE_Success` on success. On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support the requested operation
Constants.FE_BadDocId (-2)	Invalid document

Returns

`int`

Syntax

```
SimpleImportElementDefs (fromDocOrBook, importFlags)
```

Parameters

Parameter name	Data Type	Optional	Description
fromDocOrBook	<code>Doc Book</code>	No	The document or book from which the element definitions are to be imported
importFlags	<code>int</code>	No	Specifies how to import formats

GetUniqueObject

Description

Gets the object from its persistent unique identifier (UID).

FrameMaker assigns a UID to each object in a document or book that is not identified by a name. The UID, unlike the object's ID, does not change from one session to another.

Note: When you copy an object to the clipboard and paste it, FrameMaker changes the UID. This also happens when you hide and show conditional text.

The method returns the object, on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document
Constants.FE_TypeUnNamed (-19)	Objects of the specified type are not identified by UIDs
Constants.FE_NameNotFound (-20)	Objects with the specified UID could not be found

Returns

`Object`

Syntax

`GetUniqueObject(objType, unique)`

Parameters

Parameter name	Data Type	Optional	Description
objType	int	No	The type of object (for example, FO_Pgf)
unique	int	No	UID of the object

Close

Description

Closes a document or a book.

Note: If there are unsaved changes in a document and you set `Constants.FF_CLOSE_MODIFIED (1)` for the `flags` parameter, then the `Close()` method abandons the changes and closes the file anyway.

Note: If you set the `flags` parameter to 0, the `Close()` method aborts the Close operation and returns `Constants.FE_DocModified (-8)`.

The method returns `FE_Success`, on success.

On failure, the method returns the following value to `FA_errno`:

Error	Reason
<code>Constants.FE_DocModified (-8)</code>	The document was modified and the <code>flags</code> parameter was set to 0

Returns

int

Syntax

`Close(flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Specifies whether to abort or close open documents or books if they have unsaved changes. Set the <code>Constants.FF_CLOSE_MODIFIED (1)</code> flag to close open documents and books regardless of their state.

SimpleSave

Description

Saves a document or book.

If you set the `interactive` parameter to `False` and specify the document or book's current name for `saveAsName`, FrameMaker saves the document or book under its current name.

If you specify another filename for `saveAsName`, FrameMaker saves the document or book to that filename.

If you specify an empty string (""), FrameMaker does not save the file. Instead it sets `FA_errno` to `Constants.FE_BadParameter (-43)`. If you set the `interactive` parameter to `True`, FrameMaker displays the Save dialog box and allows the user to choose a filename. The document or book's current name appears as the default name.

The method returns the document it saved, on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
- Constants.FE_Canceled (-44) - Constants.FE_CanceledByClient (-86)	- Constants.FV_FileNotWritable (33): File was not writable. - Constants.FV_BadSaveFileName (34): The specified file name is not allowed by the operating system. - Constants.FV_BadFileId (35): The file's operating system ID was bad. - Constants.FV_CancelSaveFilesInUse (50): The file is in use and the user did not or could not reset the lock. Or the file is in use, and the <code>Constants.FS_FileIsInUse (17)</code> parameter is set to <code>Constants.FV_DoCancel (0)</code>, or it is set to <code>Constants.FV_ResetLockAndContinue (7)</code> but FrameMaker could not reset the lock. - Constants.FV_CancelSaveModDateChanged (52): The file has changed since the last time it was opened or saved in the current session. - Constants.FV_LockCouldntBeReset (2): File lock could not be reset. - Constants.FV_LockWasReset (0): File lock was reset. - Constants.FV_LockNotReset (1): File lock was not reset. - Constants.FV_FilesViewOnly (4): File was View Only. - Constants.FV_NonPortableSaveName (37): File had a name that is not portable (Macintosh only). - Constants.FV_NonPortableFileRefs (38): Referenced graphics files had filenames that are not portable (Macintosh only).
Constants.FE_WrongProduct (-60)	The specified file contains structure and the current product interface is not Structured FrameMaker.
Constants.FE_FailedState (-45) Constants.FE_BadParameter (-43)	The filename was invalid.
Constants.FE_FilterFailed (-89)	Constants.FV_InvalidSaveFilter (42): The filter specified by <code>Constants.FS_SaveFileTypeHint (16)</code> is not installed, or the syntax for <code>Constants.FS_SaveFileTypeHint (16)</code> is invalid.

Returns

[Doc](#)

Syntax

`SimpleSave(saveAsName, interactive)`

Parameters

Parameter name	Data Type	Optional	Description
saveAsName	string	No	The absolute path in which to save the document or book.
interactive	int	No	Specifies whether the FrameMaker product displays messages and warnings to the user. Setting this to True displays messages and warnings.

NewGraphicObject

Description

Creates the following types of graphic objects:

- Arc
- Ellipse
- Flow
- Group
- Inset
- Line
- Math
- Polyline
- Polygon
- Rectangle
- RoundRect
- TextFrame
- TextLine
- UnanchoredFrame

Note: To create an anchored frame, use *NewAnchoredObject()*.

If there is more than one object within the parent frame, the *NewGraphicObject()* method adds the new ESTK graphic object to the end of the linked list of child objects. That is, it puts it in the front of the back-to-front draw order. The method automatically takes care of updating the object's *PrevGraphicInFrame* and *NextGraphicInFrame* properties. The *NewGraphicObject()* method gives the new method graphic object a set of arbitrary default properties.

The method returns the newly created graphic object, on success.

On failure, the method returns one of the following values to *FA_erno*:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid object.
Constants.FE_NotFrame (-12)	Specified parent object is not a frame.
Constants.FE_BadNew (-23)	Object cannot be created.

Returns

Object

Syntax

```
NewGraphicObject(objType, parent)
```

Parameters

Parameter name	Data Type	Optional	Description
objType	int	No	The type of ESTK graphic object to create (for example, FO_Rectangle or FO_Line).
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the object.

NewArc

Description

Creates an arc object.

See [NewGraphicObject](#) for more information.

Returns

[Arc](#)

Syntax

```
NewArc (parent)
```

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the arc.

NewEllipse

Description

Creates an ellipse object.

See [NewGraphicObject](#) for more information.

Returns

[Ellipse](#)

Syntax

```
NewEllipse (parent)
```

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the ellipse.

NewFlow

Description

Creates a flow object.

See [NewGraphicObject](#) for more information.

Returns

[Flow](#)

Syntax

`NewFlow (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the flow.

NewGroup

Description

Creates a group object.

See [NewGraphicObject](#) for more information.

Returns

[Group](#)

Syntax

`NewGroup (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the group.

NewInset

Description

Creates an inset object.

See [NewGraphicObject](#) for more information.

Returns

[Inset](#)

Syntax

`NewInset (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the inset.

NewLine

Description

Creates a line object.

See [NewGraphicObject](#) for more information.

Returns

[Line](#)

Syntax

`NewLine (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the line.

NewMath

Description

Creates a math object.

See [NewGraphicObject](#) for more information.

Returns

[Math](#)

Syntax

`NewMath(parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the math object.

NewMathML

Description

Creates a MathML object.

See [NewGraphicObject](#) for more information.

Returns

[MathML](#)

Syntax

`NewMathML(parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the MathML object.

NewPolyline

Description

Creates a polyline object.

See [NewGraphicObject](#) for more information.

Returns

[Polyline](#)

Syntax

`NewPolyline(parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the polyline.

NewPolygon

Description

Creates a polygon object.

See [NewGraphicObject](#) for more information.

Returns

[Polygon](#)

Syntax

`NewPolygon (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the polygon.

NewRectangle

Description

Creates a rectangle object.

See [NewGraphicObject](#) for more information.

Returns

[Rectangle](#)

Syntax

`NewRectangle (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the rectangle.

NewRoundRect

Description

Creates a round rectangle object.

See [NewGraphicObject](#) for more information.

Returns

[RoundRect](#)

Syntax

`NewRoundRect (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the round rectangle.

NewTextFrame

Description

Creates a text frame object.

See [NewGraphicObject](#) for more information.

Returns

[TextFrame](#)

Syntax

`NewTextFrame (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the text frame.

NewTextLine

Description

Creates a text line object.

See [NewGraphicObject](#) for more information.

Returns

[TextLine](#)

Syntax

`NewTextLine (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the text line.

NewUnanchoredFrame

Description

Creates an unanchored frame object.

See [NewGraphicObject](#) for more information.

Returns

[UnanchoredFrame](#)

Syntax

`NewUnanchoredFrame (parent)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Any FrameMaker Graphic Object	No	The parent frame in which to create the unanchored frame.

NewAnchoredFormattedObject

Description

Creates the following types of anchored objects:

- Var
- XRef
- Tbl

`NewAnchoredFormattedObject ()` inserts the object at the specified location in text. It uses arbitrary default properties for the new object.

If you call `NewAnchoredFormattedObject ()` to create a table, it uses the default numbers of rows and columns from the specified Table Catalog format. To use the default Table Catalog format for a new table, set the format to `Null`. To specify the number of rows and columns when you create a table, use `NewTable ()`.

`NewAnchoredFormattedObject()` returns the created anchor object, on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadObjId(-3)	Invalid object.
Constants.FE_NotTextObject (-41)	Object specified for text location is not a paragraph (FO_Pgf).
Constants.FE_OffsetNotFound(-21)	Offset specified for the text location could not be found in the specified paragraph or text line.
Constants.FE_BadNew(-23)	Object cannot be created; the format specified by <code>format</code> may not exist.

Returns

Object

Syntax

`NewAnchoredFormattedObject(objType, format, textLoc)`

Parameters

Parameter name	Data Type	Optional	Description
<code>objType</code>	<code>int</code>	No	The type of object to create (for example, <code>FO_XRef</code>).
<code>format</code>	<code>string</code>	No	The string that specifies the object's format (for example, <code>Heading & Page</code> for a cross-reference, <code>Format A</code> for a table, or <code>Current Date (Long)</code> for a variable).
<code>textLoc</code>	<code>TextLoc</code>	No	The text location at which to insert the anchored object.

NewAnchoredFormattedVar

Description

Creates an `AnchoredFormattedVar` object.

See [NewAnchoredFormattedObject](#) under the `Doc` class for more information.

Returns

`Var`

Syntax

`NewAnchoredFormattedVar(format, textLoc)`

Parameters

Parameter name	Data Type	Optional	Description
format	string	No	The string that specifies the object's format (for example, <code>Heading & Page</code> for a cross-reference, <code>Format A</code> for a table, or <code>Current Date (Long)</code> for a variable).
textLoc	TextLoc	No	The text location at which to insert the <code>AnchoredFormattedVar</code> object.

NewAnchoredFormattedXRef

Description

Creates an `AnchoredFormattedXRef` object.

See [NewAnchoredFormattedObject](#) under the Doc class for more information.

Returns

[XRef](#)

Syntax

```
NewAnchoredFormattedXRef(format, textLoc)
```

Parameters

Parameter name	Data Type	Optional	Description
format	string	No	The string that specifies the object's format (for example, <code>Heading & Page</code> for a cross-reference, <code>Format A</code> for a table, or <code>Current Date (Long)</code> for a variable).
textLoc	TextLoc	No	The text location at which to insert the <code>AnchoredFormattedXRef</code> object.

NewAnchoredFormattedTbl

Description

Creates an `AnchoredFormattedTbl` object.

See [NewAnchoredFormattedObject](#) under the Doc class for more information.

Returns

[Tbl](#)

Syntax

```
NewAnchoredFormattedTbl(format, textLoc)
```

Parameters

Parameter name	Data Type	Optional	Description
format	string	No	The string that specifies the object's format (for example, Heading & Page for a cross-reference, Format A for a table, or Current Date (Long) for a variable).
textLoc	TextLoc	No	The text location at which to insert the AnchoredFormattedTbl object.

NewAnchoredObject

Description

Creates any of the following anchored objects:

- AFrame
- Fn
- Marker
- TiApiClient
- Table

NewAnchoredObject () inserts the object at the specified location in text. It uses arbitrary default properties for the new object. Tables created by NewAnchoredObject () have a single column and a single body row. It is usually easier to use NewTable () to create tables.

The method returns the created anchored object on success.

On failure, the method assigns one of the following values to FA_errno:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadNew(-23)	Object cannot be created.
Constants.FE_BadObjId(-3)	Invalid object.
Constants.FE_BadOperation (-27)	Method call specified a bad operation.
Constants.FE_NotTextObject (-41)	Object specified for text location is not a paragraph (FO_Pgf).
Constants.FE_OffsetNotFound(-21)	Offset specified for the text location could not be found in the specified paragraph or text line.

Returns

Object

Syntax

NewAnchoredObject (objType, textloc)

Parameters

Parameter name	Data Type	Optional	Description
objType	int	No	The type of object to create (for example, FO_Marker or FO_Fn).
textloc	TextLoc	No	The text location at which to insert the anchored object.

NewAnchoredAFrame

Description

Creates an anchored AFrame object.

See [NewAnchoredObject](#) under the Doc class for more information.

Returns

[AFrame](#)

Syntax

```
NewAnchoredAFrame(textloc)
```

Parameters

Parameter name	Data Type	Optional	Description
textloc	TextLoc	No	The text location at which to insert the anchored AFrame.

NewAnchoredFn

Description

Creates an anchored Fn object.

See [NewAnchoredObject](#) under the Doc class for more information.

Returns

[Fn](#)

Syntax

```
NewAnchoredFn(textloc)
```

Parameters

Parameter name	Data Type	Optional	Description
textloc	TextLoc	No	The text location at which to insert the anchored Fn object.

NewAnchoredMarker

Description

Creates an anchored Marker object.

See [NewAnchoredObject](#) under the Doc class for more information.

Returns

[Marker](#)

Syntax

```
NewAnchoredMarker(textloc)
```

Parameters

Parameter name	Data Type	Optional	Description
textloc	TextLoc	No	The text location at which to insert the anchored Marker.

NewAnchoredTiApiClient

Description

Creates an anchored TiApiClient object.

See [NewAnchoredObject](#) under the Doc class for more information.

Returns

[TiApiClient](#)

Syntax

```
NewAnchoredTiApiClient(textloc)
```

Parameters

Parameter name	Data Type	Optional	Description
textloc	TextLoc	No	The text location at which to insert the anchored TiApiClient object.

NewAnchoredTbl

Description

Creates an anchored table object.

See [NewAnchoredObject](#) under the Doc class for more information.

Returns

[Tbl](#)

Syntax

```
NewAnchoredTbl(textloc)
```

Parameters

Parameter name	Data Type	Optional	Description
textloc	TextLoc	No	The text location at which to insert the anchored Table.

NewSeriesObject

Description

Creates the following series objects:

- BodyPage
- BookComponent
- Pgf

The method allows you to specify the position in the series at which to add the new object.

The method returns the created series object, on success.

On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadNew (-23)	Object cannot be created.
Constants.FE_BadObjId (-3)	Invalid object.
Constants.FE_NotBodyPage (-24)	The <code>prevId</code> parameter must specify a body page.
Constants.FE_NotBodyPgf (-25)	The <code>prevId</code> parameter must specify a paragraph..
Constants.FE_NotBookComponent (-26)	The <code>prevId</code> parameter must specify a book component..

Returns

One of the following objects: Body page, Pgf and Book Component

Syntax

```
NewSeriesObject(objType, previous)
```

Parameters

Parameter name	Data Type	Optional	Description
objType	int	No	The type of object to create (for example, <code>FO_BodyPage</code> or <code>FO_Pgf</code>).
previous	One of: Body page, Pgf and Book Component	No	The object in the series after which to add the new object. To add a paragraph at the start of a flow, specify the flow. To add an object at the beginning of any other series, specify 0.

NewSeriesBodyPage

Description

Creates a body page.

See [NewSeriesObject](#) under the Doc class for more information.

Returns

[BodyPage](#)

Syntax

NewSeriesBodyPage (previous)

Parameters

Parameter name	Data Type	Optional	Description
previous	BodyPage	No	The object in the series after which to add the new body page. To add a paragraph at the start of a flow, specify the flow. To add a body page at the beginning of any other series, specify 0.

NewSeriesPgf

Description

Creates a paragraph.

See [NewSeriesObject](#) under the Doc class for more information.

Returns

[Pgf](#)

Syntax

NewSeriesPgf (previous)

Parameters

Parameter name	Data Type	Optional	Description
previous	Pgf	No	The object in the series after which to add the new paragraph. To add a paragraph at the start of a flow, specify the flow. To add a paragraph at the beginning of any other series, specify 0.

GetNamedObject

Description

Gets the object with the specified name and type. The method works with the following objects:

- AttrCondExpr
- CharFmt
- Color

- CombinedFontDefn
- Command
- CondFmt
- ElementDef
- FmtChangeList
- Menu
- MenuItemSeparator
- MasterPage
- PgFmt
- RefPage
- RulingFmt
- TblFmt
- UnanchoredFrame (reference frame)
- VarFmt
- XRefFmt
- MarkerType

The method returns the object, on success.

On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_TypeUnNamed (-19)	Objects of the specified type do not have names.
Constants.NameNotFound (-20)	Object with the specified name and type does not exist in the specified document.

Returns

Object

Syntax

`GetNamedObject(objType, name)`

Parameters

Parameter name	Data Type	Optional	Description
<code>objType</code>	<code>int</code>	No	The type of object (for example <code>FO_TblFmt</code>).
<code>name</code>	<code>string</code>	No	The name of the object you want to get.

GetNamedAttrCondExpr

Description

Gets an attribute conditional expression object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[AttrCondExpr](#)

Syntax

GetNamedAttrCondExpr (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the AttrCondExpr object you want to get.

GetNamedCharFmt

Description

Gets a Character Format object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[CharFmt](#)

Syntax

GetNamedCharFmt (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the CharFmt object you want to get.

GetNamedColor

Description

Gets a Color object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[Color](#)

Syntax

GetNamedColor (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the Color object you want to get.

GetNamedCombinedFontDefn

Description

Gets a Combined Font Definition object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[CombinedFontDefn](#)

Syntax

GetNamedCombinedFontDefn (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the CombinedFontDefn object you want to get.

GetNamedCondFmt

Description

Gets a Conditional Format object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[CondFmt](#)

Syntax

GetNamedCondFmt (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the CondFmt object you want to get.

GetNamedElementDef

Description

Gets an Element Definition object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[ElementDef](#)

Syntax

GetNamedElementDef (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the ElementDef object you want to get.

GetNamedFmtChangeList

Description

Gets a Format Change List object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[FmtChangeList](#)

Syntax

GetNamedFmtChangeList (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the FmtChangeList object you want to get.

GetNamedMasterPage

Description

Gets a MasterPage object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[MasterPage](#)

Syntax

GetNamedMasterPage (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the MasterPage object you want to get.

GetNamedPgFmt

Description

Gets a Paragraph Format object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[PgFmt](#)

Syntax

GetNamedPgFmt (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the PgFmt object you want to get.

GetNamedRefPage

Description

Gets a Reference Page object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[RefPage](#)

Syntax

GetNamedRefPage (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the RefPage object you want to get.

GetNamedRulingFmt

Description

Gets a Ruling Format object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[RulingFmt](#)

Syntax

GetNamedRulingFmt (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the RulingFmt object you want to get.

GetNamedTblFmt

Description

Gets a Table Format object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[TblFmt](#)

Syntax

GetNamedTblFmt (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the TblFmt object you want to get.

GetNamedUnanchoredFrame

Description

Gets an Unanchored Frame object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[UnanchoredFrame](#)

Syntax

GetNamedUnanchoredFrame (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the Unanchored Frame object you want to get.

GetNamedVarFmt

Description

Gets a Variable Format object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[VarFmt](#)

Syntax

GetNamedVarFmt (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the Variable Format object you want to get.

GetNamedXRefFmt

Description

Gets a Cross Reference Format object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[XRefFmt](#)

Syntax

GetNamedXRefFmt (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the Cross Reference Format object you want to get.

GetNamedMarkerType

Description

Gets a Marker Type object.

See [GetNamedObject](#) under the Doc class for more information.

Returns

[MarkerType](#)

Syntax

GetNamedMarkerType (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the Marker Type object you want to get.

NewNamedObject

Description

Creates the following named objects:

- AttrCondExpr
- CharFmt
- CombinedFontDefn
- Color
- Command
- CondFmt
- ElementDef
- FmtChangeList
- MasterPage
- Menu
- MenuItemSeparator
- PgFmt
- RefPage
- RulingFmt
- TblFmt
- VarFmt
- XRefFmt
- MarkerType

This method uses arbitrary default properties for the objects it creates.

Note: When you create a new element definition, it does not appear in the Element Catalog unless you set *ElementInCatalog* to True. When you create a new book and specify a pathname, you must specify an absolute pathname for the name argument. To create an untitled book, pass an empty string for the name argument.

NewNamedObject () returns the created named object on success.

If this method fails, the method assigns one of the following values to FA_errno.

FA_erno value	Meaning
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadName (-33)	Specified name for the new object is invalid.
Constants.FE_BadNew (-23)	Object cannot be created.
Constants.FE_DupName (-32)	Specified name for the new object belongs to an existing object.

Returns

Object of type objType

Syntax

NewNamedObject (objType, name)

Parameters

Parameter name	Data Type	Optional	Description
objType	int	No	The type of object to create (for example, Constants.FO_MasterPage or Constants.FO_PgFmt).
name	string	No	The name to be assigned to the created object.

NewNamedAttrCondExpr

Description

Creates a named Attribute Conditional Expression.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[AttrCondExpr](#)

Syntax

NewNamedAttrCondExpr (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Attribute Conditional Expression.

NewNamedCharFmt

Description

Creates a named Character Format.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[CharFmt](#)

Syntax

`NewNamedCharFmt (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Character Format.

NewNamedCombinedFontDefn

Description

Creates a named Combined Font Definition.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[CombinedFontDefn](#)

Syntax

`NewNamedCombinedFontDefn (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Combined Font Definition.

NewNamedColor

Description

Creates a named Color.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[Color](#)

Syntax

`NewNamedColor (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Color.

NamedCondFmt

Description

Creates a named Conditional Format.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[CondFmt](#)

Syntax

NamedCondFmt (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Conditional Format.

NamedElementDef

Description

Creates a named Element Definition.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[ElementDef](#)

Syntax

NamedElementDef (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Element Definition.

NamedFmtChangeList

Description

Creates a named Format Change List.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[FmtChangeList](#)

Syntax

`NewNamedFmtChangeList (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Format Change List.

NewNamedMasterPage

Description

Creates a named Master Page.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[MasterPage](#)

Syntax

`NewNamedMasterPage (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Master Page.

NewNamedPgFmt

Description

Creates a named Paragraph Format.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[PgFmt](#)

Syntax

`NewNamedPgFmt (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Paragraph Format.

NewNamedRefPage

Description

Creates a named Reference Page.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[RefPage](#)

Syntax

`NewNamedRefPage (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Reference Page.

NewNamedRulingFmt

Description

Creates a named Ruling Format.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[RulingFmt](#)

Syntax

`NewNamedRulingFmt (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Ruling Format.

NewNamedTblFmt

Description

Creates a named Table Format.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[TblFmt](#)

Syntax

`NewNamedTblFmt (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Table Format.

NewNamedVarFmt

Description

Creates a named Variable Format.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[VarFmt](#)

Syntax

`NewNamedVarFmt (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Variable Format.

NewNamedXRefFmt

Description

Creates a named Cross Reference Format.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[XRefFmt](#)

Syntax

`NewNamedXRefFmt (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Cross Reference Format.

NewNamedMarkerType

Description

Creates a named Marker Type.

See [NewNamedObject](#) under the Doc class for more information.

Returns

[MarkerType](#)

Syntax

NewNamedMarkerType (name)

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name to be assigned to the created Marker Type.

DeleteUnusedFmts

Description

Deletes unused formats (character, paragraph or table) from the document.

The method returns `Constants.FE_Success` on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_BadDelete (-17)</code>	The format to be deleted is not one of character, paragraph or table.

Returns

int

Syntax

DeleteUnusedFmts (objType)

Parameters

Parameter name	Data Type	Optional	Description
objType	int	No	The type of format to be deleted.

DeleteUnusedCharFmt

Description

Deletes the unused Character Formats.

See [DeleteUnusedFmts](#) under the Doc class for more information.

Returns

int

Syntax

```
DeleteUnusedCharFmt ()
```

DeleteUnusedPgFmt

Description

Deletes the unused Paragraph Formats.

See [DeleteUnusedFmts](#) under the Doc class for more information.

Returns

int

Syntax

```
DeleteUnusedPgFmt ()
```

DeleteUnusedTblFmt

Description

Deletes the unused Table Formats.

See [DeleteUnusedFmts](#) under the Doc class for more information.

Returns

int

Syntax

```
DeleteUnusedTblFmt ()
```

Find

Description

Performs the same actions as using the Find dialog box to search a document for text or other types of content.

The properties you can assign to `findParamsp` are as follows:

Property	Meaning and Possible Values
Constants.FS_FindText (1)	The text to search for.

Property	Meaning and Possible Values
Constants.FS_FindElementTag (2)	Strings as follows: <pre>propVal.u.ssva1.len = FV_NumFindElementItems; propVal.u.ssva1.val[FV_FindElemTag] = [an_element_tag]; propVal.u.ssva1.val[FV_FindAttrName] = [an_attribute_name]; propVal.u.ssva1.val[FV_FindAttrValue] = [an_attribute_value];</pre> All of the strings must be present, but any or all may be empty.
Constants.FS_FindCharFmt (3)	No associated property. One or more of the following additional properties should be specified to tailor the search. • FontFamily • CombinedFont • FontSize • FontAngle • FontWeight • FontVariation • Color • Spread • Stretch • Language • Underline • Overline • Strikethrough • ChangeBar • Capitalization • Position • Tsume
Constants.FS_FindPgfTag (4)	Paragraph tag.
Constants.FS_FindCharTag (5)	Character tag.
Constants.FS_FindTableTag (6)	Table tag.

Property	Meaning and Possible Values
Constants.FS_FindObject (8)	Value is one of: • Constants.FV_FindAnyMarker (0) • Constants.FV_FindAnyXRef (1) • Constants.FV_FindUnresolvedXRef (2) • Constants.FV_FindAnyTextInset (3) • Constants.FV_FindUnresolvedTextInset (4) • Constants.FV_FindAnyPub (5) • Constants.FV_FindAnyVariable (6) • Constants.FV_FindAnchoredFrame (7) • Constants.FV_FindFootnote (8) • Constants.FV_FindAnyTable (9) • Constants.FV_FindAutomaticHyphen (10) • Constants.FV_FindAnyRubi (11)
Constants.FS_FindMarkerOfType (9)	Marker type.
Constants.FS_FindMarkerText (10)	Marker text.
Constants.FS_FindXRefWithFormat (11)	Format string.
Constants.FS_FindNamedVariable (12)	Variable name.
Constants.FS_FindCondTextInCondTags (13)	Condition tags.
Constants.FS_FindCondTextNotInCondTags (14)	Condition tag.
Constant.FS_FindCustomizationFlags (15)	An optional parameter of type FT_Integer that may be any of the following bit flags OR'ed together: • Constants.FF_FIND_CONSIDER_CASE (0x01) • Constants.FF_FIND_WHOLE_WORD (0x02) • Constants.FF_FIND_USE_WILDCARDS (0x04) • Constants.FF_FIND_BACKWARDS (0x08) If no customization flags are specified, the default is to search forward, to not use wildcards, to not consider case, and to not use whole words.
Constants.FS_FindWrap (16)	A flag that determines whether the find operation wraps when it reaches the location where the search began. Default is True; the find operation wraps. If False, after reaching the location where the search began, the find operation returns an empty TextRange and FA_errno is set to Constants.FE_NotFound (-95).

Whenever the `Find()` method finds something that corresponds to a text range (a word, object anchor, marker, etc.), it returns a `TextRange` structure for that range. However, when searching for structure elements, you can find elements that have no corresponding text range. Structure elements for the following table parts have no corresponding text range:

- Table title
- Table head

- Table foot
- Table body
- Table row
- Table cell

When the `Find()` method finds a structure element for one of these objects, it returns an empty `TextRange` structure and sets `FA_errno` to `FE_Success`. In this case, you can get the document's `ElementSelection` property to return a corresponding `ElementRange` structure for the table part structure element.

On failure, an empty text range is returned and `FA_errno` is set to one of the following values:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadParameter (-43)	<code>findParams</code> was empty or a parameter was improperly specified.
Constants.FE_BadInsertPos (-65)	The value of the <code>textLoc</code> parameter is invalid.
Constants.FE_NotTextObject (-41)	<code>textLoc</code> parameter is not a text location.

Returns

`TextRange`

Syntax

`Find(textLoc, findParams)`

Parameters

Parameter name	Data Type	Optional	Description
<code>textLoc</code>	<code>TextLoc</code>	No	The text location to begin searching from.
<code>findParams</code>	<code>PropVals</code>	No	A property list that specifies what to search for.

SetElementRange

Description

Sets an element range property.

To specify a selection that includes the root element, set `beg.parentId` to 0, `beg.childId` to the root element, and `end.childId` to 0.

The method does not return anything on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	invalid object.
Constants.FE_WrongProduct (-60)	Current product interface is not Structured FrameMaker.

Returns

Void

Syntax

```
SetElementRange(propNum, setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
propNum	int	No	The property to set. Specify an ESTK defined property, such as <code>ElementSelection</code> .
setVal	ElementRange	No	The element range to which the property must be set.

ElementLocToTextLoc

Description

Returns the text location structure that corresponds with the current element location.

The method returns the text location structure containing the element location, on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_Badparameter (-43)</code>	The <code>eloc</code> parameter was empty or incorrectly specified.
<code>Constants.FE_WrongProduct (-60)</code>	Current product interface is not Structured FrameMaker.

Returns

[TextLoc](#)

Syntax

```
ElementLocToTextLoc(eloc)
```

Parameters

Parameter name	Data Type	Optional	Description
eloc	ElementLoc	No	The element location structure to convert.

UpdateVariables

Description

Updates all the variables in a document. The method performs the same operation as clicking Update in the Variable dialog box.

The method returns `FE_Success` on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_WrongProduct (-60)	Product does not support the operation.
Constants.FE_SystemError (-42)	Could not allocate memory.

Returns

int

Syntax

UpdateVariables()

TrackChangesAcceptAll

Description

Accepts all the track changes in the specified document.

The method returns `FE_Success` on success and returns a non-zero integer on failure.

Returns `Constants.FE_AcceptRejectCalledOnWrongPreviewState (-110)` if the document is not in Preview Off state.

Returns

int

Syntax

TrackChangesAcceptAll()

TrackChangesRejectAll

Description

Rejects all the track changes in the specified document.

The method returns `FE_Success` on success and returns a non-zero integer on failure.

Returns `Constants.FE_AcceptRejectCalledOnWrongPreviewState (-110)` if the document is not in Preview Off state.

Returns

int

Syntax

TrackChangesRejectAll()

UpdateXRef

Description

Updates the cross-references in a document. It performs the same operation as clicking Update in the Cross-Reference window.

You can OR the values listed in the following tables into the `updateXRefFlags` argument.

Value	What to update
Constants.FF_XRUI_INTERNAL (0x01)	Updates only internal cross-references.
Constants.FF_XRUI_OPEN_DOCS (0x02)	Updates only cross-references whose sources are in open documents.
Constants.FF_XRUI_CLOSED_DOCS (0x04)	Updates only cross-references whose sources are in closed documents.
Constants.FF_XRUI_FORCE_UPDATE (0x08)	Updates all cross-references, regardless of whether the source document has changed.
Constants.FF_XRUI_EVERYTHING (0x01 0x02 0x04 0x08)	Updates all cross references.

The method returns `FE_Success` on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_WrongProduct (-60)	Product does not support the operation.
Constants.FE_SomeUnresolved (-42)	There are some unresolved references after the update.

Returns

`int`

Syntax

`UpdateXRef(srcDoc, xref)`

Parameters

Parameter name	Data Type	Optional	Description
<code>srcDoc</code>	Doc	No	The document in which to update cross-references.
<code>xref</code>	XRef	No	Flags to indicate which cross-references to update. .

UpdateDITAReference

Description

Updates a DITA object

Error	Reason
Constants.FE_WrongProduct	Current FrameMaker product doesn't support the operation.

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadElementId	The Element ID provided is invalid.
Constants.FE_NonDITADocument	The document provided is not a DITA document.
Constants.FE_BadParameter	The objType provided is invalid or the objType is not valid for the type of DITA document provided.
Constants.FE_UpdatedDITAREferenceFailedInvalidElementType	Update operation failed because either the element specified is not a reference type of element or it does not match the specified object type.
Constants.FE_UpdatedDITAREferenceFailedCannotResolveReference	Update operation failed because the reference cannot be resolved.
Constants.FE_UpdatedDITAREferenceFailedCannotFindReferencedFile	Update operation failed because the referenced file cannot be found at the specified location.
Constants.FE_UpdatedDITAREferenceFailedCannotOpenReferencedFile	Update operation failed because the referenced file cannot be opened from the specified location.
Constants.FE_UpdatedDITAREferenceFailedCannotConvertToFMObject	Update operation failed because the corresponding FM object cannot be created.
Constants.FE_UpdatedDITAREferenceFailed	Update operation failed.

Returns

Syntax

Parameters

Parameter name	Data Type	Optional	Description

UpdateDITAREferences

Description

Updates all DITA references of the specified type.

Returns

void

Syntax

```
UpdateDITAREferences(docId, flag);
```

Parameters

Parameter name	Data Type	Optional	Description
docId	int	No	The ID of the document containing the inset.
flag	int	No	The available flags and their values are as follows: FF_DITAUpdateAllConrefs: 0x01 FF_DITAUpdateAllXrefs: 0x02 FF_DITAUpdateAllLinks: 0x04 FF_DITAUpdateAllTopicrefs: 0x08 FF_DITAUpdateAllTopicsetrefs: 0x10 FF_DITAUpdateAllReferences: FF_DITAUpdateAllConrefs FF_DITAUpdateAllXrefs FF_DITAUpdateAllLinks FF_DITAUpdateAllTopicrefs FF_DITAUpdateAllTopicsetrefs

If UpdateDITAReferences() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_WrongProduct	Current FrameMaker product doesn't support the operation.
Constants.FE_BadDocId	The Document ID provided is invalid.
Constants.FE_NonDITADocument	The Document provided is not a DITA document.

Save

Description

Saves a document.

See “[Save](#)” on page 474 under the Book class for more information.

Returns

Object

Syntax

Save(saveAsName, saveParams, saveReturnParams)

Parameters

Parameter name	Data Type	Optional	Description
saveAsName	string	No	The path for saving the document or book.
saveParams	PropVals	No	A property list that tells FrameMaker how to save the file and how to respond to errors and other conditions. Use GetSaveDefaultParams() or AllocatePropVals() to create and allocate memory for this property list. To use the default list, specify null.
saveReturnParams	PropVals	No	A property list that returns information about how the FrameMaker product saved the file.

Import

Description

Imports text or graphics into a document.

See [Import](#) under the Book class for more information.

Returns

Object

Syntax

```
Import(textLocP, filename, importParams, importReturnParams)
```

Parameters

Parameter name	Data Type	Optional	Description
textLocP	TextLoc	No	The text location at which to import the file.
filename	string	No	The full path of the file to import.
importParams	PropVals	No	A property list specifying how to import the file and how to respond to errors and other conditions. To use the default list, specify null.
importReturnParams	PropVals	No	A property list that provides information about how FrameMaker imported the file. This parameter must be initialized before you call Import().

AddNewBuildExpr

Description

Adds a Boolean conditional expression to the document.

The method returns `FE_Success`, on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_ReadOnly (-6)</code>	Document is read-only.
<code>Constants.FE_BadName (-33)</code>	Boolean conditional expression string is invalid.

Returns

int

Syntax

```
AddNewBuildExpr(exprName, exprCondition)
```


Parameters

Parameter name	Data Type	Optional	Description
exprName	string	No	The name of the Boolean conditional expression.
exprCondition	string	No	The Boolean conditional expression string.

DeleteBuildExpr

Description

Deletes a Boolean conditional expression from the document.

The method returns `FE_Success`, on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_ReadOnly (-6)</code>	Document is read-only.
<code>Constants.FE_BadName (-33)</code>	Boolean conditional expression string is invalid.

Returns

int

Syntax

```
DeleteBuildExpr(exprName)
```

Parameters

Parameter name	Data Type	Optional	Description
exprName	string	No	The name of the Boolean conditional expression to delete.

SetActiveBuildExpr

Description

Applies the Boolean conditional expression to the document.

The method returns `FE_Success`, on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_ReadOnly (-6)</code>	Document is read-only.
<code>Constants.FE_BadName (-33)</code>	Boolean conditional expression string is invalid.

Returns

int

Syntax

```
SetActiveBuildExpr (exprName)
```

Parameters

Parameter name	Data Type	Optional	Description
exprName	string	No	The name of the Boolean conditional expression to be applied.

GetActiveBuildExpr

Description

Returns the name of the active expression in the document or null if none is active.

On failure, the method returns the following value to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.

Returns

string

Syntax

```
GetActiveBuildExpr ()
```

GetBuildExpr

Description

Returns the Boolean conditional expression in the document with the given name or null if none is found.

On failure, the method returns the following value to `FA_errno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadName ()	The parameter specified by <code>exprName</code> is invalid.

Returns

string

Syntax

```
GetBuildExpr (exprName)
```

Parameters

Parameter name	Data Type	Optional	Description
exprName	string	No	The name of Boolean conditional expression.

GetBuildExprCatalog

Description

Returns an array of all Boolean conditional expression names in the document.

On failure, the method returns the following value to `FA_erno`:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.

Returns

[Strings](#)

Syntax

```
GetBuildExprCatalog()
```

GetProps

Description

The `GetProps()` method retrieves the properties of the Doc object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

The `SetProps()` method sets the properties of the Doc object.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the Doc object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

ObjectValid()

Element

GetAttributes

Description

Gets an elements attributes.

The `Attributes` structure returned by `GetAttributes()` includes the attributes in the following order:

- Attributes defined in the element definition in the same order in which they are defined in the element definition.
- Undefined attributes in random order.

If an element does not have attributes, the `len` field of the `Attributes` structure is set to 0 and the `val` field is set to `NULL`.

Query the `valflags` field of the `Attributes` structure to determine whether the attribute is valid, or if there are any validation errors . The validation error flags are as follows:

Error	Reason
<code>Constants.FV_AV_REQUIRED (1)</code>	This attribute is required, but it has no value assigned to it.
<code>Constants.FV_AV_INVALID_CHOICE (2)</code>	At least one value for the attribute is not one of the allowed choices.
<code>Constants.FV_AV_INVALID_FORMAT (3)</code>	The attribute value is of the wrong type for the attribute.
<code>Constants.FV_AV_IDREF_UNRESOLVED (4)</code>	The attribute refers to an undefined ID value.
<code>Constants.FV_AV_ID_DUPLICATE_IN_DOC (5)</code>	The attribute value should be unique, but is not unique within the document.
<code>Constants.FV_AV_TOO_MANY_TOKENS (7)</code>	The attribute value has more than one token, but the attribute definition only allows one token.
<code>Constants.FV_AV_UNDEFINED (8)</code>	The attribute is not defined for the containing element.
<code>Constants.FV_AV_OUT_OF_RANGE (9)</code>	The attribute value is out of the range specified in the attribute definition.

On failure, `GetAttributes()` assigns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_WrongProduct (-60)</code>	Current product interface is not structured FrameMaker.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.

Returns

[Attributes](#)

Syntax

`GetAttributes()`

Delete

Description

Deletes an element.

See [Delete](#) under the `AFrame` class for more information.

Returns

`int`

Syntax

`Delete()`

UpdateDITAResources

GetText

Description

Gets the text from the element.

See [GetText](#) under the `Cell` class for more information.

Returns

[TextItems](#)

Syntax

`GetText(flags)`

Parameters

Parameter name	Data Type	Optional	Description
<code>flags</code>	<code>int</code>	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

Retrieves the properties of the element object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the element object.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the element object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

ElementCatalogEntries

An Array of [ElementCatalogEntry](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[ElementCatalogEntries](#)

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	ElementCatalogEntries	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[ElementCatalogEntry](#)

Syntax

`pop ()`

push

Description

Returns the new length of the array.

Returns

number

Syntax

`push (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	ElementCatalogEntry	No	The value to be pushed.

ElementCatalogEntry

ElementCatalogEntry

Description

Describes a catalog entry in an Element Catalog in FrameMaker.

Returns

[ElementCatalogEntry](#)

Syntax

```
ElementCatalogEntry(obj, flags)
```

Parameters

Parameter name	Data Type	Optional	Description
obj	ElementDef	No	Element definition.
flags	uint	No	Validation type.

The value of the flags field can be one of the following constants:

Flag	Meaning
Constants.FV_STRICTLY_VALID (0x01)	Catalog entry is strictly valid.
Constants.FV_LOOSELY_VALID (0x02)	Catalog entry is loosely valid.
Constants.FV_ALTERNATIVE (0x04)	Catalog entry is an alternative.
Constants.FV_INCLUSION (0x08)	Catalog entry is valid because it is an inclusion.

If no flags are set, the element is invalid at its current position.

ElementDef

NewTextFmtRules

Description

Creates a `TextFmtRules` object. The method allows you to associate the created object with a specified property of the parent object. For example, you can associate the text format rule as the text format rule of the element definition.

The following table shows the parent object and the type of the object created by the method:

Parent	Type of Object	Number of Instances That Can be Created
ElementDef	FmtRule	Multiple

The method returns the created object, on success. On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadObjId(-3)	Invalid object.
Constants.FE_BadNew(-23)	Object cannot be created.
Constants.FE_BadPropNum(-4)	The property number is invalid.
Constants.FE_WrongProduct(-60)	Current product interface is not Structured Framemaker.

Returns

`FmtRule`

Syntax

`NewTextFmtRules()`

NewObjectFmtRules

Description

Creates a `ObjectFmtRules` object.

The following table shows the parent object and the type of the object created by the method:

Parent	Type of Object	Number of Instances That Can be Created
ElementDef	FmtRule	One

The method returns the created object, on success. On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadObjId(-3)	Invalid object.
Constants.FE_BadNew(-23)	Object cannot be created.
Constants.FE_BadPropNum(-4)	The property number is invalid.
Constants.FE_WrongProduct(-60)	Current product interface is not Structured Framemaker.

Returns

`FmtRule`

Syntax

`NewObjectFmtRules()`

NewPrefixRules

Description

Creates a `PrefixRules` object.

The following table shows the parent object and the type of the object created by the method:

Parent	Type of Object	Number of Instances That Can be Created
ElementDef	FmtRule	Multiple

The method returns the created object, on success. On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadObjId(-3)	Invalid object.
Constants.FE_BadNew(-23)	Object cannot be created.
Constants.FE_BadPropNum(-4)	The property number is invalid.
Constants.FE_WrongProduct(-60)	Current product interface is not Structured Framemaker.

Returns

`FmtRule`

Syntax

`NewPrefixRules()`

NewSuffixRules

Description

Creates a `SuffixRules` object.

The following table shows the parent object and the type of the object created by the method:

Parent	Type of Object	Number of Instances That Can be Created
ElementDef	FmtRule	Multiple

The method returns the created object, on success. On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadObjId(-3)	Invalid object.

Error	Reason
Constants.FE_BadNew(-23)	Object cannot be created.
Constants.FE_BadPropNum(-4)	The property number is invalid.
Constants.FE_WrongProduct(-60)	Current product interface is not Structured Framemaker.

Returns

[FmtRule](#)

Syntax

```
NewSuffixRules()
```

NewFirstPgfrRules

Description

Creates a `FirstPgfrRules` object.

The following table shows the parent object and the type of the object created by the method:

Parent	Type of Object	Number of Instances That Can be Created
ElementDef	FmtRule	Multiple

The method returns the created object, on success. On failure, the method assigns one of the following values to `FA_erro`:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadObjId(-3)	Invalid object.
Constants.FE_BadNew(-23)	Object cannot be created.
Constants.FE_BadPropNum(-4)	The property number is invalid.
Constants.FE_WrongProduct(-60)	Current product interface is not Structured Framemaker.

Returns

[FmtRule](#)

Syntax

```
NewFirstPgfrRules()
```

NewLastPgfrRules

Description

Creates a `LastPgfrRules` object.

The following table shows the parent object and the type of the object created by the method:

Parent	Type of Object	Number of Instances That Can be Created
ElementDef	FmtRule	Multiple

The method returns the created object, on success. On failure, the method assigns one of the following values to `FA_erro`:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadObjId(-3)	Invalid object.
Constants.FE_BadNew(-23)	Object cannot be created.
Constants.FE_BadPropNum(-4)	The property number is invalid.
Constants.FE_WrongProduct(-60)	Current product interface is not Structured Framemaker.

Returns

`FmtRule`

Syntax

`NewLastPgfrules()`

ElementDefIsText

Description

Some structural elements in FrameMaker documents are placeholders for text. For example, when a Para element contains text with a cross-reference element embedded in it, the ranges of text that surround the cross-reference element are treated as elements themselves. These elements are called `text nodes`.

The `ElementDefIsText()` method checks the value of an element definition to determine whether the element it is applied to is a text node.

The method returns 1 if the element definition corresponds to that of a text node, or 0 if it does not correspond to a text node.

Returns

`int`

Syntax

`ElementDefIsText()`

NewElement

Description

Creates a structural element (`FO_Element`) in a FrameMaker document.

`NewElement()` inserts the new element at the specified location in text, using the specified element definition.

For object (noncontainer) elements, `NewElement()` inserts the appropriate type of object for the element. If there is a matching format rule, `NewElement()` uses it to format the object. Otherwise, the method uses one of the following default formats:

Object Type	Object Inserted	Format Used By Default
<code>Constants.FV_FO_XREF (3)</code>	Cross Reference	Undefined XRef
<code>Constants.FV_FO_EQN (7)</code>	Equation	Medium
<code>Constants.FV_FO_MARKER (4)</code>	Marker	Type 11
<code>Constants.FV_FO_TBL (8)</code>	Table with the format specified by the table format.	Format A if it exists; otherwise, a table with a heading row, 8 body rows, a footing row, and 5 columns.
<code>Constants.FV_FO_SYS_VAR (2)</code>	Variable	Filename (Long)
<code>Constants.FV_FO_GRAPHIC (6)</code>	A centered 1.0-inch by 1.0-inch anchored frame below the current position; cropped is off, and floating is on.	-

The method returns the created element, on success.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
<code>Constants.FE_BadNew (-23)</code>	Object cannot be created.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_NotTextObject (-41)</code>	Object specified for the text location is not a paragraph (<code>FO_Pgf</code>) or a text line (<code>FO_TextLine</code>).
<code>Constants.FE_OffsetNotFound (-21)</code>	Offset specified for the text location could not be found in the specified paragraph or text line.

Returns

[Element](#)

Syntax

`NewElement(textLoc)`

Parameters

Parameter name	Data Type	Optional	Description
<code>textLoc</code>	TextLoc	No	The text location at which to insert the new element.

NewElementInHierarchy

Description

Creates a structural element (`FO_Element`) at a specified location in the element hierarchy of a structured FrameMaker document or book.

To create the root element for a book, you must use `NewElementInHierarchy()`. However, you cannot use `NewElementInHierarchy()` to add elements to an unstructured document. You must structure the document first by adding a root element with `NewElement()`.

For object (noncontainer) elements, `NewElementInHierarchy()` inserts the appropriate type of object for the element. If there is a matching format rule, `NewElementInHierarchy()` uses it to format the object. Otherwise, the method uses one of the following default formats:

Object Type	Object Inserted	Format Used By Default
<code>Constants.FV_FO_XREF (3)</code>	Cross Reference	Undefined XRef
<code>Constants.FV_FO_EQN (7)</code>	Equation	Medium
<code>Constants.FV_FO_MARKER (4)</code>	Marker	Type 11
<code>Constants.FV_FO_TBL (8)</code>	Table with the format and number of rows and columns specified by the table format.	Format A if it exists; otherwise, a table with a heading row, 8 body rows, a footing row, and 5 columns.
<code>Constants.FV_FO_SYS_VAR (2)</code>	Variable	Filename (Long)
<code>Constants.FV_FO_GRAPHIC (6)</code>	A centered 1.0-inch by 1.0-inch anchored frame below the current position; cropped is off, and floating is on.	-

The method returns the created element, on success.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
<code>Constants.FE_BadBookId (-66)</code>	Invalid book.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_BadInsertPos (-65)</code>	<code>elemLoc</code> specifies an invalid place to insert the element; for example, it specifies a position before the highest element in the flow.

Returns

[Element](#)

Syntax

`NewElementInHierarchy(elemLoc)`

Parameters

Parameter name	Data Type	Optional	Description
<code>elemLoc</code>	ElementLoc	No	The location at which the element is to be inserted.

WrapElement

Description

Inserts a structural element around the selected text and structural elements in a document.

If the flow that contains the selection is unstructured and the selection does not include the entire flow contents, `WrapElement()` wraps the flow contents into a `NoName` element before wrapping the selection into the specified element definition.

The method does not return anything on success.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
Constants.FE_WrongProduct (-60)	Current product interface is not Structured FrameMaker.
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadElementDefId (-28)	Specified element definition is invalid.
Constants.FE_BadSelectionForOperation (-59)	Current text selection is invalid for this operation.

Returns

Void

Syntax

WrapElement()

GetAttributeDefs

Description

Gets the attribute definitions of an element definition.

On success, the method returns an `AttributeDefs` structure containing the attribute definitions.

The `attrType` field of the returned `AttributeDefs` structure identifies the attribute value's type. It can specify one of the following constants:

Constant	Value
Constant.FV_AT_STRING (0)	Any arbitrary text string.
Constant.FV_AT_STRINGS (1)	One or more arbitrary text strings.
Constants.FV_AT_CHOICES (2)	A value from a list of choices.
Constants.FV_AT_INTEGER (3)	A signed whole number (optionally restricted to a range of values).
Constants.FV_AT_INTEGERS (4)	One or more integers (optionally restricted to a range of values).
Constants.FV_AT_REAL (5)	A real number (optionally restricted to a range of values).
Constants.FV_AT_REALS (6)	One or more real numbers (optionally restricted to a range of values).
Constants.FV_AT_UNIQUE_ID (7)	A string that uniquely identifies the element.
Constants.FV_AT_UNIQUE_IDREF (8)	A reference to a UniqueID attribute.
Constants.FV_AT_UNIQUE_IDREFS (9)	One or more references to UniqueID attributes.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_WrongProduct (-60)	Current product interface is not Structured FrameMaker.
Constants.FE_BadObjId (-3)	Invalid object.

Returns

[AttributeDefs](#)

Syntax

```
GetAttributeDefs()
```

Delete

Description

Deletes an element definition.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

The `GetProps()` method retrieves the properties of an element definition.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

The `SetProps()` method sets the properties of an element definition.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```


Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the element definition is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

ElementLoc

ElementLoc

Description

Contains a structure specifying an element location. The ElementLoc structure contains the returned parent element, child element and the offset within the child or parent element.

Returns

[ElementLoc](#)

Syntax

`ElementLoc(parent, child, offset)`

Parameters

Parameter name	Data Type	Optional	Description
parent	Element	No	Parent element.
child	Element	No	Child element.
offset	int	No	Offset within the child or parent element.

ElementRange

ElementRange

Description

A structure specifying an element's range.

Returns

[ElementRange](#)

Syntax

`ElementRange (beg, end)`

Parameters

Parameter name	Data Type	Optional	Description
beg	ElementLoc	No	Beginning of the element's range.
end	ElementLoc	No	End of the element's range.

Ellipse

Delete

Description

Deletes an ellipse.

See [Delete](#) under the AFrame class for more information.

Returns

`int`

Syntax

`Delete()`

GetProps

Description

Retrieves the properties of an ellipse.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

Sets the properties of an ellipse.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

`SetProps(setVal)`

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the ellipse is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

FilterArgs

FilterArgs

Description

FilterArgs stores information that is used in the notification for a file-to-file filter (`FA_Note_FilterFileToFile`). The notification handler receives a pointer to this structure.

Returns

[FilterArgs](#)

Definition

`FilterArgs{infile, outfile, cname, informat, outformat, binname, args}`

Parameters

Parameter name	Data Type	Optional	Description
infile	string	No	The file to filter.
outfile	string	No	The filter output file.
cname	string	No	The registered name of the filter.
informat	string	No	The registered incoming format.
outformat	string	No	The registered output format.
binname	string	No	The name of the filter client file.
args	Strings	No	Reserved for future use. Currently NULL.

Flow

Delete

Description

Deletes a flow.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

`Delete()`

GetText

Description

Gets the text from the flow.

See [GetText](#) under the Cell class for more information.

Returns

TextItems

Syntax

`GetText(flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

Retrieves the properties of the flow.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the flow.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the flow is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

FmtChangeList

Delete

Description

Deletes a format change list.

See [Delete](#) under the AFrame class for more information.

Returns

`int`

Syntax

`Delete()`

GetProps

Description

Retrieves the properties of the format change list.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

Sets the properties of a format change list.

See [SetProps](#) under the AFrame class for more information.

Returns

`Void`

Syntax

`SetProps(setVal)`

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the format change list is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

ObjectValid()

FmtRule

NewFmtRuleClauses

Description

Creates a FmtRuleClauses object.

The following table shows the parent object and the type of the object created by the method:

Parent	Type of Object	Number of Instances That Can be Created
FmtRule	FmtRuleClause	Multiple

The method returns the created object, on success. On failure, the method assigns one of the following values to FA_errno:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadObjId(-3)	Invalid object.
Constants.FE_BadNew(-23)	Object cannot be created.
Constants.FE_BadPropNum(-4)	The property number is invalid.
Constants.FE_WrongProduct(-60)	Current product interface is not Structured Framemaker.

Returns

[FmtRuleClause](#)

Syntax

```
NewFmtRuleClauses()
```

Delete

Description

Deletes a format rule.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of a format rule.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of a format rule.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the format rule is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

ObjectValid()

FmtRuleClause

NewSubFmtRule

Description

Creates a SubFmtRule object.

The following table shows the parent object and the type of the object created by the method:

Parent	Type of Object	Number of Instances That Can be Created
FmtRuleClause	FmtRule	One

The method returns the created object, on success. On failure, the method assigns one of the following values to FA_errno:

Error	Reason
Constants.FE_BadDocId(-2)	Invalid document.
Constants.FE_BadObjId(-3)	Invalid object.
Constants.FE_BadNew(-23)	Object cannot be created.
Constants.FE_BadPropNum(-4)	The property number is invalid.
Constants.FE_WrongProduct(-60)	Current product interface is not Structured Framemaker.

Returns

[FmtRule](#)

Syntax

NewSubFmtRule()

NewFmtChangeList

Description

Creates a `FmtChangeList` object.

The following table shows the parent object and the type of the object created by the method:

Parent	Type of Object	Number of Instances That Can be Created
<code>FmtRuleClause</code>	<code>FmtChangeList</code>	One

The method returns the created object, on success. On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_BadDocId(-2)</code>	Invalid document.
<code>Constants.FE_BadObjId(-3)</code>	Invalid object.
<code>Constants.FE_BadNew(-23)</code>	Object cannot be created.
<code>Constants.FE_BadPropNum(-4)</code>	The property number is invalid.
<code>Constants.FE_WrongProduct(-60)</code>	Current product interface is not Structured Framemaker.

Returns

[FmtChangeList](#)

Syntax

```
NewFmtChangeList ()
```

Delete

Description

Deletes a format rule clause.

See [Delete](#) under the `AFrame` class for more information.

Returns

`int`

Syntax

```
Delete ()
```

GetProps

Description

Retrieves the properties of a format rule clause.

See [GetProps](#) under the `AFrame` class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of a format rule clause.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the format rule clause is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Fn

Delete

Description

Deletes a footnote.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

Delete()

GetText

Description

Gets the text from the footnote.

See [GetText](#) under the Cell class for more information.

Returns

[TextItems](#)

Syntax

GetText(flags)

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

Retrieves the properties of a footnote.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

GetProps()

SetProps

Description

Sets the properties of a footnote.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the footnote is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Font

Font

Description

Font specifies a combination of font characteristics. Each field specifies an index into a list of names in the FrameMaker product session. For example, the `family` field specifies the index of a name in the list of names specified by the session property `FontFamilyNames`.

The `weight` field specifies the index of a name in the list of names specified by the session property `FontWeightNames`.

Returns

[Font](#)

Syntax

```
Font(family, variation, weight, angle)
```

Parameters

Parameter name	Data Type	Optional	Description
family	uint	No	Index of the font family.

Parameter name	Data Type	Optional	Description
variation	uint	No	Index of the font variation.
weight	uint	No	Index of the font weight.
angle	uint	No	Index of the font angle.

Fonts

An Array of [Font](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array as the result of concatenation, with the given values to the end of the original array.

Returns

[Fonts](#)

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	Fonts	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[Font](#)

Syntax

`pop ()`

push

Description

Pushes the font on the array and the returns the new length of the array.

Returns

number

Syntax

`push(value)`

Parameters

Parameter name	Data Type	Optional	Description
value	Font	No	TBD

Group

A Group object represents a set of grouped objects. Group objects have the following methods.

Delete

Description

Deletes a group.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

`Delete()`

GetProps

Description

Retrieves the properties of the group.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

Sets the properties of the group.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the group is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

HiddenPage

GetProps

Description

Retrieves the properties of the hidden page.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the hidden page.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the hidden page is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

ApplyPageLayout

Description

Applies the layout of a page to another page.

PageObject is any Page object i.e., [BodyPage](#), [MasterPage](#), [HiddenPage](#).

The method returns `FE_Success` on success.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker product does not support this operation or fmbatch is running.
<code>Constants.FE_BadOperation (-27)</code>	Parameter specified an invalid operation.
<code>Constants.FE_BadParameter (-43)</code>	Parameter has an invalid value.
<code>Constants.FE_SystemError (-42)</code>	System Error.

Returns

int

Syntax

`ApplyPageLayout (srcPage)`

Parameters

Parameter name	Data Type	Optional	Description
srcPage	PageObject	No	The page to which the layout must be applied.

IdValuePairs

An Array of objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[Ints](#)

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	Ints	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

`int`

Syntax

`pop ()`

push

Description

Returns the new length of the array.

Returns

number

Syntax

`push(value)`

Parameters

Parameter name	Data Type	Optional	Description
value	int	No	TBD

Inset

GetIntByName

Description

Queries an integer facet.

`GetIntByName()` uses a transaction model to query facets. After you have finished a series of queries, you must commit the transaction by calling `GetIntByName()` to query a facet named " ".

If `GetIntByName()` returns 0, it may not indicate an error, because some facet values can be 0. To determine if a returned 0 is a property value or an error, check `FA_errno`.

Returns the specified facet value, on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_BadPropNum (-4)</code>	Specified property name is invalid.
<code>Constants.FE_BadPropType (-5)</code>	Incorrect property type.
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker does not support this operation.

Returns

int

Syntax

`GetIntByName(propName)`

Parameters

Parameter name	Data Type	Optional	Description
propName	string	No	The name of the facet to query.

GetMetricByName

Description

Queries a metric facet.

`GetMetricByName()` uses a transaction model to query facets. After you have finished a series of queries, you must commit the transaction by calling `GetIntByName()` to query a facet named " ".

If `GetMetricByName()` returns 0, it may not indicate an error, because some facet values can be 0. To determine if a returned 0 is a property value or an error, check `FA_errno`.

Returns the specified facet value, on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_BadPropNum (-4)</code>	Specified property name is invalid.
<code>Constants.FE_BadPropType (-5)</code>	Incorrect property type.
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker does not support this operation.

Returns

int

Syntax

```
GetMetricByName(propName)
```

Parameters

Parameter name	Data Type	Optional	Description
propName	string	No	The name of the facet to query.

GetUBytesByName

Description

Queries an unsigned bytes inset facet. The standard facets, EPSI and FrameImage, are examples of unsigned bytes facets.

If a facet contains a large amount of data, `GetUBytesByName()` only gets a portion of the data each time you call it.

To query a facet that contains a large amount of data, call `GetUBytesByName()` repeatedly until you have retrieved all the data (that is, until `UBytes.len` is 0).

Function Summary

`GetUBytesByName()` uses a transaction model to query facets. After you have finished a series of queries, you must commit the transaction by calling `GetIntByName()` to query a facet named " ".

On success, the method returns a `UBytes` object containing a portion of the facet's data.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_BadPropNum (-4)</code>	Specified property name is invalid.
<code>Constants.FE_BadPropType (-5)</code>	Incorrect property type.
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker does not support this operation.

Note: The returned `UBytes` object references memory that is allocated by the method. Use `DeallocateUBytes()` to free this memory when you are done using it.

Returns

`UBytes`

Syntax

`GetUBytesByName(propName)`

Parameters

Parameter name	Data Type	Optional	Description
<code>propName</code>	<code>string</code>	No	The name of the facet to query.

SetIntByName**Description**

Sets an integer inset facet.

`SetIntByName()` uses a transaction model to set facets. After you have finished setting facets, you must commit the transaction by calling `SetIntByName()` to set a facet named " " to 0.

The method does not return anything on success.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_BadPropNum (-4)</code>	Specified property name is invalid.
<code>Constants.FE_BadName (-33)</code>	Specified name is illegal.
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker does not support this operation.

Returns

Void

Syntax

```
SetIntByName(propName, setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
propName	string	No	The name of the facet to set.
setVal	int	No	The value to which the facet must be set.

SetMetricByName

Description

Sets a metric facet.

`SetMetricByName()` uses a transaction model to set facets. After you have finished setting facets, you must commit the transaction by calling `SetIntByName()` to set a facet named " " to 0.

The method does not return anything on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_BadName (-33)</code>	Specified name is illegal.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_BadPropType (-5)</code>	Incorrect property type for this function.
<code>Constants.FE_OutOfRange (-7)</code>	Specified property value is out of the legal range for the specified .property.
<code>Constants.FE_ReadOnly (-6)</code>	Property is read-only.
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker does not support this operation.

Returns

Void

Syntax

```
SetMetricByName(propName, setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
propName	string	No	The name of the facet to set.
setVal	int	No	The value to which the facet must be set.

SetUBytesByName

Description

Sets an unsigned bytes inset facet. The standard facets, EPSI and FrameImage, are examples of unsigned bytes facets.

To set a UBytes facet:

- 1 Call `SetUBytesByName()` to set the facet data.

If you are setting a facet with less than 10K of data, you need to call `SetUBytesByName()` only once.

If you are setting the facet with more than 10K of data, you should call `SetUBytesByName()` multiple times, setting a chunk of the data each time. You can size the chunks between 0 and 10K.

***Note:** If you use larger chunks, the set operation goes faster. However, if the chunks are too large, you may overload your platform's interapplication communication mechanism.*

- 2 Call `SetUBytesByName()` with `propName` set to an empty string (" ").

This lets the ESTK know that you have finished setting up the facet.

The method does not return anything on success.

On failure, the method returns one of the following value to `FA_errno`:

Error	Reason
<code>Constants.FE_Transport (-1)</code>	A transportation error occurred.

Returns

Void

Syntax

`SetUBytesByName(propName, setVal)`

Parameters

Parameter name	Data Type	Optional	Description
<code>propName</code>	string	No	The name of the facet to set.
<code>setVal</code>	UBytes	No	The value to which the facet must be set.

Delete

Description

Deletes an inset.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

`Delete()`

DeletePropByName

Description

Deletes an inset facet. Except for inset facets, all properties are identified by integer constants. Facets are the only properties identified by name.

The method does not return anything on success.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
<code>Constants.FE_BadPropNum (-4)</code>	Specified property number is invalid.
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_BadPropType (-5)</code>	Incorrect property type for this function.

Returns

Void

Syntax

`DeletePropByName(propName)`

Parameters

Parameter name	Data Type	Optional	Description
<code>propName</code>	string	No	The name of the facet to be deleted.

GetProps

Description

Retrieves the properties of the inset.

See [GetProps](#) under the `AFrame` class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

Sets the properties of the inset.

See [SetProps](#) under the `AFrame` class for more information.

Returns

Void

Syntax

SetProps (setVal)

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the inset is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

ObjectValid()

Ints

An Array of objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to concat(), each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[Ints](#)

Syntax

concat (value)

Parameters

Parameter name	Data Type	Optional	Description
value	Ints	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

int

Syntax

```
pop()
```

push

Description

Returns the new length of the array.

Returns

number

Syntax

```
push(value)
```

Parameters

Parameter name	Data Type	Optional	Description
value	int	No	TBD

Iterator

GetNextIteratorItem

Description

Retrieves the next iterator in the document.

Returns

[PropVals](#)

Syntax

```
GetNextIteratorItem()
```

Delete

Description

Deletes an iterator.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the iterator.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the iterator.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the iterator is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

KeyCatalog

NewKeyDefinition

Description

Adds a new key definition to the specified key catalog.

Returns

void

Syntax

```
NewKeyDefinition(key, href, srcType, srcFile, flags);
```

Parameters

Parameter name	Data Type	Optional	Description
key	int	No	The tag of the key for which the key definition is being added.
href	int	No	The complete path of the file that the key refers to.
srcType	int	No	The type of the file that contains the key definition. See the table below for a list of values.
srcFile	int	No	The complete path of the file that contains the key definition.
flags	int	No	Bit flags specifying information about the key definition. See the table below for a list of flags.

srcType can have one of the following values:

srcType	Meaning
Constants.FV_KeySrcTypeNone	Source file type not specified.
Constants.FV_KeySrcTypeDitamap	Source file is a DITA Map.

You can OR the following bit-flags into flags:

Bit mask	Meaning
Constants.FF_DUPLICATE_KEY_DEFINITION	The specified key definition is duplicate (that is, it already exists in the Key Catalog) and will not be used as active definition for resolving keys.
Constants.FF_FOUND_IN_REFERENCED_FILE	The specified key definition is contained in a file referenced directly or indirectly from the file that contains the key definition (srcFile).
Constants.FF_INVALID_KEY	The specified key definition is invalid due to some reason but will still be kept in the Key Catalog.

If NewKeyDefinition() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_BadObjId	The ID provided does not specify a Key Catalog.
Constants.FE_BadKey	The Key provided is not valid.
Constants.FE_KeyDefinitionAlreadyExists	The definition for the specified key is already available in the Key Catalog and the key definition provided is not duplicate.

UpdateKeyDefinition

Description

Updates the specified key definition field for the specified key in the specified key catalog.

Returns

void

Syntax

```
UpdateKeyDefinition(key, keyField, valuep);
```

Parameters

Parameter name	Data Type	Optional	Description
key	int	No	The tag of the key for which the key definition is being updated.
keyField	int	No	The key field (or key information) that is being updated.
valuep	int	No	The value to update the keyField to.

The valid keyField values and the corresponding value type are as follows:

keyField	Value type
Constants.FV_KeydefKeyTarget	FT_String
Constants.FV_KeydefKeySrcFile	FT_String
Constants.FV_KeydefKeySrcType	FT_Integer
Constants.FV_KeydefKeyVarList	FT_Vals
Constants.FV_KeydefKeyDefaultText	FT_String
Constants.FV_KeydefKeyFoundInRefFile	FT_Integer

keyField	Value type
Constants.FV_KeydefKeyInvalid	FT_Integer
Constants.FV_KeydefKeyAttrs	FT_AttributesEx

If UpdateKeyDefinition() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_BadObjId	The ID provided does not specify a Key Catalog.
Constants.FE_BadKey	The Key provided is not valid.
Constants.FE_KeyDefinitionDoesNotExist	The definition for the specified key is not available in the Key Catalog.
Constants.FE_BadValue	The value is either not specified or it is not as expected for the specified 'keyField'.
Constants.FE_ReadOnly	(only for keyField=FV_KeydefKeyTag or FV_KeydefKeyDuplicate). The key field cannot be changed/updated.
Constants.FE_InvAttribute	(only for keyField=FV_KeydefKeyAttrs) The Attribute information provided is not valid.
Constants.FE_WrongProduct	(only for keyField=FV_KeydefKeyAttrs) Current FrameMaker product doesn't support the operation.
Constants.FE_BadKeyField	The key field provided is not valid.

GetKeyDefinition

Description

Gets the specified key definition field for the specified key from the specified key catalog.

Returns

TypedVal

Syntax

```
GetKeyDefinition(key, keyField);
```

Parameters

Parameter name	Data Type	Optional	Description
key	int	No	The tag of the key for which the key definition is being asked for.
keyField	int	No	The key field (or key information) that is being asked for.

The valid keyField values and the corresponding value type are as follows:

keyField	Value type
Constants.FV_KeydefKeyTag	FT_String
Constants.FV_KeydefKeyTarget	FT_String
Constants.FV_KeydefKeySrcFile	FT_String
Constants.FV_KeydefKeyDuplicate	FT_Integer

keyField	Value type
Constants.FV_KeydefKeySrcType	FT_Integer
Constants.FV_KeydefKeyVarList	FT_Vals
Constants.FV_KeydefKeyDefaultText	FT_String
Constants.FV_KeydefKeyFoundInRefFile	FT_Integer
Constants.FV_KeydefKeyInvalid	FT_Integer
Constants.FV_KeydefKeyAttrs	FT_AttributesEx

If GetKeyDefinition() fails, the method assigns following values to FA_erno:

Error	Reason
Constants.FE_BadObjId	The ID provided does not specify a Key Catalog.
Constants.FE_BadKey	The Key provided is not valid.
Constants.FE_KeyCatalogNotLoaded	The Key Catalog provided is currently not loaded.
Constants.FE_KeyCatalogIsStale	The Key Catalog provided is currently marked as stale and needs to be re-loaded before using.
Constants.FE_KeyDefinitionDoesNotExist	The definition for the specified key is not available in the Key Catalog.
Constants.FE_WrongProduct	(only for keyField="FV_KeydefKeyAttrs") Current FrameMaker product doesn't support the operation.
Constants.FE_BadKeyField	The key field provided is not valid.

GetAllKeyDefinitions

Description

Gets all the key definitions from the specified key catalog.

Returns

TypedVals

Syntax

```
GetAllKeyDefinitions (filterType) ;
```

Parameters

Parameter name	Data Type	Optional	Description
filterType	int	No	Specifies the kind of key fields to get for each key definition. filterType can have the following values: FV_KeyDefFieldsTypePrimary: Get only the primary key fields (Tag, Target, SrcFile, and Duplicate) FV_KeyDefFieldsTypeAll: Get all key fields.

Returns the information in a TypedVals structure as follows: FieldTag is of type FT_Integer. FieldValue is of type as specified in the table below.

FieldTag value	FieldValue type
Constants.FV_KeydefKeyAttrs	FT_AttributesEx
Constants.FV_KeydefKeyDefaultText	FT_String
Constants.FV_KeydefKeyDuplicate	FT_Integer
Constants.FV_KeydefKeyFoundInRefFile	FT_Integer
Constants.FV_KeydefKeyInValid	FT_Integer
Constants.FV_KeydefKeySrcFile	FT_String
Constants.FV_KeydefKeySrcType	FT_Integer
Constants.FV_KeydefKeyTag	FT_String
Constants.FV_KeydefKeyTarget	FT_String
Constants.FV_KeydefKeyVarList	FT_Vals

If GetAllKeyDefinitions() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_BadObjId	The ID provided does not specify a Key Catalog.
Constants.FE_KeyCatalogNotLoaded	The Key Catalog provided is currently not loaded.
Constants.FE_KeyCatalogIsStale	The Key Catalog provided is currently marked as stale and needs to be re-loaded before using.
Constants.FE_BadFilterType	The filter type provided is not valid.

DeleteAllKeyDefinitions

Description

Deletes all the key definitions in the specified key catalog.

Returns

void

Syntax

```
DeleteAllKeyDefinitions();
```

If DeleteAllKeyDefinitions() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_BadObjId	The ID provided does not specify a Key Catalog.

GetAllKeys

Description

Gets all the key tags from the specified key catalog.

Returns

Strings

Syntax

```
GetAllKeys();
```

If GetAllKeys() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_BadObjId	The ID provided does not specify a Key Catalog.
Constants.FE_KeyCatalogNotLoaded	The Key Catalog provided is currently not loaded.
Constants.FE_KeyCatalogIsStale	The Key Catalog provided is currently marked as stale and needs to be re-loaded before using.

Delete

Description

Deletes a key catalog.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete();
```

GetProps

Description

Retrieves the properties of the key catalog.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps();
```

SetProps

Description

Sets the properties of the key catalog.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the key catalog is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Line

Delete

Description

Deletes a line.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the line.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the line.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the line is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Marker

Delete

Description

Deletes a marker.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

Delete()

GetProps

Description

Retrieves the properties of the marker.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

GetProps()

SetProps

Description

Sets the properties of the marker.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

SetProps(setVal)

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The properties list.

ObjectValid

Description

Returns 1 if the marker is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

MarkerType

Delete

Description

Deletes a marker type.

See [Delete](#) under the AFrame class for more information.

Returns

`int`

Syntax

`Delete()`

GetProps

Description

Retrieves the properties of the marker type.

See [GetProps](#) under the AFrame class for more information.

Returns

`PropVals`

Syntax

`GetProps()`

SetProps

Description

Sets the properties of the marker type.

See [SetProps](#) under the AFrame class for more information.

Returns

`Void`

Syntax

`SetProps(setVal)`

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the marker type is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

MasterPage

Delete

Description

Deletes a master page.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the master page.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the master page.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the master page is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

ApplyPageLayout

Description

Copies the layout of one master page to another.

PageObject is any Page object i.e., [BodyPage](#), [MasterPage](#), [HiddenPage](#).

See [BodyPage](#) under the Body Page class for more information.

Returns

int

Syntax

```
ApplyPageLayout (srcPage)
```

Parameters

Parameter name	Data Type	Optional	Description
srcPage	PageObject	No	The page to which the layout is to be applied.

Math

Delete

Description

Deletes a math object.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the math object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the math object.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```


Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the math object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

MathML

Delete

Description

Deletes a math object.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

`Delete()`

GetProps

Description

Retrieves the properties of the math object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

Sets the properties of the math object.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the math object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Menu

DefineAndAddCommand

Description

Defines a command (FO_Command object) and adds it to a menu or menu bar.

The following table lists some FrameMaker product menus and the names you use to specify them:

Menu Title	Menu Name
Edit	EditMenu
File	FileMenu
Format	FormatMenu

Menu Title	Menu Name
Graphics	GraphicsMenu
Special	SpecialMenu
Table	TableMenu
View	ViewMenu
Help	!HelpMenu

If you call `DefineAndAddCommand()` and specify the name of a command that is already defined in the user's menu configuration files, FrameMaker gives precedence to the definition in the configuration files.

If the configuration files assign a label or a shortcut to the command, then FrameMaker uses it instead of the one you specify. If the command is already a menu item, FrameMaker ignores the menu that you specify and leaves the menu item where it is.

Note: If you want to add a command to more than one menu, do not call `DefineAndAddCommand()` repeatedly to add the command to the menus. To add a command to multiple menus, define the command first by calling `DefineCommand()`—or call `iDefineAndAddCommand()`, if you want to define and add the command to a menu at the same time—and then call `AddCommandToMenu()` to add the command to other menus.

The method returns the command, on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker product does not support this operation or <code>fmbatch</code> is running.
<code>Constants.FE_BadOperation (-27)</code>	Parameters specified an invalid operation.
<code>Constants.FE_NotMenu (-72)</code>	The specified menu does not exist.
<code>Constants.FE_BadParameter (-43)</code>	The specified parameter has an invalid value.
<code>Constants.FE_SystemError (-42)</code>	System Error

Returns

[Command](#)

Syntax

```
DefineAndAddCommand(cmdNum, name, label, shortcut)
```

Parameters

Parameter name	Data Type	Optional	Description
cmdNum	number	No	The integer that the FrameMaker product passes to your client's <code>Command()</code> function when the user chooses the menu item or types the keyboard shortcut for the command. The value must be unique for each command in your client, but need not be unique for different clients.
name	string	No	A unique name for the command. If the user or a client has already defined a command or menu with this name, the new command replaces it.
label	string	No	The title of the command as it appears on the menu.
shortcut	string	No	The keyboard shortcut sequence. Many FrameMaker product commands use shortcuts beginning with Escape (<code>\!</code>). To specify Escape when you create a command, use <code>\\!</code> in the string you pass to shortcut.

AddCommandToMenu

Description

Adds a FrameMaker product command or a client-defined command to a menu.

`AddCommandToMenu()` adds the command at the bottom of the specified menu. To change a command's position on a menu, set its `PrevMenuItemInMenu` and `NextMenuItemInMenu` properties.

To add a command that you have created, set the `command` parameter to the object returned by the `DefineCommand()` call that created the command. To add a FrameMaker product command, you must get its object. To get its object, call `GetNamedObject()` with the `objectName` parameter set to its name.

The method returns the command, on success.

On failure, the method returns one of the following values to `FA_erno`:

Error	Reason
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker product does not support this operation or <code>fmbatch</code> is running.
<code>Constants.FE_BadOperation (-27)</code>	Parameters specified an invalid operation.
<code>Constants.FE_NotCommand (-73)</code>	The <code>command</code> parameter did not specify a command.
<code>Constants.FE_NotMenu (-72)</code>	The specified menu does not exist.
<code>Constants.FE_BadParameter (-43)</code>	The specified parameter has an invalid value.
<code>Constants.FE_SystemError (-42)</code>	System Error

Returns

number

Syntax

`AddCommandToMenu (command)`

Parameters

Parameter name	Data Type	Optional	Description
command	Command	No	The command to add.

AddMenuToMenu

Description

Adds a FrameMaker product menu or a menu that you have created to another menu or menu bar.

To add a menu to one of FrameMaker menus or menu bars, you must get the menu or menu bar's object. To get its object, call `GetNamedObject()` with the `objectName` parameter set to its name.

Note: Your menu appears only on the menu bar you specify. For example, if you only add a menu to the `!MakerMainMenu` menu bar, the menu will not appear if the user switches to quick menus. For your menu to appear after the user has switched to quick menus, you must also add it to `!QuickMakerMainMenu`.

The following table lists the types of menus you can add a menu to and how FrameMaker implements the added menu.

Type of menu or menu bar you are adding a menu to	How FrameMaker implements the added menu	FrameMaker product adds the menu
Menu bar	Pull-down menu	At the right of the menu bar.
Pull-down menu	Pull-right menu	At the bottom of the pull-down menu.
Pop-up menu	Pull-right menu	At the bottom of the pop-up menu.
Pull-right menu	Pull-right menu	At the bottom of the pull-right menu.

To change a menu's position on a menu or menu bar after you add it, set its `PrevMenuItemInMenu` and `NextMenuItemInMenu` properties.

The method returns the command, on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker product does not support this operation or <code>fmbatch</code> is running.
<code>Constants.FE_NotMenu (-72)</code>	The specified menu does not exist.
<code>Constants.FE_BadOperation (-27)</code>	Parameters specified an invalid operation.
<code>Constants.FE_BadParameter (-43)</code>	The specified parameter has an invalid value.
<code>Constants.FE_SystemError (-42)</code>	System Error

Returns

`int`

Syntax

`AddMenuToMenu (menu)`

Parameters

Parameter name	Data Type	Optional	Description
menu	Menu	No	The new menu to be added.

DefineAndAddMenu

Description

Defines a menu (FO_Menu object) and adds it to another menu.

To add a menu to one of FrameMaker's menus or menu bars, you must get the menu or menu bar's object. To get its object, call `GetNamedObject()` with the `objectName` parameter set to its name.

The following table lists some of the menu bars that you can add menus to and the strings that specify them. Menu bar names preceded by an exclamation mark (!) cannot be removed by the user.

FrameMaker menubar	Menubar string
Menu bar for documents (complete menus)	!MakerMainMenu
Menu bar for documents (quick menus)	!QuickMakerMainMenu
Menu bar for documents (custom menus)	!CustomMakerMainMenu
Menu bar for books (complete menus)	!BookMainMenu
Menu bar for books (quick menus)	!QuickBookMainMenu
Structure menu bar (structured product interface only)	!StructureViewMainMenu
Pop-up menu for documents (complete menus; UNIX only)	!MakerPopup
Pop-up menu for documents (quick menus; UNIX only)	!QuickMakerPopup
View-only menu bar	!ViewOnlyMainMenu
View-only pop-up menu (UNIX only)	!ViewerPopup

Note: Your menu appears only on the menu bar you specify. For example, if you only add a menu to the `!MakerMainMenu` menu bar, the menu will not appear if the user switches to quick menus. For your menu to appear after the user has switched to quick menus, you must also add it to `!QuickMakerMainMenu`.

If you call `DefineAndAddMenu()` and specify the name of a menu that is already defined in the user's menu configuration files, FrameMaker gives precedence to the definition in the configuration files.

If the configuration files assign a label to the menu, FrameMaker uses it instead of the one you specify. If the menu is already on a menu or menu bar, FrameMaker ignores the menu that you specify and leaves the menu where it is.

The following table lists the types of menus you can add a menu to and how FrameMaker implements the added menu.

Type of menu or menu bar you are adding a menu to	How FrameMaker implements the added menu	FrameMaker product adds the menu
Menu bar	Pull-down menu	At the right of the menu bar.
Pull-down menu	Pull-right menu	At the bottom of the pull-down menu.
Pop-up menu	Pull-right menu	At the bottom of the pop-up menu.
Pull-right menu	Pull-right menu	At the bottom of the pull-right menu.

The method returns the menu, on success.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker product does not support this operation or <code>fmbatch</code> is running.
<code>Constants.FE_NotMenu (-72)</code>	The specified menu does not exist.
<code>Constants.FE_BadOperation (-27)</code>	Parameters specified an invalid operation.
<code>Constants.FE_BadParameter (-43)</code>	The specified parameter has an invalid value.
<code>Constants.FE_SystemError (-42)</code>	System Error

Returns

[Menu](#)

Syntax

```
DefineAndAddMenu(name, label)
```

Parameters

Parameter name	Data Type	Optional	Description
<code>name</code>	<code>string</code>	No	A unique name for the new menu. If the user or an ESTK client has already defined a command or menu with this name, the new menu replaces it.
<code>label</code>	<code>string</code>	No	The title of the menu as it appears on the menu bar or menu.

MenuItemInMenu

Description

Determines if a menu item or menu is on a menu or menu bar.

On success, the method returns the menu on which the menu item is found.

On failure, the method returns one of the following values to `FA_errno`:

Error	Reason
<code>Constants.FE_WrongProduct (-60)</code>	Current FrameMaker product does not support this operation or <code>fmbatch</code> is running.
<code>Constants.FE_BadOperation (-27)</code>	Parameters specified an invalid operation.
<code>Constants.FE_BadParameter (-43)</code>	The specified parameter has an invalid value.

Returns

[Menu](#)

Syntax

```
MenuItemInMenu(menuitem, recursive)
```

Parameters

Parameter name	Data Type	Optional	Description
menuItem	MenuItemComponent	No	The menu item or menu to find.
recursive	bool	No	Specifies whether to search the submenus of the menu or menu bar specified by <code>menuItem</code> . Specify <code>True</code> to search them.

Delete

Description

Deletes a menu or menu item.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the menu or menu item.

See [GetProps](#) under the AFrame class for more information.

Returns

PropVals

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the menu or menu item.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```


Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the menu or menu item is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Delete

Description

Deletes a menu or menu item.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

MenuItemSeparator

GetProps

Description

Retrieves the properties of the menu item separator.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the menu item separator.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the menu item separator is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Delete

Description

Deletes a menu item separator.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

Metrics

An Array of objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[Metrics](#)

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	Metrics	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

int

Syntax

`pop ()`

push

Description

Returns the new length of the array.

Returns

number

Syntax

`push (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	int	No	The value to push into the array.

Pgf

Delete

Description

Deletes a paragraph.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

Delete()

GetText

Description

Gets the text from the paragraph.

See [GetText](#) under the Cell class for more information.

Returns

[TextItems](#)

Syntax

GetText(flags)

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

Retrieves the properties of the paragraph.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the paragraph.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the paragraph is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

PgfFmt

Delete

Description

Deletes a paragraph format.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

Delete()

GetProps

Description

Retrieves the properties of the paragraph format.

See [GetProps](#) under the AFrame class for more information.

Returns

PropVals

Syntax

GetProps()

SetProps

Description

Sets the properties of the paragraph format.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

SetProps(setVal)

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the paragraph format is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

Point

Point

Description

Point describes an individual coordinate pair. FrameMaker measures coordinates from the upper-left corner of the parent frame

Returns

[Point](#)

Syntax

`Point(x, y)`

Parameters

Parameter name	Data Type	Optional	Description
x	int	No	X coordinate
y	int	No	Y coordinate

Points

An Array of [Point](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[Points](#)

Syntax

`concat(value)`

Parameters

Parameter name	Data Type	Optional	Description
value	Points	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[Point](#)

Syntax

```
pop()
```

push

Description

Returns the new length of the array.

Returns

number

Syntax

```
push(value)
```

Parameters

Parameter name	Data Type	Optional	Description
value	Point	No	The value to push into the array.

Polygon

Delete

Description

Deletes a polygon.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the polygon.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the polygon.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the polygon is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Polyline

Delete

Description

Deletes a polyline.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the polyline.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the polyline.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the polyline is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

PropIdent

PropIdent

Description

PropIdent provides a property identifier. Properties can be identified by either a name or a number (integer constant). ESTK provides defined constants for property numbers (for example, Fill and Height). Only inset properties (facets) are identified by names. If a property is identified by a name, `PropIdent.num` is set to 0. If a property is identified by a number, `PropIdent.name` is set to a null string.

Returns

[PropIdent](#)

Syntax

```
PropIdent(num, name)
```

Parameters

Parameter name	Data Type	Optional	Description
num	int	No	Property number.
name	string	No	Property name.

PropVal

PropVal

Description

Describes a property-value pair.

Returns

[PropVal](#)

Syntax

```
PropVal(propIdent, propVal)
```

Parameters

Parameter name	Data Type	Optional	Description
propIdent	PropIdent	No	Property identifier.
propVal	TypedVal	No	Property value.

PropVals

An Array of [PropVal](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[PropVals](#)

Syntax

```
concat (value)
```

Parameters

Parameter name	Data Type	Optional	Description
value	PropVals	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[PropVal](#)

Syntax

```
pop ()
```

push

Description

Returns the new length of the array.

Returns

number

Syntax

```
push(value)
```

Parameters

Parameter name	Data Type	Optional	Description
value	PropVal	No	The value to push into the array.

Rectangle

Delete

Description

Deletes a rectangle.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the rectangle.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the rectangle.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the rectangle is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

RefPage

Delete

Description

Deletes a reference page.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the reference page.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the reference page.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the reference page is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

ApplyPageLayout

Description

PageObject is any Page object i.e., [BodyPage](#), [MasterPage](#), [HiddenPage](#).

See [BodyPage](#) under the BodyPage class for more information.

Returns

int

Syntax

```
ApplyPageLayout (srcPage)
```

Parameters

Parameter name	Data Type	Optional	Description
srcPage	PageObject	No	The page to which the layout is to be applied.

RoundRect

Delete

Description

Deletes a round rectangle.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the round rectangle.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```


SetProps

Description

Sets the properties of the rounded rectangle.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps (setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the rounded rectangle is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

Row

AddRows

Description

Adds one or more rows to a table.

The following table lists the constants you can specify for the `direction` parameter:

Direction	Meaning
Constants.FV_Above (1240)	Add rows above the current reference row.
Constants.FV_Below (1241)	Add rows below the current reference row
Constants.FV_Body (1237)	Add rows at the bottom of the existing body rows.

Direction	Meaning
Constants.FV_Footing (1239)	Add rows at the bottom of the existing footer rows.
Constants.FV_Heading (1238)	Add rows at the bottom of the existing heading rows

The method returns `FE_Success` on success.

On failure, the method assigns one of the following values to `FA_errno`:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker product does not support this operation.
Constants.FE_BadDocId (-2)	Invalid document.
Constants.FE_BadObjId (-3)	Invalid row number.
Constants.FE_BadOperation (-27)	Parameters specified an invalid operation.
Constants.FE_BadParameter (-43)	Parameter has an invalid value.

Returns

`int`

Syntax

```
AddRows(direction, numNewRows)
```

Parameters

Parameter name	Data Type	Optional	Description
<code>direction</code>	<code>int</code>	No	The direction from the reference row in which to add rows.
<code>numNewRows</code>	<code>int</code>	No	The number of rows to add.

Delete

Description

Deletes a row.

See [Delete](#) under the `AFrame` class for more information.

Returns

`int`

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the row.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

Sets the properties of the row.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

`SetProps(setVal)`

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the row is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

Rubi

Delete

Description

Deletes a rubi object.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

Delete()

GetText2

Description

Gets the text from all the objects available to `GetText()`, as well as an extended set of document objects that includes the rubi object.

`TextItems.dataType` can be one of the following constants (in addition to the constants returned by `GetText()`):

Value	Representation	Data
Constants.FTI2_RubiTextBegin (0x80000001)	The beginning of rubi text.	The FO_Rubi object for the rubi composite that contains the rubi text.
Constants.FTI2_RubiTextEnd (0x80000002)	The end of rubi text.	The FO_Rubi object for the rubi composite that contains the rubi text.
Constants.FTI2_RubiCompositeBegin (0x80000004)	The beginning of a rubi composite.	FO_Rubi object.
Constants.FTI2_RubiCompositeEnd (0x80000008)	The end of a rubi composite.	FO_Rubi object.

See [GetText](#) under the Cell class for more information.

Returns

[TextItems](#)

Syntax

GetText2(flags, flags2)

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.
flags2	int	No	Bit flags for the extended set of text item types that specify the type of text items to retrieve. To get specific types of text items from the extended set, OR the constants that represent them (for example, use a bitwise OR to combine <code>Constants.FTI2_RubiTextBegin (0x80000001)</code> and <code>Constants.FTI2_RubiTextEnd (0x80000002)</code>) into <code>flags2</code> . To get all types of the extended set of text items, specify -1.

GetProps

Description

Retrieves the properties of the rubi object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the rubi object.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the rubi object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

RulingFmt

Delete

Description

Deletes a ruling format.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

Retrieves the properties of the ruling format.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the ruling format.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the ruling format is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

ObjectValid()

Strings

An Array of objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to concat(), each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[Strings](#)

Syntax

concat (value)

Parameters

Parameter name	Data Type	Optional	Description
value	Strings	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

string

Syntax

pop ()

push

Description

Returns the new length of the array.

Returns

number

Syntax

`push(value)`

Parameters

Parameter name	Data Type	Optional	Description
value	string	No	The value to push into the array.

SubCol

Delete

Description

Deletes a subcol object.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

`Delete()`

GetText

Description

Gets the text from the subcol object.

See [GetText](#) under the Cell class for more information.

Returns

[TextItems](#)

Syntax

`GetText(flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

Retrieves the properties of the subcol object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

Sets the properties of the subcol object.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the subcol object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

Tab

Tab

Description

Describes an individual tab. Note that the character specified by `decimal` must be a single byte character.

The `type` field can contain one of the following constants:

Constant	Tab Type
Constants.FV_TAB_LEFT (0x1)	Left tab.
Constants.FV_TAB_CENTER (0x2)	Center tab.
Constants.FV_TAB_RIGHT (0x3)	Right tab.
Constants.FV_TAB_DECIMAL (0x4).	Decimal tab.
Constants.FV_TAB_RELATIVE_LEFT (0x5)	Relative left tab (allowed only for format change lists).
Constants.FV_TAB_RELATIVE_CENTER (0x6)	Relative center tab (allowed only for format change lists).
Constants.FV_TAB_RELATIVE_RIGHT (0x7)	Relative right tab (allowed only for format change lists).
Constants.FV_TAB_RELATIVE_DECIMAL (0x8)	Relative decimal tab (allowed only for format change lists).

Returns

[Tab](#)

Syntax

`Tab(x, type, leader, decimal)`

Parameters

Parameter name	Data Type	Optional	Description
<code>x</code>	<code>int</code>	No	Offset from the left margin.
<code>type</code>	<code>uint</code>	No	Type of tab.
<code>leader</code>	<code>string</code>	No	String that appears before the tab.
<code>decimal</code>	<code>uint</code>	No	Character to align tab around - For example " , " .

Tabs

An Array of [Tab](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[Tabs](#)

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	Tabs	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[Tab](#)

Syntax

`pop ()`

push

Description

Returns the new length of the array.

Returns

number

Syntax

`push (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	Tab	No	

Tbl

AddCols

Description

Adds columns to a table.

The method returns `FE_Success` on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_BadDocId (-2)	invalid document.
Constants.FE_BadParameter (-43)	A parameter specified is invalid.
Constants.FE_BadObjId (-3)	Invalid object.
Constants.FE_BadOperation (-27)	The method specified an invalid operation.

Returns

`int`

Syntax

`AddCols(refColNum, direction, numNewCols)`

Parameters

Parameter name	Data Type	Optional	Description
<code>refColNum</code>	<code>int</code>	No	The column at which to start adding columns. The columns are numbered from left to right starting with column 0.
<code>direction</code>	<code>int</code>	No	The direction from the reference column in which to add columns. To add columns to the left of the reference column, specify <code>FV_Left</code> . To add them to the right, specify <code>FV_Right</code> .
<code>numNewCols</code>	<code>int</code>	No	The number of columns to add.

DeleteCols

Description

Deletes columns from a table. To delete an entire table, use `Delete()`.

The method deletes the column specified by `delColNum` and `(numDelCols-1)` columns to the right of it.

The method returns `FE_Success` on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support the requested operation.
Constants.FE_BadOperation (-27)	The method specified an invalid operation.

Error	Reason
Constants.FE_BadDocId (-2)	invalid document.
Constants.FE_BadObjId (-3)	Invalid object.
Constants.FE_TableInLockedTi (-101)	The table is in a locked text inset.

Returns

int

Syntax

DeleteCols(delColNum, numDelCols)

Parameters

Parameter name	Data Type	Optional	Description
delColNum	int	No	The first column to delete. Columns are numbered from left to right, starting with 0.
numDelCols	int	No	The number of columns to delete.

DeleteRows

Description

Deletes rows from a table. Like the Delete command in the FrameMaker product user interface, DeleteRows() does not allow you to delete more than one type of row at time.

The range of rows you specify must be all body rows, all header rows, or all footer rows.

The method deletes refRow and (numDelRows - 1) rows below it.

The method returns FE_Success on success.

On failure, the method sets FA_errno to one of the following values:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker version does not support the requested operation.
Constants.FE_BadOperation (-27)	The method specified an invalid operation.
Constants.FE_BadDocId (-2)	invalid document.
Constants.FE_BadObjId (-3)	Invalid object.
Constants.FE_OutOfRange (-7)	The refRow parameter does not specify a row in the table, or the specified range includes more than one type of row (for example, header rows and body rows).

Returns

int

Syntax

DeleteRows(refRow, numDelRows)

Parameters

Parameter name	Data Type	Optional	Description
refRow	Row	No	The first row to delete.
numDelRows	int	No	The number of rows to delete, including the value passed in refRow.

MakeTblSelection

Description

Selects a range of cells in a table.

To select an entire table, including the table title, set the topRow parameter to `Constants.FF_SELECT_WHOLE_TABLE (0x80000000)`. `MakeTblSelection()` ignores the values for the other parameters.

Note: `MakeTblSelection()` cannot select different types of rows at the same time, unless you set topRow to `Constants.FF_SELECT_WHOLE_TABLE (0x80000000)` or you set topRow and bottomRow to select one or more entire columns.

The method returns `FE_Success` on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
<code>Constants.FE_BadDocId (-2)</code>	invalid document.
<code>Constants.FE_BadObjId (-3)</code>	Invalid object.
<code>Constants.FE_BadOperation (-27)</code>	The method specified an invalid operation.
<code>Constants.FE_OutOfRange (-7)</code>	The specified row or column is invalid.
<code>Constants.FE_BadParameter (-43)</code>	The parameter specified is invalid.

Returns

int

Syntax

`MakeTblSelection(topRow, bottomRow, leftCol, rightCol)`

Parameters

Parameter name	Data Type	Optional	Description
topRow	int	No	The number of the first row in the selection. The rows are numbered from top to bottom, starting with 0 (including heading rows). To select the entire table, specify <code>Constants.FF_SELECT_WHOLE_TABLE (0x80000000)</code> .
bottomRow	int	No	The number of the last row in the selection.
leftCol	int	No	The number of the leftmost column in the selection. The columns are numbered from left to right, starting with 0.
rightCol	int	No	The number of the rightmost column in the selection.

Delete

Description

Deletes the specified table.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

The `GetProps()` method retrieves the properties of the specified table.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

The `SetProps()` method sets the properties of the specified table.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the table is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

TblFmt

The method uses an `FO_TblFmt` object to represent each table format in a document.

Delete

Deletes the specified table format.

See “[Delete](#)” on page 453 under the AFrame class.

GetProps

See “[GetProps](#)” on page 453 under the AFrame class.

SetProps

See “[SetProps](#)” on page 454 under the AFrame class.

ObjectValid

See “[ObjectValid](#)” on page 455 under the AFrame class.

TextFrame

Delete

Description

Deletes the specified text frame.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

Delete()

GetText

Description

Gets the text from the text frame.

See [GetText](#) under the Cell class for more information.

Returns

[TextItems](#)

Syntax

GetText(flags)

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

The `GetProps()` method retrieves the properties of the specified text frame.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

GetProps()

SetProps

Description

The `SetProps()` method sets the properties of the specified text frame.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

SetProps(setVal)

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the text frame is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

TextItems

An Array of [TextItem](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[TextItems](#)

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	TextItems	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[TextItem](#)

Syntax

`pop()`

push

Description

Returns the new length of the array.

Returns

number

Syntax

`push(value)`

Parameters

Parameter name	Data Type	Optional	Description
value	TextItem	No	The value to push into the array.

TextLine

Delete

Description

Deletes the specified text line.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

`Delete()`

GetText

Description

Gets the text from the text line.

See [GetText](#) under the Cell class for more information.

Returns

[TextItems](#)

Syntax

`GetText (flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

The `GetProps()` method retrieves the properties of the specified text line.

See [GetProps](#) under the `AFrame` class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

The `SetProps()` method sets the properties of the specified text line.

See [SetProps](#) under the `AFrame` class for more information.

Returns

Void

Syntax

`SetProps(setVal)`

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the text line is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

ObjectValid()

TextLoc

TextLoc

Description

TextLoc specifies a location within the text of a paragraph or a graphic text line.

Returns

[TextLoc](#)

Syntax

TextLoc(obj, offset)

Parameters

Parameter name	Data Type	Optional	Description
obj	any	No	FO_Pgf or FO_TextLine object.
offset	int	No	Characters from the beginning of the object.

TextRange

TextRange

Description

TextRange specifies a text range. A text range can span paragraphs. However, it cannot span graphic text lines or flows.

Note: *beg.offset* and *end.offset* fields of a *TextRange* object can specify offsets relative to the beginning and end of an object. In addition, they can use the special value *Constants.FV_OBJ_END_OFFSET* (0x50000000).

Note: *Constants.FV_OBJ_END_OFFSET* (0x50000000) specifies the offset of the last character in the object containing the text range.

Returns

[TextRange](#)

Syntax

TextRange (beg, end)

Parameters

Parameter name	Data Type	Optional	Description
beg	TextLoc	No	The beginning of the range.
end	TextLoc	No	The end of the range.

TiApiClient

An `FO_TiApiClient` object represents text imported by an FDK client.

GetText

See “[GetText](#)” on page 493 under the Cell class.

GetProps

See “[GetProps](#)” on page 453 under the AFrame class.

SetProps

See “[SetProps](#)” on page 454 under the AFrame class.

ObjectValid

See “[ObjectValid](#)” on page 455 under the AFrame class.

DeleteTextInsetContents

Description

This method deletes the text in a text inset. You must unlock a text inset before you call this function to delete its contents. After you are done, you must relock the text inset.

Call this method on the text inset for which you want to delete the contents.

If this method fails, the method assigns one of the following values to `FA_errno`.

Error	Meaning
Constants.FE_BadDelete (-17)	Specified text couldn't be deleted
Constants.FE_BadDocId (-2)	Invalid document ID
Constants.FE_BadObjId (-3)	Invalid object ID
Constants.FE_BadSelectionForOperation (-59)	The specified text inset is locked

Returns

int

Syntax

```
DeleteTextInsetContents()
```

UpdateTextInset

Description

Updates the contents of a stale text inset. It determines whether an inset is stale by comparing the inset's `LastUpdate` property with the modification date of the inset's source file. `UpdateTextInset()` does not update a text inset unless it is stale. To make a text inset stale, set its `LastUpdate` property to **0**. `UpdateTextInset()` does not update graphic insets (FO_Inset objects).

Call this method on the text inset to be updated.

This method returns `FE_Success` if it succeeds or `FE_SomeUnresolved` if some text insets were unresolved. If `UpdateTextInset()` fails, it assigns one of the following values to `FA_errno`.

Error	Meaning
<code>Constants.FE_BadDocId (-2)</code>	Invalid document ID
<code>Constants.FE_BadFileType (-83)</code>	The inset specifies a file that does not match the import type (for example, the inset imports a binary document but the file is a text file or doesn't exist)
<code>Constants.FE_SomeUnresolved (-22)</code>	Some text insets were unresolved
<code>Constants.FE_WrongProduct (-60)</code>	Product doesn't support the specified operation
<code>Constants.FE_SystemError (-42)</code>	Couldn't allocate memory

Returns

int

Syntax

```
UpdateTextInset()
```

ConvertToText

Description

This method is called upon a text inset (Examples: `TiApiClient()`, `TiFlow()`, `TiText()`, `TiTextTable()`) object and converts it to a text. This method deletes the text inset and removes the locked text range around it without modifying the content.

Returns

Void

Syntax

```
ConvertToText()
```

Delete

See “[Delete](#)” on page 453 under the AFrame class.

DeletePropByName

Description

Deletes an inset facet. Except for inset facets, all properties are identified by integer constants. Facets are the only properties identified by name.

If `DeletePropByName()` fails, the method assigns one of the following values to `FA_erno`:

Error	Meaning
<code>Constants.FE_BadPropNum (-4)</code>	Specified property number is invalid
<code>Constants.FE_BadDocId (-2)</code>	Invalid document ID
<code>Constants.FE_BadObjId (-3)</code>	Invalid object ID
<code>Constants.FE_BadPropType (-5)</code>	Incorrect property type for this function

Returns

Void

Syntax

`DeletePropByName(propName)`

Parameters

Parameter name	Data Type	Optional	Description
<code>propName</code>	string	No	The name of the property to delete

TiFlow

An `FO_TiFlow` object represents text imported from a FrameMaker document or a MIF file.

GetText

See “[GetText](#)” on page 493 under the Cell class.

GetProps

See “[GetProps](#)” on page 453 under the AFrame class.

SetProps

See “[SetProps](#)” on page 454 under the AFrame class.

ObjectValid

See “[ObjectValid](#)” on page 455 under the AFrame class.

DeleteTextInsetContents

See [DeleteTextInsetContents](#) under the TiApiClient class.

UpdateTextInset

See [UpdateTextInset](#) under the TiApiClient class.

ConvertToText

Description

This method is called upon a text inset (Examples: `TiApiClient`, `TiFlow`, `TiText`, `TiTextTable`) object and converts it to a text. This method deletes the text inset and removes the locked text range around it without modifying the content.

Returns

Void

Syntax

```
ConvertToText ()
```

Delete

See “[Delete](#)” on page 453 under the AFrame class.

DeletePropByName

See “[DeletePropByName](#)” on page 699 under the TiApiClient.

TiText

An `FO_TiText` object represents text imported from a text file.

GetText

See “[GetText](#)” on page 493 under the Cell class.

GetProps

See “[GetProps](#)” on page 453 under the AFrame class.

SetProps

See “[SetProps](#)” on page 454 under the AFrame class.

ObjectValid

See “[ObjectValid](#)” on page 455 under the AFrame class.

DeleteTextInsetContents

See [DeleteTextInsetContents](#) under the TiApiClient class.

UpdateTextInset

See [UpdateTextInset](#) under the TiApiClient class.

ConvertToText

Description

This method is called upon a text inset (Examples: `TiApiClient`, `TiFlow`, `TiText`, `TiTextTable`) object and converts it to a text. This method deletes the text inset and removes the locked text range around it without modifying the content.

Returns

Void

Syntax

```
ConvertToText ()
```

Delete

See “[Delete](#)” on page 453 under the AFrame class.

DeletePropByName

See “[DeletePropByName](#)” on page 699 under the TiApiClient class.

TiTextTable

An `FO_TiTextTable` object represents text imported from a text file into a table.

GetText

See “[GetText](#)” on page 493 under the Cell class.

GetProps

See “[GetProps](#)” on page 453 under the AFrame class.

SetProps

See “[SetProps](#)” on page 454 under the AFrame class.

ObjectValid

See “[ObjectValid](#)” on page 455 under the AFrame class.

DeleteTextInsetContents

See [DeleteTextInsetContents](#) under the TiApiClient class.

UpdateTextInset

See [UpdateTextInset](#) under the TiApiClient class.

ConvertToText

Description

This method is called upon a text inset (Examples: `TiApiClient`, `TiFlow`, `TiText`, `TiTextTable`) object and converts it to a text. This method deletes the text inset and removes the locked text range around it without modifying the content.

Returns

Void

Syntax

```
ConvertToText ()
```

Delete

See “[Delete](#)” on page 453 under the AFrame class.

DeletePropByName

See “[DeletePropByName](#)” on page 699 under the TiApiClient.

TypedVals

An Array of [TypedVal](#) objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

[TypedVal](#)

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	TypedVal	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

[TypedVal](#)

Syntax

`pop ()`

push

Description

Returns the new length of the array.

Returns

number

Syntax

`push (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	TypedVal	No	The value to push into the array.

UBytes

An Array of objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

UBytes

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	UBytes	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

uint

Syntax

`pop ()`

push

Description

Returns the new length of the array.

Returns

number

Syntax

`push (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	uint	No	The value to push into the array.

UInts

An Array of objects with integer indexing and a *length* property.

concat

Description

The original array is unchanged. If an array is provided as a parameter to `concat()`, each of its elements are appended as separate array elements at the end of the new array. Returns a new array, the result of concatenation the given values to the end of the original array.

Returns

`UInts`

Syntax

`concat (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	<code>UInts</code>	No	Can also be arrays.

pop

Description

Removes the last element from the array.

Returns

`uint`

Syntax

`pop ()`

push

Description

Returns the new length of the array.

Returns

`number`

Syntax

`push (value)`

Parameters

Parameter name	Data Type	Optional	Description
value	uint	No	The value to push into the array.

UnanchoredFrame

Delete

Description

Deletes the specified unanchored frame.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

```
Delete()
```

GetProps

Description

The `GetProps()` method retrieves the properties of the specified unanchored frame.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

The `SetProps()` method sets the properties of the specified unanchored frame.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the unanchored frame is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

Var

Delete

Description

Deletes the specified var object.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

`Delete()`

GetText

Description

Gets the text from the var object.

See [GetText](#) under the Cell class for more information.

Returns

[TextItems](#)

Syntax

`GetText(flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

The `GetProps()` method retrieves the properties of the specified var object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

The `SetProps()` method sets the properties of the specified var object.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the var object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

VarFmt

Delete

Description

Deletes the specified varfmt object.

See [Delete](#) under the AFrame class for more information.

Returns

`int`

Syntax

`Delete()`

GetProps

Description

The `GetProps()` method retrieves the properties of the specified varfmt object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

The `SetProps()` method sets the properties of the specified var object.

See [SetProps](#) under the AFrame class for more information.

Returns

`Void`

Syntax

`SetProps(setVal)`

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the varfmt object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

XRef

Delete

Description

Deletes the specified XRef object.

See [Delete](#) under the AFrame class for more information.

Returns

int

Syntax

`Delete()`

GetText

Description

Gets the text from the XRef object.

See [GetText](#) under the Cell class for more information.

Returns

[TextItems](#)

Syntax

`GetText(flags)`

Parameters

Parameter name	Data Type	Optional	Description
flags	int	No	Denotes the various bit flags that specify the items to be retrieved.

GetProps

Description

The `GetProps()` method retrieves the properties of the specified XRef object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

```
GetProps()
```

SetProps

Description

The `SetProps()` method sets the properties of the specified XRef object.

See [SetProps](#) under the AFrame class for more information.

Returns

Void

Syntax

```
SetProps(setVal)
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the xref object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

`ObjectValid()`

XRefFmt

Delete

Description

Deletes the specified XRefFmt object.

See [Delete](#) under the AFrame class for more information.

Returns

`int`

Syntax

`Delete()`

GetProps

Description

The `GetProps()` method retrieves the properties of the specified XRefFmt object.

See [GetProps](#) under the AFrame class for more information.

Returns

[PropVals](#)

Syntax

`GetProps()`

SetProps

Description

The `SetProps()` method sets the properties of the specified XRefFmt object.

See [SetProps](#) under the AFrame class for more information.

Returns

`Void`

Syntax

`SetProps(setVal)`

Parameters

Parameter name	Data Type	Optional	Description
setVal	PropVals	No	The property list.

ObjectValid

Description

Returns 1 if the XRefFmt object is valid, else returns 0.

See [ObjectValid](#) under the AFrame class for more information.

Returns

int

Syntax

```
ObjectValid()
```

app

Close

See “[Close](#)” on page 471 under the Book class.

GetNamedObject

Description

Gets the object with a specified name (`Name` property) and object type.

If an error occurs, this method returns the the object, or 0. If this method fails, the method assigns one of the following values to `FA_errno`:

Error	Meaning
<code>Constants.FE_BadDocId (-2)</code>	Invalid document.
<code>Constants.FE_TypeUnNamed (-19)</code>	Objects of the specified type do not have names.
<code>Constants.FE_NameNotFound (-20)</code>	Object with the specified name and type does not exist in the specified document.

Returns

Object

Syntax

```
GetNamedObject(objType, name)
```

Parameters

Parameter name	Data Type	Optional	Description
objType	int	No	Type of the object to get.
name	string	No	Name of the object to get.

GetNamedBook

Description

Gets the book object with a specified name.

If this method fails, the method assigns the following value to `FA_errno`.

Error	Meaning
Constants.FE_NameNotFound (-20)	The book with the specified name does not exist.

Returns

[Book](#)

Syntax

`GetNamedBook (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the book object you want to get.

GetNamedCommand

Description

Gets a `FO_command` object with the specified command string.

If this method fails, the method assigns the following value to `FA_errno`.

Error	Meaning
Constants.FE_NameNotFound (-20)	The object with the specified name does not exist.

Returns

[Command](#)

Syntax

`GetNamedCommand (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the command object you want to get.

GetNamedMenu

Description

Gets a menu object with the specified menu string.

If this method fails, the method assigns the following value to `FA_erro`.

Error	Meaning
Constants.FE_NameNotFound (-20)	A menu with the specified name does not exist.

Returns

[Menu](#)

Syntax

`GetNamedMenu (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the menu object you want to get.

GetNamedMenuItemSeparator

Description

Gets a menu item separator object with the specified menu item separator string.

If this method fails, the method assigns the following value to `FA_erro`.

Error	Meaning
Constants.FE_NameNotFound (-20)	A menu item separator with the specified name does not exist.

Returns

[MenuItemSeparator](#)

Syntax

`GetNamedMenuItemSeparator (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the menu item separator you want to get.

NamedObject

Description

Creates a new object and returns it.

If this method fails, the method assigns one of the following values to `FA_errno`.

Error	Meaning
<code>FE_BadName (-33)</code>	Specified name for the new object is invalid.
<code>FE_BadNew (-23)</code>	Object cannot be created.
<code>FE_DupName (-32)</code>	Specified name for the new object belongs to an existing object.

Returns

Object

Syntax

`NewNamedObject(objType, name)`

Parameters

Parameter name	Data Type	Optional	Description
<code>objType</code>	<code>int</code>	No	The type of the object you want to create.
<code>name</code>	<code>string</code>	No	The name of the object you want to create.

NamedBook

Description

Creates a new book object and returns it.

If this method fails, the method assigns one of the following values to `FA_errno`.

Error	Meaning
<code>FE_BadName (-33)</code>	Specified name is invalid.
<code>FE_BadNew (-23)</code>	Object cannot be created.
<code>FE_DupName (-32)</code>	Specified name for the new object belongs to an existing object.

Returns

[Book](#)

Syntax

`NewNamedBook(name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	The name of the book object to create.

NamedCommand

Description

Creates a new command object and returns it

If this method fails, the method assigns one of the following values to `FA_erro`.

Error	Meaning
<code>FE_BadName (-33)</code>	Specified name is invalid.
<code>FE_BadNew (-23)</code>	Command cannot be created.
<code>FE_DupName (-32)</code>	Specified name for the new command belongs to an existing command.

Returns

[Command](#)

Syntax

`NamedCommand (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	Name of the new command object to create.

NamedMenu

Description

Creates a menu object with the specified name and returns it

If this method fails, the method assigns one of the following values to `FA_erro`.

Error	Meaning
<code>FE_BadName (-33)</code>	Specified name is invalid.
<code>FE_BadNew (-23)</code>	Menu cannot be created.
<code>FE_DupName (-32)</code>	Specified name for the new menu belongs to an existing menu.

Returns

[Menu](#)

Syntax

`NamedMenu (name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	Name of the menu object to create.

NamedMenuItemSeparator

Description

Creates a new menu item separator with the specified name and returns it

If this method fails, the method assigns one of the following values to `FA_erro`.

Error	Meaning
FE_BadName (-33)	Specified name is invalid.
FE_BadNew (-23)	Menu item separator cannot be created.
FE_DupName (-32)	Specified name for the new menu item separator belongs to an existing menu item separator.

Returns

[MenuItemSeparator](#)

Syntax

`NamedMenuItemSeparator(name)`

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	Name of the new menu item separator object.

GetProps

See [“GetProps”](#) on page 453 under the AFrame class.

SetProps

See [“SetProps”](#) on page 454 under the AFrame class.

ObjectValid

See [“ObjectValid”](#) on page 455 under the AFrame class.

global

Alert

Description

Displays an alert box with a message. Depending on the constant you specify for the `type` parameter, the alert displays either the OK and Cancel buttons, Yes and No buttons, or a Continue button.

The `type` parameter takes one of the following values:

Constant	Value
Constants.FF_ALERT_OK_DEFAULT (0)	Displays the OK and Cancel buttons; OK is the default.
Constants.FF_ALERT_CANCEL_DEFAULT (1)	Displays the OK and Cancel buttons; Cancel is the default.
Constants.FF_ALERT_CONTINUE_NOTE (2)	Displays the OK button.
Constants.FF_ALERT_CONTINUE_WARN (3)	Displays the OK button with a warning indicator.
Constants.FF_ALERT_YES_DEFAULT (4)	Displays the Yes and No buttons; Yes is the default.
Constants.FF_ALERT_NO_DEFAULT (5)	Displays the Yes and No buttons; No is the default.

The method returns 0 if the user clicked OK, Continue, or Yes.

The method returns -1 if the user clicked Cancel or No.

Returns

int

Syntax

`Alert(message, type)`

Parameters

Parameter name	Data Type	Optional	Description
message	string	No	The message that appears in the dialog box. Messages longer than 255 characters, are truncated.
type	int	No	The dialog box type.

Alive

Description

Checks whether the current asynchronous client has a connection with a FrameMaker process. Call this method after registering the asynchronous client using `winConnectSession()`.

The method returns a positive integer if there is a current connection to a FrameMaker process. Otherwise it returns 0.

Returns

int

Syntax

`Alive()`

CallClient

Description

Allows a client to call another client. The method is useful for calling FrameMaker clients, such as the structure generator and the element catalog manager.

On success, the method returns `FE_Success` or the value specified by the target client's last call to `ReturnValue()`.

Note: Calls to the structure generator always return `FE_Success` no matter what string is passed to it as an argument.

On failure, the method assigns the following value to `FA_errno`:

Error	Reason
<code>Constants.FE_NameNotFound (-20)</code>	There is no client with the specified name in the current FrameMaker productsession.
<code>Constants.FE_BadParameter (-43)</code>	For the TableSort client only: One of the arguments is invalid. For example, you gave a value for the sort key that is greater than the number of columns or rows in the current table selection, or you have no table cells selected.

Returns

`int`

Syntax

`CallClient(cname, arg)`

Parameters

Parameter name	Data Type	Optional	Description
<code>cname</code>	<code>string</code>	No	The registered name of the target client.
<code>arg</code>	<code>string</code>	No	A string that is passed to the target client.

CallClientEx

Description

Allows a client to call another client. The method is useful for calling FrameMaker clients, such as the structure generator and the element catalog manager.

On success, the method returns `FE_Success` or the value specified by the target client's last call to `ReturnValue()`.

Note: Calls to the structure generator always return `FE_Success` no matter what string is passed to it as an argument.

On failure, the method assigns the following value to `FA_errno`:

Error	Reason
<code>Constants.FE_NameNotFound (-20)</code>	There is no client with the specified name in the current FrameMaker productsession.

Error	Reason
Constants.FE_BadParameter (-43)	For the TableSort client only: One of the arguments is invalid. For example, you gave a value for the sort key that is greater than the number of columns or rows in the current table selection, or you have no table cells selected.

Returns

TypedVal

Syntax

CallClientEx(cname, arg)

Parameters

Parameter name	Data Type	Optional	Description
cname	string	No	The registered name of the target client.
arg	string	No	A string that is passed to the target client.

CheckStatus

Description

Checks the scripts returned by `Open()`, `Import()`, `Save()`, and `UpdateBook()` to determine if a specified status bit is set.

Returns 1 if the bit is set, else returns 0.

Returns

int

Syntax

CheckStatus(p, statusBit)

Parameters

Parameter name	Data Type	Optional	Description
p	PropVals	No	The property list returned by <code>Open()</code> , <code>Save()</code> , <code>Import()</code> , or <code>UpdateBook()</code> .
statusBit	int	No	The status bit to test.

ClientDir

Description

Returns the name of the current ESTK client's directory.

Note: Use `Free()` to free the string returned by `ClientDir()` when you are done with it.

The method assigns the following value to `FA_errno`, on failure:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.

Returns

string

Syntax

```
ClientDir()
```

ClientName

Description

Returns the registered name of the current client (the client that calls `ClientName()`).

Note: Use `Free()` to free the string returned by `ClientDir()` when you are done with it.

The method assigns the following value to `FA_errno`, on failure:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.

Returns

string

Syntax

```
ClientName(_)
```

CMSRegister

Description

Registers a CMS client.

Returns

CMS Object

Syntax

```
CMSRegister (cmsName);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsName	int	No	Name of the CMS to register

If `CMSRegister()` fails, the method assigns following values to `FA_errno`:

Error	Reason
Constants.FE_CMSNameAlreadyRegistered	The method attempts to register a CMS that is already registered.
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSGetCmsIdFromName

Description

Gets the CMS registration id from CMS name.

Returns

CMS Object

Syntax

```
CMSGetCmsIdFromName (cmsName) ;
```

Parameters

Parameter name	Data Type	Optional	Description
cmsName	int	No	The Name of the CMS

If CMSGetCmsIdFromName() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_BadParameter	The function call specified an invalid parameter.

CMSAddMenuEntry

Description

Adds a custom menu entry in the context menu within the FrameMaker interface.

Returns

CMS Object

Syntax

```
CMSAddMenuEntry (menuId, menuEntry) ;
```

Parameters

Parameter name	Data Type	Optional	Description
menuId	int	No	The ID of the Parent menu
menuEntry	int	No	The F_CMSMenuItemT structure describes a custom menu definition

If CMSAddMenuEntry() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSBadObjectId	The client specified an invalid menu ID.
Constants.FE_BadParameter	The function call specified an invalid parameter.

CustomDoc

Description

Creates a new custom document using the FrameMaker product's default new document template.

The sidedness parameter can have one of the following values:

Vaule	Page Characteristics
Constants.FF_Custom_SingleSided (0)	Single sided.
Constants.FF_Custom_FirstPageRight (1)	Double-sided, starting with a right page.
Constants.FF_Custom_FirstPageLeft (2)	Double-sided, starting with a left page.

The method returns the new document on success.

The method assigns the following value to `FA_errno`, on failure:

Error	Reason
Constants.FE_WrongProduct (-60)	The product version does not support this operation.
Constants.FE_BadParameter (-43)	Parameter has an invalid value.

Returns

`Doc`

Syntax

```
CustomDoc(width, height, numCols, columnGap, topMargin, botMargin, leftinsideMargin,
rightoutsideMargin, sidedness, makeVisible)
```

Parameters

Parameter name	Data Type	Optional	Description
width	int	No	The document page width.
height	int	No	The document page height.
numCols	int	No	The default number of columns.
columnGap	int	No	The default column spacing.
topMargin	int	No	The document page top margin.
botMargin	int	No	The document page bottom margin.
leftinsideMargin	int	No	The left margin for single-sided documents, or the inside margin for double-sided documents.

Function Summary

Parameter name	Data Type	Optional	Description
rightoutsideMargin	int	No	The right margin for single-sided documents, or the outside margin for double-sided documents.
sidedness	int	No	A constant that specifies whether the document is single-sided or doublesided and on which side the document starts.
makeVisible	bool	No	Specifies whether the document is visible after it is created. Set to <code>True</code> to make the document visible.

DefineMenu

Description

Defines a menu (FO_Menu object). After you define a menu, you can add it to a menu or a menu bar with `AddMenuToMenu()`.

If you call `DefineMenu()` and specify the name of a menu that is already defined in the user's menu configuration files, the FrameMaker product gives precedence to the definition in the configuration files. If the configuration files assign a label to the menu, the FrameMaker product uses it instead of the one you specify. If the user has already defined a menu with the name specified by name, `DefineMenu()` ignores the label parameter and uses the label specified by the user.

The method returns the new menu on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_WrongProduct (-60)	Current FrameMaker product does not support this operation or <code>fmbatch</code> is running
Constants.FE_BadParameter (-43)	Parameter has an invalid value.
Constants.FE_BadOperation (-27)	Parameters specify an invalid operation.
Constants.FE_NotMenu (-72)	name specifies a command; cannot redefine a command as a menu.
Constants.FE_SystemError (-42)	System error.

Returns

[Menu](#)

Syntax

```
DefineMenu(name, label)
```

Parameters

Parameter name	Data Type	Optional	Description
name	string	No	A unique name for the menu. If the user or an ESTK client has already defined a command or menu with this name, the new menu replaces it.
label	string	No	The title of the menu as it appears on the menu bar or menu.

DisconnectFromSession

Description

Ends communication with a FrameMaker product process.

The method returns `FE_Success` if it succeeds, or a system error code if an error occurs.

Returns

`int`

Syntax

```
DisconnectFromSession()
```

Err

Description

Prints the client's name and a message to the console.

Returns

`Void`

Syntax

```
Err (message)
```

Parameters

Parameter name	Data Type	Optional	Description
message	string	No	The message to print.

FamilyFonts

Description

Returns a `Fonts` object with the permutations of angles, variations, and weights available for a specified font family.

Returns

`Fonts`

Syntax

```
FamilyFonts (family)
```

Parameters

Parameter name	Data Type	Optional	Description
family	int	No	The index of the font family (in the list of fonts in the session).

GetKeyCatalog

Description

Finds a key catalog with the specified 'tag'.

Returns

KeyCatalog

Syntax

```
GetKeyCatalog (tag) ;
```

Parameters

Parameter name	Data Type	Optional	Description
tag	string	No	The tag of the new Key Catalog being created.

If GetKeyCatalog() fails, the method assigns following values to FA_errno:

Error	Reason
Constants.FE_BadName	The tag provided is not valid or the key catalog with this tag does not exist.

GetEncodingForFamily

Description

Returns the encoding that FrameMaker uses for the font family.

Returns one of the following strings indicating the encoding for the font:

Value	Meaning
FrameRoman	Roman Text.
JISX0208.ShiftJIS	Japanese Text.
BIG5	Traditional Chinese Text.
GB2312-80.EUC	Simplified Chinese Text.
KSC5601-1992	Korean Text.
Multiple	More than one encoding for the font family.

If the returned string is Multiple, the font family includes variations that are represented by different encodings. You should use `ApiFamilyFonts()` to get a list of the variations for the family. Then you can use `GetEncodingForFont()` to get the encoding for a specific variation.

Returns

string

Syntax

```
GetEncodingForFamily (family)
```

Parameters

Parameter name	Data Type	Optional	Description
family	int	No	The font family for which the encoding is to be retrieved.

GetEncodingForFont

Description

Returns the encoding that FrameMaker uses for a specific font with a specific combination of weight, angle, and variation.

Returns one of the following strings indicating the encoding for the font:

Value	Meaning
FrameRoman	Roman Text.
JISX0208.ShiftJIS	Japanese Text.
BIG5	Traditional Chinese Text.
GB2312-80.EUC	Simplified Chinese Text.
KSC5601-1992	Korean Text.

Returns

string

Syntax

GetEncodingForFont (font)

Parameters

Parameter name	Data Type	Optional	Description
font	Font	No	

GetImportDefaultParams

Description

Gets a default property list that you can use to call `Import()`.

The method returns a `PropVals` structure containing the properties retrieved.

For more information see “[Import](#)” on page 479.

Returns

`PropVals`

Syntax

GetImportDefaultParams()

GetOpenDefaultParams

Description

Gets a default property list that you can use to call `Open()`.

Returns

`PropVals`

Syntax

```
GetOpenDefaultParams()
```

GetPropIndex

Description

Gets the index of a property-value pair (`PropVal` structure) within a property list. `GetPropIndex()` is a convenience routine that makes it easier to manipulate the properties in a property list.

The method returns the index (in the property list) of the property's `PropVal` structure, or `Constants.FE_BadPropNum (-4)` if an error occurs.

Returns

`int`

Syntax

```
GetPropIndex(propVals, propNum)
```

Parameters

Parameter name	Data Type	Optional	Description
<code>propVals</code>	<code>PropVals</code>	No	The property list.
<code>propNum</code>	<code>int</code>	No	The property for which the index is to be retrieved.

GetSaveDefaultParams

Description

Gets a default property list that you can use to call `Save()`.

On success, the method returns a `PropVals` list as shown in the following table.

The first value listed next to each property is the value that `GetSaveDefaultParams()` assigns to the property. The other values are values that you can assign to the property as desired.

Property	Values
AlertUserAboutFailure	Specifies whether to notify user if something unusual happens during the Save operation. The value is one of: - False: Do not notify user. - True: Notify user.
AutoBackupOnSave	Specifies whether to create a backup file. The value is one of: - Constants.FV_SaveUserPrefAutoBackup(2) - Follow preference specified by the session's <code>AutoBackup</code> property. - Constants.FV_SaveYesAutoBackup(0) - Make a backup. - Constants.FV_SaveNoAutoBackup(1) - Do not make a backup.
DontNotifyAPIClients	Specifies whether to save the file without notifying other clients. The value is one of: - False - Notify other clients. - True - Do not notify other clients.
FileType	Specifies the type of file to save to. This file type must be one that FrameMaker saves natively. Note that HTML and XML are saved via filters, and so you must specify a filter hint string via <code>Constants.FS_SaveFileTypeHint(16)</code>. The value is one of: - Constants.FV_SaveFmtBinary(0) - Save in Frame binary format for this version of FrameMaker. - Constants.FV_SaveFmtBinary60(11) - Save in binary format for FrameMaker 6.0. - Constants.FV_SaveFmtInterchange(1) - Save as MIF. - Constants.FV_SaveFmtSgml(7) - Save in SGML format. - Constants.FV_SaveFmtText(6) - Save in Text Only format. - Constants.FV_SaveFmtXml(10) - Save in XML format. - Constants.FV_SaveFmtPdf(9) - Save as PostScript, and then invoke Acrobat Distiller to create a PDF version of the document. This is the same as choosing PDF from the Format popup menu in the Save As dialog box. - Constants.FV_SaveFmtFilter(8) - Filter on save, using <code>Constants.FS_SaveFileTypeHint(16)</code> to determine the filter.
FilesInUse	Another user or session is recorded in the file's lock file. The value is one of: - Constants.FV_DoCancel(0) - Cancel the Save operation. - Constants.FV_DoShowDialog(4) - Display the File In Use dialog box. - Constants.FV_ResetLockAndContinue(7) - Attempt to reset the file lock and save the document.

Property	Values
LockCantBeReset	The user clicked Save Anyway in the File In Use dialog box, or the value of <code>Constants.FS_FileInUse (TBD)</code> is set to <code>Constants.FV_ResetLockAndContinue (7)</code>, but the lock file cannot be reset. This is usually due to permissions in the lock file. The value is one of: • <code>Constants.FV_DoCancel(0)</code> - Cancel the Save operation. • <code>Constants.FV_DoShowDialog(4)</code> - Display the Cannot Lock File dialog box. • <code>Constants.FV_DoOK(1)</code> - Save the document anyway.
ModDateChanged	The file has changed since the last time it was opened or saved in the current session. Somebody else has probably modified the file. The value is one of: • <code>Constants.FV_DoCancel(0)</code> - Cancel the Save operation. • <code>Constants.FV_DoShowDialog(4)</code> - Display the File Has Changed alert box. • <code>Constants.FV_DoOK(1)</code> - Save the document anyway.
SaveFileNotWritable	The file permissions will not allow the file to be saved. The value is one of: • <code>Constants.FV_DoCancel(0)</code> - Cancel the Save operation. • <code>Constants.FV_DoShowDialog(4)</code> - Display the Cannot Lock File alert box.
SaveFileTypeHint	If <code>Constants.FS_FileType (TBD)</code> is <code>Constants.FV_SaveFmtFilter(8)</code>, this string enables the FrameMaker product to call the correct filter. For example, use 0001ADBEHTML to save as HTML or 0001ADBEXML to save as XML.
MakePageCount	Specifies how to round the page count. The value is one of: • <code>Constants.FV_UseCurrentSetting(0)</code> - Use default specified by the document property, PageRounding. • <code>Constants.FV_DontChangePageCount(1)</code> - Leave pages as is. • <code>Constants.FV_MakePageCountEven(2)</code> - With odd number of pages, add a page to end of document. • <code>Constants.FV_MakePageCountOdd(3)</code> - With even number of pages, add a page to end of document. • <code>Constants.FV_DeleteEmptyPages(4)</code> - Remove extra pages at end of document.
RetainNameStripe	Specifies whether to change the name in document title bar to the name to which the file is saved. The value is one of: • <code>False</code> - Change the name in the title bar to the name in which the file is saved. • <code>True</code> - Do not change the name in the title bar.

Property	Values
SaveAsModeName	Specifies where to get filename if <code>Constants.FS_SaveMode(4)</code> is set to <code>Constants.FV_ModeSaveAs(1)</code>. The value is one of: • <code>Constants.FV_SaveAsNameProvided(2)</code> - Save under the filename specified in the <code>saveAsName</code> parameter of <code>Save()</code>. • <code>Constants.FV_SaveAsUseFileName(1)</code> - Save as name shown on the document title bar. • <code>Constants.FV_SaveAsNameAskUser(0)</code> - Prompt user for name.
SaveMode	Specifies whether to use Save or Save As mode. The value is one of: • <code>Constants.FV_ModeSaveAs(1)</code> - Use Save As mode. • <code>Constants.FV_ModeSave(0)</code> - Use Save mode.
SaveTextExtraBlankLineAtEOP	Specifies whether to add an extra line at the end of each paragraph if the file is being saved as Text Only. The value is one of: • <code>False</code> - Do not add an extra line. • <code>True</code> - Add an extra line.
SaveTextTblSetting	Specifies how to deal with tables if the file is being saved as Text Only. The value is one of: • <code>Constants.FV_SaveTblUserPref(0)</code> - Use setting last specified in Save as Text dialog box. • <code>Constants.FV_SaveTblRowsAsPgfs(1)</code> - Save each table cell as a paragraph row-by-row. • <code>Constants.FV_SaveTblColsAsPgfs(2)</code> - Save each table cell as a paragraph column-by-column. • <code>Constants.FV_SaveSkipTbIs(3)</code> - Omit tables from a Text Only file. • <code>Constants.FV_SaveTextTblCellSeparator(TBD)</code> - The character to write as a cell separator in the text file. • <code>Constants.FV_SaveTextTblRowColumnSeparator(TBD)</code> - The character to write as a row or column separator in the text file.
SgmlSaveApplication	Retained for compatibility. Use the <code>StructuredSaveApplication</code> property instead.
StructuredSaveApplication	The value is one of: • String specifying the name of the structure application to use when saving a structured document as XML or SGML. This parameter takes precedence over any other structure application specification. If the specified application does not exist, the calling function will fail. • <code>Null</code> - No application used.

Property	Values
ShowSaveTextDialog	Specifies whether to display dialog box if the file is being saved in Text Only format. The value is one of: - False - Do not display dialog box. - True - Display dialog box asking user whether to put paragraph returns at the end of each line.
UpdateFRVList	Specifies whether the file will be added to the list of files recently visited that appears in the File menu. This is set to False by default. The value is one of : - False - Do not add the file to the list. - True - Add the file to the list.

On failure, the method sets the `len` field of the returned structure to 0.

Returns

`PropVals`

Syntax

`GetSaveDefaultParams()`

GetSupportedEncodings

Description

Returns the font encodings supported for the current session.

The following strings indicate the encoding for fonts:

Value	Meaning
FrameRoman	Roman Text.
JISX0208.ShiftJIS	Japanese Text.
BIG5	Traditional Chinese Text.
GB2312-80.EUC	Simplified Chinese Text.
KSC5601-1992	Korean Text.

Returns

`Strings`

Syntax

`GetSupportedEncodings()`

GetUpdateBookDefaultParams

Description

TBD

Returns

[PropVals](#)

Syntax

```
GetUpdateBookDefaultParams ()
```

GetNewXMLDefaultParams

Description

Generates default open-parameters for NewXML().

Returns

[PropVals](#)

Syntax

```
GetNewXMLDefaultParams () ;
```

A property list (PropVals) with the properties shown in the following table.

Property	Instruction or situation and possible values
Constants.FS_Doctype	Specifies a doctype to be used for creating a new XML document
Constants.FS_PublicId	Specifies a public id to be used for creating a new XML document
Constants.FS_SystemId	Specifies a DTD-system id to be used for creating a new xml document
Constants.FS_Extension	Used to provide a custom extension for the new XML document (like Untitled1.dita). Without customization, FrameMaker determines the extension by itself based on file type.
Constants.FS_Visible	A boolean property that indicates if the new XML document shall be visible or hidden.

IsEncodingSupported

Description

Checks whether the specified encoding is supported for the current session. For example, unless FrameMaker is running on a system that supports Japanese text, Japanese encoding is not supported.

The `encodingName` parameter can be set to one of the following values:

Value	Meaning
FrameRoman	Roman Text.
JISX0208.ShiftJIS	Japanese Text.
BIG5	Traditional Chinese Text.

Value	Meaning
GB2312-80.EUC	Simplified Chinese Text.
KSC5601-1992	Korean Text.

Returns `True` if the specified encoding is supported for the current session, else returns `False`.

Returns

`bool`

Syntax

`IsEncodingSupported(encodingName)`

Parameters

Parameter name	Data Type	Optional	Description
<code>encodingName</code>	<code>string</code>	No	The encoding that you want to test.

LoadMenuCustomizationFile

Description

Loads a menu customization file.

A menu customization file is a text file containing statements that change the menus and commands the user sees in FrameMaker. For example, a menu customization file can change the name of a command or move a command from one menu to another.

The method returns `FE_Success` on success.

On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
<code>Constants.FE_WrongProduct (-60)</code>	The product version does not support this operation.
<code>Constants.FE_BadParameter (-43)</code>	Parameter has an invalid value.
<code>Constants.FE_BadOperation (-27)</code>	Parameters specify an invalid operation.
<code>Constants.FE_SystemError (-42)</code>	System error.

Returns

`Void`

Syntax

`LoadMenuCustomizationFile(pathname, silent)`

Parameters

Parameter name	Data Type	Optional	Description
pathname	string	No	The pathname of the menu customization file to load. If you specify only a filename, the function looks in the client directory. If <code>silent</code> is set to <code>False</code> , the pathname specified by <code>pathname</code> is used as the default in the Menu Customization File dialog box.
silent	bool	No	Specifies whether to display the Menu Customization File dialog box and allow the user to choose the file. To display the dialog box and allow the user to choose the file, specify <code>False</code> . To use the file specified by <code>pathname</code> without asking the user, specify <code>True</code> .

NewKeyCatalog

Description

Creates a new key catalog with the specified 'tag'.

Returns

KeyCatalog

Syntax

```
NewKeyCatalog (tag) ;
```

Parameters

Parameter name	Data Type	Optional	Description
tag	string	No	The tag of the new Key Catalog being created.

If `NewKeyCatalog()` fails, the method assigns following values to `FA_errno`:

Error	Reason
<code>Constants.FE_BadName</code>	The tag provided is not valid.
<code>Constants.FE_DupName</code>	A key catalog for the tag provided already exists.

NewXML

Description

Creates a new, untitled XML.

Returns

Doc

Syntax

```
ApiNewXML (opennewXMLParams, newXMLReturnParams) ;
```

Parameters

Parameter name	Data Type	Optional	Description
opennewXMLParamsp	PropVals	No	A property list telling the FrameMaker product how to open the file and how to respond to errors and other conditions. To use the default list, specify NULL.
newXMLOpenReturnParams	PropVals	No	A property list that returns the filename and provides information about how the FrameMaker product opened the file. It must be initialized before you call F_ApiNewXMLOpen().

To get a property list to specify for the newXMLParams parameter, use GetNewXMLDefaultParams.

Notification

Description

Requests that the FrameMaker product notify your client whenever a specified event, or stage of an event, occurs.

Note: If FrameMaker encounters an internal error and exits, it does not send any notification to your client about operations performed after the error occurred. For example, after an error, FrameMaker allows the user to save changes in open documents, but it does not notify any clients of the save operations.

Many events have several notification points or stages for which you can request notification. The following table lists the notification points and the constants that specify them:

Event	Notification Point	Notification Constant
Frame binary document opened	- Before checking the type of file to be opened - After checking the type of file to be opened - Before opening the file - After opening the file	- Constants.FA_Note_PreFileType (9) - Constants.FA_Note_PostFileType (10) - Constants.FA_Note_PreOpenDoc (1) - Constants.FA_Note_PostOpenDoc (2)
MIF document opened	- Before checking the type of file to be opened - After checking the type of file to be opened - Before opening the file - After opening the file	- Constants.FA_Note_PreFileType (9) - Constants.FA_Note_PostFileType (10) - Constants.FA_Note_PreOpenMIF (3) - Constants.FA_Note_PostOpenMIF (4)
SGML document opened	- Before checking the type of file to be opened - After checking the type of file to be opened - Before opening the file - After opening the file	- Constants.FA_Note_PreFileType (9) - Constants.FA_Note_PostFileType (10) - Constants.FA_Note_PreOpenSGML (82) - Constants.FA_Note_PostOpenSGML (83)

Event	Notification Point	Notification Constant
XML document opened	- Before checking the type of file to be opened - After checking the type of file to be opened - Before opening the file - After opening the file	- Constants.FA_Note_PreFileType (9) - Constants.FA_Note_PostFileType (10) - Constants.FA_Note_PreOpenXML (95) - Constants.FA_Note_PostOpenXML (96)
Filterable document opened	Before checking the type of the file to be opened	Constants.FA_Note_FilterIn (14)
Frame binary book opened	- Before checking the type of file to be opened - After checking the type of file to be opened - Before opening the file - After opening the file	- Constants.FA_Note_PreFileType (9) - Constants.FA_Note_PostFileType (10) - Constants.FA_Note_PreOpenBook (16) - Constants.FA_Note_PostOpenBook (17)
MIF book opened	- Before checking the type of file to be opened - After checking the type of file to be opened - Before opening the file - After opening the file	- Constants.FA_Note_PreFileType (9) - Constants.FA_Note_PostFileType (10) - Constants.FA_Note_PreOpenBookMIF (18) - Constants.FA_Note_PostOpenBookMIF (19)
User double-clicked to open a document in a book window	- Before opening the file - After opening the file	- Constants.FA_Note_PreBookComponentOpen (76) - Constants.FA_Note_PostBookComponentOpen (77)
Generating a list or TOC for a document or a book	- Before generating the file - After generating the file	- Constants.FA_Note_PreGenerate (78) - Constants.FA_Note_PostGenerate (79)
Document saved in Frame binary format	- Before saving the document - After saving the document	- Constants.FA_Note_PreSaveDoc (5) - Constants.FA_Note_PostSaveDoc (6)
Document saved as MIF	- Before saving the file as MIF - After saving the file as MIF	- Constants.FA_Note_PreSaveMIF (7) - Constants.FA_Note_PostSaveMIF (8)
Document saved as SGML	- Before saving the file as SGML - After saving the file as SGML	- Constants.FA_Note_PreSaveSGML (99) - Constants.FA_Note_PostSaveSGML (100)
Document saved as XML	- Before saving the file as XML - After saving the file as XML	- Constants.FA_Note_PreSaveXML (97) - Constants.FA_Note_PostSaveXML (98)

Event	Notification Point	Notification Constant
Document saved as PDF	- Before specifying Acrobat settings and generating PostScript - After specifying Acrobat settings and generating PostScript - Before distilling the postscript - After distilling the postscript	- Constants.FA_Note_PreSaveAsPDFDialog (71) - Constants.FA_Note_PostSaveAsPDFDialog (72) - Constants.FA_Note_PreDistill (73) - Constants.FA_Note_PostDistill (74)
Document saved as filterable type	Before the document is saved	Constants.FA_Note_FilterOut (15)
Document exited	- Before exiting the document - After exiting the document	- Constants.FA_Note_PreQuitDoc (11) - Constants.FA_Note_PostQuitDoc (40)
Book exited	- Before exiting the book - After exiting the book	- Constants.FA_Note_PreQuitBook (24) - Constants.FA_Note_PostQuitBook (41)
First change made to a document since it was opened or saved	After the document is changed	Constants.FA_Note_DirtyDoc (12)
First change made to a book since it was opened or saved	After the book is changed	Constants.FA_Note_DirtyBook (25)
Book saved in Frame binary format	- Before saving the book - After saving the book	- Constants.FA_Note_PreSaveBook (20) - Constants.FA_Note_PostSaveBook (21)
Book saved in MIF format	- Before saving the MIF file - After saving the MIF file	- Constants.FA_Note_PreSaveBookMIF (22) - Constants.FA_Note_PostSaveBookMIF (23)
Document saved with Autosave	- Before saving the document - After saving the document	- Constants.FA_Note_PreAutoSaveDoc (32) - Constants.FA_Note_PostAutoSaveDoc (33)
Document reverted	- Before reverting the document - After reverting the document	- Constants.FA_Note_PreRevertDoc (28) - Constants.FA_Note_PostRevertDoc (29)
Book reverted	- Before reverting the book - After reverting the book	- Constants.FA_Note_PreRevertBook (30) - Constants.FA_Note_PostRevertBook (31)
FrameMaker product exited	- Before the OK to Exit dialog box appears - Immediately before exiting the session	- Constants.FA_Note_PreQuitSession (26) - Constants.FA_Note_PostQuitSession (27)
Another client calls <code>CallClient()</code> with <code>cname</code> set to the current client's name	After the call has been made to <code>CallClient()</code>	Constants.FA_Note_ClientCall (13)
Any user action, such as a command choice or text entry	After the FrameMaker product finishes processing the user action	Constants.FA_Note_BackToUser (34)
User clicks on Text inset owned by the current client	After the user clicked the inset	Constants.FA_Note_DisplayClientTiDialog (35)

Event	Notification Point	Notification Constant
FrameMaker product updates all text insets	When the client needs to update insets that belong to it	Constants.FA_Note_UpdateAllClientTi (36)
FrameMaker product updates a specific text inset	When the client needs to update a specified inset	Constants.FA_Note_UpdateClientTi (37)
Text or graphic imported	- Before importing the text or graphic - After importing the text or graphic	- Constants.FA_Note_PrelImport (38) - Constants.FA_Note_PostImport (39)
FrameMaker product command invoked or text entered in a document r	- Before the FrameMaker product executes a command or adds text to the document - After the FrameMaker product executes a command or adds text to the document	- Constants.FA_Note_PreFunction (42) - Constants.FA_Note_PostFunction (43)
Mouse button clicked	- Before the FrameMaker product responds to the mouse click - After the FrameMaker product responds to the mouse click	- Constants.FA_Note_PreMouseCommand (44) - Constants.FA_Note_PostMouseCommand (45)
Hypertext command invoked	- Before the FrameMaker product executes a hypertext command - After the FrameMaker product executes a hypertext command	- Constants.FA_Note_PreHypertext (46) - Constants.FA_Note_PostHypertext (47)
The user clicked Go To Source in the cross reference dialog box	- Before the FrameMaker product goes to the cross reference source - After the FrameMaker product goes to the cross reference source	- Constants.FA_Note_PreGoToXrefSrc (80) - Constants.FA_Note_PostGoToXrefSrc (81)
Document or book printed	- After the user clicks OK in the Print dialog box, but before the FrameMaker product prints the document or book - After the FrameMaker product prints the document or book	- Constants.FA_Note_PrePrint (48) - Constants.FA_Note_PostPrint (49)
Body page added to a document	After the FrameMaker product adds the body page	Constants.FA_Note_BodyPageAdded (50)
Body page deleted from a document	After the FrameMaker product deletes the body page	Constants.FA_Note_BodyPageDeleted (51)
Structural element inserted	- Before the element is inserted - After the element is inserted	- Constants.FA_Note_PreInsertElement (52) - Constants.FA_Note_PostInsertElement (53)
Structural element copied	- Before the element is copied - After the element is copied	- Constants.FA_Note_PreCopyElement (60) - Constants.FA_Note_PostCopyElement (61)
Structural element changed	- Before the element is changed - After the element is changed	- Constants.FA_Note_PreChangeElement (54) - Constants.FA_Note_PostChangeElement (55)
Structural element wrapped	- Before the element is wrapped - After the element is wrapped	- Constants.FA_Note_PreWrapElement (56) - Constants.FA_Note_PostWrapElement (57)

Event	Notification Point	Notification Constant
Structural element dragged	- Before the element is dragged - After the element is dragged	- Constants.FA_Note_PreDragElement (58) - Constants.FA_Note_PostDragElement (59)
An attribute value is set	- Before the attribute value is set - After the attribute value is set	- Constants.FA_Note_PreSetAttrValue (62) - Constants.FA_Note_PostSetAttrValue (63)
Element definitions are imported	- Before the element definitions are imported - After the element definitions are imported	- Constants.FA_Note_PreImportElemDefs (64) - Constants.FA_Note_PostImportElemDefs (65)
Inline input of double-byte text	- Before the text entry - After the text entry	- Constants.FA_Note_PreInlineTypeIn (69) - Constants.FA_Note_PostInlineTypeIn (70)
Filter a file on import or export via a filter to file filter	A file to file filter has been invoked—this notification occurs before the file is imported	Constants.FA_Note_FilterFileToFile (75)

The notification constants are numbered sequentially, starting with 0. The method provides a constant, `Constants.FA_Note_Num (128)`, that specifies the total number of notifications. This makes it easy to request notification for all notification points.

The method returns `FE_Success` on success. On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.
Constants.FE_BadNotificationNum (-30)	The specified notification number was invalid.

Returns

`int`

Syntax

`Notification(notification, state)`

Parameters

Parameter name	Data Type	Optional	Description
notification	<code>int</code>	No	Constant that specifies the notification point.
state	<code>int</code>	No	Specifies whether to turn notification on or off. 1 turns it on, and 0 turns it off

PopClipboard

Description

Pops the Clipboard stack, moving the entry on the top of the stack to the Clipboard.

The method returns `FE_Success` on success. On failure, the method sets `FA_errno` to one of the following values:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.
Constants.FE_BadOperation (-27)	Clipboard stack is empty.

Returns

int

Syntax

PopClipboard()

Parameters

Parameter name	Data Type	Optional	Description
_	Void	No	NULL

PrintFAErrno

Description

Prints the current error status, represented by the global variable, `FA_errno`. The method is useful for debugging clients.

When a method fails, it stores an error code in the global variable, `FA_errno`.

`FA_errno` retains the error code until another function fails and sets it or until your code explicitly sets it.

To determine whether a method call has failed, initialize `FA_errno` to `FE_Success` once before calling the method and check it once after the method call is completed. For example, if you call the `Notification()` method and specify an invalid notification constant, the method sets `FA_errno` to `Constants.FE_BadNotificationNum (-30)`. If you subsequently call `PrintFAErrno()`, it prints the string `FE_BadNotificationNum`.

On failure, `PrintFAErrno()` assigns the following value to `FA_errno`:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.

Returns

Void

Syntax

PrintFAErrno(_)

Parameters

Parameter name	Data Type	Optional	Description
_	Void	No	NULL

PrintImportStatus

Description

Prints status flags returned by `Import()`. It is useful for debugging your clients.

Returns

Void

Syntax

```
PrintImportStatus(p)
```

Parameters

Parameter name	Data Type	Optional	Description
p	PropVals	No	The property list that <code>Import()</code> returns in <code>importReturnParamspp</code> .

PrintOpenStatus

Description

Prints status flags returned by `Open()`. It is useful for debugging your clients.

Returns

Void

Syntax

```
PrintOpenStatus(p)
```

Parameters

Parameter name	Data Type	Optional	Description
p	PropVals	No	The property list that <code>Open()</code> returns in <code>openReturnParamspp</code> .

PrintPropVal

Description

Prints the value of a specified property. It is useful for debugging your clients.

Returns

Void

Syntax

```
PrintPropVal(p)
```

Parameters

Parameter name	Data Type	Optional	Description
p	PropVal	No	The property to print.

PrintPropVals

Description

Prints the values in a specified property list. It is useful for debugging your clients.

Returns

Void

Syntax

```
PrintPropVals(p)
```

Parameters

Parameter name	Data Type	Optional	Description
p	PropVals	No	The property to print.

PrintSaveStatus

Description

Prints errors returned by `Save()`. It is useful for debugging your clients.

Returns

Void

Syntax

```
PrintSaveStatus(p)
```

Parameters

Parameter name	Data Type	Optional	Description
p	PropVals	No	The property list that <code>Save()</code> returns in <code>saveReturnParamspp</code> .

PrintTextItem

Description

Prints the text in a specified text item. It is useful for debugging clients.

Returns

Void

Syntax

```
PrintTextItem(textItem)
```

Parameters

Parameter name	Data Type	Optional	Description
textItem	TextItem	No	The text item to print.

PrintTextItems

Description

Prints the text in a specified set of text items ([TextItems](#) structure). It is useful for debugging clients.

Returns

Void

Syntax

```
PrintTextItems(textItems)
```

Parameters

Parameter name	Data Type	Optional	Description
textItems	TextItems	No	The set of text items to print.

PrintUpdateBookStatus

Description

Prints errors returned by [UpdateBook\(\)](#). It is useful for debugging your clients.

Returns

Void

Syntax

```
PrintUpdateBookStatus(p)
```

Parameters

Parameter name	Data Type	Optional	Description
p	PropVals	No	The property list that UpdateBook() returns in updateReturnParamspp .

PushClipboard

Description

Pushes the current Clipboard contents onto the Clipboard stack. The method is useful if you want to use Clipboard functions, such as [Copy\(\)](#) or [Cut\(\)](#), without losing the Clipboard's original contents.

On failure, the method assigns the following value to `FA_erno`:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.

Returns

Void

Syntax

`PushClipboard()`

Parameters

Parameter name	Data Type	Optional	Description
	Void	No	NULL

ReturnValue

Description

Sets a return value for a client-defined callback. The method allows a client to provide status information to the FrameMaker product or client that called the callback. You can call this method in the following callbacks:

- `DialogEvent()`
- `Notify()`

`ReturnValue()` is useful for canceling FrameMaker product operations. When your client receives a `Constants.FA_PreNotificationPoint` notification for an operation, it can cancel the operation by calling `ReturnValue()` with `retvalue` set to `Constants.FR_CancelOperation (-10001)`.

For example, if your client's `Notify()` callback responds to all `Constants.FA_Note_PrePrint (48)` notifications by calling `ReturnValue()` with `retvalue` set to `Constants.FR_CancelOperation (-10001)`, FrameMaker cancels all print operations.

Your client can also call `ReturnValue()` in a `DialogEvent()` callback to prevent FrameMaker from closing a modal dialog box.

You can set `retvalue` to any integer. If you client sets `retval` in response to one of the following notifications, it can use the following listed constants:

Notification	Values that client can pass to <code>ReturnValue()</code>	Meaning
<code>Constants.FA_NOTE_PreNotificationPoint</code>	<code>Constants.FR_CancelOperation (-10001)</code>	Cancel the operation for which the notification was issued
<code>Constants.FA_Note_ClientCall (13)</code>	Any value recognized by the client that called <code>CallClient()</code> .	Client-defined.
<code>Constants.FA_Note_FilterIn (14)</code>	• The document into which the file was filtered. • 0	• The document was filtered successfully. • The document was not filtered successfully.

Notification	Values that client can pass to ReturnValue()	Meaning
Constants.FA_Note_DisplayClientTiDialog (35)	Constants.FR_DisplayedTiDialog (-10002)	The client has displayed its version of the Text Inset Properties dialog box.
Constants.FA_Note_PreSaveAsPDFDialog (71)	- Constants.FR_CancelOperation (-10001) - Constants.FR_SkipStep (-10004)	- Cancel the Save As PDF operation. - Do not display the Acrobat Settings dialog box
Constants.FA_Note_PostSaveAsPDFDialog (72)	Constants.FR_CancelOperation (-10001)	Cancel the Save as PDF operation. <i>Note: This event occurs before the distilling operation begins. You can now cancel the peration after the user closes Save As PDF dialog box.</i>
Constants.FA_Note_PreDistill (73)	Constants.FR_CancelOperation (-10001)	Cancel the Save as PDF operation.

Calling ReturnValue() for notifications other than those listed above, has no effect.

A client can also call ReturnValue() in a DialogEvent() callback that responds to actions in a client-defined modal dialog box.

Normally, when the user clicks a button in a client-defined modal dialog box, FrameMaker calls the client's DialogEvent() callback and then closes the dialog box. However, if the client's DialogEvent() callback calls ReturnValue() with retvalue set to Constants.FR_DialogStayUp (-10000), FrameMaker does not close the dialog box.

The following table lists the values that a client can pass to ReturnValue() in a DialogEvent() callback:

Value	Meaning
Constants.FR_DialogStayUp (-10000)	Do not close the modal dialog box in which the event occurred.
Any other value	Close the modal dialog box.

On success, ReturnValue() returns the value of the retvalue parameter that was set, the previous time ReturnValue() was called in the current callback function.

On failure, the method assigns the following value to FA_erno:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.

Returns

int

Syntax

ReturnValue(retvalue)

Parameters

Parameter name	Data Type	Optional	Description
retvalue	int	No	The value to return.

ShutDown

Description

Closes an ESTK client's connection.

Returns

Void

Syntax

ShutDown (_)

Parameters

Parameter name	Data Type	Optional	Description
_	Void	No	NULL

SimpleNewDoc

Description

Creates a new document from a specified template.

Note: If you call `SimpleNewDoc()` with `interactive` set to `True` and the user clicks either *Portrait*, *Custom*, or *Landscape* in the *New* dialog box, `SimpleNewDoc()` does not create a document. Instead, it returns 0 and sets `FA_errno` to either `Constants.FE_WantsPortrait (-48)`, `Constants.FE_WantsCustom (-46)`, or `Constants.FE_WantsLandscape (-47)`, respectively. It is up to your client to create a portrait, custom, or landscape document.

Note: For more information on creating custom documents, see “[CustomDoc](#)” on page 724.

If `SimpleNewDoc()` fails, the method assigns an error code to `FA_errno`. The error codes for `SimpleNewDoc()` are the same as those for `Open()`. For a list of these error codes, see “[Open](#)” on page 755.

Returns

[Doc](#)

Syntax

`SimpleNewDoc(templateName, interactive)`

Parameters

Parameter name	Data Type	Optional	Description
templateName	string	No	The absolute pathname of the template to use.
interactive	int	No	Specifies whether FrameMaker displays messages and warnings to the user.

UserCancel

Description

Determines whether the user has chosen the Cancel command (ESC) since the current callback function was called.

`UserCancel()` is useful for clients that conduct extensive processing that the user may want to cancel. For example, if your client processes all the documents in a book, it can call `UserCancel()` after it processes each document.

If `UserCancel()` returns `True`, your client can abort the processing.

Returns `True` if the user has executed the Cancel gesture, or `False` if the user has not executed the Cancel gesture.

Returns

`int`

Syntax

`UserCancel()`

Parameters

Parameter name	Data Type	Optional	Description
	<code>Void</code>	No	NULL

SimpleOpen

Description

Opens a document or book.

If you call `SimpleOpen()` with `interactive` set to `True`, FrameMaker displays the Open dialog box. It uses the path specified by the session property, `OpenDir`, as the default path.

If a warning or error condition arises, FrameMaker notifies the user. For example, if a document uses fonts that are not available, FrameMaker displays a dialog box that allows the user to cancel the operation or to continue and remap the fonts. If you set `interactive` to `False`, FrameMaker does not display the Open dialog box or other messages and warnings. If it is necessary to modify a file to continue opening it, `SimpleOpen()` aborts the operation without notifying the user, and returns 0.

Note: You cannot use `SimpleOpen()` to open filterable files. To open filterable files, use [“Open”](#) on page 755

The method returns the document opened, on success.

If `SimpleOpen()` fails, the method assigns an error code to `FA_errno`. The error codes for `SimpleOpen()` are the same as those for [“Open”](#) on page 755.

Returns

`Object`

Syntax

`SimpleOpen(fileName, interactive)`

Parameters

Parameter name	Data Type	Optional	Description
fileName	string	No	The absolute pathname of the file to open.
interactive	int	No	Specifies whether the FrameMaker product displays messages and warnings to the user. 1 instructs the FrameMaker product to display messages and warnings.

UpdateMenus

Description

Updates the top order menu set. For example, when a new menu file is read, or when a view only, book menu, quick menu or similar is loaded, this updates the newly read menus (in case of menu file) or different top menu bar (in case of view only, book and quick menus).

Returns

Void

Syntax

UpdateMenus ()

Parameters

Parameter name	Data Type	Optional	Description
	Void	No	NULL

AddMenu

Description

Adds a menu to a specified menu.

The method returns `FE_Success` on success.

On failure, the method assigns one of the following values to `FA_erno`:

Error	Reason
Constants.FE_WrongProduct (-60)	Invalid product.
Constants.FE_BadOperation (-27)	One of: • menu is null or empty • tomenu is null or empty • value of menu is already defined as a command

Error	Reason
Constants.FE_BadParameter (-43)	One of: • tomenu and menu have the same values • tomenu is not previously defined • tomenu is not a menu

Returns

int

Syntax

AddMenu(toMenu, menu, label)

Parameters

Parameter name	Data Type	Optional	Description
toMenu	string	No	The menu tag to which the menu is to be added.
menu	string	No	The new menu which is being added to the existing menu.
label	string	No	The name by which the newly added menu is visible.

RemoveMenu

Description

Deletes the specified menu.

The method returns FE_Success on success.

On failure, the method assigns one of the following values to FA_errno:

Error	Reason
Constants.FE_WrongProduct (-60)	Invalid product.

Returns

int

Syntax

RemoveMenu(fromMenu, label)

Parameters

Parameter name	Data Type	Optional	Description
fromMenu	string	No	The parent menu from which the menu is to be deleted.
label	string	No	The menu to delete.

MenuExists

Description

Indicates whether a specified menu exists.

The method returns 1 if the menu exists or 0 if the menu does not exist.

Returns

int

Syntax

MenuExists (menu)

Parameters

Parameter name	Data Type	Optional	Description
menu	string	No	The menu to be checked for existence.

ShortcutExists

Description

Indicates whether a specified command exists.

The method returns 1 if the command exists or 0 if the command does not exist.

Returns

int

Syntax

ShortcutExists (shortcut)

Parameters

Parameter name	Data Type	Optional	Description
shortcut	string	No	The command to be checked for existence.

GetExportDefaultParams

Description

Returns the PropVals structure containing the default export parameters.

Returns

PropVals

Syntax

GetExportDefaultParams ()

Parameters

Parameter name	Data Type	Optional	Description
	Void	No	Null

PrintExportStatus

Description

TBD

Returns

Void

Syntax

```
PrintExportStatus(p)
```

Parameters

Parameter name	Data Type	Optional	Description
p	PropVals	No	TBD

ErrorName

Description

Returns the string corresponding to the value of `FA_errno`.

Returns

string

Syntax

```
ErrorName(i)
```

Parameters

Parameter name	Data Type	Optional	Description
i	int	No	TBD

PrintErrno

Description

Prints the value of `FA_errno` to the console.

Returns

Void

Syntax

```
PrintErrno(i)
```

Parameters

Parameter name	Data Type	Optional	Description
i	int	No	TBD

NotificationName

Description

TBD

Returns

string

Syntax

```
NotificationName(i)
```

Parameters

Parameter name	Data Type	Optional	Description
i	int	No	TBD

AllocatePropVals

Description

Allocates memory for a property list.

On success, the method returns a property list (a `PropVals` data structure). The returned `PropVals` structure references memory that is allocated by the method. If `AllocatePropVals()` fails, the method sets the `len` field of the returned structure to 0.

Returns

`PropVals`

Syntax

```
AllocatePropVals(numProps)
```

Parameters

Parameter name	Data Type	Optional	Description
numProps	int	No	The number of properties in the property list.

Open

Description

Opens a document or book. It can also create a new document.

`Open()` allows you to specify a property list telling FrameMaker how to open or create the file and how to deal with error and warning conditions.

For example, you can specify whether to abort or to continue opening a document if it contains fonts that are not available. If the file is already open and invisible, it will make the file visible.

To get a property list to specify for the `openParams` parameter, use `GetOpenDefaultParams()` or create the list from scratch.

To create a new document with `Open()`, set the `Constants.FS_NewDoc (29)` property in the `openParams` property list to `True`.

Note: When creating a new document (`Constants.FS_NewDoc (29)` is `True`) and you display the New dialog box (`Constants.FS_ShowBrowser (1)` is `True`) and if the user clicks either Portrait, Custom, or Landscape in the New dialog box, `Open()` does not create a document. Instead, it returns 0 and sets `FA_errno` to either `Constants.FE_WantsPortrait (-48)`, `Constants.FE_WantsCustom (-46)`, or `Constants.FE_WantsLandscape (-47)`, respectively. It is up to your client to create a portrait, custom, or landscape document.

Note: For more information on creating custom documents, see “CustomDoc” on page 724.

The method returns the document or book if it opens it successfully, or 0 if an error occurs.

The property list to which `openReturnParams` is set has the properties shown in the following table:

Property	Meaning and possible values
<code>Constants.FS_OpenedFileName (1)</code>	A string that specifies the opened file's pathname. If you scripted <code>Constants.FS_ShowBrowser (1)</code> , or the file was filtered, or you did not specify the pathname, this pathname can be different from the one you specified in the Open script.
<code>Constants.FS_OpenNativeError (2)</code>	The error condition; normally the same value as <code>FA_errno</code> . If the file is opened successfully, it is set to <code>FE_Success</code> .
<code>Constants.FS_OpenStatus (3)</code>	A bit field indicating what happened when the file was opened.

Both the `Constants.FS_OpenNativeError (2)` property and the `FA_errno` global variable indicate the result of a call to `Open()`. The following table lists the possible status flags and the `FA_errno` and `Constants.FS_OpenNativeError (2)` values associated with them.

FS_OpenNativeError and FA_erno values	Possible FS_OpenStatus flags
Constants.FE_Success (0) (file was opened)	• Constants.FV_FileHasNewName (32) - Filename was changed from the name specified in the <code>Open ()</code> call. • Constants.FV_RecoverFileUsed (33) - Recover file was present, and it was used. • Constants.FV_AutoSaveFileUsed (34) - Autosave file was present, and the user or the <code>Open ()</code> script chose to use it. • Constants.FV_FileWasFiltered (35) - File was filterable and it was filtered. • Constants.FV_FontsWereMapped (36) - The document contained unavailable fonts, which were mapped to substitute fonts. • Constants.FV_FontMetricsChanged (37) - The file contained fonts with changed metrics, but it was opened anyway. • Constants.FV_FontsMappedInCatalog (38) - The Paragraph or Character Catalog used unavailable fonts, which were mapped to substitute fonts. • Constants.FV_LanguagesWerentFound (39) - The document used some unavailable languages, but it was opened anyway. • Constants.FV_BeefyDoc (40) - The document file was extremely large, but it was opened anyway. • Constants.FV_FilesOldVersion (41) - The file was from an old FrameMaker product version, but the user or the <code>Open ()</code> script chose to open it anyway. • Constants.FV_FileStructureStripped (42) - The file had FrameMaker features, which the user or the <code>Open ()</code> script chose to strip. • Constants.FV_FilesText (43) - The file was a Text Only file, but the user or the <code>Open ()</code> script chose to open it anyway. • Constants.FV_OpenedViewOnly (44) - The user or the <code>Open ()</code> script chose to open the file as a View Only file. • Constants.FV_EditableCopyOpened(45) - The file was in use and the user or the <code>Open ()</code> script opened an editable copy. • Constants.FV_BadFileRefsWereMapped (46) - File reference contained illegal characters; the illegal characters were converted to something safe. • Constants.FV_ReferencedFilesWerentFound (47) - Imported graphics files could not be found, but the file was opened anyway.
Constants.FE_Success (0) (file was opened)	• Constants.FV_FileAlreadyOpen (48) - The file was in use and the user or the <code>Open ()</code> script opened another copy. • Constants.FV_UnresolvedXRefs (49) - There were unresolved cross-references, but the file was opened anyway. • Constants.FV_UnresolvedTextInsets(50) - There were unresolved text insets, but the file was opened anyway.
Constants.FE_SystemError (-42) (file was not opened)	• Constants.FV_TooManyWindows(128) - Too many windows were open. • Constants.FV_BadTemplate (129) - A bad template was specified. • Constants.FV_FileNotReadable (130) - Do not have read permission for the file.

FS_OpenNativeError and FA_errno values	Possible FS_OpenStatus flags
Constants.FE_BadParameter (-43) (file was not opened)	- Constants.FV_FileHadStructure(64) - File had FrameMaker features, but current FrameMaker product is not FrameMaker. - Constants.FV_FileAlreadyOpenThisSession (65) - File is already open and script disallowed opening another copy. - Constants.FV_BadFileType (66) - File was an executable file or other unreadable type. - Constants.FV_BadFileName (67) - Specified filename was invalid. - Constants.FV_CantNewBooks (68) - Script specified a book that did not exist (the Open operation cannot create a new book). - Constants.FV_BadScriptValue (70) - <code>Open()</code> script contained an invalid property value. - Constants.FV_MissingScript (71) - <code>Open()</code> was called without a script. - Constants.FV_CantForceOpenAsText (72) - <code>Open()</code> script attempted to open the file as text, but file was of the wrong type. - Constants.FV_DisallowedType (73) - File was a Frame binary document and the <code>Open()</code> script disallowed it. - Constants.FV_DocDamagedByTextFilter (74) - File was a text document and was damaged when it was filtered. - Constants.FV_DocHeadersDamaged (75) - The document headers were damaged (probably because of a file system problem). - Constants.FV_DocWrongSize (76) - File is the wrong size (probably because of a file system problem). - Constants.FV_ChecksumDamage (77) - Bad checksum.

FS_OpenNativeError and FA_errno values	Possible FS_OpenStatus flags
Constants.FE_Canceled (-44) (file was not opened)	- Constants.FV_CancelUseRecoverFile (96) - A recover file was present, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_CancelUseAutoSaveFile (97) - An Autosave file was present, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_CancelFileIsText (98) - The file was text, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_CancelFileIsInUse (99) - The file was in use, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_CancelFileHasStructure (100) - The file had structure, so the user or the script canceled the Open operation. - Constants.FV_CancelReferencedFilesNotFound (101) - The file contained referenced files that were not available, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_CancelLanguagesNotFound (102) - The file contained languages that were not available, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_CancelFontsMapped (103) - The document contained fonts that needed to be mapped to other fonts, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_CancelFontMetricsChanged (104) - The file contained fonts with changed metrics, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_CancelFontsMappedInCatalog (105) - The document's Character Catalog or Paragraph Catalog contained fonts that needed to be mapped to other fonts, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_CancelFileIsDoc (106) - The file was a document and the <code>Open()</code> script disallowed it. - Constants.FV_CancelFileIsMIF (107) - The file was a MIF file and the <code>Open()</code> script disallowed it. - Constants.FV_CancelBook (108) - The file was a book and the <code>Open()</code> script disallowed it. - Constants.FV_CancelBookMIF (109) - The file was a MIF file and the <code>Open()</code> script disallowed it. - Constants.FV_CancelFileIsFilterable (110) - The file was a filterable file and the <code>Open()</code> script disallowed it. - Constants.FV_CancelFileIsOldVersion (111) - The file was from an old version of a FrameMaker product, so the user or the <code>Open()</code> script canceled the Open operation. - Constants.FV_UserCanceled (112) - The user canceled the Open operation. - Constants.FV_CancelFileBrowser (113) - The user canceled the Open operation from the file browser. - Constants.FV_CancelBeefyDoc (114) - The document was very large and the user or the script disallowed it. - Constants.FV_CancelFileIsSgml (115) - The file was an SGML document and the <code>Open()</code> script disallowed it. - Constants.FV_CancelTempDiskFull (118) - There was insufficient room on the disk to cache data while opening the file. - Constants.FV_CancelFileIsXml (119) - The file was an XML document and the <code>Open()</code> script disallowed it.

FS_OpenNativeError and FA_errno values	Possible FS_OpenStatus flags
- Constants.FE_Success (0) - Constants.FE_Canceled (-44) - Constants.FE_FailedState (-45) - Constants.FE_CanceledByClient (-86)	- Constants.FV_LockWasReset (0) - File lock was reset. - Constants.FV_LockNotReset (1) - File had a lock that was not reset. - Constants.FV_LockCouldntBeReset (2) - File had a lock that could not be reset. - Constants.FV_FileWasInUse (3) - File was in use. - Constants.FV_FilesViewOnly (4) - File is a View Only file. - Constants.FV_LockWasInvalid (5) - File had an invalid lock. - Constants.FV_FilesNotWritable (6) - The file was not writable, and the user canceled the open through the alert. - Constants.FV_FileModDateChanged (7) - The file has changed since the last time it was opened or saved in the current session.

To determine if a particular FS_OpenStatus bit is set, use “[CheckStatus](#)” on page 721.

Returns

Object

Syntax

Open(fileName, openParams, openReturnParams)

Parameters

Parameter name	Data Type	Optional	Description
fileName	string	No	The full pathname of the file to open. If you are using Open() to create a document, specify the name of the template to use.
openParams	PropVals	No	A property list telling the FrameMaker product how to open the file and how to respond to errors and other conditions. To use the default list, specify NULL.
openReturnParams	PropVals	No	A property list that returns the filename and provides information about how FrameMaker opened the file. It must be initialized before you call Open().

ScrollBar

Description

Displays an array of items and allows the user to choose one.

Note: If you set *default* to -1, always check to make sure the value returned in *selected_item* is 0 or greater before you use it as an array index. If you set *default* to -1 and the user clicks OK without choosing an item, the value returned in *selected_item* will be -1.

Returns 0 if the user clicked OK, or a nonzero value if the user clicked Cancel or an error occurred.

On failure, the method assigns the following value to FA_errno:

Error	Reason
Constants.FE_Transport (-1)	The user clicked Cancel, or a transport error occurred.

Returns

int

Syntax

ScrollBox(title, stringslist, _default)

Parameters

Parameter name	Data Type	Optional	Description
title	string	No	The title that appears on the dialog box.
stringslist	Strings	No	The list of items to appear in the scroll list.
_default	int	No	The index of the item that is selected when the dialog box first appears. For no default, specify -1.

ChooseFile

Description

Displays dialog boxes similar to a FrameMaker's Open and Save dialog boxes. The method displays directories and files in a scroll list and allows the user to choose a file or directory.

You can set the following values for mode:

Mode Constant	Dialog Box Type
Constants.FV_ChooseSelect (0)	Dialog box that allows the user to choose a file by clicking Select. It provides an input field into which the user can type a filename.
Constants.FV_ChooseOpen (1)	Dialog box that allows the user to choose a file by clicking Open. It provides an input field into which the user can type a filename.
Constants.FV_ChooseSave (2)	Dialog box that allows the user to save a file. It provides Save and Cancel buttons and an input field.
Constants.FV_ChooseOpenDir (3)	Dialog box that allows the user to choose a directory.

The method returns 0 if the user clicked Open, Select, Use, or Save; a nonzero value if the user clicked Cancel or an error occurred.

On failure, the method assigns the following value to FA_errno:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.

Returns

int

Syntax

ChooseFile(title, directory, stuffVal, mode)

Parameters

Parameter name	Data Type	Optional	Description
title	string	No	The message that appears in the dialog box.
directory	string	No	The default directory when the dialog box is first displayed. If you specify an empty string, the last directory used by an ESTK client is used. If no ESTK client has used a directory, the directory specified by the session property, <code>OpenDir</code> , is used.
stuffVal	string	No	The default value that appears in the input field when the dialog box first appears. If the dialog box type specified by mode does not have an input field, this string is ignored.
mode	int	No	A constant specifying the type of dialog box.

PromptInt

Description

Displays a dialog box that prompts the user for a single integer value. It allows you to provide a default value, which appears in the entry field when the dialog box appears. The dialog box has OK and Cancel buttons.

`PromptInt()` does not assign a value to `*intp` if the user clicks Cancel. If the user types alphabetic text after a number, the method ignores the text and just returns the value of the number.

The method returns 0 if the user clicked OK; a nonzero value if the user clicked Cancel or an error occurred.

On failure, the method assigns the following value to `FA_erro`:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.

Returns

int

Syntax

`PromptInt(message, stuffVal)`

Parameters

Parameter name	Data Type	Optional	Description
message	string	No	The message that appears in the dialog box. It must be 255 characters or less.
stuffVal	string	No	The default value that appears in the input field when the dialog box is first displayed.

PromptMetric

Description

Displays a dialog box that prompts the user for a single metric value. It allows you to provide a default value, which appears in the entry field when the dialog box appears. The dialog box has OK and Cancel buttons.

`PromptMetric()` does not assign a value to `*metricp` if the user clicks Cancel.

`PromptMetric()` dialog boxes behave like metric dialog boxes in the user interface. If the user types a number followed by a string that represents a unit (for example 10pts or 5"), the method converts the number into the equivalent number of metric units. If the user does not specify a unit, the method uses points (metric 65536).

The method returns 0 if the user clicked OK; a nonzero value if the user clicked Cancel or an error occurred.

On failure, the method assigns the following value to `FA_errno`:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.

Returns

int

Syntax

`PromptMetric(message, stuffVal, defaultunit)`

Parameters

Parameter name	Data Type	Optional	Description
message	string	No	The message that appears in the dialog box. It must be 255 characters or less.
stuffVal	string	No	The default value that appears in the input field when the dialog box is first displayed.
defaultunit	int	No	The metric unit to use if the user does not specify one.

PromptString

Description

Displays a dialog box that prompts the user for a single string value. It allows you to provide a default string, which appears in the entry field when the dialog box appears. The dialog box has OK and Cancel buttons.

Note: Do not call `PromptString()` to prompt the user for a pathname. If the user enters a pathname as a string, the backslash character (\) is interpreted as a special escape character. For example, the characters \s represent a space. If the user enters the pathname `c:\sample`, this string is interpreted as `c: ample`. To prompt the user for a pathname, use ["ChooseFile"](#) on page 760 to display a file selection dialog box.

The method returns 0 if the user clicked OK; a nonzero value if the user clicked Cancel or an error occurred.

On failure, the method assigns the following value to `FA_errno`:

Error	Reason
Constants.FE_Transport (-1)	A transport error occurred.

Returns

string

Syntax

```
PromptString(message, stuffVal)
```

Parameters

Parameter name	Data Type	Optional	Description
message	string	No	The message that appears in the dialog box. It must be 255 characters or less. Newline and linefeed characters are ignored.
stuffVal	string	No	The default value that appears in the input field when the dialog box is first displayed.

Service

Description

Services calls from FrameMaker to the ESTK API.

`Service()` waits for and dispatches a single Windows message. If your application contains its own message processing loop you need not call this routine.

It is not feasible for console applications to receive ESTK notifications since there is no way for them to both wait for user input and call `Service()`. Consequently, console applications should not register for notifications.

The method returns the number of bits the call to `select()` selected, if any.

Returns

int

Syntax

```
Service()
```

FileScrollBox

Description

Displays a file scrollbox using the given title and the given directory as the path.

Returns

int

Syntax

```
FileScrollBox(title, directory)
```

Parameters

Parameter name	Data Type	Optional	Description
title	string	No	The title to display on the scroll box.
directory	string	No	The directory path to display.

Chapter 7: CMS Connector Framework

CMS API Data Structures and Enum Constants

CMSResult

CMSResult

Description

Specifies the state of a Command's result for CMSCommand.

Returns

CMSResult

Syntax

```
CMSResult (status,opResult,message,cmsItems) ;
```

Parameters

Parameter name	Data Type	Optional	Description
status	int	No	Command's status
opResult	int	No	Operation's result. If CMS Command needs CMSTree update, assign CMSOpResult values (See following enum),else can return any value depending on operation. For example: opResult = True/False for FA_CMISValidCommand , opResult = CMSPropertyNewMaxOpCode for FA_CMISGetPropertyMaxOpCode
message	string	No	If operation fails, user can send error message to FrameMaker.For FA_CMISObjectOpenReadOnly, FA_CMISObjectEdit command, user can return file-name which is downloaded.
cmsItems	CMSObjects	No	List of CMS object

The possible values of the CMSResult.opResult field are:

opResult constant	Meaning
Constants.CMSOpNone	None
Constants.CMSOpItemUpdated	CMS item is updated
Constants.CMSOpDependentsUpdated	Dependents are updated
Constants.CMSOpDependentsDeleted	Dependents are deleted
Constants.CMSOpItemDeleted	CMS item is deleted
Constants.CMSOpChildAdded	Child is added

Constants.CMSOpRootUpdated	Root is updated
----------------------------	-----------------

If CMS SetProperty() fails, the API assigns following values to FA_errno:

Error	Reason
Constants.FE_CMSBadSessionId	The client specified an invalid session ID.
Constants.FE_CMSBadObjectId	The client specified an invalid cms object ID.
Constants.FE_CMSRootObjectExists	The API tries to set a root which already exists.
Constants.FE_CMSBadItemType	The file type expected by the cms object does not match the valid file type.
Constants.FE_CMSBadItemFile	The item type expected by the cms object does not match the valid item type
Constants.FE_CMSBadItemContainerType	The container value expected by the cms object is not properly set

CMSItemFileType

Description

Enum constants used to determine File-Type of a CMS Object.

The possible values of the Constants.FP_CMSItemProperty_ItemFileType fields are:

File Type constant	Meaning
Constants.FV_CMSItemFileTypeValue_Xml	File type is XML
Constants.FV_CMSItemFileTypeValue_FmDoc	File type is FM
Constants.FV_CMSItemFileTypeValue_Mif	File type is MIF
Constants.FV_CMSItemFileTypeValue_DitaMap	File type is DITAMAP
Constants.FV_CMSItemFileTypeValue_DitaTopic	File type is DITA topic
Constants.FV_CMSItemFileTypeValue_FmBook	File type is Book
Constants.FV_CMSItemFileTypeValue_Text	File type is text
Constants.FV_CMSItemFileTypeValue_Img	File type is image
Constants.FV_CMSItemFileTypeValue_General	File type is General

CMSProperties

Description

A CMSProperties structure specifies a set of CMS object properties.

CMSMenuItem

Description

The CMSMenuItem structure describes a custom menu definition.

This structure is used for creating a custom menu entry in the context menu available in CMS tree and CMS dialogs.

CMSCheckinParam

Description

The `CMSCheckinParam` structure describes the checkin parameter.

This structure is returned by `CMSShowCheckinUI` API for getting all the user interface state after user accepts the dialog changes by pressing OK button.

CMSDeleteParam

Description

The `CMSDeleteParam` structure describes the delete parameter.

This structure is returned by `CMSShowDeleteUI` API for getting all the user interface state after the user accepts the dialog changes by clicking OK.

CMSInfo

Description

The `CMSInfo` structure describes a single CMS registration information definition

CMSInfos

Description

The `CMSInfos` structure specifies a set of CMS registration information.

Error Codes

If the CMS API encounters an error condition, the API assigns an error code to the global variable `FA_errno`. The following table lists the error codes and their meanings. Error codes are also listed in the `fcmsapi.h` header file.

Error code	Meaning
<code>Constants.FE_CMSNameAlreadyRegistered</code>	The API attempted to register a CMS that is already registered.
<code>Constants.FE_CMSBadSessionId</code>	The client specified an invalid session ID.
<code>Constants.FE_CMSBadObjectId</code>	The client specified an invalid CMS object ID.
<code>Constants.FE_CMSSessionFailed</code>	The client failed to create a session.
<code>Constants.CMSBadCommandId</code>	The client specified an invalid command ID.
<code>Constants.FE_CMSObjectCreationFailed</code>	The <code>CMSCreateObject</code> API fails to create a CMS object.
<code>Constants.FE_CMSRootObjectExists</code>	The API tried to set a root that already exists.
<code>Constants.FE_CMSBadItemFileType</code>	The file type expected by the CMS object does not match the valid file type.

Constants.FE_CMSBadItemType	The item type expected by the CMS object does not match the valid item type.
Constants.FE_CMSBadItemContainerType	The container value expected by the cms object is not properly set
Constants.FE_CMSSessionCreationFailed	If Session creation fails, set status to this value.
Constants.FE_CMSIsValidCMSCommand	If user wants FrameMaker to take care of IsValidCMSCommand, set opResult to this value.
Constants.FE_CMSFailedLogin	The CMSLogin API fails to log into a CMS.
Constants.FE_CMSFailedLogout	The CMSLogout API fails to log out from a CMS.
Constants.FE_CMSFailedCheckout	The CMSCheckout API failed to checkout a file.
Constants.FE_CMSFailedCheckin	The CMSCheckin API failed to check in a file
Constants.FE_CMSFailedCancelCheckout	The CMSCancelCheckout API fails to cancelcheckout of a file.
Constants.FE_CMSFailedDelete	The CMSDelete API failed to delete a cms object
Constants.FE_CMSFailedOpenFile	The CMSOpenFile API failed to open a file
Constants.FE_CMSFailedUploadObject	The CMSUploadObject API failed to upload afile or folder.
Constants.FE_CMSFailedDownloadObject	The CMSzDownloadObject API failed to download a file.
Constants.FE_CMSFailedGetItemFrompath	The GetCMSObjectFromPath API failed to return a CMS object from server path.

CMS API functions

A list of the prominent CMS API functions:

[“CMSRegister”](#) on page 722

[“CMSCreateObject”](#) on page 512

[“CMSEnableCommand\(\)”](#) on page 501

[“CMSDisableCommand\(\)”](#) on page 502

[“CMSAddMenuEntry”](#) on page 723

[“CMSGetCmsIdFromName”](#) on page 723

[“CMSGetCMSInfo\(\)”](#) on page 508

[“CMSGetCmsIdFromSession”](#) on page 512

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APIs to automate CMS connector functionality

CMSLogin

Description

Logs into a particular CMS based on the connection details

Returns

Returns the handle of the new CMS connection if the operation is successful. Else sets FA_errno to Constants.FE_CMSErrordLogin.

Syntax

```
CMSLogin (setVal);
```

Parameters

Parameter name	Data Type	Optional	Description
setVal	IdValuePairs	No	Id value pairs to specify the connection parameter. The valid Ids are: Constants.FV_CMSErrordNameId - Name of the connection Constants.FV_CMSErrordConnTypeid -Connection Type Constants.FV_CMSErrordServerId -Server Name Constants.FV_CMSErrordUserNameId -User Name Constants.FV_CMSErrordPasswordId- Password Constants.FV_CMSErrordUserField1- Optional User Field1 Constants.FV_CMSErrordRepositoryId- Repository name for documentum Constants.FV_CMSErrordUserField2-Optional User Field2

CMSLogout

Description

Logs out the user from a particular CMS connection

Returns

Returns `FE_Success` if the operation is successful, else sets `FA_errno` to `Constants.FE_CMSErrordLogout`

Syntax

```
CMSLogout (cmsSessionId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS session

CMSCheckout

Description

Checks out a file from the CMS

Returns

Returns `FE_Success` if the operation is successful. Else sets `FA_errno` to `Constants.FE_CMSErrordCheckout`

Syntax

```
CMSCheckout (cmsSessionId, cmsObjectId, rootWithDescendants);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
rootWithDescendants	bool	No	True if checked out root with descendants

CMSCheckin

Description

Checks in a file into the CMS

Returns

Returns `FE_Success` if the operation is successful, else sets `FA_errno` to `Constants.FE_CMSErrordCheckin`

Syntax

```
CMSCheckin (cmsSessionId, objectId, checkinParam);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
checkinParam	IdValuePairs	No	Id value pairs to specify the checkin parameter. The valid Ids are: Constants.FV_CMSCheckinMakeCurrentVersionId Constants.FV_CMSCheckinKeepLocalCopyId Constants.FV_CMSCheckinMinorVersionId Constants.FV_CMSCheckinVersionLabelId Constants.FV_CMSCheckinDescriptionId Constants.FV_CMSCheckinCommentId

CMSCancelCheckout

Description

Cancels check out of a file from the CMS

Returns

Returns FE_Success if the operation is successful, else sets FA_errno to Constants.FE_CMSErrorCancelCheckout

Syntax

```
CMSCancelCheckout (cmsSessionId, objectId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object

CMSDelete

Description

Deletes a file or a folder from CMS

Returns

Returns FE_Success if the operation is successful, else sets FA_errno to Constants.FE_CMSErrorDelete

Syntax

```
CMSDelete (cmsSessionId, cmsObjectId, deleteParams);
```


Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
deleteParams	IdValuePairs	No	Id value pairs to specify the delete parameter. The valid Ids are: Constants.FV_CMSCCommandDeleteAllVersionId Constants.FV_CMSCCommandDeleteAllDependentsId

CMSOpenFile

Description

Opens a file or a book from CMS in FrameMaker

Returns

Returns the handle of the file or book if the operation is successful. Else sets FA_errno to Constants.FE_CMSErrorFailedOpenFile

Syntax

```
CMSOpenFile (cmsSessionId, cmsObjectId, openParams);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
openParams	IdValuePairs	No	Id value pairs to specify the open parameter. The valid Ids are: Constants.FV_CMSCCommandOpenReadOnlyId Constants.FV_CMSCCommandSilentOpenId

CMSUploadObject

Description

Uploads a file or a folder into the CMS

Returns

Returns FE_Success if the operation is successful. Else sets FA_errno to Constants.FE_CMSErrorFailedUploadObject

Syntax

```
CMSUploadObject (cmsSessionId, cmsObjectId, localFilePath);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object
localFilePath	string	No	The full pathname of the file or folder to upload

CMSDownloadObject

Description

Downloads a file from the CMS

Returns

Returns the local file path of the downloaded file if the operation is successful. Else sets FA_errno to Constants.FE_CMSFailedDownloadObject

Syntax

```
CMSDownloadObject (cmsSessionId, cmsObjectId);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
cmsObjectId	int	No	The ID of the CMS Object

GetCMSObjectFromPath

Description

Gets CMS object from a URL path

Returns

Returns the handle of a CMS object if the operation is successful. Else sets FA_errno to Constants.FE_CMSFailedGetItemFrompath

Syntax

```
GetCMSObjectFromPath (cmsSessionId,urlPath);
```

Parameters

Parameter name	Data Type	Optional	Description
cmsSessionId	int	No	The ID of the CMS Session
urlPath	string	No	The url pathname of the file or folder