

What's new in InDesign CS5 Scripting DOM

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1 | New Object Members

The data presented below are extracted from the Scripting DOM reference. They only include the **objects** and **object members** introduced in **InDesign 7.0**. A full hypertext reference is available here: <http://www.jongware.com/idjshelp.html>

This document has been automatically generated by parsing the **Type Library** files provided by Adobe from InDesign 3.0 (CS) to InDesign 7.0 (CS5). It may contain typos or adventitious case mistakes due to the automation process.

To limit the size of this document we didn't include the generic new members that concern almost all UI objects in InDesign CS5: **events**, **eventListeners**, **addEventListener()**, and **removeEventListener()**.

- To easily browse the contents by alphabetic order, use the PDF bookmarks: **View > Navigation Panels > Bookmarks**.

- A separate document focuses on new **Enumeration** values.

LEGEND:

Type **Primitive argument/value type (string, boolean, etc.)**

{Type} **Any DOM object type.**

#Type **Enumeration type.**

• **Indicates a read-only property.**

Application

Object available in ID 3, 4, 5, 6, 7

APPLICATION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
applyShortcutSet	<code>void applyShortcutSet(variant Name)</code>	Applies the specified shortcut set file. No string will apply the default shortcut set. / Name: The shortcut set. Type: String.
cancelAllTasks	<code>void cancelAllTasks()</code>	Cancels all the background tasks.
changeTransliterate	<code>{Objects} changeTransliterate(variant ReverseOrder)</code>	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
clearFrameFittingOptions	<code>void clearFrameFittingOptions()</code>	Removes the frame fittings options and resets it to the initial state.
findTransliterate	<code>{Objects} findTransliterate(variant ReverseOrder)</code>	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
loadMotionPreset	<code>{MotionPreset} loadMotionPreset(string From)</code>	Load motion preset from the specified file. / Return value: The motion preset that is imported. / From: The Flash motion preset file.
setApplicationPreferences	<code>void setApplicationPreferences(variant ApplicationPreferences)</code>	Sets the application's preferences. / ApplicationPreferences: The IDML defaults file or enumeration. Type: File (String) or idLanguageAndRegion enumerator.
waitForAllTasks	<code>variant waitForAllTasks()</code>	Waits for all the background tasks to finish. / Return value: A list of task states for task that finished. Type: Array of idTaskState enumerators.
backgroundTasks	<code>{BackgroundTasks} *backgroundTasks</code>	A collection of background task objects.
changeTransliteratePreferences	<code>variant changeTransliteratePreferences</code>	Change transliterate preferences. Type: ChangeTransliteratePreference or idNothingEnum enumerator.
cjkGridPreferences	<code>{CjkGridPreference} *cjkGridPreferences</code>	CJK grid preference settings.
compositeFonts	<code>{CompositeFonts} *compositeFonts</code>	A collection of composite fonts.
findChangeTransliterateOptions	<code>variant findChangeTransliterateOptions</code>	Find/change transliterate options. Type: FindChangeTransliterateOption or idNothingEnum enumerator.
findTransliteratePreferences	<code>variant findTransliteratePreferences</code>	Find transliterate preferences. Type: FindTransliteratePreference or idNothingEnum enumerator.
gridPrintingPreferences	<code>{GridPrintingPreference} *gridPrintingPreferences</code>	Grid printing preference and export settings.
idleTasks	<code>{IdleTasks} *idleTasks</code>	All attachable idle tasks.
interactivePDFExportPreferences	<code>{InteractivePDFExportPreference} *interactivePDFExportPreferences</code>	Interactive PDF export preferences.
kinsokuTables	<code>{KinsokuTables} *kinsokuTables</code>	A collection of kinsoku tables.
layoutGridData	<code>{LayoutGridDataInformation} *layoutGridData</code>	Default properties specific to layout grids.
liveScreenDrawing	<code>#LiveDrawingOptions liveScreenDrawing</code>	Delay before mouse operations trigger live screen drawing of page items.
mojikumiTables	<code>{MojikumiTables} *mojikumiTables</code>	A collection of mojikumi tables.
mojikumiUIPreferences	<code>{MojikumiUiPreference} *mojikumiUIPreferences</code>	Mojikumi user interface preference settings.
motionPresets	<code>{MotionPresets} *motionPresets</code>	A collection of Motion presets.
namedGrids	<code>{NamedGrids} *namedGrids</code>	A collection of named grids.
serialNumber	<code>string *serialNumber</code>	The user's serial number.

APPLICATION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
storyGridData	{StoryGridDataInformation} *storyGridData	Default properties specific to frame grids.
toolBoxTools	{ToolBox} *toolBoxTools	The current tool box states.
trackChangesPreferences	{TrackChangesPreference} *trackChangesPreferences	Track changes preference settings.
watermarkPreferences	{WatermarkPreference} *watermarkPreferences	Watermark preferences.

Book

Object available in ID 3, 4, 5, 6, 7

BOOK CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} *preferences	A collection of preferences objects.

BookContent

Object available in ID 3, 4, 5, 6, 7

BOOKCONTENT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
name	string *name	The name of the BookContent.

Button

Object available in ID 3, 4, 5, 6, 7

BUTTON CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)	Asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
activeStateIndex	integer activeStateIndex	The index of the active state in the object's states collection.
animationBehaviors	{AnimationBehaviors} *animationBehaviors	A collection of animation behaviors.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	variant bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	variant bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).

BUTTON CS5 MEMBERS	PROTOTYPE	DESCRIPTION
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
gotoNextStateBehaviors	{GotoNextStateBehaviors} *gotoNextStateBehaviors	A collection of goto next state behaviors.
gotoPreviousStateBehaviors	{GotoPreviousStateBehaviors} *gotoPreviousStateBehaviors	A collection of goto previous state behaviors.
gotoStateBehaviors	{GotoStateBehaviors} *gotoStateBehaviors	A collection of goto state behaviors.
parentPage	{Page} *parentPage	The page on which this page item appears.
paths	{Paths} *paths	A collection of paths.
preferences	{Preferences} *preferences	A collection of preferences objects.
splineItems	{SplineItems} *splineItems	The spline items collection.
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	variant topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	variant topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	boolean visible	If true, the Button is visible.

Cell

Object available in ID 3, 4, 5, 6, 7

CELL CS5 MEMBERS	PROTOTYPE	DESCRIPTION
changeTransliterate	{Objects} changeTransliterate(variant ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findTransliterate	{Objects} findTransliterate(variant ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
splineItems	{SplineItems} *splineItems	The spline items collection.
writingDirection	#HorizontalOrVertical writingDirection	The direction of the text in the cell.

Character

Object available in ID 3, 4, 5, 6, 7

CHARACTER CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: <code>idExportFormat</code> enumerator or <code>String</code> . / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: <code>PDFExportPreset</code> . / VersionComments: The comment for this version. Type: <code>String</code> . / ForceSave: If true, forcibly saves a version.
changeTransliterate	<code>{Objects} changeTransliterate(variant ReverseOrder)</code>	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: <code>Boolean</code> .
findHyperlinks	<code>{Objects} findHyperlinks(variant SortOrder)</code>	Finds hyperlink sources that intersecting with specified text range. / Return value: The found hyperlinks. / SortOrder: The sort order of found ranges. Type: <code>idRangeSortOrder</code> enumerator.
findTransliterate	<code>{Objects} findTransliterate(variant ReverseOrder)</code>	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: <code>Boolean</code> .
showText	<code>void showText()</code>	Jump to the text range.
allowArbitraryHyphenation	<code>boolean allowArbitraryHyphenation</code>	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.
autoTcy	<code>const autoTcy</code>	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	<code>boolean autoTcyIncludeRoman</code>	If true, auto tcy includes Roman characters.
bunriKinshi	<code>boolean bunriKinshi</code>	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
characterAlignment	<code>#CharacterAlignment characterAlignment</code>	The alignment of small characters to the largest character in the line.
characterRotation	<code>double characterRotation</code>	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
cjkGridTracking	<code>boolean cjkGridTracking</code>	If true, uses grid tracking to track non-Roman characters in CJK grids.
epsTexts	<code>{EPSTexts} *epsTexts</code>	EPSTexts.
glyphForm	<code>#AlternateGlyphForms glyphForm</code>	The glyph variant to substitute for standard glyphs.
gridAlignment	<code>#GridAlignment gridAlignment</code>	The alignment to the frame grid or baseline grid.
gridGyoudori	<code>const gridGyoudori</code>	The manual gyoudori setting.
jidori	<code>const jidori</code>	The number of grid squares in which to arrange the text.
keepWithPrevious	<code>boolean keepWithPrevious</code>	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	<code>#KentenAlignment kentenAlignment</code>	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	<code>#KentenCharacterSet kentenCharacterSet</code>	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	<code>string kentenCustomCharacter</code>	The character used for kenten. Note: Valid only when kenten kind is custom.

CHARACTER CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	<i>double</i> kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.

CHARACTER CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see <i>ruby parent scaling percent</i> .
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFlag	<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or <i>idNothingEnum</i> enumerator.
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see <i>ruby parent overhang amount</i> .
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString	<i>string</i> rubyString	The ruby string contents.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.

CHARACTER CS5 MEMBERS	PROTOTYPE	DESCRIPTION
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splineItems	{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset	<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki	<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	<i>double</i> tsume	The amount of horizontal character compression.
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	<i>const</i> warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

CharacterStyle

Object available in ID 3, 4, 5, 6, 7

CHARACTERSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
characterAlignment	<i>variant</i> characterAlignment	The alignment of small characters to the largest character in the line. Type: idCharacterAlignment enumerator or idNothingEnum enumerator.

CHARACTERSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
characterRotation	<i>variant</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise. Type: Double or idNothingEnum enumerator.
cjkGridTracking	<i>variant</i> cjkGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids. Type: Boolean or idNothingEnum enumerator.
glyphForm	<i>variant</i> glyphForm	The glyph variant to substitute for standard glyphs. Type: idAlternateGlyphForms enumerator or idNothingEnum enumerator.
jidori	<i>variant</i> jidori	The number of grid squares in which to arrange the text. . Type: Integer or idNothingEnum enumerator.
kentenAlignment	<i>variant</i> kentenAlignment	The alignment of kenten characters relative to the parent characters. . Type: idKentenAlignment enumerator or idNothingEnum enumerator.
kentenCharacterSet	<i>variant</i> kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom. . Type: idKentenCharacterSet enumerator or idNothingEnum enumerator.
kentenCustomCharacter	<i>variant</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom. Type: String or idNothingEnum enumerator.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font, String or idNothingEnum enumerator.
kentenFontSize	<i>variant</i> kentenFontSize	The size (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	<i>variant</i> kentenKind	The style of kenten characters. Type: idKentenCharacter enumerator or idNothingEnum enumerator.
kentenOverprintFill	<i>variant</i> kentenOverprintFill	The method of overprinting the kenten fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenOverprintStroke	<i>variant</i> kentenOverprintStroke	The method of overprinting the kenten stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenPlacement	<i>variant</i> kentenPlacement	The distance between kenten characters and their parent characters. Type: Double or idNothingEnum enumerator.
kentenPosition	<i>variant</i> kentenPosition	The kenten position relative to the parent character. Type: idRubyKentenPosition enumerator or idNothingEnum enumerator.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenStrokeTint	<i>variant</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenTint	<i>variant</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenWeight	<i>variant</i> kentenWeight	The stroke weight (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenXScale	<i>variant</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size. Type: Double or idNothingEnum enumerator.
kentenYScale	<i>variant</i> kentenYScale	The vertical size of kenten characters as a percent of the original size. . Type: Double or idNothingEnum enumerator.

CHARACTERSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
leadingAki	<i>variant</i> leadingAki	The amount of space before each character. Type: Double or idNothingEnum enumerator.
otfHVKana	<i>variant</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical. . Type: Boolean or idNothingEnum enumerator.
otfProportionalMetrics	<i>variant</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfRomanItalics	<i>variant</i> otfRomanItalics	If true, applies italics to half-width alphanumerics. . Type: Boolean or idNothingEnum enumerator.
rubyAlignment	<i>variant</i> rubyAlignment	The ruby alignment. Type: idRubyAlignments enumerator or idNothingEnum enumerator.
rubyAutoAlign	<i>variant</i> rubyAutoAlign	If true, auto aligns ruby. Type: Boolean or idNothingEnum enumerator.
rubyAutoScaling	<i>variant</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent. . Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyAutoScale	<i>variant</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em. Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyDigits	<i>variant</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby. Type: Integer or idNothingEnum enumerator.
rubyAutoTcyIncludeRoman	<i>variant</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby. Type: Boolean or idNothingEnum enumerator.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font, String or idNothingEnum enumerator.
rubyFontSize	<i>variant</i> rubyFontSize	The size (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>variant</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby. Type: Boolean or idNothingEnum enumerator.
rubyOverhang	<i>variant</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount. . Type: Boolean or idNothingEnum enumerator.
rubyOverprintFill	<i>variant</i> rubyOverprintFill	The method of overprinting the ruby fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyOverprintStroke	<i>variant</i> rubyOverprintStroke	The method of overprinting the ruby stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyParentOverhangAmount	<i>variant</i> rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text. Type: idRubyOverhang enumerator or idNothingEnum enumerator.
rubyParentScalingPercent	<i>variant</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size. Type: Double or idNothingEnum enumerator.
rubyParentSpacing	<i>variant</i> rubyParentSpacing	The ruby spacing relative to the parent text. . Type: idRubyParentSpacing enumerator or idNothingEnum enumerator.
rubyPosition	<i>variant</i> rubyPosition	The position of ruby characters relative to the parent text. Type: idRubyKantenPosition enumerator or idNothingEnum enumerator.

CHARACTERSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyStrokeTint	<i>variant</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyTint	<i>variant</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
rubyType	<i>variant</i> rubyType	The ruby type. Type: idRubyTypes enumerator or idNothingEnum enumerator.
rubyWeight	<i>variant</i> rubyWeight	The stroke weight (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyXOffset	<i>variant</i> rubyXOffset	The amount of horizontal space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyXScale	<i>variant</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
rubyYOffset	<i>variant</i> rubyYOffset	The amount of vertical space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyYScale	<i>variant</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
scaleAffectsLineHeight	<i>variant</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled. . Type: Boolean or idNothingEnum enumerator.
shataiAdjustRotation	<i>variant</i> shataiAdjustRotation	If true, applies shatai rotation. Type: Boolean or idNothingEnum enumerator.
shataiAdjustTsume	<i>variant</i> shataiAdjustTsume	If true, adjusts shatai tsume. Type: Boolean or idNothingEnum enumerator.
shataiDegreeAngle	<i>variant</i> shataiDegreeAngle	The shatai lens angle (in degrees). Type: Double or idNothingEnum enumerator.
shataiMagnification	<i>variant</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply. Type: Double or idNothingEnum enumerator.
tatechuyoko	<i>variant</i> tatechuyoko	If true, makes the character horizontal in vertical text. Type: Boolean or idNothingEnum enumerator.
tatechuyokoXOffset	<i>variant</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
tatechuyokoYOffset	<i>variant</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
trailingAki	<i>variant</i> trailingAki	The amount of space after each character. Type: Double or idNothingEnum enumerator.
tsume	<i>variant</i> tsume	The amount of horizontal character compression. Type: Double or idNothingEnum enumerator.
warichu	<i>variant</i> warichu	If true, turns on warichu. Type: Boolean or idNothingEnum enumerator.
warichuAlignment	<i>variant</i> warichuAlignment	The warichu alignment. Type: idWarichuAlignment enumerator or idNothingEnum enumerator.
warichuCharsAfterBreak	<i>variant</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break. . Type: Integer or idNothingEnum enumerator.
warichuCharsBeforeBreak	<i>variant</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break. Type: Integer or idNothingEnum enumerator.

CHARACTERSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
warichuLines	<i>variant</i> warichuLines	The number of lines of warichu within a single normal line. Type: Integer or idNothingEnum enumerator.
warichuLineSpacing	<i>variant</i> warichuLineSpacing	The gap between lines of warichu characters. Type: Double or idNothingEnum enumerator.
warichuSize	<i>variant</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size. Type: Double or idNothingEnum enumerator.

Column

Object available in ID 3, 4, 5, 6, 7

COLUMN CS5 MEMBERS	PROTOTYPE	DESCRIPTION
changeTransliterate	{Objects} changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findTransliterate	{Objects} findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
writingDirection	#HorizontalOrVertical writingDirection	The direction of the text in the cell.

CrossReference

Object available in ID 3, 4, 5, 6, 7

CROSSREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
name	string name	The name of the CrossReference; this is an alias to the CrossReference's label property.

Document

Object available in ID 3, 4, 5, 6, 7

DOCUMENT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, string To, boolean ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, boolean ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
changeComposer	void changeComposer()	Change composer to optyca.

DOCUMENT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
changeTransliterate	<code>{Objects}</code> changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
clearFrameFittingOptions	<code>void</code> clearFrameFittingOptions()	Removes the frame fittings options and resets it to the initial state.
findTransliterate	<code>{Objects}</code> findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
resetAllButtons	<code>void</code> resetAllButtons()	Resets all the buttons to their Normal state.
resetAllMultiStateObjects	<code>void</code> resetAllMultiStateObjects()	Resets all the multi-state objects to their first state.
saveACopy	<code>void</code> saveACopy(<i>variant</i> To, <i>boolean</i> Stationery)	Saves a copy of the document. / To: The file path for the copy. Note: Leaves the original document open and does not open the copy. Type: File (String). / Stationery: If true, saves the file as stationery (Mac OS) or as a template (Windows). Note: The file extension for stationery and templates is different than the extension for regular files.
cjkGridPreferences	<code>{CjkGridPreference}</code> *cjkGridPreferences	CJK grid preference settings.
compositeFonts	<code>{CompositeFonts}</code> *compositeFonts	A collection of composite fonts.
epsTexts	<code>{EPSTexts}</code> *epsTexts	EPSTexts.
id	<code>integer</code> *id	The unique ID of the Document.
kinsokuTables	<code>{KinsokuTables}</code> *kinsokuTables	A collection of kinsoku tables.
layoutGridData	<code>{LayoutGridDataInformation}</code> *layoutGridData	Default properties specific to layout grids.
mojikumiTables	<code>{MojikumiTables}</code> *mojikumiTables	A collection of mojikumi tables.
mojikumiUIPreferences	<code>{MojikumiUiPreference}</code> *mojikumiUIPreferences	Mojikumi user interface preference settings.
motionPresets	<code>{MotionPresets}</code> *motionPresets	A collection of Motion presets.
multiStateObjects	<code>{MultiStateObjects}</code> *multiStateObjects	A collection of multi-state objects.
namedGrids	<code>{NamedGrids}</code> *namedGrids	A collection of named grids.
placeGuns	<code>{PlaceGun}</code> *placeGuns	The place gun.
splineItems	<code>{SplineItems}</code> *splineItems	The spline items collection.
storyGridData	<code>{StoryGridDataInformation}</code> *storyGridData	Default properties specific to frame grids.
watermarkPreferences	<code>{WatermarkPreference}</code> *watermarkPreferences	Watermark preferences.

DocumentPreference

Object available in ID 3, 4, 5, 6, 7

DOCUMENTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
intent	<code>#DocumentIntentOptions</code> intent	The intent for a document.
startPageNumber	<code>integer</code> startPageNumber	The starting page number for a document. This is the same as the starting page number for the first section of a document. Default value is 1. Type: Long Integer (1 - 999999).

DocumentPreset

Object available in ID 3, 4, 5, 6, 7

DOCUMENTPRESET CS5 MEMBERS	PROTOTYPE	DESCRIPTION
intent	<code>#DocumentIntentOptions intent</code>	The intent for a document.
startPageNumber	<code>integer startPageNumber</code>	The starting page number for a document. This is the same as the starting page number for the first section of a document. Default value is 1. Type: Long Integer (1 - 999999).

Documents

Object available in ID 3, 4, 5, 6, 7

DOCUMENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
itemByID	<code>IDispatch itemByID(integer Id)</code>	Returns the object with the specified ID. / Return value: The object. / ID: The ID.

EPS

Object available in ID 3, 4, 5, 6, 7

EPS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
clearTransformations	<code>void clearTransformations()</code>	Clears transformations from the EPS. Transformations include rotation, scaling, flipping, fitting, and shearing.
convertShape	<code>void convertShape(#ConvertShapeOptions Given, variant NumberOfSides, variant InsetPercentage, variant CornerRadius)</code>	Converts the EPS to a different shape. / Given: The EPS's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).
select	<code>void select(#SelectionOptions ExistingSelection)</code>	Selects the object. / ExistingSelection: The selection status of the EPS in relation to previously selected objects.
allGraphics	<code>{Objects} *allGraphics</code>	Lists all graphics contained by the EPS.
allPageItems	<code>{Objects} *allPageItems</code>	Lists all page items contained by the EPS.
animationSettings	<code>{AnimationSetting} *animationSettings</code>	The page item animation settings.
bottomLeftCornerOption	<code>#CornerOptions bottomLeftCornerOption</code>	The shape to apply to the bottom left corner of rectangular shapes.

EPS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the EPS.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the EPS. . Type: Swatch or String.
fillTint	<i>double</i> fillTint	The percent of tint to use in the EPS's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	<i>double</i> gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
gradientFillAngle	<i>double</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the EPS. (Range: -180 to 180).
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the EPS. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the EPS, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the EPS. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the EPS. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the EPS, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
itemLayer	{Layer} itemLayer	The layer that the EPS is on.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
locked	<i>boolean</i> locked	If true, the EPS is locked.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	<i>string</i> name	The name of the EPS.
overprintFill	<i>boolean</i> overprintFill	If true, the EPS's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the EPS's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.

EPS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the EPS.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the EPS. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the EPS.
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the EPS's stroke. Type: Unit (Double or String).
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	<i>boolean</i> visible	If true, the EPS is visible.

Font

Object available in ID 3, 4, 5, 6, 7

FONT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
createSubsetFont	<i>void</i> createSubsetFont(<i>string</i> CharactersForSubset, <i>string</i> FontDestination)	Create a copy of the font with just enough information to render the list of characters given. / CharactersForSubset: String with all the characters used in the resulting font. / FontDestination: File location for the new font.

FormField

Object available in ID 3, 4, 5, 6, 7

FORMFIELD CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	<i>asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.</i>
activeStateIndex	<code>integer activeStateIndex</code>	<i>The index of the active state in the object's states collection.</i>
animationSettings	<code>{AnimationSetting} *animationSettings</code>	<i>The page item animation settings.</i>
bottomLeftCornerOption	<code>#CornerOptions bottomLeftCornerOption</code>	<i>The shape to apply to the bottom left corner of rectangular shapes.</i>
bottomLeftCornerRadius	<code>variant bottomLeftCornerRadius</code>	<i>The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).</i>
bottomRightCornerOption	<code>#CornerOptions bottomRightCornerOption</code>	<i>The shape to apply to the bottom right corner of rectangular shapes.</i>
bottomRightCornerRadius	<code>variant bottomRightCornerRadius</code>	<i>The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).</i>
parentPage	<code>{Page} *parentPage</code>	<i>The page on which this page item appears.</i>
preferences	<code>{Preferences} *preferences</code>	<i>A collection of preferences objects.</i>
timingSettings	<code>{TimingSetting} *timingSettings</code>	<i>The object timing settings.</i>
topLeftCornerOption	<code>#CornerOptions topLeftCornerOption</code>	<i>The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.</i>
topLeftCornerRadius	<code>variant topLeftCornerRadius</code>	<i>The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).</i>
topRightCornerOption	<code>#CornerOptions topRightCornerOption</code>	<i>The shape to apply to the top right corner of rectangular shapes.</i>
topRightCornerRadius	<code>variant topRightCornerRadius</code>	<i>The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).</i>
visible	<code>boolean visible</code>	<i>If true, the FormField is visible.</i>

FormFields

Object available in ID 3, 4, 5, 6, 7

FORMFIELDS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	<code>{FormField} add(variant Layer, #LocationOptions At, variant Reference)</code>	Creates a new FormField. / Return value: The new FormField. / Layer: The layer on which to create the FormField. Type: Layer. / At: The location at which to insert the FormField relative to the reference object or within the container object. / Reference: The reference object. Note: Required when the at parameter is before or after. Type: Document, Spread, MasterSpread, Page, Layer or PageItem.

GeneralPreference

Object available in ID 3, 4, 5, 6, 7

GENERALPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
enableMultiTouchGestures	<code>boolean enableMultiTouchGestures</code>	Controls whether or not multi-touch gestures are enabled.
objectsMoveWithPage	<code>boolean objectsMoveWithPage</code>	Controls whether page items move when a page is repositioned from the UI. The option/alt key temporarily reverses this property.
preventSelectingLockedItems	<code>boolean preventSelectingLockedItems</code>	Controls whether or not you can select and interact with a locked item. When this is off, only position is locked.
showContentGrabber	<code>boolean showContentGrabber</code>	Controls whether or not the content grabber adornment is shown.
showLiveCorners	<code>boolean showLiveCorners</code>	Controls whether or not the live corners grabber adornment is shown.
showMasterPageOverlay	<code>boolean showMasterPageOverlay</code>	Controls whether or not to show the master page overlay when a page is selected using the Page Tool.

Graphic

Object available in ID 3, 4, 5, 6, 7

GRAPHIC CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
clearTransformations	<code>void clearTransformations()</code>	Clears transformations from the Graphic. Transformations include rotation, scaling, flipping, fitting, and shearing.

GRAPHIC CS5 MEMBERS	PROTOTYPE	DESCRIPTION
convertShape	<i>void</i> convertShape(#ConvertShapeOptions Given, <i>variant</i> NumberOfSides, <i>variant</i> InsetPercentage, <i>variant</i> CornerRadius)	Converts the Graphic to a different shape. / Given: The Graphic's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).
select	<i>void</i> select(#SelectionOptions ExistingSelection)	Selects the object. / ExistingSelection: The selection status of the Graphic in relation to previously selected objects.
store	{Asset} store(Library Using)	Stores the object in the specified library. / Return value: The new library asset(s). / Using: The library in which to store the object.
allGraphics	{Objects} *allGraphics	Lists all graphics contained by the Graphic.
allPageItems	{Objects} *allPageItems	Lists all page items contained by the Graphic.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
contentTransparencySettings	{ContentTransparencySetting} *contentTransparencySettings	Transparency settings for the content of the Graphic.
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the Graphic.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the Graphic. . Type: Swatch or String.
fillTint	<i>double</i> fillTint	The percent of tint to use in the Graphic's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
fillTransparencySettings	{FillTransparencySetting} *fillTransparencySettings	Transparency settings for the fill applied to the Graphic.
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	<i>double</i> gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
gradientFillAngle	<i>double</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the Graphic. (Range: -180 to 180).
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the Graphic. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the Graphic, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the Graphic. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the Graphic. Type: Unit (Double or String).

GRAPHIC CS5 MEMBERS	PROTOTYPE	DESCRIPTION
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the Graphic, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
itemLayer	{Layer} itemLayer	The layer that the Graphic is on.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
locked	<i>boolean</i> locked	If true, the Graphic is locked.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	<i>string</i> name	The name of the Graphic.
nonprinting	<i>boolean</i> nonprinting	If true, the Graphic does not print.
overprintFill	<i>boolean</i> overprintFill	If true, the Graphic's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the Graphic's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the Graphic.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the Graphic. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the Graphic.
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)
strokeTransparencySettings	{StrokeTransparencySetting} *strokeTransparencySettings	Transparency settings for the stroke.
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the Graphic's stroke. Type: Unit (Double or String).
textWrapPreferences	{TextWrapPreference} *textWrapPreferences	The text wrap preference properties that define the default formatting for wrapping text around objects.
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).

GRAPHIC CS5 MEMBERS	PROTOTYPE	DESCRIPTION
topRightCornerOption	<code>#CornerOptions</code> topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
transparencySettings	<code>{TransparencySetting}</code> *transparencySettings	Transparency settings.
visible	<i>boolean</i> visible	If true, the Graphic is visible.

GraphicLine

Object available in ID 3, 4, 5, 6, 7

GRAPHICLINE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask}</code> asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
animationSettings	<code>{AnimationSetting}</code> *animationSettings	The page item animation settings.
bottomLeftCornerOption	<code>#CornerOptions</code> bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	<code>#CornerOptions</code> bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
buttons	<code>{Buttons}</code> *buttons	A collection of buttons.
epsTexts	<code>{EPSTexts}</code> *epsTexts	EPSTexts.
formFields	<code>{FormFields}</code> *formFields	A collection of form fields.
mediaItems	<code>{MediaItems}</code> *mediaItems	The media items collection.
movies	<code>{Movies}</code> *movies	A collection of movies.
multiStateObjects	<code>{MultiStateObjects}</code> *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the GraphicLine.
parentPage	<code>{Page}</code> *parentPage	The page on which this page item appears.
preferences	<code>{Preferences}</code> *preferences	A collection of preferences objects.
sounds	<code>{Sounds}</code> *sounds	A collection of sound clips.
splineItems	<code>{SplineItems}</code> *splineItems	The spline items collection.
timingSettings	<code>{TimingSetting}</code> *timingSettings	The object timing settings.

GRAPHICLINE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	<i>boolean</i> visible	If true, the GraphicLine is visible.

Group

Object available in ID 3, 4, 5, 6, 7

GROUP CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the Group.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.
splineItems	{SplineItems} *splineItems	The spline items collection.
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.

GROUP CS5 MEMBERS	PROTOTYPE	DESCRIPTION
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	<i>boolean</i> visible	If true, the Group is visible.

Guide

Object available in ID 3, 4, 5, 6, 7

GUIDE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
name	<i>string</i> name	The name of the Guide; this is an alias to the Guide's label property.
parentPage	{Page} *parentPage	The page on which this page item appears.

Image

Object available in ID 3, 4, 5, 6, 7

IMAGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
clearTransformations	<i>void</i> clearTransformations()	Clears transformations from the Image. Transformations include rotation, scaling, flipping, fitting, and shearing.
convertShape	<i>void</i> convertShape(#ConvertShapeOptions Given, <i>variant</i> NumberOfSides, <i>variant</i> InsetPercentage, <i>variant</i> CornerRadius)	Converts the Image to a different shape. / Given: The Image's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).
select	<i>void</i> select(#SelectionOptions ExistingSelection)	Selects the object. / ExistingSelection: The selection status of the Image in relation to previously selected objects.
allGraphics	{Objects} *allGraphics	Lists all graphics contained by the Image.
allPageItems	{Objects} *allPageItems	Lists all page items contained by the Image.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.

IMAGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the Image.
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	<i>double</i> gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
gradientFillAngle	<i>double</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the Image. (Range: -180 to 180).
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the Image. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the Image, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the Image. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the Image. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the Image, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
itemLayer	{Layer} itemLayer	The layer that the Image is on.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
locked	<i>boolean</i> locked	If true, the Image is locked.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	<i>string</i> name	The name of the Image.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the Image's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the Image.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the Image. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the Image.

IMAGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the Image's stroke. Type: Unit (Double or String).
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	<i>boolean</i> visible	If true, the Image is visible.

InsertionPoint

Object available in ID 3, 4, 5, 6, 7

INSERTIONPOINT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, string To, boolean ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, boolean ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
changeTransliterate	{Objects} changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findHyperlinks	{Objects} findHyperlinks(<i>variant</i> SortOrder)	Finds hyperlink sources that intersecting with specified text range. / Return value: The found hyperlinks. / SortOrder: The sort order of found ranges. Type: idRangeSortOrder enumerator.
findTransliterate	{Objects} findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
showText	void showText()	Jump to the text range.

INSERTIONPOINT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowArbitraryHyphenation	<i>boolean</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.
autoTcy	<i>const</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	<i>boolean</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters.
bunriKinshi	<i>boolean</i> bunriKinshi	If true, adds the double period (..), ellipsis (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterRotation	<i>double</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
CJKGridTracking	<i>boolean</i> CJKGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
glyphForm	#AlternateGlyphForms glyphForm	The glyph variant to substitute for standard glyphs.
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridGyoudori	<i>const</i> gridGyoudori	The manual gyoudori setting.
jidori	<i>const</i> jidori	The number of grid squares in which to arrange the text.
keepWithPrevious	<i>boolean</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	#KentenAlignment kentenAlignment	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	#KentenCharacterSet kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	<i>string</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	<i>double</i> kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.

INSERTIONPOINT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFlag	<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.

INSERTIONPOINT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString	<i>string</i> rubyString	The ruby string contents.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splineItems	{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.

INSERTIONPOINT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
tatechuyokoXOffset	<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki	<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	<i>double</i> tsume	The amount of horizontal character compression.
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	<i>const</i> warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

JPEGExportPreference

Object available in ID 3, 4, 5, 6, 7

JPEGEXPORTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
antiAlias	<i>boolean</i> antiAlias	If true, use anti-aliasing for text and vectors during export.
embedColorProfile	<i>boolean</i> embedColorProfile	True to embed the color profile, false otherwise.
exportResolution	<i>double</i> exportResolution	The export resolution expressed as a real number instead of an integer. (Range: 1.0 to 2400.0). Type: Double (1 - 2400).
jpegColorSpace	#JpegColorSpaceEnum jpegColorSpace	One of RGB, CMYK or Gray.
simulateOverprint	<i>boolean</i> simulateOverprint	If true, simulates the effects of overprinting spot and process colors in the same way they would occur when printing.
useDocumentBleeds	<i>boolean</i> useDocumentBleeds	If true, uses the document's bleed settings in the exported JPEG.

Language

Object available in ID 3, 4, 5, 6, 7

LANGUAGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
icuLocaleName	<i>string</i> *icuLocaleName	The full name of the Language object's ICU locale.

LanguageWithVendors

Object available in ID 3, 4, 5, 6, 7

LANGUAGEWITHVENDORS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
icuLocaleName	<code>string *icuLocaleName</code>	The full name of the Language object's ICU locale.

Layer

Object available in ID 3, 4, 5, 6, 7

LAYER CS5 MEMBERS	PROTOTYPE	DESCRIPTION
epsTexts	<code>{EPSTexts} *epsTexts</code>	EPSTexts.
multiStateObjects	<code>{MultiStateObjects} *multiStateObjects</code>	A collection of multi-state objects.
splineItems	<code>{SplineItems} *splineItems</code>	The spline items collection.

Line

Object available in ID 3, 4, 5, 6, 7

LINE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
changeTransliterate	<code>{Objects} changeTransliterate(variant ReverseOrder)</code>	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findHyperlinks	<code>{Objects} findHyperlinks(variant SortOrder)</code>	Finds hyperlink sources that intersecting with specified text range. / Return value: The found hyperlinks. / SortOrder: The sort order of found ranges. Type: idRangeSortOrder enumerator.
findTransliterate	<code>{Objects} findTransliterate(variant ReverseOrder)</code>	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
showText	<code>void showText()</code>	Jump to the text range.
allowArbitraryHyphenation	<code>boolean allowArbitraryHyphenation</code>	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.
autoTcy	<code>const autoTcy</code>	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	<code>boolean autoTcyIncludeRoman</code>	If true, auto tcy includes Roman characters.

LINE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bunriKinshi	<i>boolean</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterRotation	<i>double</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
cjkGridTracking	<i>boolean</i> cjkGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
glyphForm	#AlternateGlyphForms glyphForm	The glyph variant to substitute for standard glyphs.
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridGyoudori	<i>const</i> gridGyoudori	The manual gyoudori setting.
jidori	<i>const</i> jidori	The number of grid squares in which to arrange the text.
keepWithPrevious	<i>boolean</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	#KentenAlignment kentenAlignment	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	#KentenCharacterSet kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	<i>string</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	<i>double</i> kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.

LINE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFlag	<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.

LINE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString	string rubyString	The ruby string contents.
rubyStroke	variant rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	double rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	double rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	double rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	double rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	double rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	double rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	double rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	boolean scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation	boolean shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	boolean shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	double shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	double shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	variant spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	variant spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	variant spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splineItems	{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter	variant splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	variant splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	boolean tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset	double tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	double tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki	double trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	boolean treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	double tsume	The amount of horizontal character compression.

LINE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	<i>const</i> warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

Link

Object available in ID 3, 4, 5, 6, 7

LINK CS5 MEMBERS	PROTOTYPE	DESCRIPTION
links	{Links} •links	A collection of links.
preferences	{Preferences} •preferences	A collection of preferences objects.

MarginPreference

Object available in ID 3, 4, 5, 6, 7

MARGINPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
columnDirection	#HorizontalOrVertical columnDirection	The direction of text in the column.

MasterSpread

Object available in ID 3, 4, 5, 6, 7

MASTERSPREAD CS5 MEMBERS	PROTOTYPE	DESCRIPTION
resolve	<i>variant</i> resolve(<i>variant</i> Location, #CoordinateSpaces In, <i>boolean</i> ConsideringRulerUnits)	Get the coordinates of the given location in the specified coordinate system. / Return value: The resolved location for each of the targeted page items. Type: Array of 2 Doubles or Array of Arrays of 2 Doubles. / Location: The location requested. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / In: The coordinate space to use. / ConsideringRulerUnits: If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
select	<i>void</i> select(#SelectionOptions ExistingSelection)	Selects the object. / ExistingSelection: The selection status of the MasterSpread in relation to previously selected objects.

MASTERSPREAD CS5 MEMBERS	PROTOTYPE	DESCRIPTION
transform	<i>void</i> transform(#CoordinateSpaces In, <i>variant</i> From, <i>variant</i> WithMatrix, <i>variant</i> ReplacingCurrent, <i>boolean</i> ConsideringRulerUnits)	Transform the page item. / In: The coordinate space to use. / From: The temporary origin during the transformation. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / WithMatrix: Transform matrix. Type: Array of 6 Doubles or TransformationMatrix. / ReplacingCurrent: Transform components to consider; providing this optional parameter causes the target's existing transform components to be replaced with new values. Without this parameter, the given matrix is concatenated onto the target's existing transform combining the effect of the two. Type: idMatrixContent enumerator, Array of idMatrixContent enumerators or Long Integer. / ConsideringRulerUnits: If true then a ruler based origin is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
transformValuesOf	{Objects} transformValuesOf(#CoordinateSpaces In)	Get the transformation values of the page item. / Return value: A list of the transformation matrices. / In: The coordinate space to use.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
pageColor	<i>variant</i> pageColor	The color label of the MasterSpread, specified either as an array of three doubles, each in the range 0 to 255 and representing R, G, and B values, or as a UI color. Type: Array of 3 Doubles (0 - 255) or idUIColors enumerator or idPageColorOptions enumerator.
preferences	{Preferences} *preferences	A collection of preferences objects.
splineItems	{SplineItems} *splineItems	The spline items collection.
timingSettings	{TimingSetting} *timingSettings	The object timing settings.

Movie

Object available in ID 3, 4, 5, 6, 7

MOVIE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
applyObjectStyle	<i>void</i> applyObjectStyle(ObjectStyle Using, <i>boolean</i> ClearingOverrides, <i>boolean</i> ClearingOverridesThroughRootObjectStyle)	Applies the specified object style. / Using: The object style to apply. / ClearingOverrides: If true, clears the Movie's existing attributes before applying the style. / ClearingOverridesThroughRootObjectStyle: If true, clears attributes and formatting applied to the Movie that are not defined in the object style.
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
changeObject	{Objects} changeObject(<i>variant</i> ReverseOrder)	Finds objects that match the find what value and replace the objects with the change to value. / Return value: The replaced object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.

MOVIE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
clearObjectStyleOverrides	<i>void</i> clearObjectStyleOverrides()	Clear overrides for object style.
export	<i>void</i> export(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	Exports the object(s) to a file. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
findObject	{Objects} findObject(<i>variant</i> ReverseOrder)	Finds objects that match the find what value. / Return value: The found object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
flipItem	<i>void</i> flipItem(#Flip Given, <i>variant</i> Around)	Flips the Movie. / Given: The axis around which to flip the Movie. / Around: The point around which to flip the Movie. Type: Array of 2 Units (Doubles or Strings) or idAnchorPoint enumerator.
place	<i>variant</i> place(<i>string</i> FileName, <i>boolean</i> ShowingOptions)	Places the file. / Return value: The placed file. Type: Array of PageItems, Graphics, Movies, Sounds, Stories or Texts. / FileName: The file to place. / ShowingOptions: Whether to display the import options dialog.
reframe	<i>void</i> reframe(<i>variant</i> In, <i>variant</i> OpposingCorners)	Move the bounding box of the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / OpposingCorners: Opposing corners of new bounding box in the given coordinate space. Type: Array of 2 Arrays of 2 Doubles.
resolve	<i>variant</i> resolve(<i>variant</i> Location, #CoordinateSpaces In, <i>boolean</i> ConsideringRulerUnits)	Get the coordinates of the given location in the specified coordinate system. / Return value: The resolved location for each of the targeted page items. Type: Array of 2 Doubles or Array of Arrays of 2 Doubles. / Location: The location requested. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / In: The coordinate space to use. / ConsideringRulerUnits: If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
transformAgain	<i>variant</i> transformAgain()	Transforms the Movie using the last transformation performed on any object. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformAgainIndividually	<i>variant</i> transformAgainIndividually()	Transforms the Movie using the last transformation performed on any Movie. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgain	<i>variant</i> transformSequenceAgain()	Transforms the Movie using the last sequence of transform operations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgainIndividually	<i>variant</i> transformSequenceAgainIndividually()	Transforms the Movie using the last sequence of transformations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformValuesOf	{Objects} transformValuesOf(#CoordinateSpaces In)	Get the transformation values of the page item. / Return value: A list of the transformation matrices. / In: The coordinate space to use.
absoluteFlip	#Flip absoluteFlip	Indicates whether the Movie has been flipped independently of its parent object and, if yes, the direction in which the Movie was flipped.

MOVIE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
absoluteHorizontalScale	<i>double</i> absoluteHorizontalScale	The horizontal scale of the Movie relative to its containing object.
absoluteRotationAngle	<i>double</i> absoluteRotationAngle	The rotation angle of the Movie relative to its containing object. (Range: -360 to 360).
absoluteShearAngle	<i>double</i> absoluteShearAngle	The skewing angle of the Movie relative to its containing object. (Range: -360 to 360).
absoluteVerticalScale	<i>double</i> absoluteVerticalScale	The vertical scale of the Movie relative to its containing object.
allGraphics	{Objects} *allGraphics	Lists all graphics contained by the Movie.
allPageItems	{Objects} *allPageItems	Lists all page items contained by the Movie.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
appliedObjectStyle	{ObjectStyle} appliedObjectStyle	The object style applied to the Movie.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
contentTransparencySettings	{ContentTransparencySetting} *contentTransparencySettings	Transparency settings for the content of the Movie.
controllerSkin	<i>string</i> controllerSkin	The video controller skin name.
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the Movie.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the Movie. . Type: Swatch or String.
fillTint	<i>double</i> fillTint	The percent of tint to use in the Movie's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
fillTransparencySettings	{FillTransparencySetting} *fillTransparencySettings	Transparency settings for the fill applied to the Movie.
flip	#Flip flip	The direction in which to flip the printed image.
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	<i>double</i> gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
gradientFillAngle	<i>double</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the Movie. (Range: -180 to 180).
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the Movie. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the Movie, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the Movie. (Range: -180 to 180).

MOVIE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the Movie. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the Movie, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
graphics	{Graphics} *graphics	A collection of imported graphics in any graphic file format (vector, metafile, or bitmap).
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
localDisplaySetting	#DisplaySettingOptions localDisplaySetting	Display performance options for the Movie.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
movieLoop	<i>boolean</i> movieLoop	If true, movie loops forever.
navigationPoints	{NavigationPoints} *navigationPoints	A collection of navigation points.
nonprinting	<i>boolean</i> nonprinting	If true, the Movie does not print.
overprintFill	<i>boolean</i> overprintFill	If true, the Movie's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the Movie's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
pageItems	{PageItems} *pageItems	The page items collection, which can be used to process all page items in a container (such as a document, page, or group), regardless of type.
parentPage	{Page} *parentPage	The page on which this page item appears.
paths	{Paths} *paths	A collection of paths.
preferences	{Preferences} *preferences	A collection of preferences objects.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
rotationAngle	<i>double</i> rotationAngle	The rotation angle of the Movie. (Range: -360 to 360).
shearAngle	<i>double</i> shearAngle	The skewing angle applied to the Movie. (Range: -360 to 360).
showController	<i>boolean</i> showController	If true, displays controller skin with mouse rollover.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the Movie.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the Movie. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the Movie.
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
strokeTransparencySettings	{StrokeTransparencySetting} *strokeTransparencySettings	Transparency settings for the stroke.
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.

MOVIE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the Movie's stroke. Type: Unit (Double or String).
textWrapPreferences	{TextWrapPreference} *textWrapPreferences	The text wrap preference properties that define the default formatting for wrapping text around objects.
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
transparencySettings	{TransparencySetting} *transparencySettings	Transparency settings.
visible	<i>boolean</i> visible	If true, the Movie is visible.

MovieBehavior

Object available in ID 3, 4, 5, 6, 7

MOVIEBEHAVIOR CS5 MEMBERS	PROTOTYPE	DESCRIPTION
navigationPointID	<i>integer</i> navigationPointID	The id of the navigation point to play from. This property is ignored for all operations other than Play From Navigation Point.

Oval

Object available in ID 3, 4, 5, 6, 7

OVAL CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
clearFrameFittingOptions	<i>void</i> clearFrameFittingOptions()	Removes the frame fittings options and resets it to the initial state.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.

OVAL CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
buttons	{Buttons} *buttons	A collection of buttons.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
formFields	{FormFields} *formFields	A collection of form fields.
mediaItems	{MediaItems} *mediaItems	The media items collection.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
name	string name	The name of the Oval.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.
splineItems	{SplineItems} *splineItems	The spline items collection.
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	boolean visible	If true, the Oval is visible.

Page

Object available in ID 3, 4, 5, 6, 7

PAGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
reframe	void reframe(<i>variant</i> In, <i>variant</i> OpposingCorners)	Move the bounding box of the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / OpposingCorners: Opposing corners of new bounding box in the given coordinate space. Type: Array of 2 Arrays of 2 Doubles.

PAGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
resize	<code>void resize(variant In, variant From, #ResizeMethods By, variant Values, boolean ResizeIndividually, boolean ConsideringRulerUnits)</code>	Resize the page item. / In: The bounding box to resize. Type: <code>idCoordinateSpaces</code> enumerator, <code>idBoundingBoxLimits</code> enumerator or Ordered array containing <code>CoordinateSpace: idCoordinateSpaces</code> enumerator, <code>BoundsKind: idBoundingBoxLimits</code> enumerator. / From: The transform origin. Legal specifications: relative to bounding box: <code>anchor {anchor {x,y}, bounds kind [, coordinate space]}</code> ; relative to coordinate space: <code>{x,y} {{x,y} [, coordinate space]}</code> ; relative to layout window ruler: <code>{{x,y}, page index bounds kind}</code> . Type: Array of 2 Doubles, <code>idAnchorPoint</code> enumerator or Array of Arrays of 2 Doubles, <code>idCoordinateSpaces</code> enumerators, <code>idAnchorPoint</code> enumerators, <code>idBoundingBoxLimits</code> enumerators or Long Integers. / By: How the current dimensions are affected by the given values. / Values: The width and height values. Legal dimensions specifications: <code>{x, y [, coordinate space]}</code> , <code>{x, resize constraint [, coordinate space]}</code> , or <code>{resize constraint, y [, coordinate space]}</code> ; where x and y are real numbers and coordinate space is used to determine <code>_only_</code> the unit of length for x and y; coordinate space is ignored for the 'current dimensions times' resize method). Type: Array of Doubles, <code>idResizeConstraints</code> enumerators or <code>idCoordinateSpaces</code> enumerators. / <code>ResizeIndividually</code> : If false and multiple page items are targeted, the new dimensions are attained only by moving the individual items rather than resizing them. / <code>ConsideringRulerUnits</code> : If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
select	<code>void select(#SelectionOptions ExistingSelection)</code>	Selects the object. / <code>ExistingSelection</code> : The selection status of the Page in relation to previously selected objects.
transform	<code>void transform(#CoordinateSpaces In, variant From, variant WithMatrix, variant ReplacingCurrent, boolean ConsideringRulerUnits)</code>	Transform the page item. / In: The coordinate space to use. / From: The temporary origin during the transformation. Type: Array of 2 Doubles, <code>idAnchorPoint</code> enumerator or Array of Arrays of 2 Doubles, <code>idCoordinateSpaces</code> enumerators, <code>idAnchorPoint</code> enumerators, <code>idBoundingBoxLimits</code> enumerators or Long Integers. / <code>WithMatrix</code> : Transform matrix. Type: Array of 6 Doubles or <code>TransformationMatrix</code> . / <code>ReplacingCurrent</code> : Transform components to consider; providing this optional parameter causes the target's existing transform components to be replaced with new values. Without this parameter, the given matrix is concatenated onto the target's existing transform combining the effect of the two. Type: <code>idMatrixContent</code> enumerator, Array of <code>idMatrixContent</code> enumerators or Long Integer. / <code>ConsideringRulerUnits</code> : If true then a ruler based origin is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
epsTexts	<code>{EPSTexts} *epsTexts</code>	EPSTexts.
gridData	<code>{GridDataInformation} *gridData</code>	Default grid properties. Note: Applies to named, layout, and frame (story) grids.
masterPageTransform	<code>{TransformationMatrix} masterPageTransform</code>	The transform applied to the master page before it is applied to Page.
multiStateObjects	<code>{MultiStateObjects} *multiStateObjects</code>	A collection of multi-state objects.
pageColor	<code>variant pageColor</code>	The color label of the Page, specified either as an array of three doubles, each in the range 0 to 255 and representing R, G, and B values, or as a UI color. Type: Array of 3 Doubles (0 - 255) or <code>idUIColors</code> enumerator or <code>idPageColorOptions</code> enumerator.
preferences	<code>{Preferences} *preferences</code>	A collection of preferences objects.
splineItems	<code>{SplineItems} *splineItems</code>	The spline items collection.

PageItem

Object available in ID 3, 4, 5, 6, 7

PAGEITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask}</code> asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: <code>idExportFormat</code> enumerator or <code>String</code> . / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: <code>PDFExportPreset</code> . / VersionComments: The comment for this version. Type: <code>String</code> . / ForceSave: If true, forcibly saves a version.
animationSettings	<code>{AnimationSetting}</code> *animationSettings	The page item animation settings.
bottomLeftCornerOption	<code>#CornerOptions</code> bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: <code>Unit (Double or String)</code> .
bottomRightCornerOption	<code>#CornerOptions</code> bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: <code>Unit (Double or String)</code> .
name	<i>string</i> name	The name of the PageItem.
parentPage	<code>{Page}</code> *parentPage	The page on which this page item appears.
preferences	<code>{Preferences}</code> *preferences	A collection of preferences objects.
timingSettings	<code>{TimingSetting}</code> *timingSettings	The object timing settings.
topLeftCornerOption	<code>#CornerOptions</code> topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: <code>Unit (Double or String)</code> .
topRightCornerOption	<code>#CornerOptions</code> topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: <code>Unit (Double or String)</code> .
visible	<i>boolean</i> visible	If true, the PageItem is visible.

PageReference

Object available in ID 3, 4, 5, 6, 7

PAGEREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
name	<i>string</i> name	The name of the PageReference; this is an alias to the PageReference's label property.

Paragraph

Object available in ID 3, 4, 5, 6, 7

PARAGRAPH CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: <code>idExportFormat</code> enumerator or <code>String</code> . / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: <code>PDFExportPreset</code> . / VersionComments: The comment for this version. Type: <code>String</code> . / ForceSave: If true, forcibly saves a version.
changeTransliterate	<code>{Objects} changeTransliterate(variant ReverseOrder)</code>	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: <code>Boolean</code> .
findHyperlinks	<code>{Objects} findHyperlinks(variant SortOrder)</code>	Finds hyperlink sources that intersecting with specified text range. / Return value: The found hyperlinks. / SortOrder: The sort order of found ranges. Type: <code>idRangeSortOrder</code> enumerator.
findTransliterate	<code>{Objects} findTransliterate(variant ReverseOrder)</code>	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: <code>Boolean</code> .
showText	<code>void showText()</code>	Jump to the text range.
allowArbitraryHyphenation	<code>boolean allowArbitraryHyphenation</code>	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.
autoTcy	<code>const autoTcy</code>	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	<code>boolean autoTcyIncludeRoman</code>	If true, auto tcy includes Roman characters.
bunriKinshi	<code>boolean bunriKinshi</code>	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
characterAlignment	<code>#CharacterAlignment characterAlignment</code>	The alignment of small characters to the largest character in the line.
characterRotation	<code>double characterRotation</code>	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
cjkGridTracking	<code>boolean cjkGridTracking</code>	If true, uses grid tracking to track non-Roman characters in CJK grids.
epsTexts	<code>{EPSTexts} *epsTexts</code>	EPSTexts.
glyphForm	<code>#AlternateGlyphForms glyphForm</code>	The glyph variant to substitute for standard glyphs.
gridAlignment	<code>#GridAlignment gridAlignment</code>	The alignment to the frame grid or baseline grid.
gridGyoudori	<code>const gridGyoudori</code>	The manual gyoudori setting.
jidori	<code>const jidori</code>	The number of grid squares in which to arrange the text.
keepWithPrevious	<code>boolean keepWithPrevious</code>	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	<code>#KentenAlignment kentenAlignment</code>	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	<code>#KentenCharacterSet kentenCharacterSet</code>	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	<code>string kentenCustomCharacter</code>	The character used for kenten. Note: Valid only when kenten kind is custom.

PARAGRAPH CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	<i>double</i> kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.

PARAGRAPH CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see <i>ruby parent scaling percent</i> .
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFlag	<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or <i>idNothingEnum</i> enumerator.
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see <i>ruby parent overhang amount</i> .
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString	<i>string</i> rubyString	The ruby string contents.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.

PARAGRAPH CS5 MEMBERS	PROTOTYPE	DESCRIPTION
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splineItems	{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset	<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki	<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	<i>double</i> tsume	The amount of horizontal character compression.
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	<i>const</i> warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

ParagraphStyle

Object available in ID 3, 4, 5, 6, 7

PARAGRAPHSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowArbitraryHyphenation	<i>boolean</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.

PARAGRAPHSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
autoTcy	<i>const</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	<i>boolean</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters.
bunriKinshi	<i>boolean</i> bunriKinshi	If true, adds the double period (..), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterRotation	<i>double</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
CJKGridTracking	<i>boolean</i> CJKGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids.
glyphForm	#AlternateGlyphForms glyphForm	The glyph variant to substitute for standard glyphs.
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridGyoudori	<i>const</i> gridGyoudori	The manual gyoudori setting.
jidori	<i>const</i> jidori	The number of grid squares in which to arrange the text.
keepWithPrevious	<i>boolean</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	#KentenAlignment kentenAlignment	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	#KentenCharacterSet kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	<i>string</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	<i>double</i> kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.

PARAGRAPHSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.

PARAGRAPHSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset	<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki	<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	<i>double</i> tsume	The amount of horizontal character compression.
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.

PARAGRAPHSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
warichuCharsAfterBreak	<code>const warichuCharsAfterBreak</code>	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<code>const warichuCharsBeforeBreak</code>	The minimum number of characters allowed before a line break.
warichuLines	<code>const warichuLines</code>	The number of lines of warichu within a single normal line.
warichuLineSpacing	<code>double warichuLineSpacing</code>	The gap between lines of warichu characters.
warichuSize	<code>double warichuSize</code>	The amount (as a percentage) to scale parent text size to determine warichu size.

PasteboardPreference

Object available in ID 3, 4, 5, 6, 7

PASTEBOARDPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
pasteboardMargins	<code>variant pasteboardMargins</code>	The minimum horizontal and vertical pasteboard margins. A horizontal margin of -1 means one document page width. Type: Array of 2 Units (Doubles or Strings).

PDF

Object available in ID 3, 4, 5, 6, 7

PDF CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
clearTransformations	<code>void clearTransformations()</code>	Clears transformations from the PDF. Transformations include rotation, scaling, flipping, fitting, and shearing.
convertShape	<code>void convertShape(#ConvertShapeOptions Given, variant NumberOfSides, variant InsetPercentage, variant CornerRadius)</code>	Converts the PDF to a different shape. / Given: The PDF's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).
select	<code>void select(#SelectionOptions ExistingSelection)</code>	Selects the object. / ExistingSelection: The selection status of the PDF in relation to previously selected objects.
allGraphics	<code>{Objects} *allGraphics</code>	Lists all graphics contained by the PDF.
allPageItems	<code>{Objects} *allPageItems</code>	Lists all page items contained by the PDF.
animationSettings	<code>{AnimationSetting} *animationSettings</code>	The page item animation settings.
bottomLeftCornerOption	<code>#CornerOptions bottomLeftCornerOption</code>	The shape to apply to the bottom left corner of rectangular shapes.

PDF CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the PDF.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the PDF. . Type: Swatch or String.
fillTint	<i>double</i> fillTint	The percent of tint to use in the PDF's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	<i>double</i> gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
gradientFillAngle	<i>double</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the PDF. (Range: -180 to 180).
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the PDF. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the PDF, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the PDF. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the PDF. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the PDF, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
itemLayer	{Layer} itemLayer	The layer that the PDF is on.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
locked	<i>boolean</i> locked	If true, the PDF is locked.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	<i>string</i> name	The name of the PDF.
overprintFill	<i>boolean</i> overprintFill	If true, the PDF's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the PDF's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.

PDF CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the PDF.
strokeColor	variant strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the PDF. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the PDF.
strokeDashAndGap	variant strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	double strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)
strokeType	variant strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	variant strokeWeight	The weight (in points) to apply to the PDF's stroke. Type: Unit (Double or String).
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	variant topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	variant topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	boolean visible	If true, the PDF is visible.

PDFExportPreference

Object available in ID 3, 4, 5, 6, 7

PDFEXPORTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
interactiveElementsOption	#InteractiveElementsOptions interactiveElementsOption	How to draw interactive elements.

PDFExportPreset

Object available in ID 3, 4, 5, 6, 7

PDFEXPORTPRESET CS5 MEMBERS	PROTOTYPE	DESCRIPTION
interactiveElementsOption	#InteractiveElementsOptions interactiveElementsOption	How to draw interactive elements.

PICT

Object available in ID 3, 4, 5, 6, 7

PICT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	<i>asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.</i>
clearTransformations	<code>void clearTransformations()</code>	<i>Clears transformations from the PICT. Transformations include rotation, scaling, flipping, fitting, and shearing.</i>
convertShape	<code>void convertShape(#ConvertShapeOptions Given, variant NumberOfSides, variant InsetPercentage, variant CornerRadius)</code>	<i>Converts the PICT to a different shape. / Given: The PICT's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).</i>
select	<code>void select(#SelectionOptions ExistingSelection)</code>	<i>Selects the object. / ExistingSelection: The selection status of the PICT in relation to previously selected objects.</i>
allGraphics	<code>{Objects} *allGraphics</code>	<i>Lists all graphics contained by the PICT.</i>
allPageItems	<code>{Objects} *allPageItems</code>	<i>Lists all page items contained by the PICT.</i>
animationSettings	<code>{AnimationSetting} *animationSettings</code>	<i>The page item animation settings.</i>
bottomLeftCornerOption	<code>#CornerOptions bottomLeftCornerOption</code>	<i>The shape to apply to the bottom left corner of rectangular shapes.</i>
bottomLeftCornerRadius	<code>variant bottomLeftCornerRadius</code>	<i>The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).</i>
bottomRightCornerOption	<code>#CornerOptions bottomRightCornerOption</code>	<i>The shape to apply to the bottom right corner of rectangular shapes.</i>
bottomRightCornerRadius	<code>variant bottomRightCornerRadius</code>	<i>The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).</i>
endCap	<code>#EndCap endCap</code>	<i>The end shape of an open path.</i>
endJoin	<code>#EndJoin endJoin</code>	<i>The corner join applied to the PICT.</i>
fillColor	<code>variant fillColor</code>	<i>The swatch (color, gradient, tint, or mixed ink) applied to the fill of the PICT. Type: Swatch or String.</i>
fillTint	<code>double fillTint</code>	<i>The percent of tint to use in the PICT's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).</i>
gapColor	<code>{Swatch} gapColor</code>	<i>The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.</i>
gapTint	<code>double gapTint</code>	<i>The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).</i>
gradientFillAngle	<code>double gradientFillAngle</code>	<i>The angle of a linear gradient applied to the fill of the PICT. (Range: -180 to 180).</i>

PICT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the PICT. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the PICT, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the PICT. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the PICT. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the PICT, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
itemLayer	{Layer} itemLayer	The layer that the PICT is on.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
locked	<i>boolean</i> locked	If true, the PICT is locked.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	<i>string</i> name	The name of the PICT.
overprintFill	<i>boolean</i> overprintFill	If true, the PICT's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the PICT's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the PICT.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the PICT. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the PICT.
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the PICT's stroke. Type: Unit (Double or String).
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.

PICT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	<i>boolean</i> visible	If true, the PICT is visible.

Polygon

Object available in ID 3, 4, 5, 6, 7

POLYGON CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{ BackgroundTask } asynchronousExportFile(<i>variant</i> Format, string To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
clearFrameFittingOptions	<i>void</i> clearFrameFittingOptions()	Removes the frame fittings options and resets it to the initial state.
animationSettings	{ AnimationSetting } *animationSettings	The page item animation settings.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
buttons	{ Buttons } *buttons	A collection of buttons.
epsTexts	{ EPSTexts } *epsTexts	EPSTexts.
formFields	{ FormFields } *formFields	A collection of form fields.
mediaItems	{ MediaItems } *mediaItems	The media items collection.
multiStateObjects	{ MultiStateObjects } *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the Polygon.
parentPage	{ Page } *parentPage	The page on which this page item appears.
preferences	{ Preferences } *preferences	A collection of preferences objects.
splineItems	{ SplineItems } *splineItems	The spline items collection.
timingSettings	{ TimingSetting } *timingSettings	The object timing settings.

POLYGON CS5 MEMBERS	PROTOTYPE	DESCRIPTION
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	<i>boolean</i> visible	If true, the Polygon is visible.

RadiobuttonGroup

Object available in ID 3, 4, 5, 6, 7

RADIOBUTTONGROUP CS5 MEMBERS	PROTOTYPE	DESCRIPTION
widgets	{Widgets} *widgets	A collection of widgets.

Rectangle

Object available in ID 3, 4, 5, 6, 7

RECTANGLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, string To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
clearFrameFittingOptions	<i>void</i> clearFrameFittingOptions()	Removes the frame fittings options and resets it to the initial state.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
buttons	{Buttons} *buttons	A collection of buttons.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.

RECTANGLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
formFields	{FormFields} *formFields	A collection of form fields.
mediaItems	{MediaItems} *mediaItems	The media items collection.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
name	string name	The name of the Rectangle.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.
splineItems	{SplineItems} *splineItems	The spline items collection.
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	variant topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	variant topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	boolean visible	If true, the Rectangle is visible.

Row

Object available in ID 3, 4, 5, 6, 7

ROW CS5 MEMBERS	PROTOTYPE	DESCRIPTION
changeTransliterate	{Objects} changeTransliterate(variant ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findTransliterate	{Objects} findTransliterate(variant ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
writingDirection	#HorizontalOrVertical writingDirection	The direction of the text in the cell.

Sound

Object available in ID 3, 4, 5, 6, 7

SOUND CS5 MEMBERS	PROTOTYPE	DESCRIPTION
applyObjectStyle	<code>void applyObjectStyle(ObjectStyle Using, boolean ClearingOverrides, boolean ClearingOverridesThroughRootObjectStyle)</code>	Applies the specified object style. / Using: The object style to apply. / ClearingOverrides: If true, clears the Sound's existing attributes before applying the style. / ClearingOverridesThroughRootObjectStyle: If true, clears attributes and formatting applied to the Sound that are not defined in the object style.
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
changeObject	<code>{Objects} changeObject(variant ReverseOrder)</code>	Finds objects that match the find what value and replace the objects with the change to value. / Return value: The replaced object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
clearObjectStyleOverrides	<code>void clearObjectStyleOverrides()</code>	Clear overrides for object style.
export	<code>void export(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	Exports the object(s) to a file. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
findObject	<code>{Objects} findObject(variant ReverseOrder)</code>	Finds objects that match the find what value. / Return value: The found object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
flipItem	<code>void flipItem(#Flip Given, variant Around)</code>	Flips the Sound. / Given: The axis around which to flip the Sound. / Around: The point around which to flip the Sound. Type: Array of 2 Units (Doubles or Strings) or idAnchorPoint enumerator.
place	<code>variant place(string FileName, boolean ShowingOptions)</code>	Places the file. / Return value: The placed file. Type: Array of PageItems, Graphics, Movies, Sounds, Stories or Texts. / FileName: The file to place. / ShowingOptions: Whether to display the import options dialog.
reframe	<code>void reframe(variant In, variant OpposingCorners)</code>	Move the bounding box of the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / OpposingCorners: Opposing corners of new bounding box in the given coordinate space. Type: Array of 2 Arrays of 2 Doubles.
resolve	<code>variant resolve(variant Location, #CoordinateSpaces In, boolean ConsideringRulerUnits)</code>	Get the coordinates of the given location in the specified coordinate system. / Return value: The resolved location for each of the targeted page items. Type: Array of 2 Doubles or Array of Arrays of 2 Doubles. / Location: The location requested. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / In: The coordinate space to use. / ConsideringRulerUnits: If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.

SOUND CS5 MEMBERS	PROTOTYPE	DESCRIPTION
transformAgain	<i>variant</i> transformAgain()	Transforms the Sound using the last transformation performed on any object. Transformations include moving, rotating, shearing, scaling, and flipping. . / Return value: Playback errors. Type: Array of Strings.
transformAgainIndividually	<i>variant</i> transformAgainIndividually()	Transforms the Sound using the last transformation performed on any Sound. Transformations include moving, rotating, shearing, scaling, and flipping. . / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgain	<i>variant</i> transformSequenceAgain()	Transforms the Sound using the last sequence of transform operations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgainIndividually	<i>variant</i> transformSequenceAgainIndividually()	Transforms the Sound using the last sequence of transformations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformValuesOf	{Objects} transformValuesOf(#CoordinateSpaces In)	Get the transformation values of the page item. / Return value: A list of the transformation matrices. / In: The coordinate space to use.
absoluteFlip	#Flip absoluteFlip	Indicates whether the Sound has been flipped independently of its parent object and, if yes, the direction in which the Sound was flipped.
absoluteHorizontalScale	double absoluteHorizontalScale	The horizontal scale of the Sound relative to its containing object.
absoluteRotationAngle	double absoluteRotationAngle	The rotation angle of the Sound relative to its containing object. (Range: -360 to 360).
absoluteShearAngle	double absoluteShearAngle	The skewing angle of the Sound relative to its containing object. (Range: -360 to 360).
absoluteVerticalScale	double absoluteVerticalScale	The vertical scale of the Sound relative to its containing object.
allGraphics	{Objects} *allGraphics	Lists all graphics contained by the Sound.
allPageItems	{Objects} *allPageItems	Lists all page items contained by the Sound.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
appliedObjectStyle	{ObjectStyle} appliedObjectStyle	The object style applied to the Sound.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
contentTransparencySettings	{ContentTransparencySetting} *contentTransparencySettings	Transparency settings for the content of the Sound.
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the Sound.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the Sound. . Type: Swatch or String.
fillTint	double fillTint	The percent of tint to use in the Sound's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
fillTransparencySettings	{FillTransparencySetting} *fillTransparencySettings	Transparency settings for the fill applied to the Sound.

SOUND CS5 MEMBERS	PROTOTYPE	DESCRIPTION
flip	#Flip flip	The direction in which to flip the printed image.
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	double gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
gradientFillAngle	double gradientFillAngle	The angle of a linear gradient applied to the fill of the Sound. (Range: -180 to 180).
gradientFillLength	variant gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the Sound. Type: Unit (Double or String).
gradientFillStart	variant gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the Sound, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	double gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the Sound. (Range: -180 to 180).
gradientStrokeLength	variant gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the Sound. Type: Unit (Double or String).
gradientStrokeStart	variant gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the Sound, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
graphics	{Graphics} *graphics	A collection of imported graphics in any graphic file format (vector, metafile, or bitmap).
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
localDisplaySetting	#DisplaySettingOptions localDisplaySetting	Display performance options for the Sound.
miterLimit	double miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
nonprinting	boolean nonprinting	If true, the Sound does not print.
overprintFill	boolean overprintFill	If true, the Sound's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	boolean overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	boolean overprintStroke	If true, the Sound's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
pageItems	{PageItems} *pageItems	The page items collection, which can be used to process all page items in a container (such as a document, page, or group), regardless of type.
parentPage	{Page} *parentPage	The page on which this page item appears.
paths	{Paths} *paths	A collection of paths.
preferences	{Preferences} *preferences	A collection of preferences objects.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
rotationAngle	double rotationAngle	The rotation angle of the Sound. (Range: -360 to 360).
shearAngle	double shearAngle	The skewing angle applied to the Sound. (Range: -360 to 360).
soundLoop	boolean soundLoop	If true, sound loops forever (SWF only).
stopOnPageTurn	boolean stopOnPageTurn	If true, sounds stops playing when its page turns.

SOUND CS5 MEMBERS	PROTOTYPE	DESCRIPTION
strokeAlignment	<code>#StrokeAlignment</code> strokeAlignment	The stroke alignment applied to the Sound.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the Sound. Type: Swatch or String.
strokeCornerAdjustment	<code>#StrokeCornerAdjustment</code> strokeCornerAdjustment	The corner adjustment applied to the Sound.
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
strokeTransparencySettings	<code>{StrokeTransparencySetting}</code> *strokeTransparencySettings	Transparency settings for the stroke.
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the Sound's stroke. Type: Unit (Double or String).
textWrapPreferences	<code>{TextWrapPreference}</code> *textWrapPreferences	The text wrap preference properties that define the default formatting for wrapping text around objects.
timingSettings	<code>{TimingSetting}</code> *timingSettings	The object timing settings.
topLeftCornerOption	<code>#CornerOptions</code> topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	<code>#CornerOptions</code> topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
transparencySettings	<code>{TransparencySetting}</code> *transparencySettings	Transparency settings.
visible	<i>boolean</i> visible	If true, the Sound is visible.

Spread

Object available in ID 3, 4, 5, 6, 7

SPREAD CS5 MEMBERS	PROTOTYPE	DESCRIPTION
select	<i>void</i> select(<code>#SelectionOptions</code> ExistingSelection)	Selects the object. / ExistingSelection: The selection status of the Spread in relation to previously selected objects.
epsTexts	<code>{EPSTexts}</code> *epsTexts	EPSTexts.
multiStateObjects	<code>{MultiStateObjects}</code> *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the Spread; this is an alias to the Spread's label property.
preferences	<code>{Preferences}</code> *preferences	A collection of preferences objects.

SPREAD CS5 MEMBERS	PROTOTYPE	DESCRIPTION
splineItems	{SplineItems} *splineItems	The spline items collection.
timingSettings	{TimingSetting} *timingSettings	The object timing settings.

State

Object available in ID 3, 4, 5, 6, 7

STATE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
addItemToState	void addItemToState(Objects PageItems)	Adds page items to this state. / PageItems: One or more page items to add to this state.
move	void move(integer NewPosition)	Moves the state to a new position in its parent collection. / NewPosition: the index to move the state to in its parent collection.
releaseAsObject	void releaseAsObject()	Releases this state's appearance as a page item, removing the state from its parent object.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
splineItems	{SplineItems} *splineItems	The spline items collection.

Story

Object available in ID 3, 4, 5, 6, 7

STORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
changeTransliterate	{Objects} changeTransliterate(variant ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findTransliterate	{Objects} findTransliterate(variant ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
allowArbitraryHyphenation	boolean allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.
appliedNamedGrid	{NamedGrid} appliedNamedGrid	The named grid in use.
autoTcy	const autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	boolean autoTcyIncludeRoman	If true, auto tcy includes Roman characters.

STORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bunriKinshi	<i>boolean</i> bunriKinshi	If true, adds the double period (..), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterRotation	<i>double</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
cjkGridTracking	<i>boolean</i> cjkGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
glyphForm	#AlternateGlyphForms glyphForm	The glyph variant to substitute for standard glyphs.
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridData	{GridDataInformation} *gridData	Default grid properties. Note: Applies to named, layout, and frame (story) grids.
gridGyoudori	<i>const</i> gridGyoudori	The manual gyoudori setting.
jidori	<i>const</i> jidori	The number of grid squares in which to arrange the text.
keepWithPrevious	<i>boolean</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	#KentenAlignment kentenAlignment	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	#KentenCharacterSet kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	<i>string</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	<i>double</i> kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.

STORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the Story; this is an alias to the Story's label property.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFlag	<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.

STORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString	<i>string</i> rubyString	The ruby string contents.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splineItems	{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset	<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.

STORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
trailingAki	<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	<i>double</i> tsume	The amount of horizontal character compression.
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	<i>const</i> warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

Table

Object available in ID 3, 4, 5, 6, 7

TABLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
changeTransliterate	{Objects} changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findTransliterate	{Objects} findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the Table; this is an alias to the Table's label property.
splineItems	{SplineItems} *splineItems	The spline items collection.

Text

Object available in ID 3, 4, 5, 6, 7

TEXT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.

TEXT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
changeTransliterate	<code>{Objects} changeTransliterate(variant ReverseOrder)</code>	<i>Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.</i>
findHyperlinks	<code>{Objects} findHyperlinks(variant SortOrder)</code>	<i>Finds hyperlink sources that intersecting with specified text range. / Return value: The found hyperlinks. / SortOrder: The sort order of found ranges. Type: idRangeSortOrder enumerator.</i>
findTransliterate	<code>{Objects} findTransliterate(variant ReverseOrder)</code>	<i>Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.</i>
showText	<code>void showText()</code>	<i>Jump to the text range.</i>
allowArbitraryHyphenation	<code>boolean allowArbitraryHyphenation</code>	<i>If true, words unassociated with a hyphenation dictionary can break to the next line on any character.</i>
autoTcy	<code>const autoTcy</code>	<i>The number of half-width characters at or below which the characters automatically run horizontally in vertical text.</i>
autoTcyIncludeRoman	<code>boolean autoTcyIncludeRoman</code>	<i>If true, auto tcy includes Roman characters.</i>
bunriKinshi	<code>boolean bunriKinshi</code>	<i>If true, adds the double period (..), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.</i>
characterAlignment	<code>#CharacterAlignment characterAlignment</code>	<i>The alignment of small characters to the largest character in the line.</i>
characterRotation	<code>double characterRotation</code>	<i>The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.</i>
CJKGridTracking	<code>boolean CJKGridTracking</code>	<i>If true, uses grid tracking to track non-Roman characters in CJK grids.</i>
epsTexts	<code>{EPSTexts} *epsTexts</code>	<i>EPSTexts.</i>
glyphForm	<code>#AlternateGlyphForms glyphForm</code>	<i>The glyph variant to substitute for standard glyphs.</i>
gridAlignment	<code>#GridAlignment gridAlignment</code>	<i>The alignment to the frame grid or baseline grid.</i>
gridGyoudori	<code>const gridGyoudori</code>	<i>The manual gyoudori setting.</i>
jidori	<code>const jidori</code>	<i>The number of grid squares in which to arrange the text.</i>
keepWithPrevious	<code>boolean keepWithPrevious</code>	<i>If the first line in the paragraph should be kept with the last line of previous paragraph.</i>
kentenAlignment	<code>#KentenAlignment kentenAlignment</code>	<i>The alignment of kenten characters relative to the parent characters.</i>
kentenCharacterSet	<code>#KentenCharacterSet kentenCharacterSet</code>	<i>The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.</i>
kentenCustomCharacter	<code>string kentenCustomCharacter</code>	<i>The character used for kenten. Note: Valid only when kenten kind is custom.</i>
kentenFillColor	<code>variant kentenFillColor</code>	<i>The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.</i>
kentenFont	<code>variant kentenFont</code>	<i>The font to use for kenten characters. Type: Font or String.</i>
kentenFontSize	<code>double kentenFontSize</code>	<i>The size (in points) of kenten characters.</i>
kentenFontStyle	<code>variant kentenFontStyle</code>	<i>The font style of kenten characters. Type: String or idNothingEnum enumerator.</i>
kentenKind	<code>#KentenCharacter kentenKind</code>	<i>The style of kenten characters.</i>
kentenOverprintFill	<code>#AdornmentOverprint kentenOverprintFill</code>	<i>The method of overprinting the kenten fill.</i>
kentenOverprintStroke	<code>#AdornmentOverprint kentenOverprintStroke</code>	<i>The method of overprinting the kenten stroke.</i>

TEXT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.

TEXT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyFlag	<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString	<i>string</i> rubyString	The ruby string contents.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.

TEXT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splineItems	{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset	<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki	<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	<i>double</i> tsume	The amount of horizontal character compression.
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	<i>const</i> warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

TextColumn

Object available in ID 3, 4, 5, 6, 7

TEXTCOLUMN CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
changeTransliterate	{Objects} changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findHyperlinks	{Objects} findHyperlinks(<i>variant</i> SortOrder)	Finds hyperlink sources that intersecting with specified text range. / Return value: The found hyperlinks. / SortOrder: The sort order of found ranges. Type: idRangeSortOrder enumerator.

TEXTCOLUMN CS5 MEMBERS	PROTOTYPE	DESCRIPTION
findTransliterate	<code>{Objects} findTransliterate(variant ReverseOrder)</code>	<i>Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.</i>
showText	<code>void showText()</code>	<i>Jump to the text range.</i>
allowArbitraryHyphenation	<code>boolean allowArbitraryHyphenation</code>	<i>If true, words unassociated with a hyphenation dictionary can break to the next line on any character.</i>
autoTcy	<code>const autoTcy</code>	<i>The number of half-width characters at or below which the characters automatically run horizontally in vertical text.</i>
autoTcyIncludeRoman	<code>boolean autoTcyIncludeRoman</code>	<i>If true, auto tcy includes Roman characters.</i>
bunriKinshi	<code>boolean bunriKinshi</code>	<i>If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.</i>
characterAlignment	<code>#CharacterAlignment characterAlignment</code>	<i>The alignment of small characters to the largest character in the line.</i>
characterRotation	<code>double characterRotation</code>	<i>The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.</i>
CJKGridTracking	<code>boolean CJKGridTracking</code>	<i>If true, uses grid tracking to track non-Roman characters in CJK grids.</i>
epsTexts	<code>{EPSTexts} *epsTexts</code>	<i>EPSTexts.</i>
glyphForm	<code>#AlternateGlyphForms glyphForm</code>	<i>The glyph variant to substitute for standard glyphs.</i>
gridAlignment	<code>#GridAlignment gridAlignment</code>	<i>The alignment to the frame grid or baseline grid.</i>
gridGyoudori	<code>const gridGyoudori</code>	<i>The manual gyoudori setting.</i>
jidori	<code>const jidori</code>	<i>The number of grid squares in which to arrange the text.</i>
keepWithPrevious	<code>boolean keepWithPrevious</code>	<i>If the first line in the paragraph should be kept with the last line of previous paragraph.</i>
kentenAlignment	<code>#KentenAlignment kentenAlignment</code>	<i>The alignment of kenten characters relative to the parent characters.</i>
kentenCharacterSet	<code>#KentenCharacterSet kentenCharacterSet</code>	<i>The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.</i>
kentenCustomCharacter	<code>string kentenCustomCharacter</code>	<i>The character used for kenten. Note: Valid only when kenten kind is custom.</i>
kentenFillColor	<code>variant kentenFillColor</code>	<i>The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.</i>
kentenFont	<code>variant kentenFont</code>	<i>The font to use for kenten characters. Type: Font or String.</i>
kentenFontSize	<code>double kentenFontSize</code>	<i>The size (in points) of kenten characters.</i>
kentenFontStyle	<code>variant kentenFontStyle</code>	<i>The font style of kenten characters. Type: String or idNothingEnum enumerator.</i>
kentenKind	<code>#KentenCharacter kentenKind</code>	<i>The style of kenten characters.</i>
kentenOverprintFill	<code>#AdornmentOverprint kentenOverprintFill</code>	<i>The method of overprinting the kenten fill.</i>
kentenOverprintStroke	<code>#AdornmentOverprint kentenOverprintStroke</code>	<i>The method of overprinting the kenten stroke.</i>
kentenPlacement	<code>double kentenPlacement</code>	<i>The distance between kenten characters and their parent characters.</i>
kentenPosition	<code>#RubyKentenPosition kentenPosition</code>	<i>The kenten position relative to the parent character.</i>
kentenStrokeColor	<code>variant kentenStrokeColor</code>	<i>The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.</i>
kentenStrokeTint	<code>double kentenStrokeTint</code>	<i>The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).</i>

TEXTCOLUMN CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFlag	<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.

TEXTCOLUMN_CS5_MEMBERS	PROTOTYPE	DESCRIPTION
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString	<i>string</i> rubyString	The ruby string contents.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splineItems	{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).

TEXTCOLUMN CS5 MEMBERS	PROTOTYPE	DESCRIPTION
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset	<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki	<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	<i>double</i> tsume	The amount of horizontal character compression.
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	<i>const</i> warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

TextDefault

Object available in ID 3, 4, 5, 6, 7

TEXTDEFAULT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowArbitraryHyphenation	<i>boolean</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.
appliedNamedGrid	{NamedGrid} appliedNamedGrid	The named grid in use.
autoTcy	<i>const</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	<i>boolean</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters.
bunriKinshi	<i>boolean</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterRotation	<i>double</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
CJKGridTracking	<i>boolean</i> CJKGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids.
glyphForm	#AlternateGlyphForms glyphForm	The glyph variant to substitute for standard glyphs.
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridGyoudori	<i>const</i> gridGyoudori	The manual gyoudori setting.
jidori	<i>const</i> jidori	The number of grid squares in which to arrange the text.

TEXTDEFAULT CSS MEMBERS	PROTOTYPE	DESCRIPTION
keepWithPrevious	<i>boolean</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	#KentenAlignment kentenAlignment	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	#KentenCharacterSet kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	<i>string</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	<i>double</i> kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.

TEXTDEFAULT CSS MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	boolean rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	boolean rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	boolean rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	boolean rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale	boolean rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	const rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	boolean rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	variant rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFont	variant rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	double rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	variant rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	boolean rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	boolean rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	double rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyStroke	variant rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	double rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	double rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	double rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	double rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	double rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	double rubyYOffset	The amount of vertical space between ruby and parent characters.

TEXTDEFAULT CSS MEMBERS	PROTOTYPE	DESCRIPTION
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset	<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki	<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	<i>double</i> tsume	The amount of horizontal character compression.
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	<i>const</i> warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

TextFrame

Object available in ID 3, 4, 5, 6, 7

TEXTFRAME CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask}</code> asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: <code>idExportFormat</code> enumerator or <code>String</code> . / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: <code>PDFExportPreset</code> . / VersionComments: The comment for this version. Type: <code>String</code> . / ForceSave: If true, forcibly saves a version.
changeTransliterate	<code>{Objects}</code> changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: <code>Boolean</code> .
findTransliterate	<code>{Objects}</code> findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: <code>Boolean</code> .
animationSettings	<code>{AnimationSetting}</code> *animationSettings	The page item animation settings.
bottomLeftCornerOption	<code>#CornerOptions</code> bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: <code>Unit (Double or String)</code> .
bottomRightCornerOption	<code>#CornerOptions</code> bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: <code>Unit (Double or String)</code> .
epsTexts	<code>{EPSTexts}</code> *epsTexts	EPSTexts.
gridData	<code>{GridDataInformation}</code> *gridData	Default grid properties. Note: Applies to named, layout, and frame (story) grids.
multiStateObjects	<code>{MultiStateObjects}</code> *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the TextFrame.
parentPage	<code>{Page}</code> *parentPage	The page on which this page item appears.
preferences	<code>{Preferences}</code> *preferences	A collection of preferences objects.
splineItems	<code>{SplineItems}</code> *splineItems	The spline items collection.
timingSettings	<code>{TimingSetting}</code> *timingSettings	The object timing settings.
topLeftCornerOption	<code>#CornerOptions</code> topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: <code>Unit (Double or String)</code> .
topRightCornerOption	<code>#CornerOptions</code> topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: <code>Unit (Double or String)</code> .
visible	<i>boolean</i> visible	If true, the TextFrame is visible.

TextFramePreference

Object available in ID 3, 4, 5, 6, 7

TEXTFRAMEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
verticalBalanceColumns	<i>boolean</i> verticalBalanceColumns	Vertically justify balanced across all columns.

TextPath

Object available in ID 3, 4, 5, 6, 7

TEXTPATH CS5 MEMBERS	PROTOTYPE	DESCRIPTION
changeTransliterate	{Objects} changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findTransliterate	{Objects} findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
name	<i>string</i> name	The name of the TextPath; this is an alias to the TextPath's label property.

TextPreference

Object available in ID 3, 4, 5, 6, 7

TEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
highlightKinsoku	<i>boolean</i> highlightKinsoku	If true, uses on-screen highlighting to identify kinsoku.
useCidMojikumi	<i>boolean</i> useCidMojikumi	If true, uses the glyph CID to get the mojikumi class of the character.
useNewVerticalScaling	<i>boolean</i> useNewVerticalScaling	If true, reverses X and Y scaling on Roman characters in vertical text.

TextStyleRange

Object available in ID 3, 4, 5, 6, 7

TEXTSTYLERANGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
changeTransliterate	{Objects} changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.

TEXTSTYLERANGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
findHyperlinks	{Objects} findHyperlinks(<i>variant</i> SortOrder)	Finds hyperlink sources that intersecting with specified text range. / Return value: The found hyperlinks. / SortOrder: The sort order of found ranges. Type: idRangeSortOrder enumerator.
findTransliterate	{Objects} findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
showText	void showText()	Jump to the text range.
allowArbitraryHyphenation	boolean allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.
autoTcy	const autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	boolean autoTcyIncludeRoman	If true, auto tcy includes Roman characters.
bunriKinshi	boolean bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterRotation	double characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
cjkGridTracking	boolean cjkGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
glyphForm	#AlternateGlyphForms glyphForm	The glyph variant to substitute for standard glyphs.
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridGyoudori	const gridGyoudori	The manual gyoudori setting.
jidori	const jidori	The number of grid squares in which to arrange the text.
keepWithPrevious	boolean keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	#KentenAlignment kentenAlignment	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	#KentenCharacterSet kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	string kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom.
kentenFillColor	variant kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	variant kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	double kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	variant kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	double kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.

TEXTSTYLERANGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFlag	<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.

TEXTSTYLERANGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString	<i>string</i> rubyString	The ruby string contents.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.

TEXTSTYLERANGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
splineItems	{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter	variant splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	variant splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko	boolean tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset	double tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	double tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki	double trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	boolean treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	double tsume	The amount of horizontal character compression.
warichu	boolean warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	const warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	const warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	const warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	double warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	double warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

TextWrapPreference

Object available in ID 3, 4, 5, 6, 7

TEXTWRAPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} *preferences	A collection of preferences objects.

ViewPreference

Object available in ID 3, 4, 5, 6, 7

VIEWPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
printDialogMeasurementUnits	#MeasurementUnits printDialogMeasurementUnits	The measurement unit for the print dialog.
strokeMeasurementUnits	#MeasurementUnits strokeMeasurementUnits	The measurement unit for stroke measurements.
textSizeMeasurementUnits	#MeasurementUnits textSizeMeasurementUnits	The measurement unit for text size measurements.
typographicMeasurementUnits	#MeasurementUnits typographicMeasurementUnits	The measurement units for typography.

WMF

Object available in ID 3, 4, 5, 6, 7

WMF CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	<i>asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.</i>
clearTransformations	<code>void clearTransformations()</code>	<i>Clears transformations from the WMF. Transformations include rotation, scaling, flipping, fitting, and shearing.</i>
convertShape	<code>void convertShape(#ConvertShapeOptions Given, variant NumberOfSides, variant InsetPercentage, variant CornerRadius)</code>	<i>Converts the WMF to a different shape. / Given: The WMF's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).</i>
select	<code>void select(#SelectionOptions ExistingSelection)</code>	<i>Selects the object. / ExistingSelection: The selection status of the WMF in relation to previously selected objects.</i>
allGraphics	<code>{Objects} *allGraphics</code>	<i>Lists all graphics contained by the WMF.</i>
allPageItems	<code>{Objects} *allPageItems</code>	<i>Lists all page items contained by the WMF.</i>
animationSettings	<code>{AnimationSetting} *animationSettings</code>	<i>The page item animation settings.</i>
bottomLeftCornerOption	<code>#CornerOptions bottomLeftCornerOption</code>	<i>The shape to apply to the bottom left corner of rectangular shapes.</i>
bottomLeftCornerRadius	<code>variant bottomLeftCornerRadius</code>	<i>The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).</i>
bottomRightCornerOption	<code>#CornerOptions bottomRightCornerOption</code>	<i>The shape to apply to the bottom right corner of rectangular shapes.</i>
bottomRightCornerRadius	<code>variant bottomRightCornerRadius</code>	<i>The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).</i>
endCap	<code>#EndCap endCap</code>	<i>The end shape of an open path.</i>
endJoin	<code>#EndJoin endJoin</code>	<i>The corner join applied to the WMF.</i>
fillColor	<code>variant fillColor</code>	<i>The swatch (color, gradient, tint, or mixed ink) applied to the fill of the WMF. Type: Swatch or String.</i>
fillTint	<code>double fillTint</code>	<i>The percent of tint to use in the WMF's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)</i>
gapColor	<code>{Swatch} gapColor</code>	<i>The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.</i>
gapTint	<code>double gapTint</code>	<i>The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)</i>
gradientFillAngle	<code>double gradientFillAngle</code>	<i>The angle of a linear gradient applied to the fill of the WMF. (Range: -180 to 180).</i>

WMF CSS MEMBERS	PROTOTYPE	DESCRIPTION
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the WMF. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the WMF, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the WMF. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the WMF. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the WMF, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
itemLayer	{Layer} itemLayer	The layer that the WMF is on.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
locked	<i>boolean</i> locked	If true, the WMF is locked.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	<i>string</i> name	The name of the WMF.
overprintFill	<i>boolean</i> overprintFill	If true, the WMF's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the WMF's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the WMF.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the WMF. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the WMF.
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the WMF's stroke. Type: Unit (Double or String).
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.

WMF CS5 MEMBERS	PROTOTYPE	DESCRIPTION
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	<i>boolean</i> visible	If true, the WMF is visible.

Word

Object available in ID 3, 4, 5, 6, 7

WORD CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, string To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
changeTransliterate	{Objects} changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
findHyperlinks	{Objects} findHyperlinks(<i>variant</i> SortOrder)	Finds hyperlink sources that intersecting with specified text range. / Return value: The found hyperlinks. / SortOrder: The sort order of found ranges. Type: idRangeSortOrder enumerator.
findTransliterate	{Objects} findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
showText	<i>void</i> showText()	Jump to the text range.
allowArbitraryHyphenation	<i>boolean</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.
autoTcy	<i>const</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	<i>boolean</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters.
bunriKinshi	<i>boolean</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterRotation	<i>double</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
cyjGridTracking	<i>boolean</i> cjkGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
glyphForm	#AlternateGlyphForms glyphForm	The glyph variant to substitute for standard glyphs.

WORD CS5 MEMBERS	PROTOTYPE	DESCRIPTION
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridGyoudori	<i>const</i> gridGyoudori	The manual gyoudori setting.
jidori	<i>const</i> jidori	The number of grid squares in which to arrange the text.
keepWithPrevious	<i>boolean</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	#KentenAlignment kentenAlignment	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	#KentenCharacterSet kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	<i>string</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	<i>double</i> kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.

WORD	CS5 MEMBERS	PROTOTYPE	DESCRIPTION
otfHVKana		<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics		<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics		<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
paragraphGyoudori		<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
preferences		{Preferences} *preferences	A collection of preferences objects.
rensuuji		<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters		<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment		#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign		<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling		<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale		<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits		<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman		<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill		<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFlag		<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont		<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize		<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle		<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro		<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang		<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.
rubyOverprintFill		#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.
rubyOverprintStroke		#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount		#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent		<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing		#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition		#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString		<i>string</i> rubyString	The ruby string contents.
rubyStroke		<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint		<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.

WORD	CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyTint		<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType		#RubyTypes rubyType	The ruby type.
rubyWeight		<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset		<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale		<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset		<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale		<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight		<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation		<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume		<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle		<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification		<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter		<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore		<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType		#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount		<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splineItems		{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter		<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter		<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tatechuyoko		<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.
tatechuyokoXOffset		<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset		<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
trailingAki		<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace		<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume		<i>double</i> tsume	The amount of horizontal character compression.
warichu		<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment		#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak		<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak		<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines		<i>const</i> warichuLines	The number of lines of warichu within a single normal line.

WORD CS5 MEMBERS	PROTOTYPE	DESCRIPTION
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

XMLElement

Object available in ID 3, 4, 5, 6, 7

XMLELEMENT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{ BackgroundTask } asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: <i>idExportFormat</i> enumerator or <i>String</i> . / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: <i>PDFExportPreset</i> . / VersionComments: The comment for this version. Type: <i>String</i> . / ForceSave: If true, forcibly saves a version.
changeTransliterate	{ Objects } changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: <i>Boolean</i> .
findTransliterate	{ Objects } findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: <i>Boolean</i> .
graphics	{ Graphics } *graphics	A collection of imported graphics in any graphic file format (vector, metafile, or bitmap).

DataMerge

Object available in ID 4, 5, 6, 7

DATAMERGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{ Preferences } *preferences	A collection of preferences objects.

Footnote

Object available in ID 4, 5, 6, 7

FOOTNOTE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
epsTexts	{ EPSTexts } *epsTexts	EPSTexts.
name	<i>string</i> name	The name of the Footnote; this is an alias to the Footnote's label property.
splineItems	{ SplineItems } *splineItems	The spline items collection.

Note

Object available in ID 4, 5, 6, 7

NOTE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
name	<i>string</i> name	The name of the Note; this is an alias to the Note's label property.

ObjectStyle

Object available in ID 4, 5, 6, 7

OBJECTSTYLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
preferences	{Preferences} *preferences	A collection of preferences objects.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).

ScriptPreference

Object available in ID 4, 5, 6, 7

SCRIPTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
measurementUnit	<i>variant</i> measurementUnit	The measurement unit used during script processing. Type: idAutoEnum enumerator or idMeasurementUnits enumerator.

ChangeGrepPreference

Object available in ID 5, 6, 7

CHANGEGREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowArbitraryHyphenation	<i>variant</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character. Type: Boolean or idNothingEnum enumerator.
autoTcy	<i>variant</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text. Type: Integer or idNothingEnum enumerator.
autoTcyIncludeRoman	<i>variant</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters. Type: Boolean or idNothingEnum enumerator.
bunriKinshi	<i>variant</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect. Type: Boolean or idNothingEnum enumerator.
characterAlignment	<i>variant</i> characterAlignment	The alignment of small characters to the largest character in the line. Type: idCharacterAlignment enumerator or idNothingEnum enumerator.
characterRotation	<i>variant</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise. Type: Double or idNothingEnum enumerator.
cjkGridTracking	<i>variant</i> cjkGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids. Type: Boolean or idNothingEnum enumerator.
glyphForm	<i>variant</i> glyphForm	The glyph variant to substitute for standard glyphs. Type: idAlternateGlyphForms enumerator or idNothingEnum enumerator.
gridAlignment	<i>variant</i> gridAlignment	The alignment to the frame grid or baseline grid. Type: idGridAlignment enumerator or idNothingEnum enumerator.
gridGyoudori	<i>variant</i> gridGyoudori	The manual gyoudori setting. Type: Integer or idNothingEnum enumerator.
jidori	<i>variant</i> jidori	The number of grid squares in which to arrange the text. . Type: Integer or idNothingEnum enumerator.
keepWithPrevious	<i>variant</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph. Type: Boolean or idNothingEnum enumerator.
kentenAlignment	<i>variant</i> kentenAlignment	The alignment of kenten characters relative to the parent characters. . Type: idKentenAlignment enumerator or idNothingEnum enumerator.
kentenCharacterSet	<i>variant</i> kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom. . Type: idKentenCharacterSet enumerator or idNothingEnum enumerator.
kentenCustomCharacter	<i>variant</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom. Type: String or idNothingEnum enumerator.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font, String or idNothingEnum enumerator.
kentenFontSize	<i>variant</i> kentenFontSize	The size (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	<i>variant</i> kentenKind	The style of kenten characters. Type: idKentenCharacter enumerator or idNothingEnum enumerator.

CHANGEGREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenOverprintFill	<i>variant</i> kentenOverprintFill	The method of overprinting the kenten fill. Type: <i>idAdornmentOverprint</i> enumerator or <i>idNothingEnum</i> enumerator.
kentenOverprintStroke	<i>variant</i> kentenOverprintStroke	The method of overprinting the kenten stroke. Type: <i>idAdornmentOverprint</i> enumerator or <i>idNothingEnum</i> enumerator.
kentenPlacement	<i>variant</i> kentenPlacement	The distance between kenten characters and their parent characters. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenPosition	<i>variant</i> kentenPosition	The kenten position relative to the parent character. Type: <i>idRubyKentenPosition</i> enumerator or <i>idNothingEnum</i> enumerator.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: <i>Swatch</i> , <i>String</i> or <i>idNothingEnum</i> enumerator.
kentenStrokeTint	<i>variant</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenTint	<i>variant</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenWeight	<i>variant</i> kentenWeight	The stroke weight (in points) of kenten characters. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenXScale	<i>variant</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenYScale	<i>variant</i> kentenYScale	The vertical size of kenten characters as a percent of the original size. . Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kinsokuHangType	<i>variant</i> kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect. Type: <i>idKinsokuHangTypes</i> enumerator or <i>idNothingEnum</i> enumerator.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: <i>KinsokuTable</i> , <i>idKinsokuSet</i> enumerator, <i>String</i> or <i>idNothingEnum</i> enumerator.
kinsokuType	<i>variant</i> kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined. Type: <i>idKinsokuType</i> enumerator or <i>idNothingEnum</i> enumerator.
leadingAki	<i>variant</i> leadingAki	The amount of space before each character. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
leadingModel	<i>variant</i> leadingModel	The point from which leading is measured from line to line. Type: <i>idLeadingModel</i> enumerator or <i>idNothingEnum</i> enumerator.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: <i>MojikumiTable</i> , <i>String</i> , <i>idMojikumiTableDefaults</i> enumerator or <i>idNothingEnum</i> enumerator.
otfHVKana	<i>variant</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical. . Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
otfProportionalMetrics	<i>variant</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts. Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
otfRomanItalics	<i>variant</i> otfRomanItalics	If true, applies italics to half-width alphanumerics. . Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
paragraphGyoudori	<i>variant</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph. Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
preferences	{Preferences} *preferences	A collection of preferences objects.

CHANGE GREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rensuuji	<i>variant</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers. Type: Boolean or idNothingEnum enumerator.
rotateSingleByteCharacters	<i>variant</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text. Type: Boolean or idNothingEnum enumerator.
rubyAlignment	<i>variant</i> rubyAlignment	The ruby alignment. Type: idRubyAlignments enumerator or idNothingEnum enumerator.
rubyAutoAlign	<i>variant</i> rubyAutoAlign	If true, auto aligns ruby. Type: Boolean or idNothingEnum enumerator.
rubyAutoScaling	<i>variant</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent. . Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyAutoScale	<i>variant</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em. Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyDigits	<i>variant</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby. Type: Integer or idNothingEnum enumerator.
rubyAutoTcyIncludeRoman	<i>variant</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby. Type: Boolean or idNothingEnum enumerator.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font, String or idNothingEnum enumerator.
rubyFontSize	<i>variant</i> rubyFontSize	The size (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>variant</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby. Type: Boolean or idNothingEnum enumerator.
rubyOverhang	<i>variant</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount. . Type: Boolean or idNothingEnum enumerator.
rubyOverprintFill	<i>variant</i> rubyOverprintFill	The method of overprinting the ruby fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyOverprintStroke	<i>variant</i> rubyOverprintStroke	The method of overprinting the ruby stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyParentOverhangAmount	<i>variant</i> rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text. Type: idRubyOverhang enumerator or idNothingEnum enumerator.
rubyParentScalingPercent	<i>variant</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size. Type: Double or idNothingEnum enumerator.
rubyParentSpacing	<i>variant</i> rubyParentSpacing	The ruby spacing relative to the parent text. . Type: idRubyParentSpacing enumerator or idNothingEnum enumerator.
rubyPosition	<i>variant</i> rubyPosition	The position of ruby characters relative to the parent text. Type: idRubyKantenPosition enumerator or idNothingEnum enumerator.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyStrokeTint	<i>variant</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters. Type: Double or idNothingEnum enumerator.

CHANGE GREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyTint	<i>variant</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
rubyType	<i>variant</i> rubyType	The ruby type. Type: idRubyTypes enumerator or idNothingEnum enumerator.
rubyWeight	<i>variant</i> rubyWeight	The stroke weight (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyXOffset	<i>variant</i> rubyXOffset	The amount of horizontal space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyXScale	<i>variant</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
rubyYOffset	<i>variant</i> rubyYOffset	The amount of vertical space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyYScale	<i>variant</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
scaleAffectsLineHeight	<i>variant</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled. . Type: Boolean or idNothingEnum enumerator.
shataiAdjustRotation	<i>variant</i> shataiAdjustRotation	If true, applies shatai rotation. Type: Boolean or idNothingEnum enumerator.
shataiAdjustTsume	<i>variant</i> shataiAdjustTsume	If true, adjusts shatai tsume. Type: Boolean or idNothingEnum enumerator.
shataiDegreeAngle	<i>variant</i> shataiDegreeAngle	The shatai lens angle (in degrees). Type: Double or idNothingEnum enumerator.
shataiMagnification	<i>variant</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply. Type: Double or idNothingEnum enumerator.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String) or idNothingEnum enumerator.
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String) or idNothingEnum enumerator.
spanColumnType	<i>variant</i> spanColumnType	Whether a paragraph should be a single column, span columns or split columns. Type: idSpanColumnTypeOptions enumerator or idNothingEnum enumerator.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40), idSpanColumnCountOptions enumerator or idNothingEnum enumerator.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String) or idNothingEnum enumerator.
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String) or idNothingEnum enumerator.
tatechuyoko	<i>variant</i> tatechuyoko	If true, makes the character horizontal in vertical text. Type: Boolean or idNothingEnum enumerator.
tatechuyokoXOffset	<i>variant</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
tatechuyokoYOffset	<i>variant</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
trailingAki	<i>variant</i> trailingAki	The amount of space after each character. Type: Double or idNothingEnum enumerator.

CHANGEGREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
treatIdeographicSpaceAsSpace	<i>variant</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters. Type: Boolean or idNothingEnum enumerator.
tsume	<i>variant</i> tsume	The amount of horizontal character compression. Type: Double or idNothingEnum enumerator.
warichu	<i>variant</i> warichu	If true, turns on warichu. Type: Boolean or idNothingEnum enumerator.
warichuAlignment	<i>variant</i> warichuAlignment	The warichu alignment. Type: idWarichuAlignment enumerator or idNothingEnum enumerator.
warichuCharsAfterBreak	<i>variant</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break. . Type: Integer or idNothingEnum enumerator.
warichuCharsBeforeBreak	<i>variant</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break. Type: Integer or idNothingEnum enumerator.
warichuLines	<i>variant</i> warichuLines	The number of lines of warichu within a single normal line. Type: Integer or idNothingEnum enumerator.
warichuLineSpacing	<i>variant</i> warichuLineSpacing	The gap between lines of warichu characters. Type: Double or idNothingEnum enumerator.
warichuSize	<i>variant</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size. Type: Double or idNothingEnum enumerator.

ChangeObjectPreference

Object available in ID 5, 6, 7

CHANGEOBJECTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerOption	<i>variant</i> bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes. Type: idCornerOptions enumerator or idNothingEnum enumerator.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String) or idNothingEnum enumerator.
bottomRightCornerOption	<i>variant</i> bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes. Type: idCornerOptions enumerator or idNothingEnum enumerator.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String) or idNothingEnum enumerator.
preferences	{Preferences} *preferences	A collection of preferences objects.
topLeftCornerOption	<i>variant</i> topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight. Type: idCornerOptions enumerator or idNothingEnum enumerator.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String) or idNothingEnum enumerator.
topRightCornerOption	<i>variant</i> topRightCornerOption	The shape to apply to the top right corner of rectangular shapes. Type: idCornerOptions enumerator or idNothingEnum enumerator.

CHANGEOBJECTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String) or idNothingEnum enumerator.

ChangeTextPreference

Object available in ID 5, 6, 7

CHANGETEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowArbitraryHyphenation	<i>variant</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character. Type: Boolean or idNothingEnum enumerator.
autoTcy	<i>variant</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text. Type: Integer or idNothingEnum enumerator.
autoTcyIncludeRoman	<i>variant</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters. Type: Boolean or idNothingEnum enumerator.
bunriKinshi	<i>variant</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect. Type: Boolean or idNothingEnum enumerator.
characterAlignment	<i>variant</i> characterAlignment	The alignment of small characters to the largest character in the line. Type: idCharacterAlignment enumerator or idNothingEnum enumerator.
characterRotation	<i>variant</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise. Type: Double or idNothingEnum enumerator.
CJKGridTracking	<i>variant</i> CJKGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids. Type: Boolean or idNothingEnum enumerator.
glyphForm	<i>variant</i> glyphForm	The glyph variant to substitute for standard glyphs. Type: idAlternateGlyphForms enumerator or idNothingEnum enumerator.
gridAlignment	<i>variant</i> gridAlignment	The alignment to the frame grid or baseline grid. Type: idGridAlignment enumerator or idNothingEnum enumerator.
gridGyoudori	<i>variant</i> gridGyoudori	The manual gyoudori setting. Type: Integer or idNothingEnum enumerator.
jidori	<i>variant</i> jidori	The number of grid squares in which to arrange the text. . Type: Integer or idNothingEnum enumerator.
keepWithPrevious	<i>variant</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph. Type: Boolean or idNothingEnum enumerator.
kentenAlignment	<i>variant</i> kentenAlignment	The alignment of kenten characters relative to the parent characters. . Type: idKentenAlignment enumerator or idNothingEnum enumerator.
kentenCharacterSet	<i>variant</i> kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom. . Type: idKentenCharacterSet enumerator or idNothingEnum enumerator.
kentenCustomCharacter	<i>variant</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom. Type: String or idNothingEnum enumerator.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font, String or idNothingEnum enumerator.

CHANGETEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenFontSize	<i>variant</i> kentenFontSize	The size (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	<i>variant</i> kentenKind	The style of kenten characters. Type: idKentenCharacter enumerator or idNothingEnum enumerator.
kentenOverprintFill	<i>variant</i> kentenOverprintFill	The method of overprinting the kenten fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenOverprintStroke	<i>variant</i> kentenOverprintStroke	The method of overprinting the kenten stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenPlacement	<i>variant</i> kentenPlacement	The distance between kenten characters and their parent characters. Type: Double or idNothingEnum enumerator.
kentenPosition	<i>variant</i> kentenPosition	The kenten position relative to the parent character. Type: idRubyKentenPosition enumerator or idNothingEnum enumerator.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenStrokeTint	<i>variant</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenTint	<i>variant</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenWeight	<i>variant</i> kentenWeight	The stroke weight (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenXScale	<i>variant</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size. Type: Double or idNothingEnum enumerator.
kentenYScale	<i>variant</i> kentenYScale	The vertical size of kenten characters as a percent of the original size. . Type: Double or idNothingEnum enumerator.
kinsokuHangType	<i>variant</i> kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect. Type: idKinsokuHangTypes enumerator or idNothingEnum enumerator.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator, String or idNothingEnum enumerator.
kinsokuType	<i>variant</i> kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined. Type: idKinsokuType enumerator or idNothingEnum enumerator.
leadingAki	<i>variant</i> leadingAki	The amount of space before each character. Type: Double or idNothingEnum enumerator.
leadingModel	<i>variant</i> leadingModel	The point from which leading is measured from line to line. Type: idLeadingModel enumerator or idNothingEnum enumerator.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String, idMojikumiTableDefaults enumerator or idNothingEnum enumerator.
otfHVKana	<i>variant</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical. . Type: Boolean or idNothingEnum enumerator.
otfProportionalMetrics	<i>variant</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts. Type: Boolean or idNothingEnum enumerator.

CHANGETEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
otfRomanItalics	<i>variant</i> otfRomanItalics	If true, applies italics to half-width alphanumerics. . Type: Boolean or idNothingEnum enumerator.
paragraphGyoudori	<i>variant</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph. Type: Boolean or idNothingEnum enumerator.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>variant</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers. Type: Boolean or idNothingEnum enumerator.
rotateSingleByteCharacters	<i>variant</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text. Type: Boolean or idNothingEnum enumerator.
rubyAlignment	<i>variant</i> rubyAlignment	The ruby alignment. Type: idRubyAlignments enumerator or idNothingEnum enumerator.
rubyAutoAlign	<i>variant</i> rubyAutoAlign	If true, auto aligns ruby. Type: Boolean or idNothingEnum enumerator.
rubyAutoScaling	<i>variant</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent. . Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyAutoScale	<i>variant</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em. Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyDigits	<i>variant</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby. Type: Integer or idNothingEnum enumerator.
rubyAutoTcyIncludeRoman	<i>variant</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby. Type: Boolean or idNothingEnum enumerator.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font, String or idNothingEnum enumerator.
rubyFontSize	<i>variant</i> rubyFontSize	The size (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>variant</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby. Type: Boolean or idNothingEnum enumerator.
rubyOverhang	<i>variant</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount. . Type: Boolean or idNothingEnum enumerator.
rubyOverprintFill	<i>variant</i> rubyOverprintFill	The method of overprinting the ruby fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyOverprintStroke	<i>variant</i> rubyOverprintStroke	The method of overprinting the ruby stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyParentOverhangAmount	<i>variant</i> rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text. Type: idRubyOverhang enumerator or idNothingEnum enumerator.
rubyParentScalingPercent	<i>variant</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size. Type: Double or idNothingEnum enumerator.
rubyParentSpacing	<i>variant</i> rubyParentSpacing	The ruby spacing relative to the parent text. . Type: idRubyParentSpacing enumerator or idNothingEnum enumerator.

CHANGETEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyPosition	<i>variant</i> rubyPosition	The position of ruby characters relative to the parent text. Type: <i>idRubyKantenPosition</i> enumerator or <i>idNothingEnum</i> enumerator.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: <i>Swatch</i> , <i>String</i> or <i>idNothingEnum</i> enumerator.
rubyStrokeTint	<i>variant</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
rubyTint	<i>variant</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100). Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
rubyType	<i>variant</i> rubyType	The ruby type. Type: <i>idRubyTypes</i> enumerator or <i>idNothingEnum</i> enumerator.
rubyWeight	<i>variant</i> rubyWeight	The stroke weight (in points) of ruby characters. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
rubyXOffset	<i>variant</i> rubyXOffset	The amount of horizontal space between ruby and parent characters. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
rubyXScale	<i>variant</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
rubyYOffset	<i>variant</i> rubyYOffset	The amount of vertical space between ruby and parent characters. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
rubyYScale	<i>variant</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
scaleAffectsLineHeight	<i>variant</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled. . Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
shataiAdjustRotation	<i>variant</i> shataiAdjustRotation	If true, applies shatai rotation. Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
shataiAdjustTsume	<i>variant</i> shataiAdjustTsume	If true, adjusts shatai tsume. Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
shataiDegreeAngle	<i>variant</i> shataiDegreeAngle	The shatai lens angle (in degrees). Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
shataiMagnification	<i>variant</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: <i>Unit (Double or String)</i> or <i>idNothingEnum</i> enumerator.
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: <i>Unit (Double or String)</i> or <i>idNothingEnum</i> enumerator.
spanColumnType	<i>variant</i> spanColumnType	Whether a paragraph should be a single column, span columns or split columns. Type: <i>idSpanColumnTypeOptions</i> enumerator or <i>idNothingEnum</i> enumerator.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: <i>Integer (1 - 40)</i> , <i>idSpanColumnCountOptions</i> enumerator or <i>idNothingEnum</i> enumerator.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: <i>Unit (Double or String)</i> or <i>idNothingEnum</i> enumerator.
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: <i>Unit (Double or String)</i> or <i>idNothingEnum</i> enumerator.
tatechuyoko	<i>variant</i> tatechuyoko	If true, makes the character horizontal in vertical text. Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.

CHANGETEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
tatechuyokoXOffset	<i>variant</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
tatechuyokoYOffset	<i>variant</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
trailingAki	<i>variant</i> trailingAki	The amount of space after each character. Type: Double or idNothingEnum enumerator.
treatIdeographicSpaceAsSpace	<i>variant</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters. Type: Boolean or idNothingEnum enumerator.
tsume	<i>variant</i> tsume	The amount of horizontal character compression. Type: Double or idNothingEnum enumerator.
warichu	<i>variant</i> warichu	If true, turns on warichu. Type: Boolean or idNothingEnum enumerator.
warichuAlignment	<i>variant</i> warichuAlignment	The warichu alignment. Type: idWarichuAlignment enumerator or idNothingEnum enumerator.
warichuCharsAfterBreak	<i>variant</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break. . Type: Integer or idNothingEnum enumerator.
warichuCharsBeforeBreak	<i>variant</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break. Type: Integer or idNothingEnum enumerator.
warichuLines	<i>variant</i> warichuLines	The number of lines of warichu within a single normal line. Type: Integer or idNothingEnum enumerator.
warichuLineSpacing	<i>variant</i> warichuLineSpacing	The gap between lines of warichu characters. Type: Double or idNothingEnum enumerator.
warichuSize	<i>variant</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size. Type: Double or idNothingEnum enumerator.

ContentTransparencySetting

Object available in ID 5, 6, 7

CONTENTTRANSPARENCYSETTING CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} *preferences	A collection of preferences objects.

EventListener

Object available in ID 5, 6, 7

EVENTLISTENER CS5 MEMBERS	PROTOTYPE	DESCRIPTION
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
label	<i>string</i> label	A property that can be set to any string.

EVENTLISTENER CS5 MEMBERS	PROTOTYPE	DESCRIPTION
name	<i>string</i> name	The name of the EventListener; this is an alias to the EventListener's label property.

FillTransparencySetting

Object available in ID 5, 6, 7

FILLTRANSPARENCYSETTING CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} *preferences	A collection of preferences objects.

FindChangeGrepOption

Object available in ID 5, 6, 7

FINDCHANGEGREPOPTION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kanaSensitive	<i>boolean</i> kanaSensitive	If true, finds only text that matches the specified kana type.
widthSensitive	<i>boolean</i> widthSensitive	If true, finds only text that matches the specified character width.

FindChangeTextOption

Object available in ID 5, 6, 7

FINDCHANGETEXTOPTION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
ignoreDiacritics	<i>boolean</i> ignoreDiacritics	If true, ignore diacs in the find/change query.
ignoreKashidas	<i>boolean</i> ignoreKashidas	If true, ignore kashidas in the find/change query.
kanaSensitive	<i>boolean</i> kanaSensitive	If true, finds only text that matches the specified kana type.
widthSensitive	<i>boolean</i> widthSensitive	If true, finds only text that matches the specified character width.

FindGrepPreference

Object available in ID 5, 6, 7

FINDGREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowArbitraryHyphenation	<i>variant</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character. Type: Boolean or idNothingEnum enumerator.
autoTcy	<i>variant</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text. Type: Integer or idNothingEnum enumerator.
autoTcyIncludeRoman	<i>variant</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters. Type: Boolean or idNothingEnum enumerator.

FINDGREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bunriKinshi	<i>variant</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect. Type: Boolean or idNothingEnum enumerator.
characterAlignment	<i>variant</i> characterAlignment	The alignment of small characters to the largest character in the line. Type: idCharacterAlignment enumerator or idNothingEnum enumerator.
characterRotation	<i>variant</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise. Type: Double or idNothingEnum enumerator.
cjkGridTracking	<i>variant</i> cjkGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids. Type: Boolean or idNothingEnum enumerator.
glyphForm	<i>variant</i> glyphForm	The glyph variant to substitute for standard glyphs. Type: idAlternateGlyphForms enumerator or idNothingEnum enumerator.
gridAlignment	<i>variant</i> gridAlignment	The alignment to the frame grid or baseline grid. Type: idGridAlignment enumerator or idNothingEnum enumerator.
gridGyoudori	<i>variant</i> gridGyoudori	The manual gyoudori setting. Type: Integer or idNothingEnum enumerator.
jidori	<i>variant</i> jidori	The number of grid squares in which to arrange the text. . Type: Integer or idNothingEnum enumerator.
keepWithPrevious	<i>variant</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph. Type: Boolean or idNothingEnum enumerator.
kentenAlignment	<i>variant</i> kentenAlignment	The alignment of kenten characters relative to the parent characters. . Type: idKentenAlignment enumerator or idNothingEnum enumerator.
kentenCharacterSet	<i>variant</i> kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom. . Type: idKentenCharacterSet enumerator or idNothingEnum enumerator.
kentenCustomCharacter	<i>variant</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom. Type: String or idNothingEnum enumerator.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font, String or idNothingEnum enumerator.
kentenFontSize	<i>variant</i> kentenFontSize	The size (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	<i>variant</i> kentenKind	The style of kenten characters. Type: idKentenCharacter enumerator or idNothingEnum enumerator.
kentenOverprintFill	<i>variant</i> kentenOverprintFill	The method of overprinting the kenten fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenOverprintStroke	<i>variant</i> kentenOverprintStroke	The method of overprinting the kenten stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenPlacement	<i>variant</i> kentenPlacement	The distance between kenten characters and their parent characters. Type: Double or idNothingEnum enumerator.
kentenPosition	<i>variant</i> kentenPosition	The kenten position relative to the parent character. Type: idRubyKentenPosition enumerator or idNothingEnum enumerator.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch, String or idNothingEnum enumerator.

FINDGREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenStrokeTint	<i>variant</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenTint	<i>variant</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenWeight	<i>variant</i> kentenWeight	The stroke weight (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenXScale	<i>variant</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size. Type: Double or idNothingEnum enumerator.
kentenYScale	<i>variant</i> kentenYScale	The vertical size of kenten characters as a percent of the original size. . Type: Double or idNothingEnum enumerator.
kinsokuHangType	<i>variant</i> kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect. Type: idKinsokuHangTypes enumerator or idNothingEnum enumerator.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator, String or idNothingEnum enumerator.
kinsokuType	<i>variant</i> kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined. Type: idKinsokuType enumerator or idNothingEnum enumerator.
leadingAki	<i>variant</i> leadingAki	The amount of space before each character. Type: Double or idNothingEnum enumerator.
leadingModel	<i>variant</i> leadingModel	The point from which leading is measured from line to line. Type: idLeadingModel enumerator or idNothingEnum enumerator.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String, idMojikumiTableDefaults enumerator or idNothingEnum enumerator.
otfHVKana	<i>variant</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical. . Type: Boolean or idNothingEnum enumerator.
otfProportionalMetrics	<i>variant</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfRomanItalics	<i>variant</i> otfRomanItalics	If true, applies italics to half-width alphanumerics. . Type: Boolean or idNothingEnum enumerator.
paragraphGyoudori	<i>variant</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph. Type: Boolean or idNothingEnum enumerator.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>variant</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers. Type: Boolean or idNothingEnum enumerator.
rotateSingleByteCharacters	<i>variant</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text. Type: Boolean or idNothingEnum enumerator.
rubyAlignment	<i>variant</i> rubyAlignment	The ruby alignment. Type: idRubyAlignments enumerator or idNothingEnum enumerator.
rubyAutoAlign	<i>variant</i> rubyAutoAlign	If true, auto aligns ruby. Type: Boolean or idNothingEnum enumerator.
rubyAutoScaling	<i>variant</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent. . Type: Boolean or idNothingEnum enumerator.

FINDGREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyAutoTcyAutoScale	<i>variant</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em. Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyDigits	<i>variant</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby. Type: Integer or idNothingEnum enumerator.
rubyAutoTcyIncludeRoman	<i>variant</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby. Type: Boolean or idNothingEnum enumerator.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font, String or idNothingEnum enumerator.
rubyFontSize	<i>variant</i> rubyFontSize	The size (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>variant</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby. Type: Boolean or idNothingEnum enumerator.
rubyOverhang	<i>variant</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount. . Type: Boolean or idNothingEnum enumerator.
rubyOverprintFill	<i>variant</i> rubyOverprintFill	The method of overprinting the ruby fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyOverprintStroke	<i>variant</i> rubyOverprintStroke	The method of overprinting the ruby stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyParentOverhangAmount	<i>variant</i> rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text. Type: idRubyOverhang enumerator or idNothingEnum enumerator.
rubyParentScalingPercent	<i>variant</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size. Type: Double or idNothingEnum enumerator.
rubyParentSpacing	<i>variant</i> rubyParentSpacing	The ruby spacing relative to the parent text. . Type: idRubyParentSpacing enumerator or idNothingEnum enumerator.
rubyPosition	<i>variant</i> rubyPosition	The position of ruby characters relative to the parent text. Type: idRubyKentenPosition enumerator or idNothingEnum enumerator.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyStrokeTint	<i>variant</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyTint	<i>variant</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
rubyType	<i>variant</i> rubyType	The ruby type. Type: idRubyTypes enumerator or idNothingEnum enumerator.
rubyWeight	<i>variant</i> rubyWeight	The stroke weight (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyXOffset	<i>variant</i> rubyXOffset	The amount of horizontal space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyXScale	<i>variant</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.

FINDGREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyYOffset	<i>variant</i> rubyYOffset	The amount of vertical space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyYScale	<i>variant</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
scaleAffectsLineHeight	<i>variant</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled. . Type: Boolean or idNothingEnum enumerator.
shataiAdjustRotation	<i>variant</i> shataiAdjustRotation	If true, applies shatai rotation. Type: Boolean or idNothingEnum enumerator.
shataiAdjustTsume	<i>variant</i> shataiAdjustTsume	If true, adjusts shatai tsume. Type: Boolean or idNothingEnum enumerator.
shataiDegreeAngle	<i>variant</i> shataiDegreeAngle	The shatai lens angle (in degrees). Type: Double or idNothingEnum enumerator.
shataiMagnification	<i>variant</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply. Type: Double or idNothingEnum enumerator.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String) or idNothingEnum enumerator.
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String) or idNothingEnum enumerator.
spanColumnType	<i>variant</i> spanColumnType	Whether a paragraph should be a single column, span columns or split columns. Type: idSpanColumnTypeOptions enumerator or idNothingEnum enumerator.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40), idSpanColumnCountOptions enumerator or idNothingEnum enumerator.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String) or idNothingEnum enumerator.
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String) or idNothingEnum enumerator.
tatechuyoko	<i>variant</i> tatechuyoko	If true, makes the character horizontal in vertical text. Type: Boolean or idNothingEnum enumerator.
tatechuyokoXOffset	<i>variant</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
tatechuyokoYOffset	<i>variant</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
trailingAki	<i>variant</i> trailingAki	The amount of space after each character. Type: Double or idNothingEnum enumerator.
treatIdeographicSpaceAsSpace	<i>variant</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters. Type: Boolean or idNothingEnum enumerator.
tsume	<i>variant</i> tsume	The amount of horizontal character compression. Type: Double or idNothingEnum enumerator.
warichu	<i>variant</i> warichu	If true, turns on warichu. Type: Boolean or idNothingEnum enumerator.
warichuAlignment	<i>variant</i> warichuAlignment	The warichu alignment. Type: idWarichuAlignment enumerator or idNothingEnum enumerator.
warichuCharsAfterBreak	<i>variant</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break. . Type: Integer or idNothingEnum enumerator.

FINDGREPPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
warichuCharsBeforeBreak	<i>variant</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break. Type: Integer or <i>idNothingEnum</i> enumerator.
warichuLines	<i>variant</i> warichuLines	The number of lines of warichu within a single normal line. Type: Integer or <i>idNothingEnum</i> enumerator.
warichuLineSpacing	<i>variant</i> warichuLineSpacing	The gap between lines of warichu characters. Type: Double or <i>idNothingEnum</i> enumerator.
warichuSize	<i>variant</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size. Type: Double or <i>idNothingEnum</i> enumerator.

FindObjectPreference

Object available in ID 5, 6, 7

FINDOBJECTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerOption	<i>variant</i> bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes. Type: <i>idCornerOptions</i> enumerator or <i>idNothingEnum</i> enumerator.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String) or <i>idNothingEnum</i> enumerator.
bottomRightCornerOption	<i>variant</i> bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes. Type: <i>idCornerOptions</i> enumerator or <i>idNothingEnum</i> enumerator.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String) or <i>idNothingEnum</i> enumerator.
preferences	{Preferences} *preferences	A collection of preferences objects.
topLeftCornerOption	<i>variant</i> topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight. Type: <i>idCornerOptions</i> enumerator or <i>idNothingEnum</i> enumerator.
topLeftCornerRadius	<i>variant</i> topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String) or <i>idNothingEnum</i> enumerator.
topRightCornerOption	<i>variant</i> topRightCornerOption	The shape to apply to the top right corner of rectangular shapes. Type: <i>idCornerOptions</i> enumerator or <i>idNothingEnum</i> enumerator.
topRightCornerRadius	<i>variant</i> topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String) or <i>idNothingEnum</i> enumerator.

FindTextPreference

Object available in ID 5, 6, 7

FINDTEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowArbitraryHyphenation	<i>variant</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character. Type: Boolean or idNothingEnum enumerator.
autoTcy	<i>variant</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text. Type: Integer or idNothingEnum enumerator.
autoTcyIncludeRoman	<i>variant</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters. Type: Boolean or idNothingEnum enumerator.
bunriKinshi	<i>variant</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect. Type: Boolean or idNothingEnum enumerator.
characterAlignment	<i>variant</i> characterAlignment	The alignment of small characters to the largest character in the line. Type: idCharacterAlignment enumerator or idNothingEnum enumerator.
characterRotation	<i>variant</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise. Type: Double or idNothingEnum enumerator.
cjkGridTracking	<i>variant</i> cjkGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids. Type: Boolean or idNothingEnum enumerator.
glyphForm	<i>variant</i> glyphForm	The glyph variant to substitute for standard glyphs. Type: idAlternateGlyphForms enumerator or idNothingEnum enumerator.
gridAlignment	<i>variant</i> gridAlignment	The alignment to the frame grid or baseline grid. Type: idGridAlignment enumerator or idNothingEnum enumerator.
gridGyoudori	<i>variant</i> gridGyoudori	The manual gyoudori setting. Type: Integer or idNothingEnum enumerator.
jidori	<i>variant</i> jidori	The number of grid squares in which to arrange the text. . Type: Integer or idNothingEnum enumerator.
keepWithPrevious	<i>variant</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph. Type: Boolean or idNothingEnum enumerator.
kentenAlignment	<i>variant</i> kentenAlignment	The alignment of kenten characters relative to the parent characters. . Type: idKentenAlignment enumerator or idNothingEnum enumerator.
kentenCharacterSet	<i>variant</i> kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom. . Type: idKentenCharacterSet enumerator or idNothingEnum enumerator.
kentenCustomCharacter	<i>variant</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom. Type: String or idNothingEnum enumerator.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font, String or idNothingEnum enumerator.
kentenFontSize	<i>variant</i> kentenFontSize	The size (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	<i>variant</i> kentenKind	The style of kenten characters. Type: idKentenCharacter enumerator or idNothingEnum enumerator.

FINDTEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kentenOverprintFill	<i>variant</i> kentenOverprintFill	The method of overprinting the kenten fill. Type: <i>idAdornmentOverprint</i> enumerator or <i>idNothingEnum</i> enumerator.
kentenOverprintStroke	<i>variant</i> kentenOverprintStroke	The method of overprinting the kenten stroke. Type: <i>idAdornmentOverprint</i> enumerator or <i>idNothingEnum</i> enumerator.
kentenPlacement	<i>variant</i> kentenPlacement	The distance between kenten characters and their parent characters. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenPosition	<i>variant</i> kentenPosition	The kenten position relative to the parent character. Type: <i>idRubyKentenPosition</i> enumerator or <i>idNothingEnum</i> enumerator.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: <i>Swatch</i> , <i>String</i> or <i>idNothingEnum</i> enumerator.
kentenStrokeTint	<i>variant</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenTint	<i>variant</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenWeight	<i>variant</i> kentenWeight	The stroke weight (in points) of kenten characters. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenXScale	<i>variant</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kentenYScale	<i>variant</i> kentenYScale	The vertical size of kenten characters as a percent of the original size. . Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
kinsokuHangType	<i>variant</i> kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect. Type: <i>idKinsokuHangTypes</i> enumerator or <i>idNothingEnum</i> enumerator.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: <i>KinsokuTable</i> , <i>idKinsokuSet</i> enumerator, <i>String</i> or <i>idNothingEnum</i> enumerator.
kinsokuType	<i>variant</i> kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined. Type: <i>idKinsokuType</i> enumerator or <i>idNothingEnum</i> enumerator.
leadingAki	<i>variant</i> leadingAki	The amount of space before each character. Type: <i>Double</i> or <i>idNothingEnum</i> enumerator.
leadingModel	<i>variant</i> leadingModel	The point from which leading is measured from line to line. Type: <i>idLeadingModel</i> enumerator or <i>idNothingEnum</i> enumerator.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: <i>MojikumiTable</i> , <i>String</i> , <i>idMojikumiTableDefaults</i> enumerator or <i>idNothingEnum</i> enumerator.
otfHVKana	<i>variant</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical. . Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
otfProportionalMetrics	<i>variant</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts. Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
otfRomanItalics	<i>variant</i> otfRomanItalics	If true, applies italics to half-width alphanumerics. . Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
paragraphGyoudori	<i>variant</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph. Type: <i>Boolean</i> or <i>idNothingEnum</i> enumerator.
preferences	{Preferences} *preferences	A collection of preferences objects.

FINDTEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rensuuji	<i>variant</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers. Type: Boolean or idNothingEnum enumerator.
rotateSingleByteCharacters	<i>variant</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text. Type: Boolean or idNothingEnum enumerator.
rubyAlignment	<i>variant</i> rubyAlignment	The ruby alignment. Type: idRubyAlignments enumerator or idNothingEnum enumerator.
rubyAutoAlign	<i>variant</i> rubyAutoAlign	If true, auto aligns ruby. Type: Boolean or idNothingEnum enumerator.
rubyAutoScaling	<i>variant</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent. . Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyAutoScale	<i>variant</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em. Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyDigits	<i>variant</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby. Type: Integer or idNothingEnum enumerator.
rubyAutoTcyIncludeRoman	<i>variant</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby. Type: Boolean or idNothingEnum enumerator.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font, String or idNothingEnum enumerator.
rubyFontSize	<i>variant</i> rubyFontSize	The size (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>variant</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby. Type: Boolean or idNothingEnum enumerator.
rubyOverhang	<i>variant</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount. . Type: Boolean or idNothingEnum enumerator.
rubyOverprintFill	<i>variant</i> rubyOverprintFill	The method of overprinting the ruby fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyOverprintStroke	<i>variant</i> rubyOverprintStroke	The method of overprinting the ruby stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyParentOverhangAmount	<i>variant</i> rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text. Type: idRubyOverhang enumerator or idNothingEnum enumerator.
rubyParentScalingPercent	<i>variant</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size. Type: Double or idNothingEnum enumerator.
rubyParentSpacing	<i>variant</i> rubyParentSpacing	The ruby spacing relative to the parent text. . Type: idRubyParentSpacing enumerator or idNothingEnum enumerator.
rubyPosition	<i>variant</i> rubyPosition	The position of ruby characters relative to the parent text. Type: idRubyKantenPosition enumerator or idNothingEnum enumerator.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyStrokeTint	<i>variant</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters. Type: Double or idNothingEnum enumerator.

FINDTEXTREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyTint	<i>variant</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
rubyType	<i>variant</i> rubyType	The ruby type. Type: idRubyTypes enumerator or idNothingEnum enumerator.
rubyWeight	<i>variant</i> rubyWeight	The stroke weight (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyXOffset	<i>variant</i> rubyXOffset	The amount of horizontal space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyXScale	<i>variant</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
rubyYOffset	<i>variant</i> rubyYOffset	The amount of vertical space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyYScale	<i>variant</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
scaleAffectsLineHeight	<i>variant</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled. . Type: Boolean or idNothingEnum enumerator.
shataiAdjustRotation	<i>variant</i> shataiAdjustRotation	If true, applies shatai rotation. Type: Boolean or idNothingEnum enumerator.
shataiAdjustTsume	<i>variant</i> shataiAdjustTsume	If true, adjusts shatai tsume. Type: Boolean or idNothingEnum enumerator.
shataiDegreeAngle	<i>variant</i> shataiDegreeAngle	The shatai lens angle (in degrees). Type: Double or idNothingEnum enumerator.
shataiMagnification	<i>variant</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply. Type: Double or idNothingEnum enumerator.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String) or idNothingEnum enumerator.
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String) or idNothingEnum enumerator.
spanColumnType	<i>variant</i> spanColumnType	Whether a paragraph should be a single column, span columns or split columns. Type: idSpanColumnTypeOptions enumerator or idNothingEnum enumerator.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40), idSpanColumnCountOptions enumerator or idNothingEnum enumerator.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String) or idNothingEnum enumerator.
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String) or idNothingEnum enumerator.
tatechuyoko	<i>variant</i> tatechuyoko	If true, makes the character horizontal in vertical text. Type: Boolean or idNothingEnum enumerator.
tatechuyokoXOffset	<i>variant</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
tatechuyokoYOffset	<i>variant</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
trailingAki	<i>variant</i> trailingAki	The amount of space after each character. Type: Double or idNothingEnum enumerator.

FINDTEXTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
treatIdeographicSpaceAsSpace	<i>variant</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters. Type: Boolean or idNothingEnum enumerator.
tsume	<i>variant</i> tsume	The amount of horizontal character compression. Type: Double or idNothingEnum enumerator.
warichu	<i>variant</i> warichu	If true, turns on warichu. Type: Boolean or idNothingEnum enumerator.
warichuAlignment	<i>variant</i> warichuAlignment	The warichu alignment. Type: idWarichuAlignment enumerator or idNothingEnum enumerator.
warichuCharsAfterBreak	<i>variant</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break. . Type: Integer or idNothingEnum enumerator.
warichuCharsBeforeBreak	<i>variant</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break. Type: Integer or idNothingEnum enumerator.
warichuLines	<i>variant</i> warichuLines	The number of lines of warichu within a single normal line. Type: Integer or idNothingEnum enumerator.
warichuLineSpacing	<i>variant</i> warichuLineSpacing	The gap between lines of warichu characters. Type: Double or idNothingEnum enumerator.
warichuSize	<i>variant</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size. Type: Double or idNothingEnum enumerator.

FrameFittingOption

Object available in ID 5, 6, 7

FRAMEFITTINGOPTION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
autoFit	<i>boolean</i> autoFit	If true, the last saved fitting options will be applied to the contents of a frame when it is resized.

ImportedPage

Object available in ID 5, 6, 7

IMPORTEDPAGE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, string To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
clearTransformations	<code>void clearTransformations()</code>	Clears transformations from the ImportedPage. Transformations include rotation, scaling, flipping, fitting, and shearing.

IMPORTEDPAGE CSS MEMBERS	PROTOTYPE	DESCRIPTION
convertShape	<i>void</i> convertShape(#ConvertShapeOptions Given, <i>variant</i> NumberOfSides, <i>variant</i> InsetPercentage, <i>variant</i> CornerRadius)	Converts the ImportedPage to a different shape. / Given: The ImportedPage's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).
select	<i>void</i> select(#SelectionOptions ExistingSelection)	Selects the object. / ExistingSelection: The selection status of the ImportedPage in relation to previously selected objects.
store	{Asset} store(Library Using)	Stores the object in the specified library. / Return value: The new library asset(s). / Using: The library in which to store the object.
allGraphics	{Objects} *allGraphics	Lists all graphics contained by the ImportedPage.
allPageItems	{Objects} *allPageItems	Lists all page items contained by the ImportedPage.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the ImportedPage.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the ImportedPage. . Type: Swatch or String.
fillTint	<i>double</i> fillTint	The percent of tint to use in the ImportedPage's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	<i>double</i> gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)
gradientFillAngle	<i>double</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the ImportedPage. (Range: -180 to 180).
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the ImportedPage. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the ImportedPage, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the ImportedPage. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the ImportedPage. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the ImportedPage, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).

IMPORTEDPAGE CSS MEMBERS	PROTOTYPE	DESCRIPTION
itemLayer	{Layer} itemLayer	The layer that the ImportedPage is on.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
locked	boolean locked	If true, the ImportedPage is locked.
miterLimit	double miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	string name	The name of the ImportedPage.
overprintFill	boolean overprintFill	If true, the ImportedPage's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	boolean overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	boolean overprintStroke	If true, the ImportedPage's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the ImportedPage.
strokeColor	variant strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the ImportedPage. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the ImportedPage.
strokeDashAndGap	variant strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	double strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
strokeType	variant strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	variant strokeWeight	The weight (in points) to apply to the ImportedPage's stroke. Type: Unit (Double or String).
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	variant topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	variant topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
visible	boolean visible	If true, the ImportedPage is visible.

PageItemDefault

Object available in ID 5, 6, 7

PAGEITEMDEFAULT CSS5 MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	variant bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	variant bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
preferences	{Preferences} •preferences	A collection of preferences objects.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	variant topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	variant topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).

StrokeTransparencySetting

Object available in ID 5, 6, 7

STROKETRANSARENCYSETTING CSS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} •preferences	A collection of preferences objects.

TextVariable

Object available in ID 5, 6, 7

TEXTVARIABLE CSS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} •preferences	A collection of preferences objects.

TransparencySetting

Object available in ID 5, 6, 7

TRANSPARENCYSETTING CSS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} •preferences	A collection of preferences objects.

XMLRuleProcessor

Object available in ID 5, 6, 7

XMLRULEPROCESSOR CS5 MEMBERS	PROTOTYPE	DESCRIPTION
name	<i>string</i> name	The name of the XMLRuleProcessor; this is an alias to the XMLRuleProcessor's label property.

XmlStory

Object available in ID 5, 6, 7

XMLSTORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	{ BackgroundTask } asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or <i>String</i> . / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset . / VersionComments: The comment for this version. Type: <i>String</i> . / ForceSave: If true, forcibly saves a version.
changeTransliterate	{ Objects } changeTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value and replaces the text with the change character type value. / Return value: The replaced text. / ReverseOrder: If true, returns the results in reverse order. Type: <i>Boolean</i> .
findTransliterate	{ Objects } findTransliterate(<i>variant</i> ReverseOrder)	Finds text that matches the find character type value. / Return value: The found text. / ReverseOrder: If true, returns the results in reverse order. Type: <i>Boolean</i> .
allowArbitraryHyphenation	<i>boolean</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character.
appliedNamedGrid	{ NamedGrid } appliedNamedGrid	The named grid in use.
autoTcy	<i>const</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text.
autoTcyIncludeRoman	<i>boolean</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters.
bunriKinshi	<i>boolean</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect.
buttons	{ Buttons } *buttons	A collection of buttons.
changes	{ Changes } *changes	A collection of changes.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterRotation	<i>double</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise.
chkGridTracking	<i>boolean</i> chkGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids.
epsTexts	{ EPSTexts } *epsTexts	EPSTexts.
formFields	{ FormFields } *formFields	A collection of form fields.
glyphForm	#AlternateGlyphForms glyphForm	The glyph variant to substitute for standard glyphs.
graphicLines	{ GraphicLines } *graphicLines	A collection of graphic lines.

XMLSTORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridData	{GridDataInformation} *gridData	Default grid properties. Note: Applies to named, layout, and frame (story) grids.
gridGyoudori	<i>const</i> gridGyoudori	The manual gyoudori setting.
groups	{Groups} *groups	A collection of groups.
hiddenTexts	{HiddenTexts} *hiddenTexts	A collection of hidden text objects.
jidori	<i>const</i> jidori	The number of grid squares in which to arrange the text.
keepWithPrevious	<i>boolean</i> keepWithPrevious	If the first line in the paragraph should be kept with the last line of previous paragraph.
kentenAlignment	#KentenAlignment kentenAlignment	The alignment of kenten characters relative to the parent characters.
kentenCharacterSet	#KentenCharacterSet kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom.
kentenCustomCharacter	<i>string</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch or String.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font or String.
kentenFontSize	<i>double</i> kentenFontSize	The size (in points) of kenten characters.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	#KentenCharacter kentenKind	The style of kenten characters.
kentenOverprintFill	#AdornmentOverprint kentenOverprintFill	The method of overprinting the kenten fill.
kentenOverprintStroke	#AdornmentOverprint kentenOverprintStroke	The method of overprinting the kenten stroke.
kentenPlacement	<i>double</i> kentenPlacement	The distance between kenten characters and their parent characters.
kentenPosition	#RubyKentenPosition kentenPosition	The kenten position relative to the parent character.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch or String.
kentenStrokeTint	<i>double</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenTint	<i>double</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100).
kentenWeight	<i>double</i> kentenWeight	The stroke weight (in points) of kenten characters.
kentenXScale	<i>double</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size.
kentenYScale	<i>double</i> kentenYScale	The vertical size of kenten characters as a percent of the original size.
kinsokuHangType	#KinsokuHangTypes kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator or String.
kinsokuType	#KinsokuType kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined.
leadingAki	<i>double</i> leadingAki	The amount of space before each character.
leadingModel	#LeadingModel leadingModel	The point from which leading is measured from line to line.

XMLSTORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String or idMojikumiTableDefaults enumerator.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the XmlStory; this is an alias to the XmlStory's label property.
nestedGrepStyles	{NestedGrepStyles} *nestedGrepStyles	A collection of nested GREP styles.
nestedLineStyles	{NestedLineStyles} *nestedLineStyles	A collection of nested line styles.
nestedStyles	{NestedStyles} *nestedStyles	A collection of nested styles.
otfHVKana	<i>boolean</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical.
otfProportionalMetrics	<i>boolean</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts.
otfRomanItalics	<i>boolean</i> otfRomanItalics	If true, applies italics to half-width alphanumerics.
ovals	{Ovals} *ovals	A collection of ellipses.
paragraphGyoudori	<i>boolean</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph.
polygons	{Polygons} *polygons	A collection of polygons.
preferences	{Preferences} *preferences	A collection of preferences objects.
rectangles	{Rectangles} *rectangles	A collection of rectangles.
rensuuji	<i>boolean</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers.
rotateSingleByteCharacters	<i>boolean</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text.
rubyAlignment	#RubyAlignments rubyAlignment	The ruby alignment.
rubyAutoAlign	<i>boolean</i> rubyAutoAlign	If true, auto aligns ruby.
rubyAutoScaling	<i>boolean</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent.
rubyAutoTcyAutoScale	<i>boolean</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em.
rubyAutoTcyDigits	<i>const</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby.
rubyAutoTcyIncludeRoman	<i>boolean</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch or String.
rubyFlag	<i>boolean</i> rubyFlag	If true, ruby is on.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font or String.
rubyFontSize	<i>double</i> rubyFontSize	The size (in points) of ruby characters.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>boolean</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby.
rubyOverhang	<i>boolean</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount.
rubyOverprintFill	#AdornmentOverprint rubyOverprintFill	The method of overprinting the ruby fill.

XMLSTORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyOverprintStroke	#AdornmentOverprint rubyOverprintStroke	The method of overprinting the ruby stroke.
rubyParentOverhangAmount	#RubyOverhang rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text.
rubyParentScalingPercent	<i>double</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size.
rubyParentSpacing	#RubyParentSpacing rubyParentSpacing	The ruby spacing relative to the parent text.
rubyPosition	#RubyKantenPosition rubyPosition	The position of ruby characters relative to the parent text.
rubyString	<i>string</i> rubyString	The ruby string contents.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch or String.
rubyStrokeTint	<i>double</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters.
rubyTint	<i>double</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100).
rubyType	#RubyTypes rubyType	The ruby type.
rubyWeight	<i>double</i> rubyWeight	The stroke weight (in points) of ruby characters.
rubyXOffset	<i>double</i> rubyXOffset	The amount of horizontal space between ruby and parent characters.
rubyXScale	<i>double</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size.
rubyYOffset	<i>double</i> rubyYOffset	The amount of vertical space between ruby and parent characters.
rubyYScale	<i>double</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size.
scaleAffectsLineHeight	<i>boolean</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled.
shataiAdjustRotation	<i>boolean</i> shataiAdjustRotation	If true, applies shatai rotation.
shataiAdjustTsume	<i>boolean</i> shataiAdjustTsume	If true, adjusts shatai tsume.
shataiDegreeAngle	<i>double</i> shataiDegreeAngle	The shatai lens angle (in degrees).
shataiMagnification	<i>double</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply.
spanColumnMinSpaceAfter	<i>variant</i> spanColumnMinSpaceAfter	The minimum space after a span or a split column. Type: Unit (Double or String).
spanColumnMinSpaceBefore	<i>variant</i> spanColumnMinSpaceBefore	The minimum space before a span or a split column. Type: Unit (Double or String).
spanColumnType	#SpanColumnTypeOptions spanColumnType	Whether a paragraph should be a single column, span columns or split columns.
spanSplitColumnCount	<i>variant</i> spanSplitColumnCount	The number of columns a paragraph spans or the number of split columns. Type: Integer (1 - 40) or idSpanColumnCountOptions enumerator.
splineItems	{SplineItems} *splineItems	The spline items collection.
splitColumnInsideGutter	<i>variant</i> splitColumnInsideGutter	The inside gutter if the paragraph splits columns. Type: Unit (Double or String).
splitColumnOutsideGutter	<i>variant</i> splitColumnOutsideGutter	The outside gutter if the paragraph splits columns. Type: Unit (Double or String).
tabStops	{TabStops} *tabStops	A collection of tab stops.
tatechuyoko	<i>boolean</i> tatechuyoko	If true, makes the character horizontal in vertical text.

XMLSTORY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
tatechuyokoXOffset	<i>double</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text.
tatechuyokoYOffset	<i>double</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text.
textFrames	{TextFrames} *textFrames	A collection of text frames.
trailingAki	<i>double</i> trailingAki	The amount of space after each character.
treatIdeographicSpaceAsSpace	<i>boolean</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters.
tsume	<i>double</i> tsume	The amount of horizontal character compression.
warichu	<i>boolean</i> warichu	If true, turns on warichu.
warichuAlignment	#WarichuAlignment warichuAlignment	The warichu alignment.
warichuCharsAfterBreak	<i>const</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break.
warichuCharsBeforeBreak	<i>const</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break.
warichuLines	<i>const</i> warichuLines	The number of lines of warichu within a single normal line.
warichuLineSpacing	<i>double</i> warichuLineSpacing	The gap between lines of warichu characters.
warichuSize	<i>double</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size.

FindChangeContentTransparencySetting

Object available in ID 6, 7

FINDCHANGECONTENTTRANSPARENCYSETTING CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} *preferences	A collection of preferences objects.

FindChangeFillTransparencySetting

Object available in ID 6, 7

FINDCHANGEFILLTRANSPARENCYSETTING CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} *preferences	A collection of preferences objects.

FindChangeStrokeTransparencySetting

Object available in ID 6, 7

FINDCHANGESTROKETRANSPARENCYSETTING CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} *preferences	A collection of preferences objects.

FindChangeTransparencySetting

Object available in ID 6, 7

FINDCHANGETRANSPARENCYSETTING CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preferences	{Preferences} •preferences	A collection of preferences objects.

HiddenText

Object available in ID 6, 7

HIDDENTEXT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
name	string name	The name of the HiddenText; this is an alias to the HiddenText's label property.

SWFExportPreference

Object available in ID 6, 7

SWFEXPORTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
dynamicMediaHandling	#DynamicMediaHandlingOptions dynamicMediaHandling	The dynamic media handling options.
flattenTransparency	boolean flattenTransparency	Flatten transparency when exporting.
frameRate	integer frameRate	The frame rate in frames per second. Type: Long Integer (1 - 120).
pageTransitionOverride	#PageTransitionOverrideOptions pageTransitionOverride	The name of the page transition to use for all pages.
swfBackground	#SWFBackgroundOptions swfBackground	SWF background setting.

XFLEExportPreference

Object available in ID 6, 7

XFLEEXPORTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
dynamicMediaHandling	#DynamicMediaHandlingOptions dynamicMediaHandling	The dynamic media handling options.
insertHyphens	boolean insertHyphens	If true, discretionary hyphenation points are inserted when TLF text is used.

AnimationBehavior

Object available in ID 7

ANIMATIONBEHAVIOR CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	void delete()	Deletes the AnimationBehavior.

ANIMATIONBEHAVIOR CS5 MEMBERS	PROTOTYPE	DESCRIPTION
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
animatedPageItem	{PageItem} animatedPageItem	The animation page item.
autoReverseOnRolloff	<i>boolean</i> autoReverseOnRolloff	If true, will automatically play the animation in reverse on roll off of the rollover event.
behaviorEvent	#BehaviorEvents behaviorEvent	The event which triggers the behavior.
enableBehavior	<i>boolean</i> enableBehavior	If true, the behavior is enabled.
id	<i>integer</i> *id	The unique ID of the AnimationBehavior.
index	<i>integer</i> *index	The index of the AnimationBehavior within its containing object.
label	<i>string</i> label	A property that can be set to any string.
name	<i>string</i> *name	The name of the AnimationBehavior.
operation	#AnimationPlayOperations operation	The playback mode.
parent	{Button} *parent	The parent of the AnimationBehavior (a Button).

AnimationBehaviors

Object available in ID 7

ANIMATIONBEHAVIORS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{AnimationBehavior} add()	Creates a new AnimationBehavior. / Return value: The new AnimationBehavior.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the AnimationBehavior.

ANIMATIONBEHAVIORS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
item	{AnimationBehavior} *item(variant Index)	Returns the object with the specified index or name. Type: Long Integer or String.

AnimationSetting

Object available in ID 7

ANIMATIONSETTING CS5 MEMBERS	PROTOTYPE	DESCRIPTION
save	{MotionPreset} save(string Name)	Save this motion preset as custom preset. / Return value: The new custom motion preset. / Name: The name for the new motion preset.
saveACopy	void saveACopy(string To)	Save a copy of this motion preset to a InDesign motion preset file. / To: The Flash motion preset file to export to.
designOption	#DesignOptions designOption	The animation design option.
duration	double duration	The duration in second for this animation. Type: Double (0.125 - 60).
easeType	#AnimationEaseOptions easeType	The ease type.
hasCustomSettings	boolean *hasCustomSettings	Determines if this animated object has custom settings.
hiddenAfter	boolean hiddenAfter	Determines if this object is hidden after its animation is played in an exported SWF file.
initiallyHidden	boolean initiallyHidden	Determines if this object is initially hidden when displayed in an exported SWF file.
motionPath	variant motionPath	The list of motion path points and key frames for this animation. Type: Array of Ordered array containing KeyFrame:Long Integer, PathPoint:Ordered array containing Anchor:Array of 2 Doubles, LeftDirection:Array of 2 Doubles, RightDirection:Array of 2 Doubles.
motionPathPoints	variant motionPathPoints	The list of motion path points for this animation. Type: Ordered array containing PathPointArray:Array of Ordered array containing Anchor:Array of 2 Doubles, LeftDirection:Array of 2 Doubles, RightDirection:Array of 2 Doubles, PathOpen:Boolean.
opacityArray	variant opacityArray	The list of opacity key frames for this animation. Type: Array of Ordered array containing KeyFrame:Long Integer, Value:Double.
parent	variant *parent	The parent of the AnimationSetting (a PageItem, FormField, MultiStateObject, Button, MediaItem, Sound, Movie, EPSText, SplineItem, Polygon, GraphicLine, Rectangle, Oval, Graphic, ImportedPage, PICT, WMF, PDF, EPS, Image, Group or TextFrame). Type: PageItem, FormField, MultiStateObject, Button, MediaItem, Sound, Movie, EPSText, SplineItem, Polygon, GraphicLine, Rectangle, Oval, Graphic, ImportedPage, PICT, WMF, PDF, EPS, Image, Group or TextFrame.
plays	integer plays	The number of times this animation plays. Type: Long Integer (1 - 100).
playsLoop	boolean playsLoop	Set to true if animation play loops.
preset	variant preset	The base animation preset applied. Type: MotionPreset, String or idNothingEnum enumerator.
rotationArray	variant rotationArray	The list of rotation key frames for this animation. Type: Array of Ordered array containing KeyFrame:Long Integer, Value:Double.

ANIMATIONSETTING CS5 MEMBERS	PROTOTYPE	DESCRIPTION
scaleXArray	<i>variant</i> scaleXArray	The list of scale x key frames for this animation. Type: Array of Ordered array containing KeyFrame:Long Integer, Value:Double.
scaleYArray	<i>variant</i> scaleYArray	The list of scale y key frames for this animation. Type: Array of Ordered array containing KeyFrame:Long Integer, Value:Double.
transformOffsets	<i>variant</i> transformOffsets	The transform offset percentage from the target object bounding box's left-top corner. Type: Array of 2 Doubles.

ApplicationEvents

Object available in ID 7

APPLICATIONEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterActivate	<i>const</i> afterActivate(afterActivate)	Dispatched after the Application becomes active. This event bubbles. This event is not cancelable.
afterClose	<i>const</i> afterClose(afterClose)	Dispatched after a Document is closed. This event bubbles. This event is not cancelable.
afterContextChanged	<i>const</i> afterContextChanged(afterContextChanged)	Dispatched after the active context changes. This event bubbles. This event is not cancelable.
afterQuit	<i>const</i> afterQuit(afterQuit)	Dispatched when the Application is quitting. Since the quit has been committed, it can not be canceled. This event bubbles. This event is not cancelable.
afterSelectionAttributeChanged	<i>const</i> afterSelectionAttributeChanged(afterSelectionAttributeChanged)	Dispatched after an attribute on the active selection changes. This event bubbles. This event is not cancelable.
afterSelectionChanged	<i>const</i> afterSelectionChanged(afterSelectionChanged)	Dispatched after the active selection changes. This event bubbles. This event is not cancelable.
beforeDeactivate	<i>const</i> beforeDeactivate(beforeDeactivate)	Dispatched before the Application becomes inactive. This event bubbles. This event is not cancelable.
beforeNew	<i>const</i> beforeNew(beforeNew)	Dispatched before a Document is created. This event bubbles. This event is cancelable.
beforeOpen	<i>const</i> beforeOpen(beforeOpen)	Dispatched before a Document is opened. This event bubbles. This event is cancelable.
beforeQuit	<i>const</i> beforeQuit(beforeQuit)	Dispatched before the Application is quit. Allows the quit to be canceled. This event bubbles. This event is cancelable.

BackgroundTask

Object available in ID 7

BACKGROUNDTASK CS5 MEMBERS	PROTOTYPE	DESCRIPTION
cancelTask	<i>void</i> cancelTask()	Cancels the specified background task.
queryProperty	<i>variant</i> queryProperty(string Name)	Queries for a particular property in the task metadata. / Return value: the property value or void if the property is undefined. Type: Any Type. / Name: The task property being queried.

BACKGROUNDTASK CS5 MEMBERS	PROTOTYPE	DESCRIPTION
waitForTask	<code>#TaskState</code> waitForTask()	Waits for the task to finish. / Return value: The status of the task.
alerts	<i>variant</i> *alerts	The alerts encountered while running this task object. Type: Array of Array of 2 idTaskAlertType enumerators or Strings.
documentName	<i>string</i> *documentName	The document name on which this task operates.
id	<i>integer</i> *id	The unique ID of the BackgroundTask.
index	<i>integer</i> *index	The index of the BackgroundTask within its containing object.
name	<i>string</i> *name	The name of the BackgroundTask.
parent	{Application} *parent	The parent of the BackgroundTask (a Application).
percentDone	<i>integer</i> *percentDone	Progress information for this task.
status	<code>#TaskState</code> *status	The current status of this task object.

BackgroundTasks

Object available in ID 7

BACKGROUNDTASKS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the BackgroundTask.
item	{BackgroundTask} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

ButtonEvents

Object available in ID 7

BUTTONEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a Button is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a Button is placed. This event bubbles. This event is cancelable.

CaptionMetadataVariablePreference

Object available in ID 7

CAPTIONMETADATAVARIABLEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
metadataProviderName	<code>string metadataProviderName</code>	Name of the metadata provider.
parent	<code>{TextVariable} *parent</code>	The parent of the CaptionMetadataVariablePreference (a TextVariable).
textAfter	<code>string textAfter</code>	The text that follows the value of the variable. (Limit: 128 characters).
textBefore	<code>string textBefore</code>	The text that precedes the value of the variable. (Limit: 128 characters).

ChangeTransliteratePreference

Object available in ID 7

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowArbitraryHyphenation	<code>variant allowArbitraryHyphenation</code>	If true, words unassociated with a hyphenation dictionary can break to the next line on any character. Type: Boolean or idNothingEnum enumerator.
appliedCharacterStyle	<code>variant appliedCharacterStyle</code>	The character style to search for or change to. Type: String, CharacterStyle or idNothingEnum enumerator.
appliedFont	<code>variant appliedFont</code>	The font applied to the ChangeTransliteratePreference, specified as either a font object or the name of font family. Type: Font, String or idNothingEnum enumerator.
appliedLanguage	<code>variant appliedLanguage</code>	The language to search for or change to. Type: String, Language, LanguageWithVendors or idNothingEnum enumerator.
appliedNumberingList	<code>variant appliedNumberingList</code>	The list to be part of. Type: NumberingList, String or idNothingEnum enumerator.
appliedParagraphStyle	<code>variant appliedParagraphStyle</code>	The paragraph style to search for or change to. Type: String, ParagraphStyle or idNothingEnum enumerator.
autoLeading	<code>variant autoLeading</code>	The percent of the type size to use for auto leading. (Range: 0 to 500). Type: Double or idNothingEnum enumerator.
autoTcy	<code>variant autoTcy</code>	The number of half-width characters at or below which the characters automatically run horizontally in vertical text. Type: Integer or idNothingEnum enumerator.

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
autoTcyIncludeRoman	<i>variant</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters. Type: Boolean or idNothingEnum enumerator.
balanceRaggedLines	<i>variant</i> balanceRaggedLines	If true or set to an enumeration value, balances ragged lines. Note: Not valid with a single-line text composer. Type: Boolean, idBalanceLinesStyle enumerator or idNothingEnum enumerator.
baselineShift	<i>variant</i> baselineShift	The baseline shift applied to the text. Type: Unit (Double or String) or idNothingEnum enumerator.
bulletChar	<i>variant</i> *bulletChar	Bullet character. Type: Bullet or idNothingEnum enumerator.
bulletsAlignment	<i>variant</i> bulletsAlignment	The alignment of the bullet character. Type: idListAlignment enumerator or idNothingEnum enumerator.
bulletsAndNumberingListType	<i>variant</i> bulletsAndNumberingListType	List type for bullets and numbering. Type: idListType enumerator or idNothingEnum enumerator.
bulletsCharacterStyle	<i>variant</i> bulletsCharacterStyle	The character style to be used for the text after string. Type: CharacterStyle, String or idNothingEnum enumerator.
bulletsTextAfter	<i>variant</i> bulletsTextAfter	The text after string expression for bullets. Type: String or idNothingEnum enumerator.
bunriKinshi	<i>variant</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect. Type: Boolean or idNothingEnum enumerator.
capitalization	<i>variant</i> capitalization	The capitalization scheme. Type: idCapitalization enumerator or idNothingEnum enumerator.
changeCharacterType	<i>variant</i> changeCharacterType	The character type to which to change the found character type. Type: idFindChangeTransliterateCharacterTypes enumerator or idNothingEnum enumerator.
characterAlignment	<i>variant</i> characterAlignment	The alignment of small characters to the largest character in the line. Type: idCharacterAlignment enumerator or idNothingEnum enumerator.
characterRotation	<i>variant</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise. Type: Double or idNothingEnum enumerator.
CJKGridTracking	<i>variant</i> CJKGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids. Type: Boolean or idNothingEnum enumerator.
composer	<i>variant</i> composer	The text composer to use to compose the text. Type: String or idNothingEnum enumerator.
dropCapCharacters	<i>variant</i> dropCapCharacters	The number of characters to drop cap. Type: Integer (0 - 150) or idNothingEnum enumerator.
dropcapDetail	<i>variant</i> dropcapDetail	Details about the drop cap based on the glyph outlines. 1 = left side bearing. 2 = descenders. 0x100,0x200,0x400 are used for Japanese frame grid. Type: Long Integer or idNothingEnum enumerator.
dropCapLines	<i>variant</i> dropCapLines	The number of lines to drop cap. Type: Integer (0 - 25) or idNothingEnum enumerator.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink), applied as a fill color, to search for or change to. Type: String, Swatch or idNothingEnum enumerator.
fillTint	<i>variant</i> fillTint	The tint (as a percentage) of the fill color of the ChangeTransliteratePreference. (To specify a tint percentage, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.). Type: Double or idNothingEnum enumerator.

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
firstLineIndent	<i>variant</i> firstLineIndent	The amount to indent the first line. Type: Unit (Double or String) or idNothingEnum enumerator.
fontStyle	<i>variant</i> fontStyle	The name of the font style. Type: String or idNothingEnum enumerator.
glyphForm	<i>variant</i> glyphForm	The glyph variant to substitute for standard glyphs. Type: idAlternateGlyphForms enumerator or idNothingEnum enumerator.
gradientFillAngle	<i>variant</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the text. (Range: -180 to 180). Type: Double or idNothingEnum enumerator.
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the text. Type: Double or idNothingEnum enumerator.
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the text, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings) or idNothingEnum enumerator.
gradientStrokeAngle	<i>variant</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the text. (Range: -180 to 180). Type: Double or idNothingEnum enumerator.
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the text. Type: Double or idNothingEnum enumerator.
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the text, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings) or idNothingEnum enumerator.
gridAlignment	<i>variant</i> gridAlignment	The alignment to the frame grid or baseline grid. Type: idGridAlignment enumerator or idNothingEnum enumerator.
gridGyoudori	<i>variant</i> gridGyoudori	The manual gyoudori setting. Type: Integer or idNothingEnum enumerator.
horizontalScale	<i>variant</i> horizontalScale	The horizontal scaling applied to the ChangeTransliteratePreference. Type: Double or idNothingEnum enumerator.
hyphenateAcrossColumns	<i>variant</i> hyphenateAcrossColumns	If true, allows the last word in a text column to be hyphenated. Type: Boolean or idNothingEnum enumerator.
hyphenateLastWord	<i>variant</i> hyphenateLastWord	If true, allows hyphenation in the last word in a paragraph. Note: Valid only when hyphenation is true. Type: Boolean or idNothingEnum enumerator.
ignoreEdgeAlignment	<i>variant</i> ignoreEdgeAlignment	If true, ignores optical edge alignment for the paragraph. Type: Boolean or idNothingEnum enumerator.
jidori	<i>variant</i> jidori	The number of grid squares in which to arrange the text. . Type: Integer or idNothingEnum enumerator.
justification	<i>variant</i> justification	The paragraph alignment. Type: idJustification enumerator or idNothingEnum enumerator.
keepAllLinesTogether	<i>variant</i> keepAllLinesTogether	If true, keeps all lines of the paragraph together. If false, allows paragraphs to break across pages or columns. Type: Boolean or idNothingEnum enumerator.
keepFirstLines	<i>variant</i> keepFirstLines	The minimum number of lines to keep together in a paragraph before allowing a page break. Type: Integer (1 - 50) or idNothingEnum enumerator.
keepLastLines	<i>variant</i> keepLastLines	The minimum number of lines to keep together in a paragraph after a page break. Type: Integer (1 - 50) or idNothingEnum enumerator.
keepLinesTogether	<i>variant</i> keepLinesTogether	If true, keeps a specified number of lines together when the paragraph breaks across columns or text frames. Type: Boolean or idNothingEnum enumerator.

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
keepRuleAboveInFrame	<i>variant</i> keepRuleAboveInFrame	If true, forces the rule above the paragraph to remain in the frame bounds. Note: Valid only when rule above is true. Type: Boolean or idNothingEnum enumerator.
keepWithNext	<i>variant</i> keepWithNext	The minimum number of lines to keep with the next paragraph. Type: Integer (0 - 5) or idNothingEnum enumerator.
kentenAlignment	<i>variant</i> kentenAlignment	The alignment of kenten characters relative to the parent characters. . Type: idKentenAlignment enumerator or idNothingEnum enumerator.
kentenCharacterSet	<i>variant</i> kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom. . Type: idKentenCharacterSet enumerator or idNothingEnum enumerator.
kentenCustomCharacter	<i>variant</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom. Type: String or idNothingEnum enumerator.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font, String or idNothingEnum enumerator.
kentenFontSize	<i>variant</i> kentenFontSize	The size (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	<i>variant</i> kentenKind	The style of kenten characters. Type: idKentenCharacter enumerator or idNothingEnum enumerator.
kentenOverprintFill	<i>variant</i> kentenOverprintFill	The method of overprinting the kenten fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenOverprintStroke	<i>variant</i> kentenOverprintStroke	The method of overprinting the kenten stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenPlacement	<i>variant</i> kentenPlacement	The distance between kenten characters and their parent characters. Type: Double or idNothingEnum enumerator.
kentenPosition	<i>variant</i> kentenPosition	The kenten position relative to the parent character. Type: idRubyKentenPosition enumerator or idNothingEnum enumerator.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenStrokeTint	<i>variant</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenTint	<i>variant</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenWeight	<i>variant</i> kentenWeight	The stroke weight (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenXScale	<i>variant</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size. Type: Double or idNothingEnum enumerator.
kentenYScale	<i>variant</i> kentenYScale	The vertical size of kenten characters as a percent of the original size. . Type: Double or idNothingEnum enumerator.
kerningMethod	<i>variant</i> kerningMethod	The type of pair kerning. Type: String or idNothingEnum enumerator.
kerningValue	<i>variant</i> kerningValue	The amount of space to add or remove between characters, specified in thousands of an em. . Type: Double or idNothingEnum enumerator.

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
kinsokuHangType	<i>variant</i> kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect. Type: idKinsokuHangTypes enumerator or idNothingEnum enumerator.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator, String or idNothingEnum enumerator.
kinsokuType	<i>variant</i> kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined. Type: idKinsokuType enumerator or idNothingEnum enumerator.
lastLineIndent	<i>variant</i> lastLineIndent	The amount to indent the last line in the paragraph. Type: Unit (Double or String) or idNothingEnum enumerator.
leading	<i>variant</i> leading	The leading applied to the text. Type: Unit (Double or String), idLeading enumerator or idNothingEnum enumerator.
leadingAki	<i>variant</i> leadingAki	The amount of space before each character. Type: Double or idNothingEnum enumerator.
leadingModel	<i>variant</i> leadingModel	The point from which leading is measured from line to line. Type: idLeadingModel enumerator or idNothingEnum enumerator.
leftIndent	<i>variant</i> leftIndent	The width of the left indent. Type: Unit (Double or String) or idNothingEnum enumerator.
ligatures	<i>variant</i> ligatures	If true, replaces specific character combinations (e.g., fl, fi) with ligature characters. Type: Boolean or idNothingEnum enumerator.
markupTag	<i>variant</i> markupTag	The XML tag applied to the element. Type: String, XMLTag or idNothingEnum enumerator.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String, idMojikumiTableDefaults enumerator or idNothingEnum enumerator.
noBreak	<i>variant</i> noBreak	If true, keeps the text on the same line. . Type: Boolean or idNothingEnum enumerator.
numberingAlignment	<i>variant</i> numberingAlignment	The alignment of the number. Type: idListAlignment enumerator or idNothingEnum enumerator.
numberingApplyRestartPolicy	<i>variant</i> numberingApplyRestartPolicy	If true, apply the numbering restart policy. Type: Boolean or idNothingEnum enumerator.
numberingCharacterStyle	<i>variant</i> numberingCharacterStyle	The character style to be used for the number string. Type: CharacterStyle, String or idNothingEnum enumerator.
numberingContinue	<i>variant</i> numberingContinue	Continue the numbering at this level. Type: Boolean or idNothingEnum enumerator.
numberingExpression	<i>variant</i> numberingExpression	The number string expression for numbering. Type: String or idNothingEnum enumerator.
numberingFormat	<i>variant</i> numberingFormat	Numbering format options. Type: idNumberingStyle enumerator, String or idNothingEnum enumerator.
numberingLevel	<i>variant</i> numberingLevel	The level of the paragraph. Type: Long Integer or idNothingEnum enumerator.
numberingStartAt	<i>variant</i> numberingStartAt	Determines starting number in a numbered list. Type: Long Integer or idNothingEnum enumerator.
otfContextualAlternate	<i>variant</i> otfContextualAlternate	If true, uses contextual alternate forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
otfDiscretionaryLigature	<i>variant</i> otfDiscretionaryLigature	If true, uses discretionary ligatures in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfFigureStyle	<i>variant</i> otfFigureStyle	The figure style in OpenType fonts. Type: idOTFFigureStyle enumerator or idNothingEnum enumerator.
otfFraction	<i>variant</i> otfFraction	If true, uses fractions in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfHistorical	<i>variant</i> otfHistorical	If true, use historical forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfHVKana	<i>variant</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical. . Type: Boolean or idNothingEnum enumerator.
otfLocale	<i>variant</i> otfLocale	If true, uses localized forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfMark	<i>variant</i> otfMark	If true, uses mark positioning in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfOrdinal	<i>variant</i> otfOrdinal	If true, uses ordinals in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfProportionalMetrics	<i>variant</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfRomanItalics	<i>variant</i> otfRomanItalics	If true, applies italics to half-width alphanumerics. . Type: Boolean or idNothingEnum enumerator.
otfSlashedZero	<i>variant</i> otfSlashedZero	If true, use a slashed zeroes in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfStylisticSets	<i>variant</i> otfStylisticSets	The stylistic sets to use in OpenType fonts. Type: Long Integer or idNothingEnum enumerator.
otfSwash	<i>variant</i> otfSwash	If true, uses swash forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfTitling	<i>variant</i> otfTitling	If true, uses titling forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
overprintFill	<i>variant</i> overprintFill	If true, the fill color of the characters will overprint. Type: Boolean or idNothingEnum enumerator.
overprintStroke	<i>variant</i> overprintStroke	If true, the stroke of the characters will overprint. Type: Boolean or idNothingEnum enumerator.
paragraphGyoudori	<i>variant</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph. Type: Boolean or idNothingEnum enumerator.
parent	{Application} *parent	The parent of the ChangeTransliteratePreference (a Application).
pointSize	<i>variant</i> pointSize	The text size. Type: Unit (Double or String) or idNothingEnum enumerator.
position	<i>variant</i> position	The text position relative to the baseline. Type: idPosition enumerator or idNothingEnum enumerator.
positionalForm	<i>variant</i> positionalForm	The OpenType positional form. Type: idPositionalForms enumerator or idNothingEnum enumerator.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>variant</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers. Type: Boolean or idNothingEnum enumerator.

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rightIndent	<i>variant</i> rightIndent	The width of the right indent. Type: Unit (Double or String) or idNothingEnum enumerator.
rotateSingleByteCharacters	<i>variant</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text. Type: Boolean or idNothingEnum enumerator.
rubyAlignment	<i>variant</i> rubyAlignment	The ruby alignment. Type: idRubyAlignments enumerator or idNothingEnum enumerator.
rubyAutoAlign	<i>variant</i> rubyAutoAlign	If true, auto aligns ruby. Type: Boolean or idNothingEnum enumerator.
rubyAutoScaling	<i>variant</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent. . Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyAutoScale	<i>variant</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em. Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyDigits	<i>variant</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby. Type: Integer or idNothingEnum enumerator.
rubyAutoTcyIncludeRoman	<i>variant</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby. Type: Boolean or idNothingEnum enumerator.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font, String or idNothingEnum enumerator.
rubyFontSize	<i>variant</i> rubyFontSize	The size (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>variant</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby. Type: Boolean or idNothingEnum enumerator.
rubyOverhang	<i>variant</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount. . Type: Boolean or idNothingEnum enumerator.
rubyOverprintFill	<i>variant</i> rubyOverprintFill	The method of overprinting the ruby fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyOverprintStroke	<i>variant</i> rubyOverprintStroke	The method of overprinting the ruby stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyParentOverhangAmount	<i>variant</i> rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text. Type: idRubyOverhang enumerator or idNothingEnum enumerator.
rubyParentScalingPercent	<i>variant</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size. Type: Double or idNothingEnum enumerator.
rubyParentSpacing	<i>variant</i> rubyParentSpacing	The ruby spacing relative to the parent text. . Type: idRubyParentSpacing enumerator or idNothingEnum enumerator.
rubyPosition	<i>variant</i> rubyPosition	The position of ruby characters relative to the parent text. Type: idRubyKantenPosition enumerator or idNothingEnum enumerator.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyStrokeTint	<i>variant</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters. Type: Double or idNothingEnum enumerator.

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
rubyTint	<i>variant</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
rubyType	<i>variant</i> rubyType	The ruby type. Type: idRubyTypes enumerator or idNothingEnum enumerator.
rubyWeight	<i>variant</i> rubyWeight	The stroke weight (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyXOffset	<i>variant</i> rubyXOffset	The amount of horizontal space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyXScale	<i>variant</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
rubyYOffset	<i>variant</i> rubyYOffset	The amount of vertical space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyYScale	<i>variant</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
scaleAffectsLineHeight	<i>variant</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled. . Type: Boolean or idNothingEnum enumerator.
shataiAdjustRotation	<i>variant</i> shataiAdjustRotation	If true, applies shatai rotation. Type: Boolean or idNothingEnum enumerator.
shataiAdjustTsume	<i>variant</i> shataiAdjustTsume	If true, adjusts shatai tsume. Type: Boolean or idNothingEnum enumerator.
shataiDegreeAngle	<i>variant</i> shataiDegreeAngle	The shatai lens angle (in degrees). Type: Double or idNothingEnum enumerator.
shataiMagnification	<i>variant</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply. Type: Double or idNothingEnum enumerator.
singleWordJustification	<i>variant</i> singleWordJustification	The alignment to use for lines that contain a single word. Type: idSingleWordJustification enumerator or idNothingEnum enumerator.
skew	<i>variant</i> skew	The skew angle of the ChangeTransliteratePreference. Type: Double or idNothingEnum enumerator.
spaceAfter	<i>variant</i> spaceAfter	The height of the paragraph space below. Type: Unit (Double or String) or idNothingEnum enumerator.
spaceBefore	<i>variant</i> spaceBefore	The height of the paragraph space above. Type: Unit (Double or String) or idNothingEnum enumerator.
startParagraph	<i>variant</i> startParagraph	The location at which to start the paragraph. Type: idStartParagraph enumerator or idNothingEnum enumerator.
strikeThroughColor	<i>variant</i> strikeThroughColor	The swatch (color, gradient, tint, or mixed ink) applied to the strikethrough stroke. Type: Swatch, String or idNothingEnum enumerator.
strikeThroughGapColor	<i>variant</i> strikeThroughGapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of the strikethrough stroke. Type: Swatch, String or idNothingEnum enumerator.
strikeThroughGapOverprint	<i>variant</i> strikeThroughGapOverprint	If true, the gap color of the strikethrough stroke will overprint. Note: Valid when strike through type is not solid. Type: Boolean or idNothingEnum enumerator.
strikeThroughGapTint	<i>variant</i> strikeThroughGapTint	The tint (as a percentage) of the strikethrough stroke gap color. (Range: 0 to 100) Note: Valid when strike through type is not solid. Type: Double or idNothingEnum enumerator.
strikeThroughOffset	<i>variant</i> strikeThroughOffset	The amount by which to offset the strikethrough stroke from the text baseline. Type: Unit (Double or String) or idNothingEnum enumerator.

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
strikeThroughOverprint	<i>variant</i> strikeThroughOverprint	If true, the strikethrough stroke will overprint. Type: Boolean or idNothingEnum enumerator.
strikeThroughTint	<i>variant</i> strikeThroughTint	The tint (as a percentage) of the strikethrough stroke. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
strikeThroughType	<i>variant</i> strikeThroughType	The stroke type of the strikethrough stroke. Type: StrokeStyle, String or idNothingEnum enumerator.
strikeThroughWeight	<i>variant</i> strikeThroughWeight	The stroke weight of the strikethrough stroke. Type: Unit (Double or String) or idNothingEnum enumerator.
strikeThru	<i>variant</i> strikeThru	If true, draws a strikethrough line through the text. Type: Boolean or idNothingEnum enumerator.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink), applied as a stroke color, to search for or change to. Type: String, Swatch or idNothingEnum enumerator.
strokeTint	<i>variant</i> strokeTint	The tint (as a percentage) of the stroke color of the ChangeTransliteratePreference. (To specify a tint percentage, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.). Type: Double or idNothingEnum enumerator.
strokeWeight	<i>variant</i> strokeWeight	The stroke weight applied to the characters of the text. Type: Unit (Double or String) or idNothingEnum enumerator.
tatechuyoko	<i>variant</i> tatechuyoko	If true, makes the character horizontal in vertical text. Type: Boolean or idNothingEnum enumerator.
tatechuyokoXOffset	<i>variant</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
tatechuyokoYOffset	<i>variant</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
tracking	<i>variant</i> tracking	The amount by which to loosen or tighten a block of text, specified in thousands of an em. Type: Double or idNothingEnum enumerator.
trailingAki	<i>variant</i> trailingAki	The amount of space after each character. Type: Double or idNothingEnum enumerator.
treatIdeographicSpaceAsSpace	<i>variant</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters. Type: Boolean or idNothingEnum enumerator.
tsume	<i>variant</i> tsume	The amount of horizontal character compression. Type: Double or idNothingEnum enumerator.
underline	<i>variant</i> underline	If true, underlines the text. Type: Boolean or idNothingEnum enumerator.
underlineColor	<i>variant</i> underlineColor	The swatch (color, gradient, tint, or mixed ink) applied to the underline stroke. . Type: Swatch, String or idNothingEnum enumerator.
underlineGapColor	<i>variant</i> underlineGapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of the underline stroke. Note: Valid when underline type is not solid. Type: Swatch, String or idNothingEnum enumerator.
underlineGapOverprint	<i>variant</i> underlineGapOverprint	If true, the gap color of the underline stroke will overprint. Type: Boolean or idNothingEnum enumerator.
underlineGapTint	<i>variant</i> underlineGapTint	The tint (as a percentage) of the gap color of the underline stroke. (Range: 0 to 100) Note: Valid when underline type is not solid. Type: Double or idNothingEnum enumerator.
underlineOffset	<i>variant</i> underlineOffset	The amount by which to offset the underline from the text baseline. Type: Unit (Double or String) or idNothingEnum enumerator.

CHANGETRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
underlineOverprint	<i>variant</i> underlineOverprint	If true, the underline stroke color will overprint. Type: Boolean or idNothingEnum enumerator.
underlineTint	<i>variant</i> underlineTint	The underline stroke tint (as a percentage). (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
underlineType	<i>variant</i> underlineType	The stroke type of the underline stroke. Type: StrokeStyle, String or idNothingEnum enumerator.
underlineWeight	<i>variant</i> underlineWeight	The stroke weight of the underline stroke. Type: Unit (Double or String) or idNothingEnum enumerator.
verticalScale	<i>variant</i> verticalScale	The vertical scaling applied to the ChangeTransliteratePreference. Type: Double or idNothingEnum enumerator.
warichu	<i>variant</i> warichu	If true, turns on warichu. Type: Boolean or idNothingEnum enumerator.
warichuAlignment	<i>variant</i> warichuAlignment	The warichu alignment. Type: idWarichuAlignment enumerator or idNothingEnum enumerator.
warichuCharsAfterBreak	<i>variant</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break. . Type: Integer or idNothingEnum enumerator.
warichuCharsBeforeBreak	<i>variant</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break. Type: Integer or idNothingEnum enumerator.
warichuLines	<i>variant</i> warichuLines	The number of lines of warichu within a single normal line. Type: Integer or idNothingEnum enumerator.
warichuLineSpacing	<i>variant</i> warichuLineSpacing	The gap between lines of warichu characters. Type: Double or idNothingEnum enumerator.
warichuSize	<i>variant</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size. Type: Double or idNothingEnum enumerator.

CjkGridPreference

Object available in ID 7

CJKGRIDPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
colorEveryNthCell	<i>const</i> colorEveryNthCell	Applies the grid color to every nth cell, where n is the value of this property.
iCFMode	<i>boolean</i> iCFMode	If true, uses ICF mode for grid cells. If false, uses virtual body mode.
layoutGridColorIndex	<i>variant</i> layoutGridColorIndex	The layout grid color, specified either as an array of three doubles, each in the range 0 to 255 and representing R, G, and B values, or as a UI color. Type: Array of 3 Doubles (0 - 255) or idUIColors enumerator.
minimumScale	<i>double</i> minimumScale	The view magnification (as a percentage) less than which grids do not appear. (Range: 5 to 4000).
parent	<i>variant</i> *parent	The parent of the CjkGridPreference (a Application or Document). Type: Application or Document.
showAllFrameGrids	<i>boolean</i> showAllFrameGrids	If true, displays the frame (story) grids.
showAllLayoutGrids	<i>boolean</i> showAllLayoutGrids	If true, displays the layout grids.
showCharacterCount	<i>boolean</i> showCharacterCount	If true, displays the character count for the frame.

CJKGRIDPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
singleLineColorMode	<i>boolean</i> singleLineColorMode	If true, applies the grid color from the the edge of the line. If false, applies the grid color from the corner of the frame.
snapToLayoutGrid	<i>boolean</i> snapToLayoutGrid	If true, objects snap to the layout grid.
useCircularCells	<i>boolean</i> useCircularCells	If true, cell shape is circular. If false, cell shape is rectangular.

CompositeFont

Object available in ID 7

COMPOSITEFONT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<i>void</i> delete()	Deletes the CompositeFont.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
compositeFontEntries	{CompositeFontEntries} *compositeFontEntries	A collection of composite font entries.
id	<i>integer</i> *id	The unique ID of the CompositeFont.
index	<i>integer</i> *index	The index of the CompositeFont within its containing object.
label	<i>string</i> label	A property that can be set to any string.
name	<i>string</i> name	The name of the CompositeFont.
parent	<i>variant</i> *parent	The parent of the CompositeFont (a Application or Document). Type: Application or Document.

CompositeFontEntries

Object available in ID 7

COMPOSITEFONTENTRIES CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{CompositeFontEntry} add()	Creates a new CompositeFontEntry. / Return value: The new CompositeFontEntry.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.

COMPOSITEFONTENTRIES CS5 MEMBERS	PROTOTYPE	DESCRIPTION
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	integer *count	Displays the number of elements in the CompositeFontEntry.
item	{CompositeFontEntry} *item(variant Index)	Returns the object with the specified index or name. Type: Long Integer or String.

CompositeFontEntry

Object available in ID 7

COMPOSITEFONTENTRY CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	void delete()	Deletes the CompositeFontEntry.
extractLabel	string extractLabel(string Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	void insertLabel(string Key, string Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
appliedFont	variant appliedFont	The font applied to the CompositeFontEntry, specified as either a font object or the name of font family. Type: Font or String.
baselineShift	double baselineShift	The amount of baseline shift.
customCharacters	string customCharacters	The characters that the set affects.
fontStyle	string fontStyle	The name of the font style.
horizontalScale	double horizontalScale	The horizontal scaling applied to the CompositeFontEntry.
id	integer *id	The unique ID of the CompositeFontEntry.
index	integer *index	The index of the CompositeFontEntry within its containing object.
label	string label	A property that can be set to any string.
locked	boolean *locked	If true, the CompositeFontEntry is locked.
name	string name	The name of the CompositeFontEntry.
parent	{CompositeFont} *parent	The parent of the CompositeFontEntry (a CompositeFont).
relativeSize	double relativeSize	The size of the entry relative to the base entry. Note: The base entry cannot be modified.
scaleOption	boolean scaleOption	If true, scales characters from the center.
verticalScale	double verticalScale	The vertical scaling applied to the CompositeFontEntry.

CompositeFonts

Object available in ID 7

COMPOSITEFONTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{CompositeFont} add()	Creates a new CompositeFont. / Return value: The new CompositeFont.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the CompositeFont.
item	{CompositeFont} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

DocumentEvents

Object available in ID 7

DOCUMENTEVENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterClose	<i>const</i> afterClose(afterClose)	Dispatched after a Document is closed. This event bubbles. This event is not cancelable.
afterNew	<i>const</i> afterNew(afterNew)	Dispatched after a Document is created. This event bubbles. This event is not cancelable.
afterOpen	<i>const</i> afterOpen(afterOpen)	Dispatched after a Document is opened. This event bubbles. This event is not cancelable.
afterRevert	<i>const</i> afterRevert(afterRevert)	Dispatched after a Document is reverted. This event bubbles. This event is not cancelable.
afterSave	<i>const</i> afterSave(afterSave)	Dispatched after a Document is saved. This event bubbles. This event is not cancelable.
afterSaveACopy	<i>const</i> afterSaveACopy(afterSaveACopy)	Dispatched after a copy of a Document is saved. This event bubbles. This event is not cancelable.

DOCUMENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterSaveAs	<i>const</i> afterSaveAs(afterSaveAs)	Dispatched after a Document is saved under a new name. This event bubbles. This event is not cancelable.
beforeClose	<i>const</i> beforeClose(beforeClose)	Dispatched before a Document is closed. This event bubbles. This event is not cancelable.
beforeNew	<i>const</i> beforeNew(beforeNew)	Dispatched before a Document is created. This event bubbles. This event is cancelable.
beforeOpen	<i>const</i> beforeOpen(beforeOpen)	Dispatched before a Document is opened. This event bubbles. This event is cancelable.
beforeRevert	<i>const</i> beforeRevert(beforeRevert)	Dispatched before a Document is reverted. This event bubbles. This event is cancelable.
beforeSave	<i>const</i> beforeSave(beforeSave)	Dispatched before a Document is saved. This event bubbles. This event is cancelable.
beforeSaveACopy	<i>const</i> beforeSaveACopy(beforeSaveACopy)	Dispatched before a copy of a Document is saved. This event bubbles. This event is cancelable.
beforeSaveAs	<i>const</i> beforeSaveAs(beforeSaveAs)	Dispatched before a Document is saved under a new name. This event bubbles. This event is cancelable.

DocumentEvents

Object available in ID 7

DOCUMENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterActivate	<i>const</i> afterActivate(afterActivate)	Dispatched after the Document becomes active. This event bubbles. This event is not cancelable.
afterExport	<i>const</i> afterExport(afterExport)	Dispatched after a Document is exported. This event bubbles. This event is not cancelable.
afterImport	<i>const</i> afterImport(afterImport)	Dispatched after importing a file into a Document. This event bubbles. This event is not cancelable.
afterLinksChanged	<i>const</i> afterLinksChanged(afterLinksChanged)	Dispatched after one or more links in the Document have been added, deleted, or modified. This event bubbles. This event is not cancelable.
afterNew	<i>const</i> afterNew(afterNew)	Dispatched after a Document is created. This event bubbles. This event is not cancelable.
afterOpen	<i>const</i> afterOpen(afterOpen)	Dispatched after a Document is opened. This event bubbles. This event is not cancelable.
afterPrint	<i>const</i> afterPrint(afterPrint)	Dispatched after a Document is printed. This event bubbles. This event is not cancelable.
afterRevert	<i>const</i> afterRevert(afterRevert)	Dispatched after a Document is reverted. This event bubbles. This event is not cancelable.
afterSave	<i>const</i> afterSave(afterSave)	Dispatched after a Document is saved. This event bubbles. This event is not cancelable.
afterSaveACopy	<i>const</i> afterSaveACopy(afterSaveACopy)	Dispatched after a copy of a Document is saved. This event bubbles. This event is not cancelable.
afterSaveAs	<i>const</i> afterSaveAs(afterSaveAs)	Dispatched after a Document is saved under a new name. This event bubbles. This event is not cancelable.

DOCUMENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
beforeClose	<i>const</i> beforeClose(beforeClose)	Dispatched before a Document is closed. This event bubbles. This event is not cancelable.
beforeDeactivate	<i>const</i> beforeDeactivate(beforeDeactivate)	Dispatched before the Document becomes inactive. This event bubbles. This event is not cancelable.
beforeExport	<i>const</i> beforeExport(beforeExport)	Dispatched before a Document is exported. This event bubbles. This event is cancelable.
beforeImport	<i>const</i> beforeImport(beforeImport)	Dispatched before importing a file into a Document. This event bubbles. This event is cancelable.
beforePrint	<i>const</i> beforePrint(beforePrint)	Dispatched before a Document is printed. This event bubbles. This event is cancelable.
beforeRevert	<i>const</i> beforeRevert(beforeRevert)	Dispatched before a Document is reverted. This event bubbles. This event is cancelable.
beforeSave	<i>const</i> beforeSave(beforeSave)	Dispatched before a Document is saved. This event bubbles. This event is cancelable.
beforeSaveACopy	<i>const</i> beforeSaveACopy(beforeSaveACopy)	Dispatched before a copy of a Document is saved. This event bubbles. This event is cancelable.
beforeSaveAs	<i>const</i> beforeSaveAs(beforeSaveAs)	Dispatched before a Document is saved under a new name. This event bubbles. This event is cancelable.
failedExport	<i>const</i> failedExport(failedExport)	Dispatched after a Document export is canceled or fails. This event bubbles. This event is not cancelable.

EPSEvents

Object available in ID 7

EPSEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a EPS is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a EPS is placed. This event bubbles. This event is cancelable.

EPSText

Object available in ID 7

EPSTEXT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
applyObjectStyle	<i>void</i> applyObjectStyle(ObjectStyle Using, <i>boolean</i> ClearingOverrides, <i>boolean</i> ClearingOverridesThroughRootObjectStyle)	Applies the specified object style. / Using: The object style to apply. / ClearingOverrides: If true, clears the EPSText's existing attributes before applying the style. / ClearingOverridesThroughRootObjectStyle: If true, clears attributes and formatting applied to the EPSText that are not defined in the object style.

EPSTEXT CSS MEMBERS	PROTOTYPE	DESCRIPTION
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: <code>idExportFormat</code> enumerator or <code>String</code> . / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: <code>PDFExportPreset</code> . / VersionComments: The comment for this version. Type: <code>String</code> . / ForceSave: If true, forcibly saves a version.
autoTag	<code>void autoTag()</code>	Tag the object or the parent story using default tags defined in XML preference.
bringForward	<code>void bringForward()</code>	Brings the EPSText forward one level in its layer.
bringToFront	<code>void bringToFront(variant Reference)</code>	Brings the EPSText to the front of its layer or in front of a particular item. / Reference: The reference object to bring the object in front of (must have same parent). Type: <code>PageItem</code> .
changeObject	<code>{Objects} changeObject(variant ReverseOrder)</code>	Finds objects that match the find what value and replace the objects with the change to value. / Return value: The replaced object(s). / ReverseOrder: If true, returns the results in reverse order. Type: <code>Boolean</code> .
clearObjectStyleOverrides	<code>void clearObjectStyleOverrides()</code>	Clear overrides for object style.
clearTransformations	<code>void clearTransformations()</code>	Clears transformations from the EPSText. Transformations include rotation, scaling, flipping, fitting, and shearing.
convertShape	<code>void convertShape(#ConvertShapeOptions Given, variant NumberOfSides, variant InsetPercentage, variant CornerRadius)</code>	Converts the EPSText to a different shape. / Given: The EPSText's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: <code>Long Integer</code> (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: <code>Long Integer</code> (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: <code>Unit (Double or String)</code> (0 - 800 points).
delete	<code>void delete()</code>	Deletes the EPSText.
detach	<code>void detach()</code>	Detaches an overridden master page item from the master page.
duplicate	<code>{PageItem} duplicate(variant To, variant By)</code>	Duplicates the EPSText at the specified location or offset. / Return value: The duplicated EPSText. / To: The location of the new EPSText, specified in coordinates in the format [x, y]. Type: <code>Array of 2 Units (Doubles or Strings)</code> , <code>Spread</code> , <code>Page</code> or <code>Layer</code> . / By: Amount by which to offset the new EPSText from the original EPSText's position. Type: <code>Array of 2 Units (Doubles or Strings)</code> .
export	<code>void export(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	Exports the object(s) to a file. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: <code>idExportFormat</code> enumerator or <code>String</code> . / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: <code>PDFExportPreset</code> . / VersionComments: The comment for this version. Type: <code>String</code> . / ForceSave: If true, forcibly saves a version.
extractLabel	<code>string extractLabel(string Key)</code>	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
findObject	<code>{Objects} findObject(variant ReverseOrder)</code>	Finds objects that match the find what value. / Return value: The found object(s). / ReverseOrder: If true, returns the results in reverse order. Type: <code>Boolean</code> .
fit	<code>void fit(#FitOptions Given)</code>	Applies the specified fit option to content in a frame. / Given: The fit option to use.

EPSTEXT CSS MEMBERS	PROTOTYPE	DESCRIPTION
flipItem	<i>void flipItem(#Flip Given, variant Around)</i>	<i>Flips the EPSText. / Given: The axis around which to flip the EPSText. / Around: The point around which to flip the EPSText. Type: Array of 2 Units (Doubles or Strings) or idAnchorPoint enumerator.</i>
insertLabel	<i>void insertLabel(string Key, string Value)</i>	<i>Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.</i>
markup	<i>void markup(XMLElement Using)</i>	<i>Associates the page item with the specified XML element while preserving existing content. / Using: The XML element.</i>
move	<i>void move(variant To, variant By)</i>	<i>Moves the EPSText to a new location. Note: Either the 'to' or 'by' parameter is required; if both parameters are defined, only the to value is used. / To: The new location of the EPSText, in the format (x, y). Type: Array of 2 Units (Doubles or Strings), Spread, Page or Layer. / By: The amount (in measurement units) to move the EPSText relative to its current position, in the format (x, y). Type: Array of 2 Units (Doubles or Strings).</i>
override	<i>variant override(Page DestinationPage)</i>	<i>Overrides a master page item and places the item on the document page as a new object. / Return value: The new object. Type: PageItem, Guide, Graphic, Movie or Sound. / DestinationPage: The document page that contains the master page item to override.</i>
place	<i>variant place(string FileName, boolean ShowingOptions)</i>	<i>Places the file. / Return value: The placed file. Type: Array of PageItems, Graphics, Movies, Sounds, Stories or Texts. / FileName: The file to place. / ShowingOptions: Whether to display the import options dialog.</i>
placeXML	<i>void placeXML(XMLElement Using)</i>	<i>Places XML content into the specified object. Note: Replaces any existing content. / Using: The XML element whose content you want to place.</i>
redefineScaling	<i>void redefineScaling(variant To)</i>	<i>Apply an item's scaling to its content if possible. / To: The scale factors to be left on the item. The default is {1.0, 1.0}. Type: Array of 2 Doubles.</i>
reframe	<i>void reframe(variant In, variant OpposingCorners)</i>	<i>Move the bounding box of the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / OpposingCorners: Opposing corners of new bounding box in the given coordinate space. Type: Array of 2 Arrays of 2 Doubles.</i>
removeOverride	<i>void removeOverride()</i>	<i>Removes the override from a previously overridden master page item.</i>

EPSTEXT CSS MEMBERS	PROTOTYPE	DESCRIPTION
resize	<code>void resize(variant In, variant From, #ResizeMethods By, variant Values, boolean ResizeIndividually, boolean ConsideringRulerUnits)</code>	Resize the page item. / In: The bounding box to resize. Type: <code>idCoordinateSpaces</code> enumerator, <code>idBoundingBoxLimits</code> enumerator or Ordered array containing <code>CoordinateSpace: idCoordinateSpaces</code> enumerator, <code>BoundsKind: idBoundingBoxLimits</code> enumerator. / From: The transform origin. Legal specifications: relative to bounding box: <code>anchor {anchor {x,y}, bounds kind [, coordinate space]}</code> ; relative to coordinate space: <code>{x,y} {{x,y} [, coordinate space]}</code> ; relative to layout window ruler: <code>{{x,y}, page index bounds kind}</code> . Type: Array of 2 Doubles, <code>idAnchorPoint</code> enumerator or Array of Arrays of 2 Doubles, <code>idCoordinateSpaces</code> enumerators, <code>idAnchorPoint</code> enumerators, <code>idBoundingBoxLimits</code> enumerators or Long Integers. / By: How the current dimensions are affected by the given values. / Values: The width and height values. Legal dimensions specifications: <code>{x, y [, coordinate space]}</code> , <code>{x, resize constraint [, coordinate space]}</code> , or <code>{resize constraint, y [, coordinate space]}</code> ; where x and y are real numbers and coordinate space is used to determine <code>_only_</code> the unit of length for x and y; coordinate space is ignored for the 'current dimensions times' resize method). Type: Array of Doubles, <code>idResizeConstraints</code> enumerators or <code>idCoordinateSpaces</code> enumerators. / <code>ResizeIndividually</code> : If false and multiple page items are targeted, the new dimensions are attained only by moving the individual items rather than resizing them. / <code>ConsideringRulerUnits</code> : If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
resolve	<code>variant resolve(variant Location, #CoordinateSpaces In, boolean ConsideringRulerUnits)</code>	Get the coordinates of the given location in the specified coordinate system. / Return value: The resolved location for each of the targeted page items. Type: Array of 2 Doubles or Array of Arrays of 2 Doubles. / Location: The location requested. Type: Array of 2 Doubles, <code>idAnchorPoint</code> enumerator or Array of Arrays of 2 Doubles, <code>idCoordinateSpaces</code> enumerators, <code>idAnchorPoint</code> enumerators, <code>idBoundingBoxLimits</code> enumerators or Long Integers. / In: The coordinate space to use. / <code>ConsideringRulerUnits</code> : If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
select	<code>void select(#SelectionOptions ExistingSelection)</code>	Selects the object. / <code>ExistingSelection</code> : The selection status of the EPSText in relation to previously selected objects.
sendBackward	<code>void sendBackward()</code>	Sends the EPSText back one level in its layer.
sendToBack	<code>void sendToBack(variant Reference)</code>	Sends the EPSText to the back of its layer or behind a particular item (must have same parent). / <code>Reference</code> : The reference object to send the object behind. Type: <code>PageItem</code> .
store	<code>{Asset} store(Library Using)</code>	Stores the object in the specified library. / Return value: The new library asset(s). / <code>Using</code> : The library in which to store the object.

EPSTEXT CSS MEMBERS	PROTOTYPE	DESCRIPTION
transform	<i>void</i> transform(#CoordinateSpaces In, <i>variant</i> From, <i>variant</i> WithMatrix, <i>variant</i> ReplacingCurrent, <i>boolean</i> ConsideringRulerUnits)	Transform the page item. / In: The coordinate space to use. / From: The temporary origin during the transformation. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / WithMatrix: Transform matrix. Type: Array of 6 Doubles or TransformationMatrix. / ReplacingCurrent: Transform components to consider; providing this optional parameter causes the target's existing transform components to be replaced with new values. Without this parameter, the given matrix is concatenated onto the target's existing transform combining the effect of the two. Type: idMatrixContent enumerator, Array of idMatrixContent enumerators or Long Integer. / ConsideringRulerUnits: If true then a ruler based origin is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
transformAgain	<i>variant</i> transformAgain()	Transforms the EPSText using the last transformation performed on any object. Transformations include moving, rotating, shearing, scaling, and flipping. . / Return value: Playback errors. Type: Array of Strings.
transformAgainIndividually	<i>variant</i> transformAgainIndividually()	Transforms the EPSText using the last transformation performed on any EPSText. Transformations include moving, rotating, shearing, scaling, and flipping. . / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgain	<i>variant</i> transformSequenceAgain()	Transforms the EPSText using the last sequence of transform operations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgainIndividually	<i>variant</i> transformSequenceAgainIndividually()	Transforms the EPSText using the last sequence of transformations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformValuesOf	{Objects} transformValuesOf(#CoordinateSpaces In)	Get the transformation values of the page item. / Return value: A list of the transformation matrices. / In: The coordinate space to use.
absoluteFlip	#Flip absoluteFlip	Indicates whether the EPSText has been flipped independently of its parent object and, if yes, the direction in which the EPSText was flipped.
absoluteHorizontalScale	<i>double</i> absoluteHorizontalScale	The horizontal scale of the EPSText relative to its containing object.
absoluteRotationAngle	<i>double</i> absoluteRotationAngle	The rotation angle of the EPSText relative to its containing object. (Range: -360 to 360).
absoluteShearAngle	<i>double</i> absoluteShearAngle	The skewing angle of the EPSText relative to its containing object. (Range: -360 to 360).
absoluteVerticalScale	<i>double</i> absoluteVerticalScale	The vertical scale of the EPSText relative to its containing object.
allGraphics	{Objects} *allGraphics	Lists all graphics contained by the EPSText.
allowOverrides	<i>boolean</i> allowOverrides	If true, the master page item can be overridden.
allPageItems	{Objects} *allPageItems	Lists all page items contained by the EPSText.
anchoredObjectSettings	{AnchoredObjectSetting} *anchoredObjectSettings	Anchored object settings.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
appliedObjectStyle	{ObjectStyle} appliedObjectStyle	The object style applied to the EPSText.
associatedXMLElement	{XMLItem} *associatedXMLElement	The XML element associated with the EPSText.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.

EPSTEXT CSS MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
contentTransparencySettings	{ContentTransparencySetting} *contentTransparencySettings	Transparency settings for the content of the EPSText.
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the EPSText.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the EPSText. . Type: Swatch or String.
fillTint	<i>double</i> fillTint	The percent of tint to use in the EPSText's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
fillTransparencySettings	{FillTransparencySetting} *fillTransparencySettings	Transparency settings for the fill applied to the EPSText.
flip	#Flip flip	The direction in which to flip the printed image.
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	<i>double</i> gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
geometricBounds	<i>variant</i> geometricBounds	The bounds of the EPSText excluding the stroke width, in the format [y1, x1, y2, x2], which give the coordinates of the top-left and bottom-right corners of the bounding box. Type: Array of 4 Units (Doubles or Strings).
gradientFillAngle	<i>double</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the EPSText. (Range: -180 to 180).
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the EPSText. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the EPSText, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the EPSText. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the EPSText. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the EPSText, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
horizontalScale	<i>double</i> horizontalScale	The horizontal scaling applied to the EPSText.
id	<i>integer</i> *id	The unique ID of the EPSText.
index	<i>integer</i> *index	The index of the EPSText within its containing object.
itemLayer	{Layer} itemLayer	The layer that the EPSText is on.
label	<i>string</i> label	A property that can be set to any string.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
localDisplaySetting	#DisplaySettingOptions localDisplaySetting	Display performance options for the EPSText.

EPSTEXT CSS MEMBERS	PROTOTYPE	DESCRIPTION
locked	<i>boolean</i> locked	If true, the EPSText is locked.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	<i>string</i> name	The name of the EPSText.
nonprinting	<i>boolean</i> nonprinting	If true, the EPSText does not print.
overprintFill	<i>boolean</i> overprintFill	If true, the EPSText's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the EPSText's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
overridden	<i>boolean</i> *overridden	If true, the object originated on a master spread and was overridden. If false, the object either originated on a master spread and was not overridden, or the object did not originate on a master page.
overriddenMasterPageItem	<i>variant</i> *overriddenMasterPageItem	An object that originated on a master page and has been overridden. Type: PageItem, Guide, Graphic, Movie or Sound.
parent	<i>variant</i> *parent	The parent of the EPSText (a Snippet, PlaceGun, Spread, MasterSpread, SplineItem, Polygon, GraphicLine, Rectangle, Oval, Group, State or Character). Type: Snippet, PlaceGun, Spread, MasterSpread, SplineItem, Polygon, GraphicLine, Rectangle, Oval, Group, State or Character.
parentPage	{Page} *parentPage	The page on which this page item appears.
preferences	{Preferences} *preferences	A collection of preferences objects.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
rotationAngle	<i>double</i> rotationAngle	The rotation angle of the EPSText. (Range: -360 to 360).
shearAngle	<i>double</i> shearAngle	The skewing angle applied to the EPSText. (Range: -360 to 360).
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the EPSText.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the EPSText. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the EPSText.
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
strokeTransparencySettings	{StrokeTransparencySetting} *strokeTransparencySettings	Transparency settings for the stroke.
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the EPSText's stroke. Type: Unit (Double or String).
textPaths	{TextPaths} *textPaths	A collection of text paths.
textWrapPreferences	{TextWrapPreference} *textWrapPreferences	The text wrap preference properties that define the default formatting for wrapping text around objects.

EPSTEXT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	variant topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	variant topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
transparencySettings	{TransparencySetting} *transparencySettings	Transparency settings.
verticalScale	double verticalScale	The vertical scaling applied to the EPSText.
visible	boolean visible	If true, the EPSText is visible.
visibleBounds	variant visibleBounds	The bounds of the EPSText including the stroke width, in the format [y1, x1, y2, x2], which give the coordinates of the top-left and bottom-right corners of the bounding box. Type: Array of 4 Units (Doubles or Strings).

EPSTextEvents

Object available in ID 7

EPSTEXTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	const afterPlace(afterPlace)	Dispatched after a EPSText is placed. This event bubbles. This event is not cancelable.
beforePlace	const beforePlace(beforePlace)	Dispatched before a EPSText is placed. This event bubbles. This event is cancelable.

EPSTexts

Object available in ID 7

EPSTEXTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(integer Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(variant From, variant To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.

EPSTEXTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the EPSText.
item	{EPSText} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

EventEvents

Object available in ID 7

EVENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterActivate	<i>const</i> afterActivate(afterActivate)	Dispatched after the Event becomes active. This event bubbles. This event is not cancelable.
afterClose	<i>const</i> afterClose(afterClose)	Dispatched when a Event is closing. Since the close has been committed, it can no longer be canceled. This event bubbles. This event is not cancelable.
afterContextChanged	<i>const</i> afterContextChanged(afterContextChanged)	Dispatched after the active context changes. This event bubbles. This event is not cancelable.
afterDelete	<i>const</i> afterDelete(afterDelete)	Dispatched after a Event is deleted. This event bubbles. This event is not cancelable.
afterEmbed	<i>const</i> afterEmbed(afterEmbed)	Dispatched after a Event is embedded. This event bubbles. This event is not cancelable.
afterInvoke	<i>const</i> afterInvoke(afterInvoke)	Dispatched after the Event is invoked. This event does not bubble. This event is not cancelable.
afterLinksChanged	<i>const</i> afterLinksChanged(afterLinksChanged)	Dispatched after one or more links in the Event have been added, deleted, or modified. This event bubbles. This event is not cancelable.
afterMove	<i>const</i> afterMove(afterMove)	Dispatched after a Event is relocated from one object to another. This event bubbles. This event is not cancelable.
afterNew	<i>const</i> afterNew(afterNew)	Dispatched after a Event is created. This event bubbles. This event is not cancelable.
afterOpen	<i>const</i> afterOpen(afterOpen)	Dispatched after a Event is opened. This event bubbles. This event is not cancelable.
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a Event is placed. This event bubbles. This event is not cancelable.
afterQuit	<i>const</i> afterQuit(afterQuit)	Dispatched when the Event is quitting. Since the quit has been committed, it can not be canceled. This event bubbles. This event is not cancelable.
afterSelectionAttributeChanged	<i>const</i> afterSelectionAttributeChanged(afterSelectionAttributeChanged)	Dispatched after an attribute on the active selection changes. This event bubbles. This event is not cancelable.

EVENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterSelectionChanged	<i>const</i> afterSelectionChanged(afterSelectionChanged)	Dispatched after the active selection changes. This event bubbles. This event is not cancelable.
afterUnembed	<i>const</i> afterUnembed(afterUnembed)	Dispatched after a Event is unembedded. This event bubbles. This event is not cancelable.
afterUpdate	<i>const</i> afterUpdate(afterUpdate)	Dispatched after a Event is updated. This event bubbles. This event is not cancelable.
beforeClose	<i>const</i> beforeClose(beforeClose)	Dispatched before a Event is closed. This event bubbles. This event is cancelable.
beforeDeactivate	<i>const</i> beforeDeactivate(beforeDeactivate)	Dispatched before the Event becomes inactive. This event bubbles. This event is not cancelable.
beforeDelete	<i>const</i> beforeDelete(beforeDelete)	Dispatched before a Event is deleted. This event bubbles. This event is cancelable.
beforeDisplay	<i>const</i> beforeDisplay(beforeDisplay)	Dispatched before the Event is displayed. This event does not bubble. This event is not cancelable.
beforeEmbed	<i>const</i> beforeEmbed(beforeEmbed)	Dispatched before a Event is embedded. This event bubbles. This event is cancelable.
beforeInvoke	<i>const</i> beforeInvoke(beforeInvoke)	Dispatched before the Event is invoked. This event does not bubble. This event is cancelable.
beforeMove	<i>const</i> beforeMove(beforeMove)	Dispatched before a Event is relocated from one object to another. This event bubbles. This event is cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a Event is placed. This event bubbles. This event is cancelable.
beforeQuit	<i>const</i> beforeQuit(beforeQuit)	Dispatched before the Event is quit. Allows the quit to be canceled. This event bubbles. This event is cancelable.
beforeUnembed	<i>const</i> beforeUnembed(beforeUnembed)	Dispatched before a Event is unembedded. This event bubbles. This event is cancelable.
beforeUpdate	<i>const</i> beforeUpdate(beforeUpdate)	Dispatched before a Event is updated. This event bubbles. This event is cancelable.
onInvoke	<i>const</i> onInvoke(onInvoke)	Dispatched when the Event is invoked. This event does not bubble. This event is not cancelable.

FindChangeTransliterateOption

Object available in ID 7

FINDCHANGETRANSLITERATEOPTION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
caseSensitive	<i>boolean</i> caseSensitive	If true, finds strings whose use of case matches the find text string. If false, finds strings that match the find text string regardless of case.
includeFootnotes	<i>boolean</i> includeFootnotes	If true, includes footnotes in the find/change query.
includeHiddenLayers	<i>boolean</i> includeHiddenLayers	If true, includes hidden layers in the find/change query.
includeLockedLayersForFind	<i>boolean</i> includeLockedLayersForFind	If true, includes locked layers in the find query.
includeLockedStoriesForFind	<i>boolean</i> includeLockedStoriesForFind	If true, includes locked stories in the find query.

FINDCHANGETRANSLITERATEOPTION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
includeMasterPages	<i>boolean</i> includeMasterPages	If true, includes master pages in the find/change query.
kanaSensitive	<i>boolean</i> kanaSensitive	If true, finds only text that matches the specified kana type.
parent	{Application} *parent	The parent of the FindChangeTransliterateOption (a Application).
wholeWord	<i>boolean</i> wholeWord	If true, finds only the complete find text string. If false, also finds strings that contain the find text string.
widthSensitive	<i>boolean</i> widthSensitive	If true, finds only text that matches the specified character width.

FindTransliteratePreference

Object available in ID 7

FINDTRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowArbitraryHyphenation	<i>variant</i> allowArbitraryHyphenation	If true, words unassociated with a hyphenation dictionary can break to the next line on any character. Type: Boolean or idNothingEnum enumerator.
appliedCharacterStyle	<i>variant</i> appliedCharacterStyle	The character style to search for or change to. Type: String, CharacterStyle or idNothingEnum enumerator.
appliedFont	<i>variant</i> appliedFont	The font applied to the FindTransliteratePreference, specified as either a font object or the name of font family. Type: Font, String or idNothingEnum enumerator.
appliedLanguage	<i>variant</i> appliedLanguage	The language to search for or change to. Type: String, Language, LanguageWithVendors or idNothingEnum enumerator.
appliedNumberingList	<i>variant</i> appliedNumberingList	The list to be part of. Type: NumberingList, String or idNothingEnum enumerator.
appliedParagraphStyle	<i>variant</i> appliedParagraphStyle	The paragraph style to search for or change to. Type: String, ParagraphStyle or idNothingEnum enumerator.
autoLeading	<i>variant</i> autoLeading	The percent of the type size to use for auto leading. (Range: 0 to 500). Type: Double or idNothingEnum enumerator.
autoTcy	<i>variant</i> autoTcy	The number of half-width characters at or below which the characters automatically run horizontally in vertical text. Type: Integer or idNothingEnum enumerator.
autoTcyIncludeRoman	<i>variant</i> autoTcyIncludeRoman	If true, auto tcy includes Roman characters. Type: Boolean or idNothingEnum enumerator.
balanceRaggedLines	<i>variant</i> balanceRaggedLines	If true or set to an enumeration value, balances ragged lines. Note: Not valid with a single-line text composer. Type: Boolean, idBalanceLinesStyle enumerator or idNothingEnum enumerator.
baselineShift	<i>variant</i> baselineShift	The baseline shift applied to the text. Type: Unit (Double or String) or idNothingEnum enumerator.
bulletChar	<i>variant</i> *bulletChar	Bullet character. Type: Bullet or idNothingEnum enumerator.
bulletsAlignment	<i>variant</i> bulletsAlignment	The alignment of the bullet character. Type: idListAlignment enumerator or idNothingEnum enumerator.
bulletsAndNumberingListType	<i>variant</i> bulletsAndNumberingListType	List type for bullets and numbering. Type: idListType enumerator or idNothingEnum enumerator.

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bulletsCharacterStyle	<i>variant</i> bulletsCharacterStyle	The character style to be used for the text after string. Type: CharacterStyle, String or idNothingEnum enumerator.
bulletsTextAfter	<i>variant</i> bulletsTextAfter	The text after string expression for bullets. Type: String or idNothingEnum enumerator.
bunriKinshi	<i>variant</i> bunriKinshi	If true, adds the double period (.), ellipse (...), and double hyphen (--) to the selected kinsoku set. Note: Valid only when a kinsoku set is in effect. Type: Boolean or idNothingEnum enumerator.
capitalization	<i>variant</i> capitalization	The capitalization scheme. Type: idCapitalization enumerator or idNothingEnum enumerator.
characterAlignment	<i>variant</i> characterAlignment	The alignment of small characters to the largest character in the line. Type: idCharacterAlignment enumerator or idNothingEnum enumerator.
characterRotation	<i>variant</i> characterRotation	The rotation angle (in degrees) of individual characters. Note: The rotation is counterclockwise. Type: Double or idNothingEnum enumerator.
CJKGridTracking	<i>variant</i> CJKGridTracking	If true, uses grid tracking to track non-Roman characters in CJK grids. Type: Boolean or idNothingEnum enumerator.
composer	<i>variant</i> composer	The text composer to use to compose the text. Type: String or idNothingEnum enumerator.
dropCapCharacters	<i>variant</i> dropCapCharacters	The number of characters to drop cap. Type: Integer (0 - 150) or idNothingEnum enumerator.
dropcapDetail	<i>variant</i> dropcapDetail	Details about the drop cap based on the glyph outlines. 1 = left side bearing. 2 = descenders. 0x100,0x200,0x400 are used for Japanese frame grid. Type: Long Integer or idNothingEnum enumerator.
dropCapLines	<i>variant</i> dropCapLines	The number of lines to drop cap. Type: Integer (0 - 25) or idNothingEnum enumerator.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink), applied as a fill color, to search for or change to. Type: String, Swatch or idNothingEnum enumerator.
fillTint	<i>variant</i> fillTint	The tint (as a percentage) of the fill color of the FindTransliteratePreference. (To specify a tint percentage, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.). Type: Double or idNothingEnum enumerator.
findCharacterType	<i>variant</i> findCharacterType	The character type to find. Type: idFindChangeTransliterateCharacterTypes enumerator or idNothingEnum enumerator.
firstLineIndent	<i>variant</i> firstLineIndent	The amount to indent the first line. Type: Unit (Double or String) or idNothingEnum enumerator.
fontStyle	<i>variant</i> fontStyle	The name of the font style. Type: String or idNothingEnum enumerator.
glyphForm	<i>variant</i> glyphForm	The glyph variant to substitute for standard glyphs. Type: idAlternateGlyphForms enumerator or idNothingEnum enumerator.
gradientFillAngle	<i>variant</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the text. (Range: -180 to 180). Type: Double or idNothingEnum enumerator.
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the text. Type: Double or idNothingEnum enumerator.
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the text, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings) or idNothingEnum enumerator.
gradientStrokeAngle	<i>variant</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the text. (Range: -180 to 180). Type: Double or idNothingEnum enumerator.

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gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the text. Type: Double or idNothingEnum enumerator.
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the text, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings) or idNothingEnum enumerator.
gridAlignment	<i>variant</i> gridAlignment	The alignment to the frame grid or baseline grid. Type: idGridAlignment enumerator or idNothingEnum enumerator.
gridGyoudori	<i>variant</i> gridGyoudori	The manual gyoudori setting. Type: Integer or idNothingEnum enumerator.
horizontalScale	<i>variant</i> horizontalScale	The horizontal scaling applied to the FindTransliteratePreference. Type: Double or idNothingEnum enumerator.
hyphenateAcrossColumns	<i>variant</i> hyphenateAcrossColumns	If true, allows the last word in a text column to be hyphenated. Type: Boolean or idNothingEnum enumerator.
hyphenateLastWord	<i>variant</i> hyphenateLastWord	If true, allows hyphenation in the last word in a paragraph. Note: Valid only when hyphenation is true. Type: Boolean or idNothingEnum enumerator.
ignoreEdgeAlignment	<i>variant</i> ignoreEdgeAlignment	If true, ignores optical edge alignment for the paragraph. Type: Boolean or idNothingEnum enumerator.
jidori	<i>variant</i> jidori	The number of grid squares in which to arrange the text. . Type: Integer or idNothingEnum enumerator.
justification	<i>variant</i> justification	The paragraph alignment. Type: idJustification enumerator or idNothingEnum enumerator.
keepAllLinesTogether	<i>variant</i> keepAllLinesTogether	If true, keeps all lines of the paragraph together. If false, allows paragraphs to break across pages or columns. Type: Boolean or idNothingEnum enumerator.
keepFirstLines	<i>variant</i> keepFirstLines	The minimum number of lines to keep together in a paragraph before allowing a page break. Type: Integer (1 - 50) or idNothingEnum enumerator.
keepLastLines	<i>variant</i> keepLastLines	The minimum number of lines to keep together in a paragraph after a page break. Type: Integer (1 - 50) or idNothingEnum enumerator.
keepLinesTogether	<i>variant</i> keepLinesTogether	If true, keeps a specified number of lines together when the paragraph breaks across columns or text frames. Type: Boolean or idNothingEnum enumerator.
keepRuleAboveInFrame	<i>variant</i> keepRuleAboveInFrame	If true, forces the rule above the paragraph to remain in the frame bounds. Note: Valid only when rule above is true. Type: Boolean or idNothingEnum enumerator.
keepWithNext	<i>variant</i> keepWithNext	The minimum number of lines to keep with the next paragraph. Type: Integer (0 - 5) or idNothingEnum enumerator.
kentenAlignment	<i>variant</i> kentenAlignment	The alignment of kenten characters relative to the parent characters. . Type: idKentenAlignment enumerator or idNothingEnum enumerator.
kentenCharacterSet	<i>variant</i> kentenCharacterSet	The character set used for the custom kenten character. Note: Valid only when kenten kind is custom. . Type: idKentenCharacterSet enumerator or idNothingEnum enumerator.
kentenCustomCharacter	<i>variant</i> kentenCustomCharacter	The character used for kenten. Note: Valid only when kenten kind is custom. Type: String or idNothingEnum enumerator.
kentenFillColor	<i>variant</i> kentenFillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenFont	<i>variant</i> kentenFont	The font to use for kenten characters. Type: Font, String or idNothingEnum enumerator.

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kentenFontSize	<i>variant</i> kentenFontSize	The size (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenFontStyle	<i>variant</i> kentenFontStyle	The font style of kenten characters. Type: String or idNothingEnum enumerator.
kentenKind	<i>variant</i> kentenKind	The style of kenten characters. Type: idKentenCharacter enumerator or idNothingEnum enumerator.
kentenOverprintFill	<i>variant</i> kentenOverprintFill	The method of overprinting the kenten fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenOverprintStroke	<i>variant</i> kentenOverprintStroke	The method of overprinting the kenten stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
kentenPlacement	<i>variant</i> kentenPlacement	The distance between kenten characters and their parent characters. Type: Double or idNothingEnum enumerator.
kentenPosition	<i>variant</i> kentenPosition	The kenten position relative to the parent character. Type: idRubyKentenPosition enumerator or idNothingEnum enumerator.
kentenStrokeColor	<i>variant</i> kentenStrokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of kenten characters. Type: Swatch, String or idNothingEnum enumerator.
kentenStrokeTint	<i>variant</i> kentenStrokeTint	The stroke tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenTint	<i>variant</i> kentenTint	The fill tint (as a percentage) of kenten characters. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
kentenWeight	<i>variant</i> kentenWeight	The stroke weight (in points) of kenten characters. Type: Double or idNothingEnum enumerator.
kentenXScale	<i>variant</i> kentenXScale	The horizontal size of kenten characters as a percent of the original size. Type: Double or idNothingEnum enumerator.
kentenYScale	<i>variant</i> kentenYScale	The vertical size of kenten characters as a percent of the original size. . Type: Double or idNothingEnum enumerator.
kerningMethod	<i>variant</i> kerningMethod	The type of pair kerning. Type: String or idNothingEnum enumerator.
kerningValue	<i>variant</i> kerningValue	The amount of space to add or remove between characters, specified in thousands of an em. . Type: Double or idNothingEnum enumerator.
kinsokuHangType	<i>variant</i> kinsokuHangType	The type of hanging punctuation to allow. Note: Valid only when a kinsoku set is in effect. Type: idKinsokuHangTypes enumerator or idNothingEnum enumerator.
kinsokuSet	<i>variant</i> kinsokuSet	The kinsoku set that determines legitimate line breaks. Type: KinsokuTable, idKinsokuSet enumerator, String or idNothingEnum enumerator.
kinsokuType	<i>variant</i> kinsokuType	The type of kinsoku processing for preventing kinsoku characters from beginning or ending a line. Note: Valid only when a kinsoku set is defined. Type: idKinsokuType enumerator or idNothingEnum enumerator.
lastLineIndent	<i>variant</i> lastLineIndent	The amount to indent the last line in the paragraph. Type: Unit (Double or String) or idNothingEnum enumerator.
leading	<i>variant</i> leading	The leading applied to the text. Type: Unit (Double or String), idLeading enumerator or idNothingEnum enumerator.
leadingAki	<i>variant</i> leadingAki	The amount of space before each character. Type: Double or idNothingEnum enumerator.
leadingModel	<i>variant</i> leadingModel	The point from which leading is measured from line to line. Type: idLeadingModel enumerator or idNothingEnum enumerator.

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leftIndent	<i>variant</i> leftIndent	The width of the left indent. Type: Unit (Double or String) or idNothingEnum enumerator.
ligatures	<i>variant</i> ligatures	If true, replaces specific character combinations (e.g., fl, fi) with ligature characters. Type: Boolean or idNothingEnum enumerator.
mojikumi	<i>variant</i> mojikumi	The mojikumi table. For information, see mojikumi table defaults. Type: MojikumiTable, String, idMojikumiTableDefaults enumerator or idNothingEnum enumerator.
noBreak	<i>variant</i> noBreak	If true, keeps the text on the same line. . Type: Boolean or idNothingEnum enumerator.
numberingAlignment	<i>variant</i> numberingAlignment	The alignment of the number. Type: idListAlignment enumerator or idNothingEnum enumerator.
numberingApplyRestartPolicy	<i>variant</i> numberingApplyRestartPolicy	If true, apply the numbering restart policy. Type: Boolean or idNothingEnum enumerator.
numberingCharacterStyle	<i>variant</i> numberingCharacterStyle	The character style to be used for the number string. Type: CharacterStyle, String or idNothingEnum enumerator.
numberingContinue	<i>variant</i> numberingContinue	Continue the numbering at this level. Type: Boolean or idNothingEnum enumerator.
numberingExpression	<i>variant</i> numberingExpression	The number string expression for numbering. Type: String or idNothingEnum enumerator.
numberingFormat	<i>variant</i> numberingFormat	Numbering format options. Type: idNumberingStyle enumerator, String or idNothingEnum enumerator.
numberingLevel	<i>variant</i> numberingLevel	The level of the paragraph. Type: Long Integer or idNothingEnum enumerator.
numberingStartAt	<i>variant</i> numberingStartAt	Determines starting number in a numbered list. Type: Long Integer or idNothingEnum enumerator.
otfContextualAlternate	<i>variant</i> otfContextualAlternate	If true, uses contextual alternate forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfDiscretionaryLigature	<i>variant</i> otfDiscretionaryLigature	If true, uses discretionary ligatures in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfFigureStyle	<i>variant</i> otfFigureStyle	The figure style in OpenType fonts. Type: idOTFFigureStyle enumerator or idNothingEnum enumerator.
otfFraction	<i>variant</i> otfFraction	If true, uses fractions in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfHistorical	<i>variant</i> otfHistorical	If true, use historical forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfHVKana	<i>variant</i> otfHVKana	If true, switches hiragana fonts, which have different glyphs for horizontal and vertical. . Type: Boolean or idNothingEnum enumerator.
otfLocale	<i>variant</i> otfLocale	If true, uses localized forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfMark	<i>variant</i> otfMark	If true, uses mark positioning in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfOrdinal	<i>variant</i> otfOrdinal	If true, uses ordinals in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfProportionalMetrics	<i>variant</i> otfProportionalMetrics	If true, kerns according to proportional CJK metrics in OpenType fonts. Type: Boolean or idNothingEnum enumerator.

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otfRomanItalics	<i>variant</i> otfRomanItalics	If true, applies italics to half-width alphanumerics. . Type: Boolean or idNothingEnum enumerator.
otfSlashedZero	<i>variant</i> otfSlashedZero	If true, use a slashed zeroes in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfStylisticSets	<i>variant</i> otfStylisticSets	The stylistic sets to use in OpenType fonts. Type: Long Integer or idNothingEnum enumerator.
otfSwash	<i>variant</i> otfSwash	If true, uses swash forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
otfTitling	<i>variant</i> otfTitling	If true, uses titling forms in OpenType fonts. Type: Boolean or idNothingEnum enumerator.
overprintFill	<i>variant</i> overprintFill	If true, the fill color of the characters will overprint. Type: Boolean or idNothingEnum enumerator.
overprintStroke	<i>variant</i> overprintStroke	If true, the stroke of the characters will overprint. Type: Boolean or idNothingEnum enumerator.
paragraphGyoudori	<i>variant</i> paragraphGyoudori	If true, the gyoudori mode applies to the entire paragraph. If false, the gyoudori mode applies to each line in the paragraph. Type: Boolean or idNothingEnum enumerator.
parent	{Application} *parent	The parent of the FindTransliteratePreference (a Application).
pointSize	<i>variant</i> pointSize	The text size. Type: Unit (Double or String) or idNothingEnum enumerator.
position	<i>variant</i> position	The text position relative to the baseline. Type: idPosition enumerator or idNothingEnum enumerator.
positionalForm	<i>variant</i> positionalForm	The OpenType positional form. Type: idPositionalForms enumerator or idNothingEnum enumerator.
preferences	{Preferences} *preferences	A collection of preferences objects.
rensuuji	<i>variant</i> rensuuji	If true, disallows line breaks in numbers. If false, lines can break between digits in multi-digit numbers. Type: Boolean or idNothingEnum enumerator.
rightIndent	<i>variant</i> rightIndent	The width of the right indent. Type: Unit (Double or String) or idNothingEnum enumerator.
rotateSingleByteCharacters	<i>variant</i> rotateSingleByteCharacters	If true, rotates Roman characters in vertical text. Type: Boolean or idNothingEnum enumerator.
rubyAlignment	<i>variant</i> rubyAlignment	The ruby alignment. Type: idRubyAlignments enumerator or idNothingEnum enumerator.
rubyAutoAlign	<i>variant</i> rubyAutoAlign	If true, auto aligns ruby. Type: Boolean or idNothingEnum enumerator.
rubyAutoScaling	<i>variant</i> rubyAutoScaling	If true, automatically scales ruby to the specified percent of parent text size. For information on specifying a percent, see ruby parent scaling percent. . Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyAutoScale	<i>variant</i> rubyAutoTcyAutoScale	If true, automatically scales glyphs in auto tcy (tate-chuu-yoko) in ruby to fit one em. Type: Boolean or idNothingEnum enumerator.
rubyAutoTcyDigits	<i>variant</i> rubyAutoTcyDigits	The number of digits included in auto tcy (tate-chuu-yoko) in ruby. Type: Integer or idNothingEnum enumerator.
rubyAutoTcyIncludeRoman	<i>variant</i> rubyAutoTcyIncludeRoman	If true, includes Roman characters in auto tcy (tate-chuu-yoko) in ruby. Type: Boolean or idNothingEnum enumerator.
rubyFill	<i>variant</i> rubyFill	The swatch (color, gradient, tint, or mixed ink) applied to the fill of ruby characters. Type: Swatch, String or idNothingEnum enumerator.

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rubyFont	<i>variant</i> rubyFont	The font applied to ruby characters. Type: Font, String or idNothingEnum enumerator.
rubyFontSize	<i>variant</i> rubyFontSize	The size (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyFontStyle	<i>variant</i> rubyFontStyle	The font style of ruby characters. Type: String or idNothingEnum enumerator.
rubyOpenTypePro	<i>variant</i> rubyOpenTypePro	If true, uses OpenType Pro fonts for ruby. Type: Boolean or idNothingEnum enumerator.
rubyOverhang	<i>variant</i> rubyOverhang	If true, constrains ruby overhang to the specified amount. For information on specifying an amount, see ruby parent overhang amount. . Type: Boolean or idNothingEnum enumerator.
rubyOverprintFill	<i>variant</i> rubyOverprintFill	The method of overprinting the ruby fill. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyOverprintStroke	<i>variant</i> rubyOverprintStroke	The method of overprinting the ruby stroke. Type: idAdornmentOverprint enumerator or idNothingEnum enumerator.
rubyParentOverhangAmount	<i>variant</i> rubyParentOverhangAmount	The amount by which ruby characters can overhang the parent text. Type: idRubyOverhang enumerator or idNothingEnum enumerator.
rubyParentScalingPercent	<i>variant</i> rubyParentScalingPercent	The amount (as a percentage) to scale the parent text size to determine the ruby text size. Type: Double or idNothingEnum enumerator.
rubyParentSpacing	<i>variant</i> rubyParentSpacing	The ruby spacing relative to the parent text. . Type: idRubyParentSpacing enumerator or idNothingEnum enumerator.
rubyPosition	<i>variant</i> rubyPosition	The position of ruby characters relative to the parent text. Type: idRubyKantenPosition enumerator or idNothingEnum enumerator.
rubyStroke	<i>variant</i> rubyStroke	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of ruby characters. Type: Swatch, String or idNothingEnum enumerator.
rubyStrokeTint	<i>variant</i> rubyStrokeTint	The stroke tint (as a percentage) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyTint	<i>variant</i> rubyTint	The tint (as a percentage) of the ruby fill color. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
rubyType	<i>variant</i> rubyType	The ruby type. Type: idRubyTypes enumerator or idNothingEnum enumerator.
rubyWeight	<i>variant</i> rubyWeight	The stroke weight (in points) of ruby characters. Type: Double or idNothingEnum enumerator.
rubyXOffset	<i>variant</i> rubyXOffset	The amount of horizontal space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyXScale	<i>variant</i> rubyXScale	The horizontal size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
rubyYOffset	<i>variant</i> rubyYOffset	The amount of vertical space between ruby and parent characters. Type: Double or idNothingEnum enumerator.
rubyYScale	<i>variant</i> rubyYScale	The vertical size of ruby characters, specified as a percent of the original size. Type: Double or idNothingEnum enumerator.
scaleAffectsLineHeight	<i>variant</i> scaleAffectsLineHeight	If true, the line changes size when characters are scaled. . Type: Boolean or idNothingEnum enumerator.
shataiAdjustRotation	<i>variant</i> shataiAdjustRotation	If true, applies shatai rotation. Type: Boolean or idNothingEnum enumerator.

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shataiAdjustTsume	<i>variant</i> shataiAdjustTsume	If true, adjusts shatai tsume. Type: Boolean or idNothingEnum enumerator.
shataiDegreeAngle	<i>variant</i> shataiDegreeAngle	The shatai lens angle (in degrees). Type: Double or idNothingEnum enumerator.
shataiMagnification	<i>variant</i> shataiMagnification	The amount (as a percentage) of shatai obliquing to apply. Type: Double or idNothingEnum enumerator.
singleWordJustification	<i>variant</i> singleWordJustification	The alignment to use for lines that contain a single word. Type: idSingleWordJustification enumerator or idNothingEnum enumerator.
skew	<i>variant</i> skew	The skew angle of the FindTransliteratePreference. Type: Double or idNothingEnum enumerator.
spaceAfter	<i>variant</i> spaceAfter	The height of the paragraph space below. Type: Unit (Double or String) or idNothingEnum enumerator.
spaceBefore	<i>variant</i> spaceBefore	The height of the paragraph space above. Type: Unit (Double or String) or idNothingEnum enumerator.
startParagraph	<i>variant</i> startParagraph	The location at which to start the paragraph. Type: idStartParagraph enumerator or idNothingEnum enumerator.
strikeThroughColor	<i>variant</i> strikeThroughColor	The swatch (color, gradient, tint, or mixed ink) applied to the strikethrough stroke. Type: Swatch, String or idNothingEnum enumerator.
strikeThroughGapColor	<i>variant</i> strikeThroughGapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of the strikethrough stroke. Type: Swatch, String or idNothingEnum enumerator.
strikeThroughGapOverprint	<i>variant</i> strikeThroughGapOverprint	If true, the gap color of the strikethrough stroke will overprint. Note: Valid when strike through type is not solid. Type: Boolean or idNothingEnum enumerator.
strikeThroughGapTint	<i>variant</i> strikeThroughGapTint	The tint (as a percentage) of the strikethrough stroke gap color. (Range: 0 to 100) Note: Valid when strike through type is not solid. Type: Double or idNothingEnum enumerator.
strikeThroughOffset	<i>variant</i> strikeThroughOffset	The amount by which to offset the strikethrough stroke from the text baseline. Type: Unit (Double or String) or idNothingEnum enumerator.
strikeThroughOverprint	<i>variant</i> strikeThroughOverprint	If true, the strikethrough stroke will overprint. Type: Boolean or idNothingEnum enumerator.
strikeThroughTint	<i>variant</i> strikeThroughTint	The tint (as a percentage) of the strikethrough stroke. (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
strikeThroughType	<i>variant</i> strikeThroughType	The stroke type of the strikethrough stroke. Type: StrokeStyle, String or idNothingEnum enumerator.
strikeThroughWeight	<i>variant</i> strikeThroughWeight	The stroke weight of the strikethrough stroke. Type: Unit (Double or String) or idNothingEnum enumerator.
strikeThru	<i>variant</i> strikeThru	If true, draws a strikethrough line through the text. Type: Boolean or idNothingEnum enumerator.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink), applied as a stroke color, to search for or change to. Type: String, Swatch or idNothingEnum enumerator.
strokeTint	<i>variant</i> strokeTint	The tint (as a percentage) of the stroke color of the FindTransliteratePreference. (To specify a tint percentage, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.). Type: Double or idNothingEnum enumerator.
strokeWeight	<i>variant</i> strokeWeight	The stroke weight applied to the characters of the text. Type: Unit (Double or String) or idNothingEnum enumerator.

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tatechuyoko	<i>variant</i> tatechuyoko	If true, makes the character horizontal in vertical text. Type: Boolean or idNothingEnum enumerator.
tatechuyokoXOffset	<i>variant</i> tatechuyokoXOffset	The horizontal offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
tatechuyokoYOffset	<i>variant</i> tatechuyokoYOffset	The vertical offset for horizontal characters in vertical text. Type: Double or idNothingEnum enumerator.
tracking	<i>variant</i> tracking	The amount by which to loosen or tighten a block of text, specified in thousands of an em. Type: Double or idNothingEnum enumerator.
trailingAki	<i>variant</i> trailingAki	The amount of space after each character. Type: Double or idNothingEnum enumerator.
treatIdeographicSpaceAsSpace	<i>variant</i> treatIdeographicSpaceAsSpace	If true, ideographic spaces will not wrap to the next line like text characters. Type: Boolean or idNothingEnum enumerator.
tsume	<i>variant</i> tsume	The amount of horizontal character compression. Type: Double or idNothingEnum enumerator.
underline	<i>variant</i> underline	If true, underlines the text. Type: Boolean or idNothingEnum enumerator.
underlineColor	<i>variant</i> underlineColor	The swatch (color, gradient, tint, or mixed ink) applied to the underline stroke. . Type: Swatch, String or idNothingEnum enumerator.
underlineGapColor	<i>variant</i> underlineGapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of the underline stroke. Note: Valid when underline type is not solid. Type: Swatch, String or idNothingEnum enumerator.
underlineGapOverprint	<i>variant</i> underlineGapOverprint	If true, the gap color of the underline stroke will overprint. Type: Boolean or idNothingEnum enumerator.
underlineGapTint	<i>variant</i> underlineGapTint	The tint (as a percentage) of the gap color of the underline stroke. (Range: 0 to 100) Note: Valid when underline type is not solid. Type: Double or idNothingEnum enumerator.
underlineOffset	<i>variant</i> underlineOffset	The amount by which to offset the underline from the text baseline. Type: Unit (Double or String) or idNothingEnum enumerator.
underlineOverprint	<i>variant</i> underlineOverprint	If true, the underline stroke color will overprint. Type: Boolean or idNothingEnum enumerator.
underlineTint	<i>variant</i> underlineTint	The underline stroke tint (as a percentage). (Range: 0 to 100). Type: Double or idNothingEnum enumerator.
underlineType	<i>variant</i> underlineType	The stroke type of the underline stroke. Type: StrokeStyle, String or idNothingEnum enumerator.
underlineWeight	<i>variant</i> underlineWeight	The stroke weight of the underline stroke. Type: Unit (Double or String) or idNothingEnum enumerator.
verticalScale	<i>variant</i> verticalScale	The vertical scaling applied to the FindTransliteratePreference. Type: Double or idNothingEnum enumerator.
warichu	<i>variant</i> warichu	If true, turns on warichu. Type: Boolean or idNothingEnum enumerator.
warichuAlignment	<i>variant</i> warichuAlignment	The warichu alignment. Type: idWarichuAlignment enumerator or idNothingEnum enumerator.
warichuCharsAfterBreak	<i>variant</i> warichuCharsAfterBreak	The minimum number of characters allowed after a line break. . Type: Integer or idNothingEnum enumerator.
warichuCharsBeforeBreak	<i>variant</i> warichuCharsBeforeBreak	The minimum number of characters allowed before a line break. Type: Integer or idNothingEnum enumerator.

FINDTRANSLITERATEPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
warichuLines	<i>variant</i> warichuLines	The number of lines of warichu within a single normal line. Type: Integer or idNothingEnum enumerator.
warichuLineSpacing	<i>variant</i> warichuLineSpacing	The gap between lines of warichu characters. Type: Double or idNothingEnum enumerator.
warichuSize	<i>variant</i> warichuSize	The amount (as a percentage) to scale parent text size to determine warichu size. Type: Double or idNothingEnum enumerator.

FormFieldEvents

Object available in ID 7

FORMFIELDEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a FormField is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a FormField is placed. This event bubbles. This event is cancelable.

GotoNextStateBehavior

Object available in ID 7

GOTONEXTSTATEBEHAVIOR CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<i>void</i> delete()	Deletes the GotoNextStateBehavior.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
associatedMultiStateObject	{MultiStateObject} associatedMultiStateObject	The associated multi-state object page item.
behaviorEvent	#BehaviorEvents behaviorEvent	The event which triggers the behavior.
enableBehavior	<i>boolean</i> enableBehavior	If true, the behavior is enabled.
id	<i>integer</i> *id	The unique ID of the GotoNextStateBehavior.
index	<i>integer</i> *index	The index of the GotoNextStateBehavior within its containing object.
label	<i>string</i> label	A property that can be set to any string.
loopsToNextOrPrevious	<i>boolean</i> loopsToNextOrPrevious	If true, will loop to the next or previous state.
name	<i>string</i> *name	The name of the GotoNextStateBehavior.
parent	{Button} *parent	The parent of the GotoNextStateBehavior (a Button).

GotoNextStateBehaviors

Object available in ID 7

GOTONEXTSTATEBEHAVIORS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{GotoNextStateBehavior} add()	Creates a new GotoNextStateBehavior. / Return value: The new GotoNextStateBehavior.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the GotoNextStateBehavior.
item	{GotoNextStateBehavior} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

GotoPreviousStateBehavior

Object available in ID 7

GOTOPREVIOUSSTATEBEHAVIOR CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<i>void</i> delete()	Deletes the GotoPreviousStateBehavior.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
associatedMultiStateObject	{MultiStateObject} associatedMultiStateObject	The associated multi-state object page item.
behaviorEvent	#BehaviorEvents behaviorEvent	The event which triggers the behavior.
enableBehavior	<i>boolean</i> enableBehavior	If true, the behavior is enabled.
id	<i>integer</i> *id	The unique ID of the GotoPreviousStateBehavior.
index	<i>integer</i> *index	The index of the GotoPreviousStateBehavior within its containing object.
label	<i>string</i> label	A property that can be set to any string.

GOTOPREVIOUSSTATEBEHAVIOR CS5 MEMBERS	PROTOTYPE	DESCRIPTION
loopsToNextOrPrevious	<i>boolean</i> loopsToNextOrPrevious	If true, will loop to the next or previous state.
name	<i>string</i> *name	The name of the GotoPreviousStateBehavior.
parent	{Button} *parent	The parent of the GotoPreviousStateBehavior (a Button).

GotoPreviousStateBehaviors

Object available in ID 7

GOTOPREVIOUSSTATEBEHAVIORS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{GotoPreviousStateBehavior} add()	Creates a new GotoPreviousStateBehavior. / Return value: The new GotoPreviousStateBehavior.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the GotoPreviousStateBehavior.
item	{GotoPreviousStateBehavior} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

GotoStateBehavior

Object available in ID 7

GOTOSTATEBEHAVIOR CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<i>void</i> delete()	Deletes the GotoStateBehavior.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.

GOTOSTATEBEHAVIOR CS5 MEMBERS	PROTOTYPE	DESCRIPTION
associatedMultiStateObject	{MultiStateObject} associatedMultiStateObject	The associated multi-state object page item.
behaviorEvent	#BehaviorEvents behaviorEvent	The event which triggers the behavior.
enableBehavior	boolean enableBehavior	If true, the behavior is enabled.
goBackOnRollOff	boolean goBackOnRollOff	If true, will automatically go back to the prior state on roll off of the rollover event.
id	integer *id	The unique ID of the GotoStateBehavior.
index	integer *index	The index of the GotoStateBehavior within its containing object.
label	string label	A property that can be set to any string.
name	string *name	The name of the GotoStateBehavior.
parent	{Button} *parent	The parent of the GotoStateBehavior (a Button).
stateName	string stateName	The name of the state in the associated multi-state object.

GotoStateBehaviors

Object available in ID 7

GOTOSTATEBEHAVIORS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{GotoStateBehavior} add()	Creates a new GotoStateBehavior. / Return value: The new GotoStateBehavior.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(integer Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(variant From, variant To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	integer *count	Displays the number of elements in the GotoStateBehavior.
item	{GotoStateBehavior} *item(variant Index)	Returns the object with the specified index or name. Type: Long Integer or String.

GraphicEvents

Object available in ID 7

GRAPHICEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a Graphic is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a Graphic is placed. This event bubbles. This event is cancelable.

GraphicLineEvents

Object available in ID 7

GRAPHICLINEEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a GraphicLine is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a GraphicLine is placed. This event bubbles. This event is cancelable.

GridDataInformation

Object available in ID 7

GRIDDATAINFORMATION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
appliedFont	<i>variant</i> appliedFont	The font applied to the GridDataInformation, specified as either a font object or the name of font family. Type: Font or String.
characterAki	<i>double</i> characterAki	The amount of white space between characters.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterCountLocation	#CharacterCountLocation characterCountLocation	The character count location. Note: Valid when show character count is true.
characterCountSize	<i>double</i> characterCountSize	The character size for the character count display.
fontStyle	<i>string</i> fontStyle	The name of the font style.
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridView	#GridViewSettings gridView	The grid view setting.
horizontalScale	<i>double</i> horizontalScale	The horizontal scaling applied to the GridDataInformation.
lineAki	<i>double</i> lineAki	The amount of white space between lines.
lineAlignment	#LineAlignment lineAlignment	The line justification.
parent	<i>variant</i> *parent	The parent of the GridDataInformation (a Story, XmlStory, Page, NamedGrid or TextFrame). Type: Story, XmlStory, Page, NamedGrid or TextFrame.
pointSize	<i>variant</i> pointSize	The text size. Type: Unit (Double or String).
verticalScale	<i>double</i> verticalScale	The vertical scaling applied to the GridDataInformation.

GridPrintingPreference

Object available in ID 7

GRIDPRINTINGPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
frameGridPrinting	<i>boolean</i> frameGridPrinting	If true, displays frame (story) grids in the printed or exported document.
frameGridStrokeWeight	<i>double</i> frameGridStrokeWeight	The stroke weight (in points) of the frame grid.
layoutGridPrinting	<i>boolean</i> layoutGridPrinting	If true, displays layout grids in the printed or exported document.
layoutGridStrokeWeight	<i>double</i> layoutGridStrokeWeight	The stroke weight (in points) of the layout grid.
pageItemPrinting	<i>boolean</i> pageItemPrinting	If true, displays page items other than text, frame grids, and layout grids in the printed or exported document. For information on printing and exporting text and grids, see text printing, frame grid printing, and layout grid printing.
parent	{Application} *parent	The parent of the GridPrintingPreference (a Application).
textPrinting	<i>boolean</i> textPrinting	If true, displays text in the printed or exported document.

GroupEvents

Object available in ID 7

GROUPEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a Group is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a Group is placed. This event bubbles. This event is cancelable.

GuideEvents

Object available in ID 7

GUIDEEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a Guide is placed. This event bubbles. This event is not cancelable.

IdleEvent

Object available in ID 7

IDLEEVENT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preventDefault	<i>void</i> preventDefault()	Cancel the default behavior of the event on its target.
stopPropagation	<i>void</i> stopPropagation()	Stops propagation of the event beyond the current target.
bubbles	<i>boolean</i> *bubbles	If true, the event supports the bubbling phase of propagation.

IDLEEVENT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
cancelable	<i>boolean</i> *cancelable	If true, the default behavior of the event on its target can be canceled.
currentTarget	IDispatch *currentTarget	The current propagation target of the event.
defaultPrevented	<i>boolean</i> *defaultPrevented	If true, the default behavior of the event on its target has been canceled.
eventPhase	#EventPhases *eventPhase	The current propagation phase of the event.
eventType	<i>string</i> *eventType	The name of the event.
id	<i>integer</i> *id	The unique ID of the IdleEvent.
index	<i>integer</i> *index	The index of the IdleEvent within its containing object.
parent	{IdleTask} *parent	The parent of the IdleEvent (a IdleTask).
propagationStopped	<i>boolean</i> *propagationStopped	If true, propagation of the event beyond the current target has been stopped.
target	IDispatch *target	The target of the event.
timeAllocated	<i>integer</i> *timeAllocated	Amount of time allocated to this task at the time the event was dispatched.
timeStamp	<i>date</i> *timeStamp	The time the event was initialized.

IdleEventEvents

Object available in ID 7

IDLEEVENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
onIdle	<i>const</i> onIdle(onIdle)	Dispatched at idle time for this IdleEvent. This event does not bubble. This event is not cancelable.

IdleTask

Object available in ID 7

IDLETASK CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<i>void</i> delete()	Deletes the IdleTask.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
id	<i>integer</i> *id	The unique ID of the IdleTask.
index	<i>integer</i> *index	The index of the IdleTask within its containing object.
label	<i>string</i> label	A property that can be set to any string.
name	<i>string</i> name	The name of the IdleTask.
parent	{Application} *parent	The parent of the IdleTask (a Application).

IDLETASK CS5 MEMBERS	PROTOTYPE	DESCRIPTION
sleep	<i>integer</i> sleep	Amount of time to sleep (in milliseconds) before calling this task again. Setting this to zero will cause task to be deleted.

IdleTaskEvents

Object available in ID 7

IDLETASKEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
onIdle	<i>const</i> onIdle(onIdle)	Dispatched at idle time for this IdleTask. This event does not bubble. This event is not cancelable.

IdleTasks

Object available in ID 7

IDLETASKS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{IdleTask} add()	Creates a new IdleTask. / Return value: The new IdleTask.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the IdleTask.
item	{IdleTask} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

ImageEvents

Object available in ID 7

IMAGEEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a Image is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a Image is placed. This event bubbles. This event is cancelable.

ImportedPageEvents

Object available in ID 7

IMPORTEDPAGEEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a ImportedPage is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a ImportedPage is placed. This event bubbles. This event is cancelable.

ImportExportEventEvents

Object available in ID 7

IMPORTEXPORTEVENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterExport	<i>const</i> afterExport(afterExport)	Dispatched after a ImportExportEvent is exported. This event bubbles. This event is not cancelable.
afterImport	<i>const</i> afterImport(afterImport)	Dispatched after importing a file into a ImportExportEvent. This event bubbles. This event is not cancelable.
beforeExport	<i>const</i> beforeExport(beforeExport)	Dispatched before a ImportExportEvent is exported. This event bubbles. This event is cancelable.
beforeImport	<i>const</i> beforeImport(beforeImport)	Dispatched before importing a file into a ImportExportEvent. This event bubbles. This event is cancelable.
failedExport	<i>const</i> failedExport(failedExport)	Dispatched after a ImportExportEvent export is canceled or fails. This event bubbles. This event is not cancelable.

InteractivePDFExportPreference

Object available in ID 7

INTERACTIVEPDFEXPORTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
exportLayers	<i>boolean</i> exportLayers	If true, saves each layer as an Acrobat layer within the PDF document.
exportReaderSpreads	<i>boolean</i> exportReaderSpreads	If true, each spread in the exported document is combined into a single page that has spread's original width.

INTERACTIVEPDFEXPORTPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
flipPages	<i>boolean</i> flipPages	Automatically flip pages in the exported PDF.
flipPagesSpeed	<i>integer</i> flipPagesSpeed	The speed that the pages flip. Type: Long Integer (0 - 32767).
generateThumbnails	<i>boolean</i> generateThumbnails	If true, generates thumbnail images for each page or spread.
includeStructure	<i>boolean</i> includeStructure	If true, creates a tagged PDF file. Note: If Acrobat compatibility is Acrobat 6 or higher, tags are visible only when the PDF is opened in Acrobat 6 or higher.
interactivePDFInteractiveElementsOption	#InteractivePDFInteractiveElementsOptions interactivePDFInteractiveElementsOption	How to draw interactive elements.
openInFullScreen	<i>boolean</i> openInFullScreen	Open PDF in full screen mode.
pageRange	<i>variant</i> pageRange	The pages to print, specified either as an enumeration or a string. To specify a range, separate page numbers in the string with a hyphen (-). To specify separate pages, separate page numbers in the string with a comma (,). Type: idPageRange enumerator or String.
pageTransitionOverride	#PageTransitionOverrideOptions pageTransitionOverride	The name of the page transition to use for all pages.
parent	{Application} *parent	The parent of the InteractivePDFExportPreference (a Application).
pdfJPEGQuality	#PDFJPEGQualityOptions pdfJPEGQuality	The PDF JPEG quality options.
pdfMagnification	#PdfMagnificationOptions pdfMagnification	The export PDF magnification options.
pdfPageLayout	#PageLayoutOptions pdfPageLayout	The export PDF page layout.
pdfRasterCompression	#PDFRasterCompressionOptions pdfRasterCompression	The PDF raster compression options.
rasterResolution	<i>variant</i> rasterResolution	The raster resolution. Type: idRasterResolutionOptions enumerator or Long Integer (72 - 300).
viewPDF	<i>boolean</i> viewPDF	If true, automatically opens the PDF file after exporting.

KinsokuTable

Object available in ID 7

KINSOKUTABLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<i>void</i> delete()	Deletes the KinsokuTable.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
cantBeginLineChars	<i>string</i> cantBeginLineChars	The characters in the kinsoku set that cannot begin lines.
cantBeSeparatedChars	<i>string</i> cantBeSeparatedChars	The characters in the kinsoku set that cannot be separated.
cantEndLineChars	<i>string</i> cantEndLineChars	That characters in the kinsoku set that cannot end lines.
hangingPunctuationChars	<i>string</i> hangingPunctuationChars	The hanging punctuation characters in the kinsoku set.
id	<i>integer</i> *id	The unique ID of the KinsokuTable.
index	<i>integer</i> *index	The index of the KinsokuTable within its containing object.

KINSOKUTABLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
label	<i>string</i> label	A property that can be set to any string.
name	<i>string</i> name	The name of the KinsokuTable.
parent	<i>variant</i> *parent	The parent of the KinsokuTable (a Document or Application). Type: Document or Application.

KinsokuTables

Object available in ID 7

KINSOKUTABLES CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{KinsokuTable} add(<i>string</i> Name)	Creates a new kinsoku table. / Return value: The new kinsoku table. / Name: The name of the new kinsoku table.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the KinsokuTable.
item	{KinsokuTable} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

LayoutGridDataInformation

Object available in ID 7

LAYOUTGRIDDATAINFORMATION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
appliedFont	<i>variant</i> appliedFont	The font applied to the LayoutGridDataInformation, specified as either a font object or the name of font family. Type: Font or String.
characterAki	<i>double</i> characterAki	The amount of white space between characters.
fontStyle	<i>string</i> fontStyle	The name of the font style.

LAYOUTGRIDDATAINFORMATION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
horizontalScale	<i>double</i> horizontalScale	The horizontal scaling applied to the LayoutGridDataInformation.
lineAki	<i>double</i> lineAki	The amount of white space between lines.
parent	<i>variant</i> *parent	The parent of the LayoutGridDataInformation (a Application or Document). Type: Application or Document.
pointSize	<i>variant</i> pointSize	The text size. Type: Unit (Double or String).
verticalScale	<i>double</i> verticalScale	The vertical scaling applied to the LayoutGridDataInformation.

LayoutWindowEvents

Object available in ID 7

LAYOUTWINDOWEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterActivate	<i>const</i> afterActivate(afterActivate)	Dispatched after the LayoutWindow becomes active. This event bubbles. This event is not cancelable.
afterAttributeChanged	<i>const</i> afterAttributeChanged(afterAttributeChanged)	Dispatched when the value of a property changes on this LayoutWindow. This event bubbles. This event is not cancelable.
afterClose	<i>const</i> afterClose(afterClose)	Dispatched when a LayoutWindow is closing. Since the close has been committed, it can no longer be canceled. This event bubbles. This event is not cancelable.
afterOpen	<i>const</i> afterOpen(afterOpen)	Dispatched after a LayoutWindow is opened. This event bubbles. This event is not cancelable.
afterSelectionAttributeChanged	<i>const</i> afterSelectionAttributeChanged(afterSelectionAttributeChanged)	Dispatched after an attribute on the active selection changes. This event bubbles. This event is not cancelable.
afterSelectionChanged	<i>const</i> afterSelectionChanged(afterSelectionChanged)	Dispatched after the active selection changes. This event bubbles. This event is not cancelable.
beforeClose	<i>const</i> beforeClose(beforeClose)	Dispatched before a LayoutWindow is closed. This event bubbles. This event is cancelable.
beforeDeactivate	<i>const</i> beforeDeactivate(beforeDeactivate)	Dispatched before the LayoutWindow becomes inactive. This event bubbles. This event is not cancelable.

LinkEvents

Object available in ID 7

LINKEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterAttributeChanged	<i>const</i> afterAttributeChanged(afterAttributeChanged)	Dispatched when the value of a property changes on this Link. This event bubbles. This event is not cancelable.
afterDelete	<i>const</i> afterDelete(afterDelete)	Dispatched after a Link is deleted. This event bubbles. This event is not cancelable.
afterEmbed	<i>const</i> afterEmbed(afterEmbed)	Dispatched after a Link is embedded. This event bubbles. This event is not cancelable.

LINKEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterMove	<i>const</i> afterMove(afterMove)	Dispatched after a Link is relocated from one object to another. This event bubbles. This event is not cancelable.
afterNew	<i>const</i> afterNew(afterNew)	Dispatched after a Link is created. This event bubbles. This event is not cancelable.
afterUnembed	<i>const</i> afterUnembed(afterUnembed)	Dispatched after a Link is unembedded. This event bubbles. This event is not cancelable.
afterUpdate	<i>const</i> afterUpdate(afterUpdate)	Dispatched after a Link is updated. This event bubbles. This event is not cancelable.
beforeDelete	<i>const</i> beforeDelete(beforeDelete)	Dispatched before a Link is deleted. This event bubbles. This event is cancelable.
beforeEmbed	<i>const</i> beforeEmbed(beforeEmbed)	Dispatched before a Link is embedded. This event bubbles. This event is cancelable.
beforeMove	<i>const</i> beforeMove(beforeMove)	Dispatched before a Link is relocated from one object to another. This event bubbles. This event is cancelable.
beforeUnembed	<i>const</i> beforeUnembed(beforeUnembed)	Dispatched before a Link is unembedded. This event bubbles. This event is cancelable.
beforeUpdate	<i>const</i> beforeUpdate(beforeUpdate)	Dispatched before a Link is updated. This event bubbles. This event is cancelable.

MediaItem

Object available in ID 7

MEDIAITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
applyObjectStyle	<i>void</i> applyObjectStyle(ObjectStyle Using, <i>boolean</i> ClearingOverrides, <i>boolean</i> ClearingOverridesThroughRootObjectStyle)	Applies the specified object style. / Using: The object style to apply. / ClearingOverrides: If true, clears the MediaItem's existing attributes before applying the style. / ClearingOverridesThroughRootObjectStyle: If true, clears attributes and formatting applied to the MediaItem that are not defined in the object style.
asynchronousExportFile	{BackgroundTask} asynchronousExportFile(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
autoTag	<i>void</i> autoTag()	Tag the object or the parent story using default tags defined in XML preference.
changeObject	{Objects} changeObject(<i>variant</i> ReverseOrder)	Finds objects that match the find what value and replace the objects with the change to value. / Return value: The replaced object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
clearObjectStyleOverrides	<i>void</i> clearObjectStyleOverrides()	Clear overrides for object style.
clearTransformations	<i>void</i> clearTransformations()	Clears transformations from the MediaItem. Transformations include rotation, scaling, flipping, fitting, and shearing.

MEDIAITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
convertShape	<i>void</i> convertShape(#ConvertShapeOptions Given, <i>variant</i> NumberOfSides, <i>variant</i> InsetPercentage, <i>variant</i> CornerRadius)	Converts the MediaItem to a different shape. / Given: The MediaItem's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).
delete	<i>void</i> delete()	Deletes the MediaItem.
detach	<i>void</i> detach()	Detaches an overridden master page item from the master page.
duplicate	{PageItem} duplicate(<i>variant</i> To, <i>variant</i> By)	Duplicates the MediaItem at the specified location or offset. / Return value: The duplicated MediaItem. / To: The location of the new MediaItem, specified in coordinates in the format [x, y]. Type: Array of 2 Units (Doubles or Strings), Spread, Page or Layer. / By: Amount by which to offset the new MediaItem from the original MediaItem's position. Type: Array of 2 Units (Doubles or Strings).
export	<i>void</i> export(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	Exports the object(s) to a file. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
findObject	{Objects} findObject(<i>variant</i> ReverseOrder)	Finds objects that match the find what value. / Return value: The found object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
fit	<i>void</i> fit(#FitOptions Given)	Applies the specified fit option to content in a frame. / Given: The fit option to use.
flipItem	<i>void</i> flipItem(#Flip Given, <i>variant</i> Around)	Flips the MediaItem. / Given: The axis around which to flip the MediaItem. / Around: The point around which to flip the MediaItem. Type: Array of 2 Units (Doubles or Strings) or idAnchorPoint enumerator.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
markup	<i>void</i> markup(XMLElement Using)	Associates the page item with the specified XML element while preserving existing content. / Using: The XML element.
move	<i>void</i> move(<i>variant</i> To, <i>variant</i> By)	Moves the MediaItem to a new location. Note: Either the 'to' or 'by' parameter is required; if both parameters are defined, only the to value is used. / To: The new location of the MediaItem, in the format (x, y). Type: Array of 2 Units (Doubles or Strings), Spread, Page or Layer. / By: The amount (in measurement units) to move the MediaItem relative to its current position, in the format (x, y). Type: Array of 2 Units (Doubles or Strings).
override	<i>variant</i> override(Page DestinationPage)	Overrides a master page item and places the item on the document page as a new object. / Return value: The new object. Type: PageItem, Guide, Graphic, Movie or Sound. / DestinationPage: The document page that contains the master page item to override.
place	<i>variant</i> place(<i>string</i> FileName, <i>boolean</i> ShowingOptions)	Places the file. / Return value: The placed file. Type: Array of PageItems, Graphics, Movies, Sounds, Stories or Texts. / FileName: The file to place. / ShowingOptions: Whether to display the import options dialog.

MEDIAITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
placeXML	<code>void placeXML(XMLElement Using)</code>	Places XML content into the specified object. Note: Replaces any existing content. / Using: The XML element whose content you want to place.
redefineScaling	<code>void redefineScaling(variant To)</code>	Apply an item's scaling to its content if possible. / To: The scale factors to be left on the item. The default is {1.0, 1.0}. Type: Array of 2 Doubles.
reframe	<code>void reframe(variant In, variant OpposingCorners)</code>	Move the bounding box of the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / OpposingCorners: Opposing corners of new bounding box in the given coordinate space. Type: Array of 2 Arrays of 2 Doubles.
removeOverride	<code>void removeOverride()</code>	Removes the override from a previously overridden master page item.
resize	<code>void resize(variant In, variant From, #ResizeMethods By, variant Values, boolean ResizeIndividually, boolean ConsideringRulerUnits)</code>	Resize the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator, idBoundingBoxLimits enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / From: The transform origin. Legal specifications: relative to bounding box: anchor {anchor {x,y}, bounds kind [, coordinate space]}; relative to coordinate space: {x,y} {{x,y} [, coordinate space]}; relative to layout window ruler: {{x,y}, page index bounds kind}. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / By: How the current dimensions are affected by the given values. / Values: The width and height values. Legal dimensions specifications: {x, y [, coordinate space]}, {x, resize constraint [, coordinate space]}, or {resize constraint, y [, coordinate space]}; where x and y are real numbers and coordinate space is used to determine _only_ the unit of length for x and y; coordinate space is ignored for the 'current dimensions times' resize method). Type: Array of Doubles, idResizeConstraints enumerators or idCoordinateSpaces enumerators. / ResizeIndividually: If false and multiple page items are targeted, the new dimensions are attained only by moving the individual items rather than resizing them. / ConsideringRulerUnits: If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
resolve	<code>variant resolve(variant Location, #CoordinateSpaces In, boolean ConsideringRulerUnits)</code>	Get the coordinates of the given location in the specified coordinate system. / Return value: The resolved location for each of the targeted page items. Type: Array of 2 Doubles or Array of Arrays of 2 Doubles. / Location: The location requested. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / In: The coordinate space to use. / ConsideringRulerUnits: If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
select	<code>void select(#SelectionOptions ExistingSelection)</code>	Selects the object. / ExistingSelection: The selection status of the Mediaitem in relation to previously selected objects.
store	<code>{Asset} store(Library Using)</code>	Stores the object in the specified library. / Return value: The new library asset(s). / Using: The library in which to store the object.

MEDIAITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
transform	<i>void</i> transform(#CoordinateSpaces In, <i>variant</i> From, <i>variant</i> WithMatrix, <i>variant</i> ReplacingCurrent, <i>boolean</i> ConsideringRulerUnits)	Transform the page item. / In: The coordinate space to use. / From: The temporary origin during the transformation. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / WithMatrix: Transform matrix. Type: Array of 6 Doubles or TransformationMatrix. / ReplacingCurrent: Transform components to consider; providing this optional parameter causes the target's existing transform components to be replaced with new values. Without this parameter, the given matrix is concatenated onto the target's existing transform combining the effect of the two. Type: idMatrixContent enumerator, Array of idMatrixContent enumerators or Long Integer. / ConsideringRulerUnits: If true then a ruler based origin is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
transformAgain	<i>variant</i> transformAgain()	Transforms the Medialtem using the last transformation performed on any object. Transformations include moving, rotating, shearing, scaling, and flipping. . / Return value: Playback errors. Type: Array of Strings.
transformAgainIndividually	<i>variant</i> transformAgainIndividually()	Transforms the Medialtem using the last transformation performed on any Medialtem. Transformations include moving, rotating, shearing, scaling, and flipping. . / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgain	<i>variant</i> transformSequenceAgain()	Transforms the Medialtem using the last sequence of transform operations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgainIndividually	<i>variant</i> transformSequenceAgainIndividually()	Transforms the Medialtem using the last sequence of transformations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformValuesOf	{Objects} transformValuesOf(#CoordinateSpaces In)	Get the transformation values of the page item. / Return value: A list of the transformation matrices. / In: The coordinate space to use.
absoluteFlip	#Flip absoluteFlip	Indicates whether the Medialtem has been flipped independently of its parent object and, if yes, the direction in which the Medialtem was flipped.
absoluteHorizontalScale	<i>double</i> absoluteHorizontalScale	The horizontal scale of the Medialtem relative to its containing object.
absoluteRotationAngle	<i>double</i> absoluteRotationAngle	The rotation angle of the Medialtem relative to its containing object. (Range: -360 to 360).
absoluteShearAngle	<i>double</i> absoluteShearAngle	The skewing angle of the Medialtem relative to its containing object. (Range: -360 to 360).
absoluteVerticalScale	<i>double</i> absoluteVerticalScale	The vertical scale of the Medialtem relative to its containing object.
allGraphics	{Objects} *allGraphics	Lists all graphics contained by the Medialtem.
allowOverrides	<i>boolean</i> allowOverrides	If true, the master page item can be overridden.
allPageItems	{Objects} *allPageItems	Lists all page items contained by the Medialtem.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
appliedObjectStyle	{ObjectStyle} appliedObjectStyle	The object style applied to the Medialtem.
associatedXMLElement	{XMLItem} *associatedXMLElement	The XML element associated with the Medialtem.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.

MEDIAITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
contentTransparencySettings	{ContentTransparencySetting} *contentTransparencySettings	Transparency settings for the content of the Medialtem.
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the Medialtem.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the Medialtem. . Type: Swatch or String.
fillTint	<i>double</i> fillTint	The percent of tint to use in the Medialtem's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
fillTransparencySettings	{FillTransparencySetting} *fillTransparencySettings	Transparency settings for the fill applied to the Medialtem.
flip	#Flip flip	The direction in which to flip the printed image.
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	<i>double</i> gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
geometricBounds	<i>variant</i> geometricBounds	The bounds of the Medialtem excluding the stroke width, in the format [y1, x1, y2, x2], which give the coordinates of the top-left and bottom-right corners of the bounding box. Type: Array of 4 Units (Doubles or Strings).
gradientFillAngle	<i>double</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the Medialtem. (Range: -180 to 180).
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the Medialtem. Type: Unit (Double or String).
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the Medialtem, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the Medialtem. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the Medialtem. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the Medialtem, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
horizontalScale	<i>double</i> horizontalScale	The horizontal scaling applied to the Medialtem.
id	<i>integer</i> *id	The unique ID of the Medialtem.
index	<i>integer</i> *index	The index of the Medialtem within its containing object.
itemLayer	{Layer} itemLayer	The layer that the Medialtem is on.
label	<i>string</i> label	A property that can be set to any string.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.

MEDIAITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
localDisplaySetting	#DisplaySettingOptions localDisplaySetting	Display performance options for the Medialtem.
locked	<i>boolean</i> locked	If true, the Medialtem is locked.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	<i>string</i> name	The name of the Medialtem.
nonprinting	<i>boolean</i> nonprinting	If true, the Medialtem does not print.
overprintFill	<i>boolean</i> overprintFill	If true, the Medialtem's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the Medialtem's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
overridden	<i>boolean</i> *overridden	If true, the object originated on a master spread and was overridden. If false, the object either originated on a master spread and was not overridden, or the object did not originate on a master page.
overriddenMasterPageItem	<i>variant</i> *overriddenMasterPageItem	An object that originated on a master page and has been overridden. Type: PageItem, Guide, Graphic, Movie or Sound.
parent	<i>variant</i> *parent	The parent of the Medialtem (a Polygon, GraphicLine, Rectangle, Oval or SplineItem). Type: Polygon, GraphicLine, Rectangle, Oval or SplineItem.
parentPage	{Page} *parentPage	The page on which this page item appears.
paths	{Paths} *paths	A collection of paths.
preferences	{Preferences} *preferences	A collection of preferences objects.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
rotationAngle	<i>double</i> rotationAngle	The rotation angle of the Medialtem. (Range: -360 to 360).
shearAngle	<i>double</i> shearAngle	The skewing angle applied to the Medialtem. (Range: -360 to 360).
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the Medialtem.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the Medialtem. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the Medialtem.
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
strokeTransparencySettings	{StrokeTransparencySetting} *strokeTransparencySettings	Transparency settings for the stroke.
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the Medialtem's stroke. Type: Unit (Double or String).
textWrapPreferences	{TextWrapPreference} *textWrapPreferences	The text wrap preference properties that define the default formatting for wrapping text around objects.

MEDIAITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	variant topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	variant topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
transparencySettings	{TransparencySetting} *transparencySettings	Transparency settings.
verticalScale	double verticalScale	The vertical scaling applied to the MediaItem.
visible	boolean visible	If true, the MediaItem is visible.
visibleBounds	variant visibleBounds	The bounds of the MediaItem including the stroke width, in the format [y1, x1, y2, x2], which give the coordinates of the top-left and bottom-right corners of the bounding box. Type: Array of 4 Units (Doubles or Strings).

MediaItemEvents

Object available in ID 7

MEDIAITEMEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterAttributeChanged	const afterAttributeChanged(afterAttributeChanged)	Dispatched when the value of a property changes on this MediaItem. This event bubbles. This event is not cancelable.
afterPlace	const afterPlace(afterPlace)	Dispatched after a MediaItem is placed. This event bubbles. This event is not cancelable.
beforePlace	const beforePlace(beforePlace)	Dispatched before a MediaItem is placed. This event bubbles. This event is cancelable.

MediaItems

Object available in ID 7

MEDIAITEMS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(integer Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(variant From, variant To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.

MEDIAITEMS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the MediaItem.
item	{MediaItem} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

MenuItemEvents

Object available in ID 7

MENUACTIONEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterInvoke	<i>const</i> afterInvoke(afterInvoke)	Dispatched after the MenuItem is invoked. This event does not bubble. This event is not cancelable.
beforeInvoke	<i>const</i> beforeInvoke(beforeInvoke)	Dispatched before the MenuItem is invoked. This event does not bubble. This event is cancelable.

MenuItemEvents

Object available in ID 7

MENUEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
beforeDisplay	<i>const</i> beforeDisplay(beforeDisplay)	Dispatched before the MenuItem is displayed. This event does not bubble. This event is not cancelable.

MojikumiTable

Object available in ID 7

MOJIKUMITABLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<i>void</i> delete()	Deletes the MojikumiTable.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.

MOJIKUMITABLE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
basedOnMojikumiSet	<code>#MojikumiTableDefaults basedOnMojikumiSet</code>	The existing mojikumi set on which to base the new mojikumi set.
id	<code>integer *id</code>	The unique ID of the MojikumiTable.
index	<code>integer *index</code>	The index of the MojikumiTable within its containing object.
label	<code>string label</code>	A property that can be set to any string.
name	<code>string name</code>	The name of the MojikumiTable.
overrideMojikumiAkiList	<code>variant overrideMojikumiAkiList</code>	The mojikumi overrides for aki. Type: Array of Ordered array containing TargetMojikumiClass:Integer, SideMojikumiClass:Integer, SidesAfterTarget:Boolean, Minimum:Double, Desired:Double, Maximum:Double, CompressionPriority:Integer, AkiDoesNotFloat:Boolean.
parent	<code>variant *parent</code>	The parent of the MojikumiTable (a Document or Application). Type: Document or Application.

MojikumiTables

Object available in ID 7

MOJIKUMITABLES CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	<code>{MojikumiTable} add(string Name)</code>	Creates a new mojikumi table. / Return value: The new mojikumi table. / Name: The name of the new mojikumi table.
anyItem	<code>IDispatch anyItem()</code>	Returns any object in the collection. / Return value: The object.
firstItem	<code>IDispatch firstItem()</code>	Returns the first object in the collection. / Return value: The first object.
itemByID	<code>IDispatch itemByID(integer Id)</code>	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	<code>{Objects} itemByRange(variant From, variant To)</code>	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	<code>IDispatch lastItem()</code>	Returns the last object in the collection. / Return value: The last object.
middleItem	<code>IDispatch middleItem()</code>	Returns the middle object in the collection. / Return value: The middle object.
nextItem	<code>IDispatch nextItem(IDispatch Obj)</code>	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	<code>IDispatch previousItem(IDispatch Obj)</code>	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<code>integer *count</code>	Displays the number of elements in the MojikumiTable.
item	<code>{MojikumiTable} *item(variant Index)</code>	Returns the object with the specified index or name. Type: Long Integer or String.

MojikumiUiPreference

Object available in ID 7

MOJIKUMIUIPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
lineEndAllOneEm	<i>boolean</i> lineEndAllOneEm	If true, uses full-width spacing for all characters.
lineEndAllOneHalfEm	<i>boolean</i> lineEndAllOneHalfEm	If true, uses half-width spacing for all characters.
lineEndPeriodOneEm	<i>boolean</i> lineEndPeriodOneEm	If true, uses full-width spacing for punctuation and for the last character in the line.
lineEndUkeNoFloat	<i>boolean</i> lineEndUkeNoFloat	If true, uses line end uke no float.
oneEmIndentLineEndAllNoFloat	<i>boolean</i> oneEmIndentLineEndAllNoFloat	If true, indents lines one full space and uses no float for all characters.
oneEmIndentLineEndAllOneEm	<i>boolean</i> oneEmIndentLineEndAllOneEm	If true, indents lines one full space and uses full-width spacing for all characters.
oneEmIndentLineEndAllOneHalfEm	<i>boolean</i> oneEmIndentLineEndAllOneHalfEm	If true, indents lines one full space and uses half-width spacing for all characters.
oneEmIndentLineEndPeriodOneEm	<i>boolean</i> oneEmIndentLineEndPeriodOneEm	If true, indents lines one space and uses full-width spacing for punctuation and for the last character in the line.
oneEmIndentLineEndUkeNoFloat	<i>boolean</i> oneEmIndentLineEndUkeNoFloat	If true, indents lines one full space and uses line end uke no float.
oneEmIndentLineEndUkeOneHalfEm	<i>boolean</i> oneEmIndentLineEndUkeOneHalfEm	If true, indents lines one space and uses line end uke one half space.
oneOrOneHalfEmIndentLineEndAllOneEm	<i>boolean</i> oneOrOneHalfEmIndentLineEndAllOneEm	If true, Uses full-width spacing for all characters except the last character in the line, which uses either full- or half-width spacing.
oneOrOneHalfEmIndentLineEndPeriodOneEm	<i>boolean</i> oneOrOneHalfEmIndentLineEndPeriodOneEm	If true, indents lines one or one-half space and uses full-width spacing for punctuation and for the last character in the line.
oneOrOneHalfEmIndentLineEndUkeNoFloat	<i>boolean</i> oneOrOneHalfEmIndentLineEndUkeNoFloat	If true, indents lines one half space or one full space and uses line end uke no float.
oneOrOneHalfEmIndentLineEndUkeOneHalfEm	<i>boolean</i> oneOrOneHalfEmIndentLineEndUkeOneHalfEm	If true, indents lines one full or half space and uses line end uke one half space.
parent	<i>variant</i> *parent	The parent of the MojikumiUiPreference (a Document or Application). Type: Document or Application.

MotionPreset

Object available in ID 7

MOTIONPRESET CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<i>void</i> delete()	Deletes the MotionPreset.
duplicate	{MotionPreset} duplicate(<i>variant</i> Name)	Duplicates the motion preset. / Return value: The duplicated motion preset. / Name: The name for the duplicated motion preset. Type: String.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
saveACopy	<i>void</i> saveACopy(<i>string</i> To)	Save a copy of this motion preset to a InDesign motion preset file. / To: The Flash motion preset file to export to.

MOTIONPRESET CS5 MEMBERS	PROTOTYPE	DESCRIPTION
contents	<i>string</i> contents	Motion preset raw data.
id	<i>integer</i> *id	The unique ID of the MotionPreset.
index	<i>integer</i> *index	The index of the MotionPreset within its containing object.
label	<i>string</i> label	A property that can be set to any string.
name	<i>string</i> name	The name of the MotionPreset.
parent	<i>variant</i> *parent	The parent of the MotionPreset (a Application or Document). Type: Application or Document.

MotionPresets

Object available in ID 7

MOTIONPRESETS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{MotionPreset} add()	Creates a new MotionPreset. / Return value: The new MotionPreset.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the MotionPreset.
item	{MotionPreset} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

MovieEvents

Object available in ID 7

MOVIEEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterAttributeChanged	<code>const afterAttributeChanged(afterAttributeChanged)</code>	Dispatched when the value of a property changes on this Movie. This event bubbles. This event is not cancelable.
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a Movie is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a Movie is placed. This event bubbles. This event is cancelable.

MultiStateObject

Object available in ID 7

MULTISTATEOBJECT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
addItemAsState	<code>void addItemAsState(Objects PageItems)</code>	Adds items to a specific appearance state of this object. / Pageitems: One or more page items to add as a state.
applyObjectStyle	<code>void applyObjectStyle(ObjectStyle Using, boolean ClearingOverrides, boolean ClearingOverridesThroughRootObjectStyle)</code>	Applies the specified object style. / Using: The object style to apply. / ClearingOverrides: If true, clears the MultiStateObject's existing attributes before applying the style. / ClearingOverridesThroughRootObjectStyle: If true, clears attributes and formatting applied to the MultiStateObject that are not defined in the object style.
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
autoTag	<code>void autoTag()</code>	Tag the object or the parent story using default tags defined in XML preference.
bringForward	<code>void bringForward()</code>	Brings the MultiStateObject forward one level in its layer.
bringToFront	<code>void bringToFront(variant Reference)</code>	Brings the MultiStateObject to the front of its layer or in front of a particular item. / Reference: The reference object to bring the object in front of (must have same parent). Type: PageItem.
changeObject	<code>{Objects} changeObject(variant ReverseOrder)</code>	Finds objects that match the find what value and replace the objects with the change to value. / Return value: The replaced object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
clearObjectStyleOverrides	<code>void clearObjectStyleOverrides()</code>	Clear overrides for object style.
clearTransformations	<code>void clearTransformations()</code>	Clears transformations from the MultiStateObject. Transformations include rotation, scaling, flipping, fitting, and shearing.

MULTISTATEOBJECT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
convertShape	<i>void</i> convertShape(#ConvertShapeOptions Given, <i>variant</i> NumberOfSides, <i>variant</i> InsetPercentage, <i>variant</i> CornerRadius)	Converts the MultiStateObject to a different shape. / Given: The MultiStateObject's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).
delete	<i>void</i> delete()	Deletes the MultiStateObject.
detach	<i>void</i> detach()	Detaches an overridden master page item from the master page.
duplicate	{PageItem} duplicate(<i>variant</i> To, <i>variant</i> By)	Duplicates the MultiStateObject at the specified location or offset. / Return value: The duplicated MultiStateObject. / To: The location of the new MultiStateObject, specified in coordinates in the format [x, y]. Type: Array of 2 Units (Doubles or Strings), Spread, Page or Layer. / By: Amount by which to offset the new MultiStateObject from the original MultiStateObject's position. Type: Array of 2 Units (Doubles or Strings).
export	<i>void</i> export(<i>variant</i> Format, <i>string</i> To, <i>boolean</i> ShowingOptions, <i>variant</i> Using, <i>variant</i> VersionComments, <i>boolean</i> ForceSave)	Exports the object(s) to a file. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
findObject	{Objects} findObject(<i>variant</i> ReverseOrder)	Finds objects that match the find what value. / Return value: The found object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
fit	<i>void</i> fit(#FitOptions Given)	Applies the specified fit option to content in a frame. / Given: The fit option to use.
flipItem	<i>void</i> flipItem(#Flip Given, <i>variant</i> Around)	Flips the MultiStateObject. / Given: The axis around which to flip the MultiStateObject. / Around: The point around which to flip the MultiStateObject. Type: Array of 2 Units (Doubles or Strings) or idAnchorPoint enumerator.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
markup	<i>void</i> markup(XMLElement Using)	Associates the page item with the specified XML element while preserving existing content. / Using: The XML element.
move	<i>void</i> move(<i>variant</i> To, <i>variant</i> By)	Moves the MultiStateObject to a new location. Note: Either the 'to' or 'by' parameter is required; if both parameters are defined, only the to value is used. / To: The new location of the MultiStateObject, in the format (x, y). Type: Array of 2 Units (Doubles or Strings), Spread, Page or Layer. / By: The amount (in measurement units) to move the MultiStateObject relative to its current position, in the format (x, y). Type: Array of 2 Units (Doubles or Strings).
override	<i>variant</i> override(Page DestinationPage)	Overrides a master page item and places the item on the document page as a new object. / Return value: The new object. Type: PageItem, Guide, Graphic, Movie or Sound. / DestinationPage: The document page that contains the master page item to override.
placeXML	<i>void</i> placeXML(XMLElement Using)	Places XML content into the specified object. Note: Replaces any existing content. / Using: The XML element whose content you want to place.

MULTISTATEOBJECT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
redefineScaling	<code>void redefineScaling(variant To)</code>	Apply an item's scaling to its content if possible. / To: The scale factors to be left on the item. The default is {1.0, 1.0}. Type: Array of 2 Doubles.
reframe	<code>void reframe(variant In, variant OpposingCorners)</code>	Move the bounding box of the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / OpposingCorners: Opposing corners of new bounding box in the given coordinate space. Type: Array of 2 Arrays of 2 Doubles.
releaseAsObjects	<code>void releaseAsObjects()</code>	Releases all the states associated with this object and then destroys the parent object.
removeOverride	<code>void removeOverride()</code>	Removes the override from a previously overridden master page item.
resize	<code>void resize(variant In, variant From, #ResizeMethods By, variant Values, boolean ResizeIndividually, boolean ConsideringRulerUnits)</code>	Resize the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator, idBoundingBoxLimits enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / From: The transform origin. Legal specifications: relative to bounding box: anchor {x,y} {x,y}, bounds kind [, coordinate space]; relative to coordinate space: {x,y} {{x,y} [, coordinate space]}; relative to layout window ruler: {{x,y}, page index bounds kind}. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / By: How the current dimensions are affected by the given values. / Values: The width and height values. Legal dimensions specifications: {x, y [, coordinate space]}, {x, resize constraint [, coordinate space]}, or {resize constraint, y [, coordinate space]}; where x and y are real numbers and coordinate space is used to determine _only_ the unit of length for x and y; coordinate space is ignored for the 'current dimensions times' resize method). Type: Array of Doubles, idResizeConstraints enumerators or idCoordinateSpaces enumerators. / ResizeIndividually: If false and multiple page items are targeted, the new dimensions are attained only by moving the individual items rather than resizing them. / ConsideringRulerUnits: If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
resolve	<code>variant resolve(variant Location, #CoordinateSpaces In, boolean ConsideringRulerUnits)</code>	Get the coordinates of the given location in the specified coordinate system. / Return value: The resolved location for each of the targeted page items. Type: Array of 2 Doubles or Array of Arrays of 2 Doubles. / Location: The location requested. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / In: The coordinate space to use. / ConsideringRulerUnits: If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
select	<code>void select(#SelectionOptions ExistingSelection)</code>	Selects the object. / ExistingSelection: The selection status of the MultiStateObject in relation to previously selected objects.
sendBackward	<code>void sendBackward()</code>	Sends the MultiStateObject back one level in its layer.
sendToBack	<code>void sendToBack(variant Reference)</code>	Sends the MultiStateObject to the back of its layer or behind a particular item (must have same parent). / Reference: The reference object to send the object behind. Type: PageItem.
store	<code>{Asset} store(Library Using)</code>	Stores the object in the specified library. / Return value: The new library asset(s). / Using: The library in which to store the object.

MULTISTATEOBJECT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
transform	<i>void</i> transform(#CoordinateSpaces In, <i>variant</i> From, <i>variant</i> WithMatrix, <i>variant</i> ReplacingCurrent, <i>boolean</i> ConsideringRulerUnits)	Transform the page item. / In: The coordinate space to use. / From: The temporary origin during the transformation. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / WithMatrix: Transform matrix. Type: Array of 6 Doubles or TransformationMatrix. / ReplacingCurrent: Transform components to consider; providing this optional parameter causes the target's existing transform components to be replaced with new values. Without this parameter, the given matrix is concatenated onto the target's existing transform combining the effect of the two. Type: idMatrixContent enumerator, Array of idMatrixContent enumerators or Long Integer. / ConsideringRulerUnits: If true then a ruler based origin is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
transformAgain	<i>variant</i> transformAgain()	Transforms the MultiStateObject using the last transformation performed on any object. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformAgainIndividually	<i>variant</i> transformAgainIndividually()	Transforms the MultiStateObject using the last transformation performed on any MultiStateObject. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgain	<i>variant</i> transformSequenceAgain()	Transforms the MultiStateObject using the last sequence of transform operations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgainIndividually	<i>variant</i> transformSequenceAgainIndividually()	Transforms the MultiStateObject using the last sequence of transformations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformValuesOf	{Objects} transformValuesOf(#CoordinateSpaces In)	Get the transformation values of the page item. / Return value: A list of the transformation matrices. / In: The coordinate space to use.
absoluteFlip	#Flip absoluteFlip	Indicates whether the MultiStateObject has been flipped independently of its parent object and, if yes, the direction in which the MultiStateObject was flipped.
absoluteHorizontalScale	<i>double</i> absoluteHorizontalScale	The horizontal scale of the MultiStateObject relative to its containing object.
absoluteRotationAngle	<i>double</i> absoluteRotationAngle	The rotation angle of the MultiStateObject relative to its containing object. (Range: -360 to 360).
absoluteShearAngle	<i>double</i> absoluteShearAngle	The skewing angle of the MultiStateObject relative to its containing object. (Range: -360 to 360).
absoluteVerticalScale	<i>double</i> absoluteVerticalScale	The vertical scale of the MultiStateObject relative to its containing object.
activeStateIndex	<i>integer</i> activeStateIndex	The index of the active state in the object's states collection.
allGraphics	{Objects} *allGraphics	Lists all graphics contained by the MultiStateObject.
allowOverrides	<i>boolean</i> allowOverrides	If true, the master page item can be overridden.
allPageItems	{Objects} *allPageItems	Lists all page items contained by the MultiStateObject.
anchoredObjectSettings	{AnchoredObjectSetting} *anchoredObjectSettings	Anchored object settings.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.

MULTISTATEOBJECT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
appliedObjectStyle	{ObjectStyle} appliedObjectStyle	The object style applied to the MultiStateObject.
associatedXMLElement	{XMLElement} *associatedXMLElement	The XML element associated with the MultiStateObject.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	variant bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	variant bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
contentTransparencySettings	{ContentTransparencySetting} *contentTransparencySettings	Transparency settings for the content of the MultiStateObject.
description	string description	The description of the MultiStateObject.
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the MultiStateObject.
epss	{EPSSs} *epss	A collection of EPS files.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
fillColor	variant fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the MultiStateObject. . Type: Swatch or String.
fillTint	double fillTint	The percent of tint to use in the MultiStateObject's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)
fillTransparencySettings	{FillTransparencySetting} *fillTransparencySettings	Transparency settings for the fill applied to the MultiStateObject.
flip	#Flip flip	The direction in which to flip the printed image.
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	double gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)
geometricBounds	variant geometricBounds	The bounds of the MultiStateObject excluding the stroke width, in the format [y1, x1, y2, x2], which give the coordinates of the top-left and bottom-right corners of the bounding box. Type: Array of 4 Units (Doubles or Strings).
gradientFillAngle	double gradientFillAngle	The angle of a linear gradient applied to the fill of the MultiStateObject. (Range: -180 to 180).
gradientFillLength	variant gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the MultiStateObject. Type: Unit (Double or String).
gradientFillStart	variant gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the MultiStateObject, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	double gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the MultiStateObject. (Range: -180 to 180).
gradientStrokeLength	variant gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the MultiStateObject. Type: Unit (Double or String).

MULTISTATEOBJECT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the MultiStateObject, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
graphicLines	{GraphicLines} *graphicLines	A collection of graphic lines.
graphics	{Graphics} *graphics	A collection of imported graphics in any graphic file format (vector, metafile, or bitmap).
groups	{Groups} *groups	A collection of groups.
horizontalScale	<i>double</i> horizontalScale	The horizontal scaling applied to the MultiStateObject.
id	<i>integer</i> *id	The unique ID of the MultiStateObject.
images	{Images} *images	A collection of bitmap images in any bitmap file format (including TIFF, JPEG, or GIF).
index	<i>integer</i> *index	The index of the MultiStateObject within its containing object.
initiallyHidden	<i>boolean</i> initiallyHidden	Determines if this object is initially hidden when displayed in an exported SWF file.
itemLayer	{Layer} itemLayer	The layer that the MultiStateObject is on.
label	<i>string</i> label	A property that can be set to any string.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
localDisplaySetting	#DisplaySettingOptions localDisplaySetting	Display performance options for the MultiStateObject.
locked	<i>boolean</i> locked	If true, the MultiStateObject is locked.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
name	<i>string</i> name	The name of the MultiStateObject.
nonprinting	<i>boolean</i> nonprinting	If true, the MultiStateObject does not print.
ovals	{Ovals} *ovals	A collection of ellipses.
overprintFill	<i>boolean</i> overprintFill	If true, the MultiStateObject's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the MultiStateObject's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.
overridden	<i>boolean</i> *overridden	If true, the object originated on a master spread and was overridden. If false, the object either originated on a master spread and was not overridden, or the object did not originate on a master page.
overriddenMasterPageItem	<i>variant</i> *overriddenMasterPageItem	An object that originated on a master page and has been overridden. Type: PageItem, Guide, Graphic, Movie or Sound.
pageItems	{PageItems} *pageItems	The page items collection, which can be used to process all page items in a container (such as a document, page, or group), regardless of type.
parent	<i>variant</i> *parent	The parent of the MultiStateObject (a Snippet, PlaceGun, Spread, MasterSpread, SplineItem, Polygon, GraphicLine, Rectangle, Oval, Group or Character). Type: Snippet, PlaceGun, Spread, MasterSpread, SplineItem, Polygon, GraphicLine, Rectangle, Oval, Group or Character.
parentPage	{Page} *parentPage	The page on which this page item appears.

MULTISTATEOBJECT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
paths	{Paths} *paths	A collection of paths.
pdfs	{PDFs} *pdfs	A collection of PDF files.
picts	{PICTs} *picts	A collection of PICT graphics.
polygons	{Polygons} *polygons	A collection of polygons.
preferences	{Preferences} *preferences	A collection of preferences objects.
rectangles	{Rectangles} *rectangles	A collection of rectangles.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
rotationAngle	double rotationAngle	The rotation angle of the MultiStateObject. (Range: -360 to 360).
shearAngle	double shearAngle	The skewing angle applied to the MultiStateObject. (Range: -360 to 360).
splineItems	{SplineItems} *splineItems	The spline items collection.
states	{States} *states	A collection of states.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the MultiStateObject.
strokeColor	variant strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the MultiStateObject. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the MultiStateObject.
strokeDashAndGap	variant strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	double strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.)
strokeTransparencySettings	{StrokeTransparencySetting} *strokeTransparencySettings	Transparency settings for the stroke.
strokeType	variant strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	variant strokeWeight	The weight (in points) to apply to the MultiStateObject's stroke. Type: Unit (Double or String).
textFrames	{TextFrames} *textFrames	A collection of text frames.
textWrapPreferences	{TextWrapPreference} *textWrapPreferences	The text wrap preference properties that define the default formatting for wrapping text around objects.
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	variant topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	variant topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
transparencySettings	{TransparencySetting} *transparencySettings	Transparency settings.

MULTISTATEOBJECT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
verticalScale	<i>double</i> verticalScale	The vertical scaling applied to the MultiStateObject.
visible	<i>boolean</i> visible	If true, the MultiStateObject is visible.
visibleBounds	<i>variant</i> visibleBounds	The bounds of the MultiStateObject including the stroke width, in the format [y1, x1, y2, x2], which give the coordinates of the top-left and bottom-right corners of the bounding box. Type: Array of 4 Units (Doubles or Strings).
wmfs	{WMFs} *wmfs	A collection of WMF graphics.

MultiStateObjectEvents

Object available in ID 7

MULTISTATEOBJECTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a MultiStateObject is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a MultiStateObject is placed. This event bubbles. This event is cancelable.

MultiStateObjects

Object available in ID 7

MULTISTATEOBJECTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{MultiStateObject} add(<i>variant</i> Layer, #LocationOptions At, <i>variant</i> Reference)	Creates a new MultiStateObject. / Return value: The new MultiStateObject. / Layer: The layer on which to create the MultiStateObject. Type: Layer. / At: The location at which to insert the MultiStateObject relative to the reference object or within the container object. / Reference: The reference object. Note: Required when the at parameter is before or after. Type: Document, Spread, MasterSpread, Page, Layer or PageItem.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.

MULTISTATEOBJECTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	integer *count	Displays the number of elements in the MultiStateObject.
item	{MultiStateObject} *item(variant Index)	Returns the object with the specified index or name. Type: Long Integer or String.

MutationEvent

Object available in ID 7

MUTATIONEVENT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
preventDefault	void preventDefault()	Cancels the default behavior of the event on its target.
stopPropagation	void stopPropagation()	Stops propagation of the event beyond the current target.
attributeName	string *attributeName	The name of the property that changed.
attributeValue	variant *attributeValue	The current value of the property that changed. Type: Any Type.
bubbles	boolean *bubbles	If true, the event supports the bubbling phase of propagation.
cancelable	boolean *cancelable	If true, the default behavior of the event on its target can be canceled.
currentTarget	IDispatch *currentTarget	The current propagation target of the event.
defaultPrevented	boolean *defaultPrevented	If true, the default behavior of the event on its target has been canceled.
eventPhase	#EventPhases *eventPhase	The current propagation phase of the event.
eventType	string *eventType	The name of the event.
id	integer *id	The unique ID of the MutationEvent.
index	integer *index	The index of the MutationEvent within its containing object.
parent	variant *parent	The parent of the MutationEvent. (...)
propagationStopped	boolean *propagationStopped	If true, propagation of the event beyond the current target has been stopped.
target	IDispatch *target	The target of the event.
timeStamp	date *timeStamp	The time the event was initialized.

MutationEventEvents

Object available in ID 7

MUTATIONEVENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterAttributeChanged	const afterAttributeChanged(afterAttributeChanged)	Dispatched when the value of a property changes on this MutationEvent. This event bubbles. This event is not cancelable.

NamedGrid

Object available in ID 7

NAMEDGRID CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<code>void delete()</code>	Deletes the NamedGrid.
extractLabel	<code>string extractLabel(string Key)</code>	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<code>void insertLabel(string Key, string Value)</code>	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
gridData	<code>{GridDataInformation} *gridData</code>	Default grid properties. Note: Applies to named, layout, and frame (story) grids.
id	<code>integer *id</code>	The unique ID of the NamedGrid.
index	<code>integer *index</code>	The index of the NamedGrid within its containing object.
label	<code>string label</code>	A property that can be set to any string.
name	<code>string name</code>	The name of the NamedGrid.
parent	<code>variant *parent</code>	The parent of the NamedGrid (a Document or Application). Type: Document or Application.
preferences	<code>{Preferences} *preferences</code>	A collection of preferences objects.

NamedGrids

Object available in ID 7

NAMEDGRIDS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	<code>{NamedGrid} add()</code>	Creates a new NamedGrid. / Return value: The new NamedGrid.
anyItem	<code>IDispatch anyItem()</code>	Returns any object in the collection. / Return value: The object.
firstItem	<code>IDispatch firstItem()</code>	Returns the first object in the collection. / Return value: The first object.
itemByID	<code>IDispatch itemByID(integer Id)</code>	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	<code>{Objects} itemByRange(variant From, variant To)</code>	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	<code>IDispatch lastItem()</code>	Returns the last object in the collection. / Return value: The last object.
middleItem	<code>IDispatch middleItem()</code>	Returns the middle object in the collection. / Return value: The middle object.
nextItem	<code>IDispatch nextItem(IDispatch Obj)</code>	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	<code>IDispatch previousItem(IDispatch Obj)</code>	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<code>integer *count</code>	Displays the number of elements in the NamedGrid.

NAMEDGRIDS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
item	{NamedGrid} *item(variant Index)	Returns the object with the specified index or name. Type: Long Integer or String.

NavigationPoint

Object available in ID 7

NAVIGATIONPOINT CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	void delete()	Deletes the NavigationPoint.
id	integer *id	Unique internally-generated identifier (read only).
index	integer *index	The index of the NavigationPoint within its containing object.
name	string name	The UI display name.
parent	{Movie} *parent	The parent of the NavigationPoint (a Movie).
time	double time	The time in seconds rounded up to two decimal places (e.g., 3.115 rounded to 3.12).

NavigationPoints

Object available in ID 7

NAVIGATIONPOINTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{NavigationPoint} add()	Creates a new NavigationPoint. / Return value: The new NavigationPoint.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByRange	{Objects} itemByRange(variant From, variant To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	integer *count	Displays the number of elements in the NavigationPoint.
item	{NavigationPoint} *item(variant Index)	Returns the object with the specified index or name. Type: Long Integer or String.

OvalEvents

Object available in ID 7

OVALEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a Oval is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a Oval is placed. This event bubbles. This event is cancelable.

PageItemEvents

Object available in ID 7

PAGEITEMEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a PageItem is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a PageItem is placed. This event bubbles. This event is cancelable.

PDFEvents

Object available in ID 7

PDFEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a PDF is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a PDF is placed. This event bubbles. This event is cancelable.

PICTEvents

Object available in ID 7

PICTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a PICT is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a PICT is placed. This event bubbles. This event is cancelable.

PlaceGun

Object available in ID 7

PLACEGUN CSS MEMBERS	PROTOTYPE	DESCRIPTION
abortPlaceGun	<code>void abortPlaceGun()</code>	Delete the contents of the place gun.
loadPlaceGun	<code>void loadPlaceGun(variant FileName, boolean ShowingOptions)</code>	Load the place gun with one or more files. / FileName: One or more files to place. Type: File (String) or Array of Files (Strings). / ShowingOptions: Whether to display the import options dialog.
rotate	<code>void rotate(#RotationDirection Direction)</code>	Rotate the contents of the place gun. / Direction: Which direction to rotate the contents.
buttons	<code>{Buttons} *buttons</code>	A collection of buttons.
epss	<code>{EPSs} *epss</code>	A collection of EPS files.
epsTexts	<code>{EPSTexts} *epsTexts</code>	EPSTexts.
formFields	<code>{FormFields} *formFields</code>	A collection of form fields.
graphicLines	<code>{GraphicLines} *graphicLines</code>	A collection of graphic lines.
graphics	<code>{Graphics} *graphics</code>	A collection of imported graphics in any graphic file format (vector, metafile, or bitmap).
groups	<code>{Groups} *groups</code>	A collection of groups.
images	<code>{Images} *images</code>	A collection of bitmap images in any bitmap file format (including TIFF, JPEG, or GIF).
importedPages	<code>{ImportedPages} *importedPages</code>	Imported InDesign pages.
loaded	<code>boolean *loaded</code>	Whether the place gun is currently loaded with content for placing.
multiStateObjects	<code>{MultiStateObjects} *multiStateObjects</code>	A collection of multi-state objects.
ovals	<code>{Ovals} *ovals</code>	A collection of ellipses.
pageItems	<code>{PageItems} *pageItems</code>	The page items collection, which can be used to process all page items in a container (such as a document, page, or group), regardless of type.
parent	<code>{Document} *parent</code>	The parent of the PlaceGun (a Document).
pdfs	<code>{PDFs} *pdfs</code>	A collection of PDF files.
picts	<code>{PICTs} *picts</code>	A collection of PICT graphics.
polygons	<code>{Polygons} *polygons</code>	A collection of polygons.
rectangles	<code>{Rectangles} *rectangles</code>	A collection of rectangles.
snippets	<code>{Snippets} *snippets</code>	A collection of IDML snippets.
splineItems	<code>{SplineItems} *splineItems</code>	The spline items collection.
textFrames	<code>{TextFrames} *textFrames</code>	A collection of text frames.
wmfs	<code>{WMFs} *wmfs</code>	A collection of WMF graphics.

PolygonEvents

Object available in ID 7

POLYGONEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a Polygon is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a Polygon is placed. This event bubbles. This event is cancelable.

PrintEventEvents

Object available in ID 7

PRINTEVENTEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPrint	<code>const afterPrint(afterPrint)</code>	Dispatched after a PrintEvent is printed. This event bubbles. This event is not cancelable.
beforePrint	<code>const beforePrint(beforePrint)</code>	Dispatched before a PrintEvent is printed. This event bubbles. This event is cancelable.

RectangleEvents

Object available in ID 7

RECTANGLEEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a Rectangle is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a Rectangle is placed. This event bubbles. This event is cancelable.

ScriptMenuActionEvents

Object available in ID 7

SCRIPTMENUACTIONEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterInvoke	<code>const afterInvoke(afterInvoke)</code>	Dispatched after the ScriptMenuAction is invoked. This event does not bubble. This event is not cancelable.
beforeDisplay	<code>const beforeDisplay(beforeDisplay)</code>	Dispatched before the ScriptMenuAction is displayed. This event does not bubble. This event is not cancelable.
beforeInvoke	<code>const beforeInvoke(beforeInvoke)</code>	Dispatched before the ScriptMenuAction is invoked. This event does not bubble. This event is cancelable.
onInvoke	<code>const onInvoke(onInvoke)</code>	Dispatched when the ScriptMenuAction is invoked. This event does not bubble. This event is not cancelable.

Snippet

Object available in ID 7

SNIPPET CSS MEMBERS	PROTOTYPE	DESCRIPTION
delete	<i>void</i> delete()	Deletes the Snippet.
extractLabel	<i>string</i> extractLabel(<i>string</i> Key)	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
insertLabel	<i>void</i> insertLabel(<i>string</i> Key, <i>string</i> Value)	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
buttons	{Buttons} *buttons	A collection of buttons.
epss	{EPSs} *epss	A collection of EPS files.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
formFields	{FormFields} *formFields	A collection of form fields.
graphicLines	{GraphicLines} *graphicLines	A collection of graphic lines.
graphics	{Graphics} *graphics	A collection of imported graphics in any graphic file format (vector, metafile, or bitmap).
groups	{Groups} *groups	A collection of groups.
id	<i>integer</i> *id	The unique ID of the Snippet.
images	{Images} *images	A collection of bitmap images in any bitmap file format (including TIFF, JPEG, or GIF).
index	<i>integer</i> *index	The index of the Snippet within its containing object.
label	<i>string</i> label	A property that can be set to any string.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the Snippet; this is an alias to the Snippet's label property.
ovals	{Ovals} *ovals	A collection of ellipses.
pageItems	{PageItems} *pageItems	The page items collection, which can be used to process all page items in a container (such as a document, page, or group), regardless of type.
parent	{PlaceGun} *parent	The parent of the Snippet (a PlaceGun).
pdfs	{PDFs} *pdfs	A collection of PDF files.
picts	{PICTs} *picts	A collection of PICT graphics.
polygons	{Polygons} *polygons	A collection of polygons.
rectangles	{Rectangles} *rectangles	A collection of rectangles.
splineItems	{SplineItems} *splineItems	The spline items collection.
textFrames	{TextFrames} *textFrames	A collection of text frames.
wmfs	{WMFs} *wmfs	A collection of WMF graphics.

SnippetEvents

Object available in ID 7

SNIPPETEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a Snippet is placed. This event bubbles. This event is cancelable.

Snippets

Object available in ID 7

SNIPPETS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(<i>integer</i> Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(<i>variant</i> From, <i>variant</i> To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the Snippet.
item	{Snippet} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

SoundEvents

Object available in ID 7

SOUNDEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterAttributeChanged	<code>const afterAttributeChanged(afterAttributeChanged)</code>	Dispatched when the value of a property changes on this Sound. This event bubbles. This event is not cancelable.
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a Sound is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a Sound is placed. This event bubbles. This event is cancelable.

SplineItem

Object available in ID 7

SPLINEITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
addPath	<code>{PageItem} addPath(Objects With)</code>	Creates a new page item by combining the SplineItem with other objects. Deletes the objects if they do not intersect. / Return value: The new page item. / With: The object(s) to add.
applyObjectStyle	<code>void applyObjectStyle(ObjectStyle Using, boolean ClearingOverrides, boolean ClearingOverridesThroughRootObjectStyle)</code>	Applies the specified object style. / Using: The object style to apply. / ClearingOverrides: If true, clears the SplineItem's existing attributes before applying the style. / ClearingOverridesThroughRootObjectStyle: If true, clears attributes and formatting applied to the SplineItem that are not defined in the object style.
asynchronousExportFile	<code>{BackgroundTask} asynchronousExportFile(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	asynchronously exports the object(s) to a file. / Return value: object representing the asynchronous export. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
autoTag	<code>void autoTag()</code>	Tag the object or the parent story using default tags defined in XML preference.
bringForward	<code>void bringForward()</code>	Brings the SplineItem forward one level in its layer.
bringToFront	<code>void bringToFront(variant Reference)</code>	Brings the SplineItem to the front of its layer or in front of a particular item. / Reference: The reference object to bring the object in front of (must have same parent). Type: PageItem.
changeObject	<code>{Objects} changeObject(variant ReverseOrder)</code>	Finds objects that match the find what value and replace the objects with the change to value. / Return value: The replaced object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
checkIn	<code>boolean checkIn(variant VersionComments, boolean ForceSave)</code>	Checks in the story or stories. / Return value: True if the check in succeeded. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
checkOut	<code>boolean checkOut()</code>	Checks out the story. / Return value: If true, the check out succeeded.
clearObjectStyleOverrides	<code>void clearObjectStyleOverrides()</code>	Clear overrides for object style.
clearTransformations	<code>void clearTransformations()</code>	Clears transformations from the SplineItem. Transformations include rotation, scaling, flipping, fitting, and shearing.
convertShape	<code>void convertShape(#ConvertShapeOptions Given, variant NumberOfSides, variant InsetPercentage, variant CornerRadius)</code>	Converts the SplineItem to a different shape. / Given: The SplineItem's new shape. / NumberOfSides: The number of sides for the resulting polygon. (Range: 3 to 100). Type: Long Integer (3 - 100). / InsetPercentage: The star inset percentage for the resulting polygon. (Range: 0.0 to 100.0). Type: Long Integer (0 - 100). / CornerRadius: The corner radius of the resulting rectangle. Type: Unit (Double or String) (0 - 800 points).
delete	<code>void delete()</code>	Deletes the SplineItem.
detach	<code>void detach()</code>	Detaches an overridden master page item from the master page.

SPLINEITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
duplicate	<code>{PageItem} duplicate(variant To, variant By)</code>	Duplicates the SplineItem at the specified location or offset. / Return value: The duplicated SplineItem. / To: The location of the new SplineItem, specified in coordinates in the format [x, y]. Type: Array of 2 Units (Doubles or Strings), Spread, Page or Layer. / By: Amount by which to offset the new SplineItem from the original SplineItem's position. Type: Array of 2 Units (Doubles or Strings).
excludeOverlapPath	<code>{PageItem} excludeOverlapPath(Objects With)</code>	Creates a new page item by excluding the overlapping areas of the SplineItem and other objects. / Return value: The new page item. / With: The object(s) to exclude.
export	<code>void export(variant Format, string To, boolean ShowingOptions, variant Using, variant VersionComments, boolean ForceSave)</code>	Exports the object(s) to a file. / Format: The export format, specified as an enumeration value or as an extension that appears in the Save as type or Format menu in the Export dialog. Type: idExportFormat enumerator or String. / To: The path to the export file. / ShowingOptions: If true, displays the export options dialog. / Using: The export style. Type: PDFExportPreset. / VersionComments: The comment for this version. Type: String. / ForceSave: If true, forcibly saves a version.
extractLabel	<code>string extractLabel(string Key)</code>	Gets the label value associated with the specified key. / Return value: The label. / Key: The key.
findObject	<code>{Objects} findObject(variant ReverseOrder)</code>	Finds objects that match the find what value. / Return value: The found object(s). / ReverseOrder: If true, returns the results in reverse order. Type: Boolean.
fit	<code>void fit(#FitOptions Given)</code>	Applies the specified fit option to content in a frame. / Given: The fit option to use.
flipItem	<code>void flipItem(#Flip Given, variant Around)</code>	Flips the SplineItem. / Given: The axis around which to flip the SplineItem. / Around: The point around which to flip the SplineItem. Type: Array of 2 Units (Doubles or Strings) or idAnchorPoint enumerator.
insertLabel	<code>void insertLabel(string Key, string Value)</code>	Sets the label to the value associated with the specified key. / Key: The key. / Value: The value.
intersectPath	<code>{PageItem} intersectPath(Objects With)</code>	Creates a new page item by intersecting the SplineItem with other objects. Returns an error if the objects do not intersect. / Return value: The new page item. / With: The object(s) with which to intersect.
makeCompoundPath	<code>{PageItem} makeCompoundPath(Objects With)</code>	Creates a compound path by combining the path(s) of the SplineItem with the paths of other objects. / Return value: The new compound path. / With: The other objects whose paths to include in the new compound path.
markup	<code>void markup(XMLElement Using)</code>	Associates the page item with the specified XML element while preserving existing content. / Using: The XML element.
minusBack	<code>{PageItem} minusBack(Objects With)</code>	Creates a new page item by reverse subtracting the overlapping areas of the SplineItem and other objects. / Return value: The new page item. / With: The object(s) to reverse subtract.
move	<code>void move(variant To, variant By)</code>	Moves the SplineItem to a new location. Note: Either the 'to' or 'by' parameter is required; if both parameters are defined, only the to value is used. / To: The new location of the SplineItem, in the format (x, y). Type: Array of 2 Units (Doubles or Strings), Spread, Page or Layer. / By: The amount (in measurement units) to move the SplineItem relative to its current position, in the format (x, y). Type: Array of 2 Units (Doubles or Strings).
override	<code>variant override(Page DestinationPage)</code>	Overrides a master page item and places the item on the document page as a new object. / Return value: The new object. Type: PageItem, Guide, Graphic, Movie or Sound. / DestinationPage: The document page that contains the master page item to override.

SPLINEITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
place	<i>variant</i> place(<i>string</i> FileName, <i>boolean</i> ShowingOptions)	Places the file. / Return value: The placed file. Type: Array of PageItems, Graphics, Movies, Sounds, Stories or Texts. / FileName: The file to place. / ShowingOptions: Whether to display the import options dialog.
placeXML	<i>void</i> placeXML(XMLElement Using)	Places XML content into the specified object. Note: Replaces any existing content. / Using: The XML element whose content you want to place.
redefineScaling	<i>void</i> redefineScaling(<i>variant</i> To)	Apply an item's scaling to its content if possible. / To: The scale factors to be left on the item. The default is {1.0, 1.0}. Type: Array of 2 Doubles.
reframe	<i>void</i> reframe(<i>variant</i> In, <i>variant</i> OpposingCorners)	Move the bounding box of the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / OpposingCorners: Opposing corners of new bounding box in the given coordinate space. Type: Array of 2 Arrays of 2 Doubles.
releaseCompoundPath	{Objects} releaseCompoundPath()	Releases a compound path. / Return value: The paths that made up the compound path (as individual objects).
removeOverride	<i>void</i> removeOverride()	Removes the override from a previously overridden master page item.
resize	<i>void</i> resize(<i>variant</i> In, <i>variant</i> From, #ResizeMethods By, <i>variant</i> Values, <i>boolean</i> ResizeIndividually, <i>boolean</i> ConsideringRulerUnits)	Resize the page item. / In: The bounding box to resize. Type: idCoordinateSpaces enumerator, idBoundingBoxLimits enumerator or Ordered array containing CoordinateSpace:idCoordinateSpaces enumerator, BoundsKind:idBoundingBoxLimits enumerator. / From: The transform origin. Legal specifications: relative to bounding box: anchor {anchor {x,y}, bounds kind [, coordinate space]}; relative to coordinate space: {x,y} {{x,y} [, coordinate space]}; relative to layout window ruler: {{x,y}, page index bounds kind}. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / By: How the current dimensions are affected by the given values. / Values: The width and height values. Legal dimensions specifications: {x, y [, coordinate space]}, {x, resize constraint [, coordinate space]}, or {resize constraint, y [, coordinate space]}; where x and y are real numbers and coordinate space is used to determine _only_ the unit of length for x and y; coordinate space is ignored for the 'current dimensions times' resize method). Type: Array of Doubles, idResizeConstraints enumerators or idCoordinateSpaces enumerators. / ResizeIndividually: If false and multiple page items are targeted, the new dimensions are attained only by moving the individual items rather than resizing them. / ConsideringRulerUnits: If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
resolve	<i>variant</i> resolve(<i>variant</i> Location, #CoordinateSpaces In, <i>boolean</i> ConsideringRulerUnits)	Get the coordinates of the given location in the specified coordinate system. / Return value: The resolved location for each of the targeted page items. Type: Array of 2 Doubles or Array of Arrays of 2 Doubles. / Location: The location requested. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / In: The coordinate space to use. / ConsideringRulerUnits: If true then a ruler location is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
revert	<i>boolean</i> revert()	Reverts the document to its state at the last save operation. / Return value: If true, the revert succeeded.
select	<i>void</i> select(#SelectionOptions ExistingSelection)	Selects the object. / ExistingSelection: The selection status of the SplineItem in relation to previously selected objects.

SPLINEITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
sendBackward	<i>void</i> sendBackward()	Sends the SplineItem back one level in its layer.
sendToBack	<i>void</i> sendToBack(<i>variant</i> Reference)	Sends the SplineItem to the back of its layer or behind a particular item (must have same parent). / Reference: The reference object to send the object behind. Type: PageItem.
store	{Asset} store(Library Using)	Stores the object in the specified library. / Return value: The new library asset(s). / Using: The library in which to store the object.
subtractPath	{PageItem} subtractPath(Objects With)	Creates a new page item by subtracting the overlapping areas of the SplineItem and other objects. / Return value: The new page item. / With: The object(s) to subtract.
transform	<i>void</i> transform(#CoordinateSpaces In, <i>variant</i> From, <i>variant</i> WithMatrix, <i>variant</i> ReplacingCurrent, <i>boolean</i> ConsideringRulerUnits)	Transform the page item. / In: The coordinate space to use. / From: The temporary origin during the transformation. Type: Array of 2 Doubles, idAnchorPoint enumerator or Array of Arrays of 2 Doubles, idCoordinateSpaces enumerators, idAnchorPoint enumerators, idBoundingBoxLimits enumerators or Long Integers. / WithMatrix: Transform matrix. Type: Array of 6 Doubles or TransformationMatrix. / ReplacingCurrent: Transform components to consider; providing this optional parameter causes the target's existing transform components to be replaced with new values. Without this parameter, the given matrix is concatenated onto the target's existing transform combining the effect of the two. Type: idMatrixContent enumerator, Array of idMatrixContent enumerators or Long Integer. / ConsideringRulerUnits: If true then a ruler based origin is interpreted using ruler units rather than points. The default value is false. This parameter has no effect unless the reference point is specified relative to a page.
transformAgain	<i>variant</i> transformAgain()	Transforms the SplineItem using the last transformation performed on any object. Transformations include moving, rotating, shearing, scaling, and flipping. . / Return value: Playback errors. Type: Array of Strings.
transformAgainIndividually	<i>variant</i> transformAgainIndividually()	Transforms the SplineItem using the last transformation performed on any SplineItem. Transformations include moving, rotating, shearing, scaling, and flipping. . / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgain	<i>variant</i> transformSequenceAgain()	Transforms the SplineItem using the last sequence of transform operations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformSequenceAgainIndividually	<i>variant</i> transformSequenceAgainIndividually()	Transforms the SplineItem using the last sequence of transformations performed on any single object or performed at the same time on any group of objects. Transformations include moving, rotating, shearing, scaling, and flipping. / Return value: Playback errors. Type: Array of Strings.
transformValuesOf	{Objects} transformValuesOf(#CoordinateSpaces In)	Get the transformation values of the page item. / Return value: A list of the transformation matrices. / In: The coordinate space to use.
absoluteFlip	#Flip absoluteFlip	Indicates whether the SplineItem has been flipped independently of its parent object and, if yes, the direction in which the SplineItem was flipped.
absoluteHorizontalScale	<i>double</i> absoluteHorizontalScale	The horizontal scale of the SplineItem relative to its containing object.
absoluteRotationAngle	<i>double</i> absoluteRotationAngle	The rotation angle of the SplineItem relative to its containing object. (Range: -360 to 360).
absoluteShearAngle	<i>double</i> absoluteShearAngle	The skewing angle of the SplineItem relative to its containing object. (Range: -360 to 360).
absoluteVerticalScale	<i>double</i> absoluteVerticalScale	The vertical scale of the SplineItem relative to its containing object.
allGraphics	{Objects} *allGraphics	Lists all graphics contained by the SplineItem.

SPLINEITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
allowOverrides	<i>boolean</i> allowOverrides	If true, the master page item can be overridden.
allPageItems	{Objects} *allPageItems	Lists all page items contained by the SplineItem.
anchoredObjectSettings	{AnchoredObjectSetting} *anchoredObjectSettings	Anchored object settings.
animationSettings	{AnimationSetting} *animationSettings	The page item animation settings.
appliedObjectStyle	{ObjectStyle} appliedObjectStyle	The object style applied to the SplineItem.
associatedXMLElement	{XMLItem} *associatedXMLElement	The XML element associated with the SplineItem.
bottomLeftCornerOption	#CornerOptions bottomLeftCornerOption	The shape to apply to the bottom left corner of rectangular shapes.
bottomLeftCornerRadius	<i>variant</i> bottomLeftCornerRadius	The radius in measurement units of the corner effect applied to the bottom left corner of rectangular shapes. Type: Unit (Double or String).
bottomRightCornerOption	#CornerOptions bottomRightCornerOption	The shape to apply to the bottom right corner of rectangular shapes.
bottomRightCornerRadius	<i>variant</i> bottomRightCornerRadius	The radius in measurement units of the corner effect applied to the bottom right corner of rectangular shapes. Type: Unit (Double or String).
buttons	{Buttons} *buttons	A collection of buttons.
contentTransparencySettings	{ContentTransparencySetting} *contentTransparencySettings	Transparency settings for the content of the SplineItem.
contentType	#ContentType contentType	The type of content that a frame can contain.
endCap	#EndCap endCap	The end shape of an open path.
endJoin	#EndJoin endJoin	The corner join applied to the SplineItem.
epss	{EPSs} *epss	A collection of EPS files.
epsTexts	{EPSTexts} *epsTexts	EPSTexts.
fillColor	<i>variant</i> fillColor	The swatch (color, gradient, tint, or mixed ink) applied to the fill of the SplineItem. . Type: Swatch or String.
fillTint	<i>double</i> fillTint	The percent of tint to use in the SplineItem's fill color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
fillTransparencySettings	{FillTransparencySetting} *fillTransparencySettings	Transparency settings for the fill applied to the SplineItem.
flip	#Flip flip	The direction in which to flip the printed image.
formFields	{FormFields} *formFields	A collection of form fields.
gapColor	{Swatch} gapColor	The swatch (color, gradient, tint, or mixed ink) applied to the gap of a dashed, dotted, or striped stroke. For information, see stroke type.
gapTint	<i>double</i> gapTint	The tint as a percentage of the gap color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
geometricBounds	<i>variant</i> geometricBounds	The bounds of the SplineItem excluding the stroke width, in the format [y1, x1, y2, x2], which give the coordinates of the top-left and bottom-right corners of the bounding box. Type: Array of 4 Units (Doubles or Strings).
gradientFillAngle	<i>double</i> gradientFillAngle	The angle of a linear gradient applied to the fill of the SplineItem. (Range: -180 to 180).
gradientFillLength	<i>variant</i> gradientFillLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the fill of the SplineItem. Type: Unit (Double or String).

SPLINEITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
gradientFillStart	<i>variant</i> gradientFillStart	The starting point (in page coordinates) of a gradient applied to the fill of the SplineItem, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
gradientStrokeAngle	<i>double</i> gradientStrokeAngle	The angle of a linear gradient applied to the stroke of the SplineItem. (Range: -180 to 180).
gradientStrokeLength	<i>variant</i> gradientStrokeLength	The length (for a linear gradient) or radius (for a radial gradient) applied to the stroke of the SplineItem. Type: Unit (Double or String).
gradientStrokeStart	<i>variant</i> gradientStrokeStart	The starting point (in page coordinates) of a gradient applied to the stroke of the SplineItem, in the format [x, y]. Type: Array of 2 Units (Doubles or Strings).
graphicLines	{GraphicLines} *graphicLines	A collection of graphic lines.
graphics	{Graphics} *graphics	A collection of imported graphics in any graphic file format (vector, metafile, or bitmap).
groups	{Groups} *groups	A collection of groups.
horizontalScale	<i>double</i> horizontalScale	The horizontal scaling applied to the SplineItem.
id	<i>integer</i> *id	The unique ID of the SplineItem.
images	{Images} *images	A collection of bitmap images in any bitmap file format (including TIFF, JPEG, or GIF).
importedPages	{ImportedPages} *importedPages	Imported InDesign pages.
index	<i>integer</i> *index	The index of the SplineItem within its containing object.
itemLayer	{Layer} itemLayer	The layer that the SplineItem is on.
label	<i>string</i> label	A property that can be set to any string.
leftLineEnd	#ArrowHead leftLineEnd	The arrowhead applied to the start of the path.
localDisplaySetting	#DisplaySettingOptions localDisplaySetting	Display performance options for the SplineItem.
locked	<i>boolean</i> locked	If true, the SplineItem is locked.
lockState	#LockStateValues *lockState	The lock state.
mediaItems	{MediaItems} *mediaItems	The media items collection.
miterLimit	<i>double</i> miterLimit	The limit of the ratio of stroke width to miter length before a miter (pointed) join becomes a bevel (squared-off) join. Type: Double (1 - 500).
movies	{Movies} *movies	A collection of movies.
multiStateObjects	{MultiStateObjects} *multiStateObjects	A collection of multi-state objects.
name	<i>string</i> name	The name of the SplineItem.
nonprinting	<i>boolean</i> nonprinting	If true, the SplineItem does not print.
ovals	{Ovals} *ovals	A collection of ellipses.
overprintFill	<i>boolean</i> overprintFill	If true, the SplineItem's fill color overprints any underlying objects. If false, the fill color knocks out the underlying colors.
overprintGap	<i>boolean</i> overprintGap	If true, the gap color overprints any underlying colors. If false, the gap color knocks out the underlying colors.
overprintStroke	<i>boolean</i> overprintStroke	If true, the SplineItem's stroke color overprints any underlying objects. If false, the stroke color knocks out the underlying colors.

SPLINEITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
overridden	<i>boolean</i> *overridden	If true, the object originated on a master spread and was overridden. If false, the object either originated on a master spread and was not overridden, or the object did not originate on a master page.
overriddenMasterPageItem	<i>variant</i> *overriddenMasterPageItem	An object that originated on a master page and has been overridden. Type: PageItem, Guide, Graphic, Movie or Sound.
pageItems	{PageItems} *pageItems	The page items collection, which can be used to process all page items in a container (such as a document, page, or group), regardless of type.
parent	<i>variant</i> *parent	The parent of the SplineItem (a Snippet, Spread, MasterSpread, Polygon, GraphicLine, Rectangle, Oval, SplineItem, Group, State, Character or PlaceGun). Type: Snippet, Spread, MasterSpread, Polygon, GraphicLine, Rectangle, Oval, SplineItem, Group, State, Character or PlaceGun.
parentPage	{Page} *parentPage	The page on which this page item appears.
paths	{Paths} *paths	A collection of paths.
pdfs	{PDFs} *pdfs	A collection of PDF files.
picts	{PICTs} *picts	A collection of PICT graphics.
polygons	{Polygons} *polygons	A collection of polygons.
preferences	{Preferences} *preferences	A collection of preferences objects.
rectangles	{Rectangles} *rectangles	A collection of rectangles.
rightLineEnd	#ArrowHead rightLineEnd	The arrowhead applied to the end of the path.
rotationAngle	<i>double</i> rotationAngle	The rotation angle of the SplineItem. (Range: -360 to 360).
shearAngle	<i>double</i> shearAngle	The skewing angle applied to the SplineItem. (Range: -360 to 360).
sounds	{Sounds} *sounds	A collection of sound clips.
splineItems	{SplineItems} *splineItems	The spline items collection.
strokeAlignment	#StrokeAlignment strokeAlignment	The stroke alignment applied to the SplineItem.
strokeColor	<i>variant</i> strokeColor	The swatch (color, gradient, tint, or mixed ink) applied to the stroke of the SplineItem. Type: Swatch or String.
strokeCornerAdjustment	#StrokeCornerAdjustment strokeCornerAdjustment	The corner adjustment applied to the SplineItem.
strokeDashAndGap	<i>variant</i> strokeDashAndGap	The dash and gap measurements that define the pattern of a custom dashed line. Define up to six values (in points) in the format [dash1, gap1, dash2, gap2, dash3, gap3]. Type: Array of Units (Doubles or Strings).
strokeTint	<i>double</i> strokeTint	The percent of tint to use in object's stroke color. (To specify a tint percent, use a number in the range of 0 to 100; to use the inherited or overridden value, use -1.).
strokeTransparencySettings	{StrokeTransparencySetting} *strokeTransparencySettings	Transparency settings for the stroke.
strokeType	<i>variant</i> strokeType	The name of the stroke style to apply. Type: StrokeStyle or String.
strokeWeight	<i>variant</i> strokeWeight	The weight (in points) to apply to the SplineItem's stroke. Type: Unit (Double or String).
textFrames	{TextFrames} *textFrames	A collection of text frames.
textPaths	{TextPaths} *textPaths	A collection of text paths.
textWrapPreferences	{TextWrapPreference} *textWrapPreferences	The text wrap preference properties that define the default formatting for wrapping text around objects.

SPLINEITEM CS5 MEMBERS	PROTOTYPE	DESCRIPTION
timingSettings	{TimingSetting} *timingSettings	The object timing settings.
topLeftCornerOption	#CornerOptions topLeftCornerOption	The shape to be applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Note: corner option differs from end join in which you can set a radius for a corner option, whereas the rounded or beveled effect of an end join depends on the stroke weight.
topLeftCornerRadius	variant topLeftCornerRadius	The radius in measurement units of the corner effect applied to the top left corner of rectangular shapes and all corners of non-rectangular shapes. Type: Unit (Double or String).
topRightCornerOption	#CornerOptions topRightCornerOption	The shape to apply to the top right corner of rectangular shapes.
topRightCornerRadius	variant topRightCornerRadius	The radius in measurement units of the corner effect applied to the top right corner of rectangular shapes. Type: Unit (Double or String).
transparencySettings	{TransparencySetting} *transparencySettings	Transparency settings.
verticalScale	double verticalScale	The vertical scaling applied to the SplineItem.
visible	boolean visible	If true, the SplineItem is visible.
visibleBounds	variant visibleBounds	The bounds of the SplineItem including the stroke width, in the format [y1, x1, y2, x2], which give the coordinates of the top-left and bottom-right corners of the bounding box. Type: Array of 4 Units (Doubles or Strings).
wmfs	{WMFs} *wmfs	A collection of WMF graphics.

SplineItemEvents

Object available in ID 7

SPLINEITEMEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	const afterPlace(afterPlace)	Dispatched after a SplineItem is placed. This event bubbles. This event is not cancelable.
beforePlace	const beforePlace(beforePlace)	Dispatched before a SplineItem is placed. This event bubbles. This event is cancelable.

SplineItems

Object available in ID 7

SPLINEITEMS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByID	IDispatch itemByID(integer Id)	Returns the object with the specified ID. / Return value: The object. / ID: The ID.
itemByRange	{Objects} itemByRange(variant From, variant To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.

SPLINEITEMS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<i>integer</i> *count	Displays the number of elements in the SplineItem.
item	{SplineItem} *item(<i>variant</i> Index)	Returns the object with the specified index or name. Type: Long Integer or String.

StoryEvents

Object available in ID 7

STORYEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a Story is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a Story is placed. This event bubbles. This event is cancelable.

StoryGridDataInformation

Object available in ID 7

STORYGRIDDATAINFORMATION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
appliedFont	<i>variant</i> appliedFont	The font applied to the StoryGridDataInformation, specified as either a font object or the name of font family. Type: Font or String.
characterAki	<i>double</i> characterAki	The amount of white space between characters.
characterAlignment	#CharacterAlignment characterAlignment	The alignment of small characters to the largest character in the line.
characterCountLocation	#CharacterCountLocation characterCountLocation	The character count location. Note: Valid when show character count is true.
characterCountSize	<i>double</i> characterCountSize	The character size for the character count display.
fontStyle	<i>string</i> fontStyle	The name of the font style.
gridAlignment	#GridAlignment gridAlignment	The alignment to the frame grid or baseline grid.
gridView	#GridViewSettings gridView	The grid view setting.
horizontalScale	<i>double</i> horizontalScale	The horizontal scaling applied to the StoryGridDataInformation.
lineAki	<i>double</i> lineAki	The amount of white space between lines.
lineAlignment	#LineAlignment lineAlignment	The line justification.

STORYGRIDDATAINFORMATION CS5 MEMBERS	PROTOTYPE	DESCRIPTION
parent	<i>variant</i> *parent	The parent of the StoryGridDataInformation (a Application or Document). Type: Application or Document.
pointSize	<i>variant</i> pointSize	The text size. Type: Unit (Double or String).
verticalScale	<i>double</i> verticalScale	The vertical scaling applied to the StoryGridDataInformation.

StoryWindowEvents

Object available in ID 7

STORYWINDOWEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterActivate	<i>const</i> afterActivate(afterActivate)	Dispatched after the StoryWindow becomes active. This event bubbles. This event is not cancelable.
afterAttributeChanged	<i>const</i> afterAttributeChanged(afterAttributeChanged)	Dispatched when the value of a property changes on this StoryWindow. This event bubbles. This event is not cancelable.
afterClose	<i>const</i> afterClose(afterClose)	Dispatched when a StoryWindow is closing. Since the close has been committed, it can no longer be canceled. This event bubbles. This event is not cancelable.
afterOpen	<i>const</i> afterOpen(afterOpen)	Dispatched after a StoryWindow is opened. This event bubbles. This event is not cancelable.
afterSelectionAttributeChanged	<i>const</i> afterSelectionAttributeChanged(afterSelectionAttributeChanged)	Dispatched after an attribute on the active selection changes. This event bubbles. This event is not cancelable.
afterSelectionChanged	<i>const</i> afterSelectionChanged(afterSelectionChanged)	Dispatched after the active selection changes. This event bubbles. This event is not cancelable.
beforeClose	<i>const</i> beforeClose(beforeClose)	Dispatched before a StoryWindow is closed. This event bubbles. This event is cancelable.
beforeDeactivate	<i>const</i> beforeDeactivate(beforeDeactivate)	Dispatched before the StoryWindow becomes inactive. This event bubbles. This event is not cancelable.

SubmenuEvents

Object available in ID 7

SUBMENEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
beforeDisplay	<i>const</i> beforeDisplay(beforeDisplay)	Dispatched before the Submenu is displayed. This event does not bubble. This event is not cancelable.

TextFrameEvents

Object available in ID 7

TEXTFRAMEEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a TextFrame is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a TextFrame is placed. This event bubbles. This event is cancelable.

TextPathEvents

Object available in ID 7

TEXTPATHEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<code>const afterPlace(afterPlace)</code>	Dispatched after a TextPath is placed. This event bubbles. This event is not cancelable.
beforePlace	<code>const beforePlace(beforePlace)</code>	Dispatched before a TextPath is placed. This event bubbles. This event is cancelable.

TimingGroup

Object available in ID 7

TIMINGGROUP CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<code>void delete()</code>	Deletes the TimingGroup.
move	<code>{TimingGroup} move(#LocationOptions To, variant Reference)</code>	Moves the timing group or target to the specified location. . / Return value: The moved element. / To: The location in relation to the reference object or within the containing object. / Reference: The reference object. Note: Required when the to parameter specifies before or after. . Type: TimingGroup, TimingTarget or TimingList.
unlink	<code>void unlink()</code>	Unlink all targets in the group into separate groups in this timing list.
index	<code>integer *index</code>	The index of the TimingGroup within its containing object.
parent	<code>{TimingList} *parent</code>	The parent of the TimingGroup (a TimingList).
placement	<code>integer placement</code>	The placement of the timing group in the timing list.
plays	<code>integer plays</code>	The number of times this timing group plays. Type: Long Integer (1 - 100).
playsLoop	<code>boolean playsLoop</code>	Set to true if timing group loops.
timingTargets	<code>{TimingTargets} *timingTargets</code>	A collection of timing target.

TimingGroups

Object available in ID 7

TIMINGGROUPS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	<code>{TimingGroup} add(variant DynamicTarget, double DelaySeconds)</code>	Adds a new timing group. / Return value: The timing group added. / DynamicTarget: A page item target that is an animation, media, or mso. Type: PageItem, Graphic, Behavior or MediaItem. / DelaySeconds: The time delay in seconds for a target.
anyItem	<code>IDispatch anyItem()</code>	Returns any object in the collection. / Return value: The object.
firstItem	<code>IDispatch firstItem()</code>	Returns the first object in the collection. / Return value: The first object.
itemByRange	<code>{Objects} itemByRange(variant From, variant To)</code>	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	<code>IDispatch lastItem()</code>	Returns the last object in the collection. / Return value: The last object.
middleItem	<code>IDispatch middleItem()</code>	Returns the middle object in the collection. / Return value: The middle object.
nextItem	<code>IDispatch nextItem(IDispatch Obj)</code>	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	<code>IDispatch previousItem(IDispatch Obj)</code>	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<code>integer *count</code>	Displays the number of elements in the TimingGroup.
item	<code>{TimingGroup} *item(variant Index)</code>	Returns the object with the specified index or name. Type: Long Integer or String.

TimingList

Object available in ID 7

TIMINGLIST CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<code>void delete()</code>	Deletes the TimingList.
index	<code>integer *index</code>	The index of the TimingList within its containing object.
parent	<code>{TimingSetting} *parent</code>	The parent of the TimingList (a TimingSetting).
timingGroups	<code>{TimingGroups} *timingGroups</code>	A collection of timing data objects.
triggerEvent	<code>#DynamicTriggerEvents *triggerEvent</code>	trigger event.

TimingLists

Object available in ID 7

TIMINGLISTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	{TimingList} add(#DynamicTriggerEvents TriggerEvent)	Adds a new event-triggered timing list object. / Return value: The timing list to add. / TriggerEvent: Trigger Event.
anyItem	IDispatch anyItem()	Returns any object in the collection. / Return value: The object.
firstItem	IDispatch firstItem()	Returns the first object in the collection. / Return value: The first object.
itemByRange	{Objects} itemByRange(variant From, variant To)	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	IDispatch lastItem()	Returns the last object in the collection. / Return value: The last object.
middleItem	IDispatch middleItem()	Returns the middle object in the collection. / Return value: The middle object.
nextItem	IDispatch nextItem(IDispatch Obj)	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	IDispatch previousItem(IDispatch Obj)	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	integer *count	Displays the number of elements in the TimingList.
item	{TimingList} *item(variant Index)	Returns the object with the specified index or name. Type: Long Integer or String.

TimingSetting

Object available in ID 7

TIMINGSETTING CS5 MEMBERS	PROTOTYPE	DESCRIPTION
parent	variant *parent	The parent of the TimingSetting (a PageItem, FormField, MultiStateObject, Button, MediaItem, Sound, Movie, EPSText, SplineItem, Polygon, GraphicLine, Rectangle, Oval, Graphic, ImportedPage, PICT, WMF, PDF, EPS, Image, Group, TextFrame, MasterSpread or Spread). Type: PageItem, FormField, MultiStateObject, Button, MediaItem, Sound, Movie, EPSText, SplineItem, Polygon, GraphicLine, Rectangle, Oval, Graphic, ImportedPage, PICT, WMF, PDF, EPS, Image, Group, TextFrame, MasterSpread or Spread.
timingLists	{TimingLists} *timingLists	A collection of timing lists.
unassignedDynamicTargets	{Objects} *unassignedDynamicTargets	Dynamic targets on the spread that are not assigned.

TimingTarget

Object available in ID 7

TIMINGTARGET CS5 MEMBERS	PROTOTYPE	DESCRIPTION
delete	<code>void delete()</code>	Deletes the TimingTarget.
move	<code>{TimingTarget} move(#LocationOptions To, variant Reference)</code>	Moves the timing group or target to the specified location. / Return value: The moved element. / To: The location in relation to the reference object or within the containing object. / Reference: The reference object. Note: Required when the to parameter specifies before or after. . Type: TimingGroup, TimingTarget or TimingList.
unlink	<code>void unlink()</code>	Unlink target from this group and append to the end of this timing list.
delaySeconds	<code>double delaySeconds</code>	The time delay in seconds for a single target or a group of targets after the previous group has finished. Type: Double (0 - 60).
dynamicTarget	<code>variant dynamicTarget</code>	A page item target that is an animation, media, or mso. Type: PageItem, Graphic, Behavior or MediaItem.
index	<code>integer *index</code>	The index of the TimingTarget within its containing object.
parent	<code>{TimingGroup} *parent</code>	The parent of the TimingTarget (a TimingGroup).
reverseAnimation	<code>boolean reverseAnimation</code>	Set to true if reversing animation on rolloff. Valid only for self rolloff trigger event.

TimingTargets

Object available in ID 7

TIMINGTARGETS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
add	<code>{TimingTarget} add(variant DynamicTarget, double DelaySeconds)</code>	Adds a new target item. / Return value: The target item added. / DynamicTarget: A page item target that is an animation, media, or mso. Type: PageItem, Graphic, Behavior or MediaItem. / DelaySeconds: The time delay in seconds for a target.
anyItem	<code>IDispatch anyItem()</code>	Returns any object in the collection. / Return value: The object.
firstItem	<code>IDispatch firstItem()</code>	Returns the first object in the collection. / Return value: The first object.
itemByRange	<code>{Objects} itemByRange(variant From, variant To)</code>	Returns the objects within the specified range. / Return value: The objects. / From: The object, index, or name at the beginning of the range. Type: Object, Long Integer or String. / To: The object, index, or name at the end of the range. Type: Object, Long Integer or String.
lastItem	<code>IDispatch lastItem()</code>	Returns the last object in the collection. / Return value: The last object.
middleItem	<code>IDispatch middleItem()</code>	Returns the middle object in the collection. / Return value: The middle object.
nextItem	<code>IDispatch nextItem(IDispatch Obj)</code>	Returns the object whose index follows the specified object in the collection. / Return value: The next object. / Obj: The object whose index comes before the desired object.
previousItem	<code>IDispatch previousItem(IDispatch Obj)</code>	Returns the object with the index previous to the specified index. / Return value: The previous object. / Obj: The index of the object that follows the desired object.
count	<code>integer *count</code>	Displays the number of elements in the TimingTarget.

TIMINGTARGETS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
item	{TimingTarget} *item(variant Index)	Returns the object with the specified index or name. Type: Long Integer or String.

ToolBox

Object available in ID 7

TOOLBOX CS5 MEMBERS	PROTOTYPE	DESCRIPTION
currentTool	#UITools currentTool	The currently active tool.
currentToolHint	string *currentToolHint	The currently active tool's hint.
currentToolIconFile	string *currentToolIconFile	The currently active tool's icon resource file.
currentToolName	string *currentToolName	The currently active tool's name.
parent	{Application} *parent	The parent of the ToolBox (a Application).

ToolBoxEvents

Object available in ID 7

TOOLBOXEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterAttributeChanged	const afterAttributeChanged(afterAttributeChanged)	Dispatched when the value of a property changes on this ToolBox. This event bubbles. This event is not cancelable.

TrackChangesPreference

Object available in ID 7

TRACKCHANGESPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
addedBackgroundColorChoice	#ChangeBackgroundColorChoices addedBackgroundColorChoice	The background color option for added text.
addedTextColorChoice	#ChangeTextColorChoices addedTextColorChoice	The color option for added text.
backgroundColorForAddedText	variant backgroundColorForAddedText	The background color for added text, specified as an InCopy UI color. Note: Valid only when added background color choice is change background uses change pref color. Type: Array of 3 Doubles (0 - 255) or idInCopyUIColors enumerator.
backgroundColorForDeletedText	variant backgroundColorForDeletedText	The background color for deleted text, specified as an InCopy UI color. Note: Valid only when deleted background color choice is change background uses change pref color. Type: Array of 3 Doubles (0 - 255) or idInCopyUIColors enumerator.
backgroundColorForMovedText	variant backgroundColorForMovedText	The background color for moved text, specified as an InCopy UI color. Note: Valid only when moved background color choice is change background uses change pref color. Type: Array of 3 Doubles (0 - 255) or idInCopyUIColors enumerator.

TRACKCHANGESPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
changeBarColor	<i>variant</i> changeBarColor	The change bar color, specified as an InCopy UI color. Type: Array of 3 Doubles (0 - 255) or idInCopyUIColors enumerator.
deletedBackgroundColorChoice	#ChangeBackgroundColorChoices deletedBackgroundColorChoice	The background color option for deleted text.
deletedTextColorChoice	#ChangeTextColorChoices deletedTextColorChoice	The color option for deleted text.
locationForChangeBar	#ChangebarLocations locationForChangeBar	The change bar location.
markingForAddedText	#ChangeMarkings markingForAddedText	The marking that identifies added text.
markingForDeletedText	#ChangeMarkings markingForDeletedText	The marking that identifies deleted text.
markingForMovedText	#ChangeMarkings markingForMovedText	The marking that identifies moved text.
movedBackgroundColorChoice	#ChangeBackgroundColorChoices movedBackgroundColorChoice	The background color option for moved text.
movedTextColorChoice	#ChangeTextColorChoices movedTextColorChoice	The color option for moved text.
parent	{Application} *parent	The parent of the TrackChangesPreference (a Application).
preventDuplicateColor	<i>boolean</i> preventDuplicateColor	If true, prevent duplicate user color for tracked changes background color.
showAddedText	<i>boolean</i> showAddedText	If true, displays added text.
showChangeBars	<i>boolean</i> showChangeBars	If true, displays change bars,.
showDeletedText	<i>boolean</i> showDeletedText	If true, displays deleted text.
showMovedText	<i>boolean</i> showMovedText	If true, displays moved text.
spellCheckDeletedText	<i>boolean</i> spellCheckDeletedText	If true, includes deleted text when using the Spell Check command.
textColorForAddedText	<i>variant</i> textColorForAddedText	The color for added text, specified as an InCopy UI color. Note: Valid only when added text color choice is change uses change pref color. Type: Array of 3 Doubles (0 - 255) or idInCopyUIColors enumerator.
textColorForDeletedText	<i>variant</i> textColorForDeletedText	The color for deleted text, specified as an InCopy UI color. Note: Valid only when deleted text color choice is change uses change pref color. Type: Array of 3 Doubles (0 - 255) or idInCopyUIColors enumerator.
textColorForMovedText	<i>variant</i> textColorForMovedText	The color for moved text, specified as an InCopy UI color. Note: Valid only when moved text color choice is change uses change pref color. Type: Array of 3 Doubles (0 - 255) or idInCopyUIColors enumerator.

WatermarkPreference

Object available in ID 7

WATERMARKPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
parent	<i>variant</i> *parent	The parent of the WatermarkPreference (a Document or Application). Type: Document or Application.
watermarkDoPrint	<i>boolean</i> watermarkDoPrint	Watermark do print for a document.
watermarkDrawInBack	<i>boolean</i> watermarkDrawInBack	Watermark draw in back for a document.
watermarkFontColor	<i>variant</i> watermarkFontColor	Watermark font color for a document. Type: Array of 3 Doubles (0 - 255) or idUIColors enumerator.
watermarkFontFamily	<i>string</i> watermarkFontFamily	Watermark font family display name.

WATERMARKPREFERENCE CS5 MEMBERS	PROTOTYPE	DESCRIPTION
watermarkFontSize	<i>integer</i> watermarkFontSize	Watermark font point size for a document.
watermarkFontStyle	<i>string</i> watermarkFontStyle	Watermark font style name.
watermarkHorizontalOffset	<i>variant</i> watermarkHorizontalOffset	Watermark horizontal offset for a document. Type: Unit (Double or String).
watermarkHorizontalPosition	#WatermarkHorizontalPositionEnum watermarkHorizontalPosition	Watermark horizontal position enum for a document.
watermarkOpacity	<i>integer</i> watermarkOpacity	Watermark opacity (as a percentage). (Range: 0 to 100).
watermarkRotation	<i>integer</i> watermarkRotation	Watermark rotation for a document.
watermarkText	<i>string</i> watermarkText	Watermark text for a document.
watermarkVerticalOffset	<i>variant</i> watermarkVerticalOffset	Watermark vertical offset for a document. Type: Unit (Double or String).
watermarkVerticalPosition	#WatermarkVerticalPositionEnum watermarkVerticalPosition	Watermark vertical position enum for a document.
watermarkVisibility	<i>boolean</i> watermarkVisibility	Watermark visibility for a document.

WindowEvents

Object available in ID 7

WINDOWEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterActivate	<i>const</i> afterActivate(afterActivate)	Dispatched after the Window becomes active. This event bubbles. This event is not cancelable.
afterAttributeChanged	<i>const</i> afterAttributeChanged(afterAttributeChanged)	Dispatched when the value of a property changes on this Window. This event bubbles. This event is not cancelable.
afterClose	<i>const</i> afterClose(afterClose)	Dispatched when a Window is closing. Since the close has been committed, it can no longer be canceled. This event bubbles. This event is not cancelable.
afterOpen	<i>const</i> afterOpen(afterOpen)	Dispatched after a Window is opened. This event bubbles. This event is not cancelable.
afterSelectionAttributeChanged	<i>const</i> afterSelectionAttributeChanged(afterSelectionAttributeChanged)	Dispatched after an attribute on the active selection changes. This event bubbles. This event is not cancelable.
afterSelectionChanged	<i>const</i> afterSelectionChanged(afterSelectionChanged)	Dispatched after the active selection changes. This event bubbles. This event is not cancelable.
beforeClose	<i>const</i> beforeClose(beforeClose)	Dispatched before a Window is closed. This event bubbles. This event is cancelable.
beforeDeactivate	<i>const</i> beforeDeactivate(beforeDeactivate)	Dispatched before the Window becomes inactive. This event bubbles. This event is not cancelable.

WMFEvents

Object available in ID 7

WMFEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a WMF is placed. This event bubbles. This event is not cancelable.

WMFEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a WMF is placed. This event bubbles. This event is cancelable.

XmlStoryEvents

Object available in ID 7

XMLSTORYEVENTS CS5 MEMBERS	PROTOTYPE	DESCRIPTION
afterPlace	<i>const</i> afterPlace(afterPlace)	Dispatched after a XmlStory is placed. This event bubbles. This event is not cancelable.
beforePlace	<i>const</i> beforePlace(beforePlace)	Dispatched before a XmlStory is placed. This event bubbles. This event is cancelable.