

# What's new in InDesign CS6 Scripting DOM

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## 2 | New Enumerators

The data presented below are extracted from the Scripting DOM reference. They only include the **Enumeration** values introduced in **InDesign 8**. A full hypertext reference is already 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 8 (CS6). It may contain typos or adventitious case mistakes due to the automation process.

- To easily browse the contents, use the PDF bookmarks: **View > Navigation Panels > Bookmarks**.
- A separate document focuses on new **Objects** and **Object Members**.

## PDFColorSpace

Enumeration available in ID 3, 4, 5, 6, 7, 7.5, 8

PDFCOLORSPACE CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>gray</b>	<code>const gray( 0x69477279)</code>	Converts all color values to high-quality black-and-white images. Gray levels of the converted objects represent the luminosity of the original objects.

## SelectionOptions

Enumeration available in ID 3, 4, 5, 6, 7, 7.5, 8

SELECTIONOPTIONS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>setKey</b>	<code>const setKey( 0x7365746B)</code>	Sets the key object. At least 2 objects must be selected, and the key object specified must be one of them.

## StateTypes

Enumeration available in ID 3, 4, 5, 6, 7, 7.5, 8

STATETYPES CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>downOff</b>	<code>const downOff( 0x46736466)</code>	Down off state.
<b>downOn</b>	<code>const downOn( 0x4673646F)</code>	Down on state.
<b>rolloverOff</b>	<code>const rolloverOff( 0x46737666)</code>	Rollover off state.
<b>rolloverOn</b>	<code>const rolloverOn( 0x4673766F)</code>	Rollover on state.
<b>upOff</b>	<code>const upOff( 0x46736E66)</code>	Up off state.
<b>upOn</b>	<code>const upOn( 0x46736E6F)</code>	Up on state.

## TagTextExportCharacterSet

Enumeration available in ID 3, 4, 5, 6, 7, 7.5, 8

TAGTEXTEXPORCHARACTERSET CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>centralEuropeanISO</b>	<code>const centralEuropeanISO( 0x54694345)</code>	The Central European (ISO) character set.
<b>cyrillicISO</b>	<code>const cyrillicISO( 0x54694379)</code>	The Cyrillic (ISO) character set.
<b>greekISO</b>	<code>const greekISO( 0x5469476B)</code>	The Greek (ISO) character set.
<b>windowsArabic</b>	<code>const windowsArabic( 0x54774172)</code>	The Windows Arabic character set.
<b>windowsHebrew</b>	<code>const windowsHebrew( 0x54774862)</code>	The Windows Hebrew character set.

## TextFrameContents

Enumeration available in ID 3, 4, 5, 6, 7, 7.5, 8

TEXTFRAMECONTENTS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>placeholderTextArabic</b>	<i>const</i> placeholderTextArabic( 0x50487461)	Fills the text frame with arabic placeholder text.
<b>placeholderTextCyrillic</b>	<i>const</i> placeholderTextCyrillic( 0x50487463)	Fills the text frame with cyrillic placeholder text.
<b>placeholderTextGreek</b>	<i>const</i> placeholderTextGreek( 0x50487467)	Fills the text frame with greek placeholder text.
<b>placeholderTextHebrew</b>	<i>const</i> placeholderTextHebrew( 0x50487468)	Fills the text frame with hebrew placeholder text.

## TextImportCharacterSet

Enumeration available in ID 3, 4, 5, 6, 7, 7.5, 8

TEXTIMPORTCHARACTERSET CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>arabicASMO</b>	<i>const</i> arabicASMO( 0x5461736D)	The Arabic ASMO character set.
<b>arabicASMOTransparent</b>	<i>const</i> arabicASMOTransparent( 0x54617374)	The Arabic ASMO transparent character set.
<b>macintoshArabic</b>	<i>const</i> macintoshArabic( 0x546D4172)	The Macintosh Arabic character set.
<b>macintoshGreekSharedCaps</b>	<i>const</i> macintoshGreekSharedCaps( 0x546D4732)	The Macintosh Greek (Shared caps) character set.
<b>macintoshHebrew</b>	<i>const</i> macintoshHebrew( 0x546D4862)	The Macintosh Hebrew character set.
<b>windowsArabic</b>	<i>const</i> windowsArabic( 0x54774172)	The Windows Arabic character set.
<b>windowsHebrew</b>	<i>const</i> windowsHebrew( 0x54774862)	The Windows Hebrew character set.

## VerticallyRelativeTo

Enumeration available in ID 4, 5, 6, 7, 7.5, 8

VERTICALLYRELATIVETO CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>emboxBottom</b>	<i>const</i> emboxBottom( 0x41566D42)	Align the anchored object to the bottom of the embox.
<b>emboxMiddle</b>	<i>const</i> emboxMiddle( 0x41566D4D)	Align the anchored object to the middle of the embox.
<b>emboxTop</b>	<i>const</i> emboxTop( 0x4156656D)	Align the anchored object to the top of the embox.

## AlignDistributeBounds

Enumeration available in ID 5, 6, 7, 7.5, 8

ALIGNDISTRIBUTEBOUNDS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>keyObject</b>	<i>const</i> keyObject( 0x654B6579)	Align or distribute to a key object.

## CoordinateSpaces

Enumeration available in ID 5, 6, 7, 7.5, 8

COORDINATESPACES CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>pageCoordinates</b>	<code>const pageCoordinates( 0x78797067)</code>	Page coordinates.

## DiacriticPositionOptions

Enumeration available in ID 6, 7, 7.5, 8

DIACRITICPOSITIONOPTIONS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>opentypePositionFromBaseline</b>	<code>const opentypePositionFromBaseline( 0x64706F62)</code>	OpenType position from baseline.

## ParagraphJustificationOptions

Enumeration available in ID 6, 7, 7.5, 8

PARAGRAPHJUSTIFICATIONOPTIONS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>naskhKashidaJustification</b>	<code>const naskhKashidaJustification( 0x706A6E6B)</code>	Kashidas. Use naskh justification if you want to also use Justification Alternates.
<b>naskhKashidaJustificationFrac</b>	<code>const naskhKashidaJustificationFrac( 0x706A666B)</code>	Fractional Kashidas. Use naskh justification if you want to also use Justification Alternates.
<b>naskhTatweelJustification</b>	<code>const naskhTatweelJustification( 0x706A6E74)</code>	Kashidas without Stretched Connections.
<b>naskhTatweelJustificationFrac</b>	<code>const naskhTatweelJustificationFrac( 0x706A6674)</code>	Fractional Kashidas without Stretched Connections.

## DocumentIntentOptions

Enumeration available in ID 7, 7.5, 8

DOCUMENTINTENTOPTIONS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>dpsIntent</b>	<code>const dpsIntent( 0x696E7464)</code>	Intended purpose of document is for digital publishing.

## FindChangeTransliterateCharacterTypes

Enumeration available in ID 7, 7.5, 8

FINDCHANGETRANSLITERATECHARACTERTYPES CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>arabicIndicDigits</b>	<code>const arabicIndicDigits( 0x41496469)</code>	Arabic Indic(hindi) digits.
<b>farsiDigits</b>	<code>const farsiDigits( 0x64696661)</code>	Farsi digits.
<b>westernArabicDigits</b>	<code>const westernArabicDigits( 0x57416469)</code>	Western Arabic digits (0, 1, 2, 3, ...).

## LanguageAndRegion

Enumeration available in ID 7, 7.5, 8

LANGUAGEANDREGION CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>indic</b>	<code>const indic( 0x696E6469)</code>	<i>Indic.</i>

## AutoSizingReferenceEnum

Enumeration available in ID 8

AUTOSIZINGREFERENCEENUM CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>bottomCenterPoint</b>	<code>const bottomCenterPoint( 0x626F6365)</code>	<i>Center point on the bottom edge of bounding box.</i>
<b>bottomLeftPoint</b>	<code>const bottomLeftPoint( 0x626F6C65)</code>	<i>Bottom left point of bounding box.</i>
<b>bottomRightPoint</b>	<code>const bottomRightPoint( 0x626F7269)</code>	<i>Bottom right point of bounding box.</i>
<b>centerPoint</b>	<code>const centerPoint( 0x636E7472)</code>	<i>Center point of bounding box.</i>
<b>leftCenterPoint</b>	<code>const leftCenterPoint( 0x6C656365)</code>	<i>Center point on the left edge of bounding box.</i>
<b>rightCenterPoint</b>	<code>const rightCenterPoint( 0x72696365)</code>	<i>Center point on the right edge of bounding box.</i>
<b>topCenterPoint</b>	<code>const topCenterPoint( 0x746F6365)</code>	<i>Center point on the top edge of bounding box.</i>
<b>topLeftPoint</b>	<code>const topLeftPoint( 0x746F6C65)</code>	<i>Top left point of bounding box.</i>
<b>topRightPoint</b>	<code>const topRightPoint( 0x746F7269)</code>	<i>Top right point of bounding box.</i>

## AutoSizingTypeEnum

Enumeration available in ID 8

AUTOSIZINGTYPEENUM CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>heightAndWidth</b>	<code>const heightAndWidth( 0x686E7769)</code>	<i>Text frame will be resized in both(height and width) dimensions.</i>
<b>heightAndWidthProportionally</b>	<code>const heightAndWidthProportionally( 0x686E7770)</code>	<i>Text frame will be resized in both(height and width) dimensions proportionally.</i>
<b>heightOnly</b>	<code>const heightOnly( 0x68656967)</code>	<i>Text frame will be resized in height dimension only.</i>
<b>off</b>	<code>const off( 0x4F464620)</code>	<i>Text frame auto-sizing is off.</i>
<b>widthOnly</b>	<code>const widthOnly( 0x77696474)</code>	<i>Text frame will be resized in width dimension only.</i>

## CustomLayoutTypeEnum

Enumeration available in ID 8

CUSTOMLAYOUTTYPEENUM CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>alignmentAndSpacing</b>	<code>const alignmentAndSpacing( 0x416C5370)</code>	<i>Alignment And Spacing.</i>
<b>floatLeft</b>	<code>const floatLeft( 0x466C4C65)</code>	<i>Float Left.</i>
<b>floatRight</b>	<code>const floatRight( 0x466C5269)</code>	<i>Float Right.</i>

## DimensionsConstraints

Enumeration available in ID 8

DIMENSIONSCONSTRAINTS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>fixedDimension</b>	<code>const fixedDimension( 0x44436669)</code>	<i>The dimension remains fixed relative to the parent.</i>
<b>flexibleDimension</b>	<code>const flexibleDimension( 0x4443666C)</code>	<i>The dimension can vary relative to the parent.</i>

## EpubVersion

Enumeration available in ID 8

EPUBVERSION CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>epub2</b>	<code>const epub2( 0x65766532)</code>	<i>EPUB 2.0.1.</i>
<b>epub3</b>	<code>const epub3( 0x65766533)</code>	<i>EPUB 3.0.</i>
<b>epub3WithLayout</b>	<code>const epub3WithLayout( 0x65763370)</code>	<i>EPUB 3.0 with Layout.</i>

## GuideTypeOptions

Enumeration available in ID 8

GUIDETYPEOPTIONS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>liquid</b>	<code>const liquid( 0x67736C63)</code>	<i>Liquid guide.</i>
<b>ruler</b>	<code>const ruler( 0x67736E70)</code>	<i>Ruler guide (default).</i>

## LayoutRuleOptions

Enumeration available in ID 8

LAYOUTRULEOPTIONS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>guideBased</b>	<code>const guideBased( 0x4C504742)</code>	Use guide slicing to resize objects on the page as it resizes.
<b>objectBased</b>	<code>const objectBased( 0x4C504F42)</code>	Reposition and resize objects on the page as it resizes.
<b>off</b>	<code>const off( 0x4F464620)</code>	No layout rule on the page as it resizes.
<b>preserveExisting</b>	<code>const preserveExisting( 0x4C505072)</code>	Use existing layout rule setting on the page. Used for creating alternate layouts.
<b>recenter</b>	<code>const recenter( 0x4C505263)</code>	Recenter objects on the page as it resizes.
<b>scale</b>	<code>const scale( 0x4C505363)</code>	Scale objects on the page as it resizes.
<b>useMaster</b>	<code>const useMaster( 0x4C50554D)</code>	Use layout rule from the page's applied master page.

## MapType

Enumeration available in ID 8

MAPTYPE CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>groupMappingRule</b>	<code>const groupMappingRule( 0x67746772)</code>	group to group mapping rule.
<b>groupToStyleMappingRule</b>	<code>const groupToStyleMappingRule( 0x67747372)</code>	group to style mapping rule.
<b>styleMappingRule</b>	<code>const styleMappingRule( 0x73747372)</code>	style to style mapping rule.
<b>styleToGroupMappingRule</b>	<code>const styleToGroupMappingRule( 0x73746772)</code>	style to group mapping rule.

## PageViewOptions

Enumeration available in ID 8

PAGEVIEWOPTIONS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>byAlternateLayout</b>	<code>const byAlternateLayout( 0x7673746B)</code>	Pages arranged in vertical columns by alternate layout.
<b>horizontally</b>	<code>const horizontally( 0x6873746B)</code>	Pages arranged in horizontal rows.
<b>vertically</b>	<code>const vertically( 0x76726F77)</code>	Pages arranged in a vertical column.

## PaginationOption

Enumeration available in ID 8

PAGINATIONOPTION CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>autoPaginate</b>	<code>const autoPaginate( 0x536E4175)</code>	Pages are added and removed automatically in HTML5, removing Optional pages first.
<b>fromLastPage</b>	<code>const fromLastPage( 0x536E414C)</code>	Pages are added and removed from the end of the layout in HTML5.

## PNGColorSpaceEnum

Enumeration available in ID 8

PNGCOLORSPACEENUM CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>gray</b>	<code>const gray( 0x69477279)</code>	Converts all color values to high-quality black-and-white images. Gray levels of the converted objects represent the luminosity of the original objects.
<b>rgb</b>	<code>const rgb( 0x63524742)</code>	Represents all color values using the RGB color space. Best suited for documents that will be viewed on-screen.

## PNGExportRangeEnum

Enumeration available in ID 8

PNGEXPORTRANGEENUM CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>exportAll</b>	<code>const exportAll( 0x6A704541)</code>	Exports all pages.
<b>exportRange</b>	<code>const exportRange( 0x6A704552)</code>	Exports the page range specified in the page string property.

## PNGQualityEnum

Enumeration available in ID 8

PNGQUALITYENUM CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>high</b>	<code>const high( 0x656E4869)</code>	High quality.
<b>low</b>	<code>const low( 0x656E4C77)</code>	Low quality.
<b>maximum</b>	<code>const maximum( 0x656E4D78)</code>	Maximum quality.
<b>medium</b>	<code>const medium( 0x656E4D64)</code>	Medium quality.



## PreviewPagesOptions

Enumeration available in ID 8

PREVIEWPAGESOPTIONS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>allPages</b>	<code>const allPages( 0x70726E61)</code>	All pages.
<b>first10Pages</b>	<code>const first10Pages( 0x46585067)</code>	First ten pages.
<b>first2Pages</b>	<code>const first2Pages( 0x46325067)</code>	First two pages.
<b>first5Pages</b>	<code>const first5Pages( 0x46355067)</code>	First five pages.
<b>firstPage</b>	<code>const firstPage( 0x65626650)</code>	First page.

## SnapshotBlendingModes

Enumeration available in ID 8

SNAPSHOTBLENDINGMODES CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>fullSnapshotBlending</b>	<code>const fullSnapshotBlending( 0x536E4675)</code>	Use up to three nearest snapshots even if a snapshot is in a different class than the new layout.
<b>ignoreLayoutSnapshots</b>	<code>const ignoreLayoutSnapshots( 0x536E4967)</code>	Turns off the influence of layout snapshots completely.
<b>limitedSnapshotBlending</b>	<code>const limitedSnapshotBlending( 0x536E4C69)</code>	Use only layout snapshots within the same class as the new layout.
<b>useNearestSnapshot</b>	<code>const useNearestSnapshot( 0x536E4E65)</code>	Use the layout snapshot nearest in size and shape to the new layout.

## StaticAlignmentOptions

Enumeration available in ID 8

STATICALIGNMENTOPTIONS CS6 VALUES	PROTOTYPE	DESCRIPTION
<b>centerAlign</b>	<code>const centerAlign( 0x63656E74)</code>	Center align the text.
<b>leftAlign</b>	<code>const leftAlign( 0x6C656674)</code>	Left align the text.
<b>rightAlign</b>	<code>const rightAlign( 0x72676874)</code>	Right align the text.