

JSMedia

Property Summary

`byte[]` [#bytes](#)
A byte array holding the content of the Media object.

`String` [#mimeType](#)
The MIME type of the Media object.

Method Summary

`String` [#getName\(\)](#)
The name of the Media object.

`UUID` [#getUUID\(\)](#)
Returns the UUID of this media

Property Details

`bytes`
A byte array holding the content of the Media object.

Returns

`byte[]`

Sample

```
var ballBytes = plugins.file.readFile('d:/ball.jpg');
var mapBytes = plugins.file.readFile('d:/map.png');
var ballImage = solutionModel.newMedia('ball.jpg', ballBytes);
application.output('original image name: ' + ballImage.getName());
ballImage.bytes = mapBytes;
ballImage.mimeType = 'image/png';
application.output('image name after change: ' + ballImage.getName()); // The name remains unchanged. Only the
content (bytes) are changed.
application.output('image mime type: ' + ballImage.mimeType);
application.output('image size: ' + ballImage.bytes.length);
```

`mimeType`
The MIME type of the Media object.

Some examples are: 'image/jpg', 'image/png', etc.

Returns

`String`

Sample

```
var ballBytes = plugins.file.readFile('d:/ball.jpg');
var mapBytes = plugins.file.readFile('d:/map.png');
var ballImage = solutionModel.newMedia('ball.jpg', ballBytes);
application.output('original image name: ' + ballImage.getName());
ballImage.bytes = mapBytes;
ballImage.mimeType = 'image/png';
application.output('image name after change: ' + ballImage.getName()); // The name remains unchanged. Only the
content (bytes) are changed.
application.output('image mime type: ' + ballImage.mimeType);
application.output('image size: ' + ballImage.bytes.length);
```

Method Details

`getName`
`String` [getName\(\)](#)
The name of the Media object.

Returns

[String](#) – A String holding the name of this Media object.

Sample

```
var ballBytes = plugins.file.readFile('d:/ball.jpg');
var mapBytes = plugins.file.readFile('d:/map.png');
var ballImage = solutionModel.newMedia('ball.jpg', ballBytes);
application.output('original image name: ' + ballImage.getName());
ballImage.bytes = mapBytes;
ballImage.mimeType = 'image/png';
application.output('image name after change: ' + ballImage.getName()); // The name remains unchanged. Only the
content (bytes) are changed.
application.output('image mime type: ' + ballImage.mimeType);
application.output('image size: ' + ballImage.bytes.length);
```

getUUID

[UUID](#) **getUUID()**

Returns the UUID of this media

Returns

[UUID](#)

Sample

```
var ballImg = plugins.file.readFile('d:/ball.jpg');
application.output(ballImg.getUUID().toString());
```