

JSImage

Method Summary

JSImage	flip (type) Flips the image vertically (type param=0) or horizontally (type param=1).
String	getContentType () Gets the contenttype (image/jpeg) of this image.
byte[]	getData () Gets the bytes of this image, so that they can be saved to disk or stored the database.
Number	getHeight () Gets the height of this image.
String	getMetaDataDescription (property) Gets the description of a metadata property from the image.
Object	getMetaDataObject (property) Gets the real object of a metadata property from the image.
String[]	getMetaDataProperties () Gets the available metadata properties from the image.
Number	getWidth () Gets the width of this image.
JSImage	resize (width, height) Resizes the image to the width/height given, keeping aspect ratio.
JSImage	rotate (degrees) Rotates the image the number of degrees that is given.

Method Details

flip

JSImage **flip** (type)

Flips the image vertically (type param=0) or horizontally (type param=1). A new JSImage is returned.

Parameters

{[Number](#)} type

Returns

[JSImage](#)

Sample

```
var image = plugins.images.getImage(byteArray_or_file_or_filename);//loads the image
image = image.flip(0);//flip vertically
var bytes = image.getData();//gets the image bytes
plugins.file.writeFile('filename',bytes);//saves the image bytes
```

getContentType

String **getContentType** ()

Gets the contenttype (image/jpeg) of this image.

Returns

[String](#)

Sample

```
var image = plugins.images.getImage(byteArray_or_file);
var width = image.getWidth();
var height = image.getHeight();
var contentType = image.getContentType();
```

getData

byte[] **getData** ()

Gets the bytes of this image, so that they can be saved to disk or stored the database.

Returns

byte[]

Sample

```
var image = plugins.images.getImage(byteArray_or_file_or_filename);//loads the image
image = image.resize(200,200);//resizes it to 200,200
var bytes = image.getData();//gets the image bytes
plugins.file.writeFile('filename',bytes);//saves the image bytes
```

getHeight

[Number](#) **getHeight ()**

Gets the height of this image.

Returns

[Number](#)

Sample

```
var image = plugins.images.getImage(byteArray_or_file);
var width = image.getWidth();
var height = image.getHeight();
var contentType = image.getContentType();
```

getMetaDataDescription

[String](#) **getMetaDataDescription** (property)

Gets the description of a metadata property from the image. Currently only jpg is supported.

Parameters

[{String}](#) property

Returns

[String](#)

Sample

```
var image = plugins.images.getImage(byteArray_or_file_or_filename);//loads the image
// get the available metadata properties from the image, currently only jpg is supported
var propertiesArray = image.getMetaDataProperties();
for(var i=0;i<propertiesArray.length;i++)
{
    var property = propertiesArray[i]
    application.output("property: " + property);
    application.output("description (string): " + image.getMetaDataDescription(property))
    application.output("real object: " + image.getMetaDataObject(property))
}
// Thumbnail data is stored under property 'Exif - Thumbnail Data', extract that and set it in a dataprovider
thumbnail = image.getMetaDataObject("Exif - Thumbnail Data"); // gets thumbnail data from the image
```

getMetaDataObject

[Object](#) **getMetaDataObject** (property)

Gets the real object of a metadata property from the image. Currently only jpg is supported.

Parameters

[{String}](#) property

Returns

[Object](#)

Sample

```

var image = plugins.images.getImage(byteArray_or_file_or_filename);//loads the image
// get the available metadata properties from the image, currently only jpg is supported
var propertiesArray = image.getMetaDataProperties();
for(var i=0;i<propertiesArray.length;i++)
{
    var property = propertiesArray[i]
    application.output("property: " + property);
    application.output("description (string): " + image.getMetaDataDescription(property))
    application.output("real object: " + image.getMetaDataObject(property))
}
// Thumbnail data is stored under property 'Exif - Thumbnail Data', extract that and set it in a dataprovider
thumbnail = image.getMetaDataObject("Exif - Thumbnail Data"); // gets thumbnail data from the image

```

getMetaDataProperties

String[] **getMetaDataProperties ()**

Gets the available metadata properties from the image. Currently only jpg is supported.

Returns

String[]

Sample

```

var image = plugins.images.getImage(byteArray_or_file_or_filename);//loads the image
// get the available metadata properties from the image, currently only jpg is supported
var propertiesArray = image.getMetaDataProperties();
for(var i=0;i<propertiesArray.length;i++)
{
    var property = propertiesArray[i]
    application.output("property: " + property);
    application.output("description (string): " + image.getMetaDataDescription(property))
    application.output("real object: " + image.getMetaDataObject(property))
}
// Thumbnail data is stored under property 'Exif - Thumbnail Data', extract that and set it in a dataprovider
thumbnail = image.getMetaDataObject("Exif - Thumbnail Data"); // gets thumbnail data from the image

```

getWidth

Number **getWidth ()**

Gets the width of this image.

Returns

Number

Sample

```

var image = plugins.images.getImage(byteArray_or_file);
var width = image.getWidth();
var height = image.getHeight();
var contentType = image.getContentType();

```

resize

JSImage **resize (width, height)**

Resizes the image to the width/height given, keeping aspect ratio. A new JSImage is returned.

Parameters

{Number} width
{Number} height

Returns

JSImage

Sample

```
var image = plugins.images.getImage(byteArray_or_file_or_filename);//loads the image
image = image.resize(200,200);//resizes it to 200,200
var bytes = image.getData();//gets the image bytes
plugins.file.writeFile('filename',bytes);//saves the image bytes
```

rotate

[JSImage](#) **rotate** (degrees)

Rotates the image the number of degrees that is given. A new JSImage is returned.

Parameters

{[Number](#)} degrees

Returns

[JSImage](#)

Sample

```
var image = plugins.images.getImage(byteArray_or_file_or_filename);//loads the image
image = image.rotate(90);//rotate the image 90 degrees
var bytes = image.getData();//gets the image bytes
plugins.file.writeFile('filename',bytes);//saves the image bytes
```