

JSMedia

 Apr 09, 2024 14:21

Supported Clients

SmartClient WebClient NGClient

Property Summary

Array	bytes	A byte array holding the content of the Media object.
String	mimeType	The MIME type of the Media object.

Methods Summary

String	getAsString()	Returns this media's bytes as a String converting it with the UTF-8 Charset.
String	getName()	The name of the Media object.
UUID	getUUID()	Returns the UUID of this media
void	setAsString(string)	Sets the bytes of this media to the given String that is converted to bytes using the UTF-8 Charset.

Property Details

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

Returns
Array

Supported Clients
SmartClient,WebClient,NGClient

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

Supported Clients
SmartClient,WebClient,NGClient

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);
```

Methods Details**getAsString()**

Returns this media's bytes as a String converting it with the UTF-8 Charset.
Returns null if it couldn't convert it or the bytes were null.

Returns

[String](#)

Supported Clients

SmartClient, WebClient, NGClient

Sample**getName()**

The name of the Media object.

Returns

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

Supported Clients

SmartClient, WebClient, NGClient

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()

Returns the UUID of this media

Returns

[UUID](#)

Supported Clients

SmartClient, WebClient, NGClient

Sample

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

setAsString(string)

Sets the bytes of this media to the given String that is converted to bytes using the UTF-8 Charset.

Parameters

String string ;

Supported Clients

SmartClient,WebClient,NGClient

Sample