

# JSImage

## Method Summary

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

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**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
```