

JSMedia

Property Summary

<code>byte[]</code>	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());
```