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# THE CREATOR2 APPLESCRIPT GUIDE

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As mentioned in the *Creator2 Reference Manual*, **CREATOR2** makes full use of AppleScript. AppleScript lets you record and playback actions you perform in the Finder or in applications. In other words, you can use AppleScript to make a record of actions you frequently perform, like placing a company logo in a letter. The next time you need to perform that action, you can make AppleScript do it for you.

For an introduction to AppleScript, refer to Appendix E: Scripting, in the *Creator2 Reference Manual*, or the appropriate Apple documentation. This material covers the Script Editor, opening, recording, running, and editing scripts. Should you need more information, consult the appropriate Apple documentation. You may also want to consult *The Tao of AppleScript* by Derrick Schneider. This book thoroughly covers all aspects of AppleScript and is published by the Berkeley Macintosh User's Group.



In this script, the code in the scroll list on the bottom half of the Script Editor tells Creator2 how to draw a blue oval.

The *Creator2 AppleScript Guide* provides useful information for writing your own scripts. To write your own AppleScript programs, type your own code into the Script Editor.

To discover if you can use AppleScript with an application, drag the application icon to the Script Editor icon. If an application supports AppleScript, like **CREATOR2** does, an AppleScript dictionary opens when you release the mouse button.

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## Writing Creator2 AppleScript programs

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Before you begin writing your own scripts in **CREATOR2**, you should take the time to learn about a few of the things you can do with AppleScript and **CREATOR2**. The following section details a few of the application's unique features, how you can take advantage of them using AppleScript, and provides a few examples of scripting in **CREATOR2**. You may find some helpful scripting tips, too.

However, you should not use the *Creator2 AppleScript Guide* as a training manual for writing scripts. Such a work is beyond the scope of this *Guide*. Instead, you should use this book as an reference to how you can use AppleScript in **CREATOR2**. For an introduction to writing in AppleScript, you should refer to the *AppleScript: Language Guide • English Edition*.

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## Tips for writing Creator2 scripts

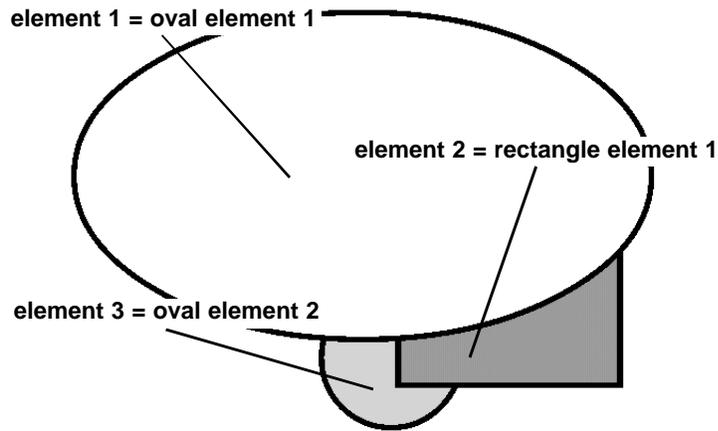
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Before you begin writing scripts in **CREATOR2**, you need to take some time and familiarize yourself with some of application's scripting idiosyncrasies. For example, you cannot write scripts that change your preferences. If you have made scripts in other programs, nothing in **CREATOR2** should throw you. However, a powerful program like **CREATOR2** has features that may make programming easier if you know about them.

If you write a script and place it in the Script Menu Folder, **CREATOR2** lets you modify or add code to from within the application. Press the Option key while clicking on the **Script** menu and choosing the desired script. This opens the Script Editor with the desired script loaded.

### Element layers

AppleScript always labels the foremost element in a layer element 1. Likewise, Applescript labels the second element in a layer element 2 and so on. You can also label elements according to their type, as in rectangle element 1 and oval element 1. Note, however, that if you refer to elements by their type, AppleScript does not number the elements according to their position in a layer. For example, rectangle element 1 can sit below oval element 1 in a layer, but AppleScript still numbers each element with a 1.



As shown above, elements in Creator2 can have different AppleScript names. You can identify the bottom most oval by its position in the layer—element 3—or by the occurrence of its type—oval element 2.

**CREATOR2** adds the ability for you to name each individual element. You can do this by selecting an element and then choosing the **Element Info...** command from the **Elements** menu. In the General Info panel, type the name of the element into the Name text field. You can also set the name of the element in AppleScript by using the element's name property. For example: set name of element ID 1 of spread 1 of document 1 to "Logo" . You can access elements by both their name (i.e., Logo) and their unique ID number (i.e., element ID 87 of spread 2 of document 1). You can only use element's ID's in AppleScript.

### Working with text

If you write scripts that affect text, you need to make a distinction between the select and the set commands. Use the select command to choose the text you want to modify. Use the set command to actually make changes to the text.

```

tell application "Creator2 PPC"
  activate
  select text from character 1 to character 309
  of text flow 1 of document 1
  set text styles of text selection of document 1
  to {class:text style info, on styles:{italic}}
end tell

```

In the illustration above, the user highlights a range of text (characters 1 through 309) with the **SELECT** command. The user then changes the text style to italic with the **SET** command.

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## Start-up scripts

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In **CREATOR2**, you can create a script that runs the moment you launch the application. You can only have one start-up script, but this script can perform as many actions as you want. Once you have created your start-up script, just name it Startup Script and place it in the Scripts folder.

*Note: The Scripts folder is not the same as the Script Menu Folder. You place the Startup Script and related scripts in the Scripts folder. Only those scripts that you want to appear in the Script menu should be placed in the Script Menu Folder.*

Keep in mind that you can only make these start-up scripts perform certain functions. You can't, for instance, tell the application to make a new document (because **CREATOR2** does that anyway) or tell **CREATOR2** to modify elements (because no elements exist yet). But you can use the start-up script to tell other applications to perform certain tasks. For example, you can make your start-up script tell Adobe Photoshop to save all the files located in a certain folder as EPS files.

Every time you launch **CREATOR2**, your start-up script automatically runs. If you want to run **CREATOR2** and bypass the start-up script, press the Shift key while launching the application. This causes **CREATOR2** to run normally, but disables your start-up script.

If you want to modify the Startup Script, you must exit **CREATOR2** and open the script in the Script Editor. You cannot modify the start-up script within **CREATOR2**, you

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## Modifying the Menu Bar

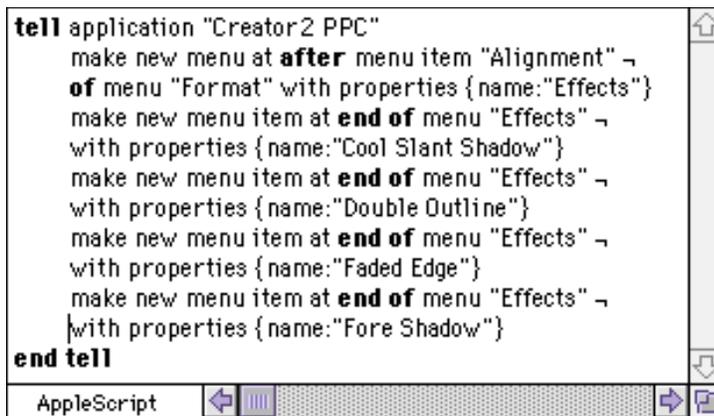
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The Startup Script has one more major use. You can use it to modify or create menus, submenus, and menu commands. For example, you can make the start-up script place a **Save and Export as...** command in the **File** menu. You can even redefine existing menu items or remove existing menu items completely.

## Adding menu items

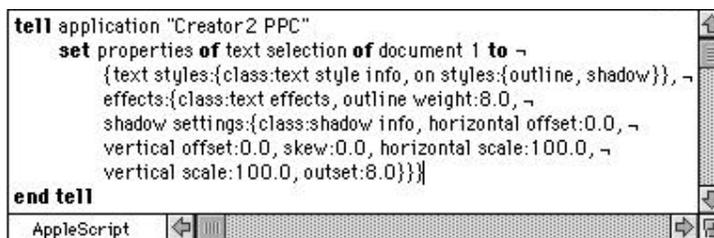
**CREATOR** makes it very easy to add new menu items to the application. Simply tell the application what menu item you want in a menu and where you want them positioned. Your start-up script might look something like this:

```
tell application "Creator2 PPC"
  make new menu at after menu item "Alignment" ↵
  of menu "Format" with properties {name:"Effects"}
  make new menu item at end of menu "Effects" ↵
  with properties {name:"Cool Slant Shadow"}
  make new menu item at end of menu "Effects" ↵
  with properties {name:"Double Outline"}
  make new menu item at end of menu "Effects" ↵
  with properties {name:"Faded Edge"}
  make new menu item at end of menu "Effects" ↵
  with properties {name:"Fore Shadow"}
end tell
```



Notice that the new menu items—Cool Slant Shadow , Double Outline , Faded Edge , and Fore Shadow —do not contain any related code to tell **CREATOR** how these command work. The name of each menu item in the Startup script points to another script, also in the Scripts folder that contains the code for these menu items. For example, the code for Double Outline looks like this:

```
tell application "Creator2 PPC"
  set properties of text selection of document 1 to ↵
  {text styles:{class:text style info, on styles:{outline, shadow}}, ↵
  effects:{class:text effects, outline weight:8.0, ↵
  shadow settings:{class:shadow info, horizontal offset:0.0, ↵
  vertical offset:0.0, skew:0.0, horizontal scale:100.0, ↵
  vertical scale:100.0, outset:8.0}}
end tell
```



If you have written a script that you regularly use from the **Script** menu, **CREATOR** lets you run it as part of the Startup script , too. To do this, you need to use the load script and run script commands. The load script command tells **CREATOR** what other script you want to ref-

erence at start-up. The `run script` command tells **CREATOR2** that you want it to perform the actions in the referenced script.

The dictionary entries for the commands follow:

**load script:** Creates script element from compiled script file.

**load script** alias — *script file to load*  
Result: anything — *returns script element or error code*

**run script:** Run a specified script or script file.

**run script** script — *script or script file to execute*  
[with parameters list] — *list of parameters*  
[in string] — *scripting component to use, default is current scripting component*  
Result: anything — *result of running script*

Restoring menu items

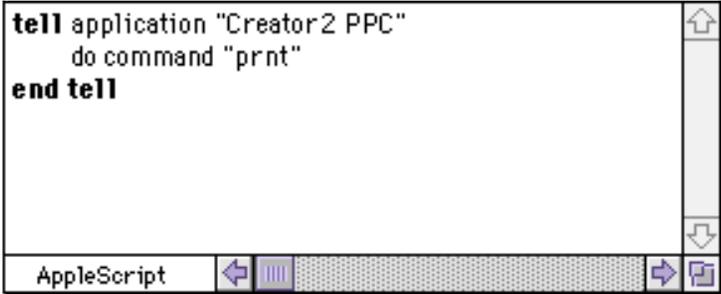
Should you redefine or remove an existing menu item, you needn't worry about restoring the original command; AppleScript cannot eliminate **CREATOR2**'s built-in menu items or commands. Scripts can only temporarily disable the application's pre-existing menu items.

Should you disable a menu command that you later want to use, several workarounds exist. You can quit the application and then relaunch it while pressing the Shift key. This disables the start-up script and **CREATOR2** appears in its original condition. Bear in mind that disabling the startup script not only restores all original menu items, but it also prevents all the actions listed in a start-up script from running.

But you may not want to relaunch **CREATOR2** or disable your start-up script. In this case, you need to use the second method of enabling the original menu commands. This method makes use of the `do` command in the Script Editor. You need to write a script that tells **CREATOR2** to "do" the original command.

Say you remove the **Print...** command from the **File** menu. Eventually you finish a document you want to print, instead of relaunching **CREATOR2** and disabling the start-up script, you run the Script Editor and type:

```
tell application "Creator2 PPC"
  do command "prnt"
end tell
```



This tells **CREATOR2** to open the **Print** dialog box and you can go about your printing assignment normally. You can use the **do** command on any of the original application commands.

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## Creator2 AppleScript Dictionary

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The following dictionary contains all the AppleScript commands supported by **CREATOR2**. Notice that different levels—or suites—of AppleScript compatibility exist.

The Required Suite contains commands—called verbs—that all applications that support AppleScript have. The Standard Suite contains AppleScript commands that most applications have. The **CREATOR2** Suite contains AppleScript commands that only **CREATOR2** has; other applications do not support these commands. The **CREATOR2** Text Suite contains AppleScript commands that let you manipulate text; like the Creator2 Suite, other applications do not support these commands.

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### Required Suite

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**open**: Open the specified element(s)

**open** alias  
*list of elements to open*

**print**: Print the specified element(s)

**print** alias  
*list of elements to print*

**quit**: Quit application

**quit**

**run**: Sent to an application when it is double-clicked

**run**

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### Standard Suite

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**close**: Close an element.

**close** reference  
*The element to close.*  
[**saving** yes/no/ask]  
*Specifies whether changes should be saved before closing.*  
[**saving in** alias]  
*The file in which to save the element.*

**count**: Return the number of elements of a particular class within an object

**count** reference  
*The object whose elements are to be counted.*

**each** type class

*The class of the elements to be counted.*

Result: integer — *The number of elements.*

**cut:** Cut the selection to the clipboard.

**cut**

**decrease:** Decrease the value of something.

**decrease** reference

[**by** real]

*Amount to decrease by.*

**delete:** Delete an element from an element.

**delete** reference

*The element to delete.*

**do command:** Executes a Creator2 command that may or may not be a visible menu item command.

**do command** string

*4-character string of menu command code*

[**name** string]

*Optional name of command if the command can have more than one meaning (such as the font command).*

**duplicate:** Duplicate element(s).

**duplicate** reference

*The object(s) to duplicate.*

[**to** location reference]

*Where to create the duplicates. (Specifies containment and front-to-back order, not coordinates.)*

[**scale method** no scaling/scale to fit container/fit within container/fill container]

*Method to use for scaling elements copied into other elements.*

[**transform mapping** boolean]

*True if moving elements to a different window.*

[**copies** small integer]

*Number of times to duplicate.*

[**offset** GX point]

*How far to offset each duplicate from the original.*

[**scale by** real]

*Amount to scale each duplicate by.*

[**rotate by** real]

*Amount to rotate each duplicate by.*

[**increase offset by** GX point]

*Amount to increase the offset of each duplicate by.*

[**link text blocks** boolean]

*Link text blocks of all duplicated text blocks.*

Result: reference — *The duplicated object(s).*

**exists:** Verify if an element exists.

**exists** reference

*The object in question.*

Result: boolean — *True if it exists, false if not.*

**increase:** Increase the value of something.

**increase** reference

[**by** real]

*Amount to increase by.*

**make:** Make a new element.

**make**

**new** type class

*The class of the new element.*

**at** location reference

*The location at which to insert the element.*

[**with data** anything]

*The initial data for the element.*

[**with properties** record]

*The initial values for the properties of the element.*

[**default document settings** alias]

*Alias to a default document settings file. (Only used for creating new documents.)*

[**scale method** no scaling/scale to fit container/  
fit within container/fit container]

*Method to use for scaling elements created in other elements.*

Result: reference — *The new element(s).*

**move:** Move element(s) to a new location.

**move** reference

*The object(s) to move.*

[**to** location reference]

*The new location for the object(s).*

[**by** GX point]

*Offset to move objects from current position.*

[**scale method** no scaling/scale to fit container/  
fit within container/fit container]

*Method to use for scaling elements moved into other elements.*

[**transform mapping** boolean]

*True if moving elements to a different window.*

Result: reference — *The object(s) after they have been moved.*

**open:** Open the specified object(s).

**open** reference

*List of objects to open.*

**paste:** Paste elements, text, or graphics.

**paste**

[**in place** boolean]

*Paste elements in their original positions?*

**print:** Print the specified element(s).

**print** reference

*List of objects to print.*

[**interaction** boolean]

*(Default true) If true, the print dialog and any needed warning dialogs are allowed.*

[**text overflow checking** boolean]

*(Default true) If true, the document will be checked for text overflows before being printed.*

[**print options** print settings]

*Settings used for printing.*

**reveal:** Bring the specified element(s) into view.

**reveal** reference

*The object to be made visible.*

**save:** Save an element.

**save** reference

*The object to save.*

[**in** alias]

*The file in which to save the object.*

[**as** document file/colors file/text styles file/  
elements styles file]

*The type of file to save.*

**select:** Selects elements or text.

**select** reference

**Class application:** An application program.

Plural form:

**applications**

Elements:

**menu** by numeric index, by name

**document** by ID, by numeric index, by name

**window** by numeric index, by name

**layout document** by numeric index, by name

**GX font** by numeric index, by name

Properties:

**class** type class [r/o]

*Object's class type.*

**clipboard** a list of anything

*The clipboard.*

**frontmost** boolean [r/o]

*Is this the frontmost application?*

**name** string [r/o]  
*The name.*  
**version** version [r/o]  
*The version of the application.*  
**user name** string  
*The name of the current user.*

**Class document:** A document.

Plural form:

**documents**

Properties:

**class** type class [r/o]  
*Object's class type.*  
**modified** boolean [r/o]  
*Has the document been modified since the last save?*

**Class window:** A window.

Plural form:

**windows**

Properties:

**class** type class [r/o]  
*Object's class type.*  
**bounds** bounding rectangle  
*The boundary rectangle for the window.*  
**closeable** boolean [r/o]  
*Does the window have a close box?*  
**titled** boolean [r/o]  
*Does the window have a title bar?*  
**index** integer  
*The number of the window.*  
**floating** boolean [r/o]  
*Does the window float?*  
**modal** boolean [r/o]  
*Is the window modal?*  
**resizable** boolean [r/o]  
*Is the window resizable?*  
**zoomable** boolean [r/o]  
*Is the window zoomable?*  
**zoomed** boolean  
*Is the window zoomed?*  
**visible** boolean  
*Is the window visible?*  
**frontmost** boolean  
*Is this the frontmost window of its kind?*

**Class menu:** A menu.

Plural form:

**menus**

Elements:

**menu item** by numeric index, by name,  
as a range of elements, satisfying a test

Properties:

**class** type class [r/o]

*Object's class type.*

**name** string

*The menu title.*

**Class menu item:** A menu item.

Plural form:

**menu items**

Properties:

**class** type class [r/o]

*Object's class type.*

**name** string

*The menu item name.*

**key equivalent** key equiv

*The item's Command key equivalent.*

**enabled** boolean [r/o]

*Is the menu item enabled?*

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**Creator2 Suite**

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**add files:** Put file references in the Files palette of a document.

**add files** alias

*File reference(s).*

**[at]** location reference]

*The location at which to insert the new file item.*

**align:** Align a set of element objects with an element element, to the bounds of the set, or to a coordinate.

**align** reference

**using** left edges/horizontal centers/  
right edges/tops/vertical centers/bottoms/centers

*The part of the element to align.*

**[to]** reference]

*The element to align the other elements to (can be element, page, or spread).*

**[at]** real/string]

*Coordinate to align elements at.*

**convert measurement:** Convert points to a measurement string or a measurement string to points.

**convert measurement** real/string

*The number of points or the measurement string to convert.*

**using** horizontal ruler/vertical ruler/agates/centimeters/ciceros/decimal inches/fractional inches/millimeters/picas/picas and points/points

*Specifies the user preferred horizontal measurement system, the vertical measurement system, or a particular measurement system.*

Result: real/string — *The converted measurement.*

**convert to single path:** Converts shape elements to a single path element.

**convert to single path** reference

*The element(s) to convert.*

Result: reference — *Reference to the path element created.*

**convert text to paths:** Converts lines of text in text blocks into path elements.

**convert text to paths** reference

*The text block(s) to convert.*

Result: reference — *References to paths elements created.*

**create page in:** Create a new page or pages in a document.

**create page in** reference

[**count** small integer]

*The number of pages to create.*

[**at** location reference]

*The location at which to insert the page[s].*

[**size** GX point]

*Size of new page[s].*

[**using master spread** reference]

*The master spread for each new page.*

**evenly space:** Evenly space the specified elements.

**evenly space** reference

**using** left and right edges/tops and bottoms

*How the elements should be spaced.*

**export EPS:** Exports elements to EPS file.

**export EPS** reference

*The spread, page, or selection to be exported.*

**saving in** alias

*The file to export to.*

[**preview options** no preview/black and white/  
color or gray/PC black and white/PC gray/PC color]  
*Preview options.*

[**binary encoding** boolean]  
*Use binary encoding instead of ASCII encoding?*

[**level 2 PostScript** boolean]  
*Use Level 2 PostScript?*

[**color PostScript** boolean]  
*Use color PostScript?*

[**TIFF OPI Comments** boolean]  
*Include OPI TIFF comments.*

[**OPI Omit TIFF** boolean]  
*Omit TIFF for OPI.*

[**OPI Omit EPS** boolean]  
*Omit EPS for OPI.*

[**export method** composite/DCS1 separations/  
DCS2 separations]  
*Export method.*

[**resolution limiting** small integer]  
*Resolution limiting in dpi. 0 for none, or 72—10,000.*

[**flatness limiting** real]  
*Set the PostScript flatness error tolerance.*

[**font inclusion** no fonts/all fonts/no base 13 fonts/  
no base 35 fonts/ask for types]  
*Fonts to include.*

**export GIF: Exports elements to GIF.**

**export GIF** reference

*The spread, page, or selection to be exported.*

**saving in** alias

*The file to export to.*

[**interlace** boolean]

*Interlace the image?*

[**export depth** use black and white/  
use 256 colors/use 256 grays]

*Export color depth.*

[**export size** full size/two times/four times]

*Export image size.*

**export TIFF: Exports elements to TIFF.**

**export TIFF** reference

*The spread, page, or selection to be exported.*

**saving in** alias

*The file to export to.*

[**export depth** use black and white/  
use 256 colors/use 256 grays/use millions of colors]

*Export color depth.*

[**export resolution** use 72 dpi/use 144 dpi/  
use 288 dpi]

*Export image resolution.*

**fit to text:** Shrink a text-containing shape to tightly fit the text it contains (only works with rectangular shapes).

**fit to text** reference

*The shape(s) to fit to text.*

**flip horizontally:** Flips elements horizontally.

**flip horizontally** reference

*Can be a selection or an element.*

**flip vertically:** Flips elements vertically.

**flip vertically** reference

*Can be a selection or an element.*

**group:** Group elements into a group.

**group** reference

*Can be a selection or a list of elements.*

**import:** Imports a file into a document.

**import** alias

*Alias of file to import.*

**importing** everything/colors only/  
element styles only/text styles only

*What should be imported from this file?*

[**into** reference]

*Document to import the file into.*

**mask:** Masks a graphic.

**mask** reference

*Graphic element to mask.*

[**tolerance** real]

*Tolerance in pixels from 1 to 25.*

[**use Photoshop mask** boolean]

*Use Photoshop™ mask if available.*

**matrix duplicate:** Makes a matrix of elements.

**matrix duplicate**

**given** matrix info

*Information about how to make matrix.*

**redo:** Redo last action.

**redo** integer

*Number of actions to redo. Default is 1. Only used in special cases.*

**replace files in:** Replace usages of files with other files throughout document.

**replace files in** reference

*The document to replace files in.*

**with** file replacement

*List of files and their replacements.*

**replace fonts in:** Replace usages of fonts with other fonts throughout document and anything that uses the fonts.

**replace fonts in** reference

*The document to replace fonts in.*

**with** font replacement

*List of fonts and their replacements.*

**send:** Adjust element front-to-back ordering.

**send** reference

*Can be a selection or any number of elements.*

**moving** to back/to front/backward/forward

*Direction to move elements.*

**undo:** Undo last action.

**undo** integer

*Number of actions to undo. Default is 1. Only used in special cases.*

**ungroup:** Ungroups elements from a group.

**ungroup** reference

*Can be a selection or a group element.*

**Class border element:** A border element.

Plural form:

**border elements**

Properties:

**background texture** alias

*The background texture alias.*

**background gradient** gradient info

*The background gradient.*

**Class character model:** A character model.

Properties:

**inherits** character info

**delimiter** string

*The delimiter character.*

**usage** paragraph start/change after/  
change before/delete delimiter

*How the delimiter should be used.*

**Class color spec:** A color in a document's Color palette.

Plural form:

**color specs**

Properties:

**class** type class [r/o]

*Object's class type.*

**name** string

*The color name.*

**ID** unsigned integer [r/o]

*A unique ID.*

**index** integer [r/o]

*The color's index.*

**key equivalent** key equiv

*The item's Command key equivalent.*

**color type** none/process/spot/registration

*The color separation type.*

**color value** GX color

*The stored GX color value.*

**screen color** RGB color [r/o]

*The RGB color as it appears onscreen.*

**picker name** string

*The name of the color picker used to create this color.*

**name type** auto named/user named/picker named

*How the name came about.*

**Class element style:** An element style in a document's Style palette.

Plural form:

**element styles**

Properties:

**class** type class [r/o]

*Object's class type.*

**name** string

*The style name.*

**ID** unsigned integer [r/o]

*A unique ID.*

**index** integer [r/o]

*The style's index.*

**key equivalent** key equiv

*The item's Command key equivalent.*

**affects frame ink** boolean

*Does this style affect the frame ink?*

**frame ink** ink info

*The frame ink (gradient not supported).*

**affects frame options** boolean

*Does this style affect the frame options?*

**frame options** frame info  
*Dash and multi-line frame options.*

**affects frame weight** boolean  
*Does this style affect the frame weight?*

**frame weight** real  
*The frame thickness.*

**affects frame trapping** boolean  
*Does this style affect the frame trapping?*

**frame trapping** trapping info  
*Trapping info for the frame.*

**affects fill ink** boolean  
*Does this style affect the fill ink?*

**fill ink** ink info  
*The fill ink.*

**affects fill trapping** boolean  
*Does this style affect the fill trapping?*

**fill trapping** trapping info  
*Trapping info for the fill.*

**affects shadow ink** boolean  
*Does this style affect the shadow ink?*

**shadow ink** ink info  
*The shadow ink.*

**affects shadow offset** boolean  
*Does this style affect the shadow offset?*

**shadow offset** GX point  
*The shadow offset, vertical and horizontal.*

**affects shadow outset** boolean  
*Does this style affect the shadow outset?*

**shadow outset** real  
*The shadow outset.*

**affects shadow trapping** boolean  
*Does this style affect the shadow trapping?*

**shadow trapping** trapping info  
*Trapping info for the shadow.*

**properties** record  
*All or some of the properties.*

**Class files list item:** A file in a document's Files palette.

Plural form:

**files list items**

Properties:

**name** string [r/o]

*The file name.*

**index** integer [r/o]

*The file's index.*

**file item reference** alias [r/o]

*The alias to the file.*

**is checked** boolean [r/o]  
*Is the file used in the document?*  
**file item kind** string [r/o]  
*The file type.*

**Class graphic element:** A Graphic element.

Plural form:

**graphic elements**

Properties:

**inherits** element

**graphic file alias** alias

*Alias to the file.*

**cropping** GX rectangle

*Area of visible graphic as described by a rectangle of percentages from top-left. (No cropping is {top:0,left:0,bottom:100,right:100}.)*

**scale** GX point

*The scale of the graphic.*

**foreground color** string

*The foreground color of B&W images.*

**foreground shade** real

*The foreground shade.*

**foreground tint** tint info

*The foreground tint.*

**foreground ink** ink info

*The foreground ink.*

**foreground trapping** trapping info

*The foreground trapping.*

**background color** string

*The background color of B&W images.*

**background shade** real

*The background shade.*

**background tint** tint info

*The background tint.*

**background ink** ink info

*The background ink.*

**background trapping** trapping info

*The background trapping.*

**graphic file creator** string [r/o]

*The file creator.*

**graphic file type** string [r/o]

*The file type.*

**graphic color space** Unknown Space/  
Monochrome Space/CMYK Space/Palette/  
Gray Space/RGB Space/CIE Lab Space/  
YCbCr Space [r/o]

*The graphic's color space.*

**graphic used fonts** a list of string [r/o]

*A list of fonts used in the graphic.*

**graphic spot colors** a list of string [r/o]

*A list of spot colors used in the graphic.*

**graphic resolution** Undefined resolution/  
Defined resolution [r/o]

*Resolution of the graphic.*

**graphic color depth** integer [r/o]

*Color depth of the graphic.*

**EPS spot colors as process** boolean

*Print EPS spot colors as process?*

**mask with bitmap** boolean

*Mask the graphic with its bitmap?*

**Class group element:** A group element.

Plural form:

**group elements**

Properties:

**inherits** shape [r/o]

**Class GX font:** A QuickDraw GX font.

Plural form:

**GX fonts**

Properties:

**name** string [r/o]

*The name of the font as it appears on the menu (family name plus style name).*

**PostScript name** string [r/o]

*The PostScript name of the font.*

**QuickDraw name** string [r/o]

*The QuickDraw name of the font.*

**family name** string [r/o]

*The name of the font family of which the font is a member.*

**style name** string [r/o]

*The name of this font's style within its family.*

**unique name** string [r/o]

*The unique name of the font that distinguishes it from all similar fonts.*

**full name** string [r/o]

*The full QuickDraw GX name of the font (not used in Creator2, but may be used in other QuickDraw GX programs).*

**copyright** string [r/o]

*The manufacturer's copyright of the font.*

**Class layout document:** A multipage page layout document.

Plural form:

**layout documents**

Elements:

**layout window** by numeric index  
**master spread** by numeric index, by ID, by name  
**spread** by numeric index, by ID  
**page** by numeric index, by ID  
**color spec** by name, by ID, by numeric index  
**element style** by name, by numeric index, by ID  
**type style** by name, by numeric index, by ID  
**paragraph style** by name, by numeric index, by ID  
**style model** by name, by numeric index, by ID  
**text flow** by ID, by numeric index, by name  
**files list item** by numeric index, by name, by ID

Properties:

**inherits** document [r/o]  
**ID** unsigned integer [r/o]  
*A unique ID.*  
**page count** small integer [r/o]  
*The number of pages in the document.*  
**first page number** small integer [r/o]  
*The page number of the first page.*  
**default size** GX point  
*The default size of a new page in points.*  
**facing pages** boolean [r/o]  
*Does the document have facing pages?*  
**starts on** left side/right side [r/o]  
*The side of the spread where the first page appears, if facing pages are on.*  
**make default master spread** boolean [r/o]  
*Create a default master spread when making a new layout document? (Only available with the "make new document" command.)*  
**current spread** reference [r/o]  
*The current spread in the document's frontmost window.*  
**selection** a list of reference  
*The set of selected elements in the current spread.*  
**text selection** reference  
*The selected text of the active text flow, if any.*  
**active text flow** reference  
*The current active text flow.*  
**fonts used** a list of string [r/o]  
*A list of the fonts used in the document, including the default font and in the style sheets.*  
**has overflowed text** boolean [r/o]  
*Document contains overflowed text blocks.*

**folder alias** [r/o]  
*The folder that contains this document's file.*

**files used** a list of alias [r/o]  
*The list of external files used by this document.*

**color specs used** a list of string [r/o]  
*The list of color specs used by this document.*

**type styles used** a list of string [r/o]  
*The list of type styles used by this document.*

**paragraph styles used** a list of string [r/o]  
*The list of paragraph styles used by this document.*

**element styles used** a list of string [r/o]  
*The list of element styles used by this document.*

**author** string  
*The author of this document.*

**company** string  
*The name of the company that owns this document.*

**description** string  
*A description of this document.*

**keywords** a list of string  
*The list of keywords assigned to this document.*

**status** string  
*The status of this document.*

**print options** print settings  
*Options for printing.*

**Class layout window:** A window displaying a view of a layout document.

Plural form:

**layout windows**

Properties:

**inherits** window [r/o]

**owner document** layout document [r/o]  
*The layout document that is displayed in the layout window.*

**current spread** reference  
*The current spread displayed in the layout window.*

**view plate** composite/cyan/magenta/yellow/black/other  
*The current plate being viewed.*

**view scale** fit in window/other scale  
*View scale percentage (25.0 to 3200.0).*

**view center** GX point  
*Screen point to scroll to center of window.*

**guides visible** boolean  
*Are guides visible?*

**guide snap** boolean  
*Do elements snap to guides?*

**snap distance** real/string  
*Distance at which objects snap to guides.*

**rulers visible** boolean  
*Are the rulers visible?*

**Class line element:** A line element.

Plural form:

**line elements**

Properties:

**inherits** element [r/o]

**end points** line points

*The end points of the line.*

**line tint** tint info

*The tint of the line.*

**line weight** real

*The weight of the line in points.*

**Class master spread:** A master spread.

Plural form:

**master spreads**

Properties:

**inherits** spread [r/o]

**name** string

*Master spread name.*

**page size** GX point

*Size of each page on the master spread.*

**Class oval element:** An oval element.

Plural form:

**oval elements**

Properties:

**inherits** shape [r/o]

**Class page:** A page of a document.

Plural form:

**pages**

Elements:

**element** by numeric index, by name

Properties:

**class** type class [r/o]

*Object's class type.*

**ID** unsigned integer [r/o]

*A unique ID.*

**bounds** GX rectangle [r/o]

*Bounds of the page.*

**size** GX point

*Size of the page.*

**master spread name** string

*The master spread this page uses.*

**page border type** none/inherit from master spread/  
rectangle/border

*The page border type.*

**page border** element

*The page border. (Read-only if type is “inherited from master spread”.)*

**border inset** real/string

*The amount to inset the border.*

**border fill bleed** real/string

*The amount to outset or bleed the fill (relative to the border inset).*

**has overflowed text** boolean [r/o]

*Does the page contain overflowed text blocks?*

**Class paragraph model:** A paragraph model.

Properties:

**inherits** paragraph info

**character model list** a list of character model

*The list of character models.*

**Class paragraph style:** A paragraph style in a document.

Plural form:

**paragraph styles**

Properties:

**class** type class [r/o]

*Object’s class type.*

**name** string

*The style name.*

**ID** unsigned integer [r/o]

*A unique ID.*

**index** integer [r/o]

*The style’s index.*

**key equivalent** key equiv

*The item’s Command key equivalent.*

**inherits** paragraph info [r/o]

**associated type style** string

*The associated type style.*

**next paragraph style** string

*The next paragraph style.*

**Class path element:** A path element.

Plural form:

**path elements**

Properties:

**inherits** shape [r/o]

**points** a list of list

*A list of lists of control points. Each sublist represents one contour of the path.*

**closed** boolean

*Is the path closed? Can only be set to false if there is only one contour.*

**Class rectangle element:** A rectangle element.

Plural form:

**rectangle elements**

Properties:

**inherits** shape [r/o]

**all corner styles** a list of rounded corner/inverted corner/rounded inverted corner/beveled corner

*Order is top-left, top-right, bottom-right, bottom-left.*

**top left style** rounded corner/inverted corner/rounded inverted corner/beveled corner

**top right style** rounded corner/inverted corner/rounded inverted corner/beveled corner

**bottom right style** rounded corner/inverted corner/rounded inverted corner/beveled corner

**bottom left style** rounded corner/inverted corner/rounded inverted corner/beveled corner

**all corner radii** a list of GX point

*Order is top-left, top-right, bottom-right, bottom-left.*

**linked corner radii** GX point

*Radius of all linked corners.*

**top left radius** GX point

*Horizontal and vertical corner radius.*

**top right radius** GX point

*Horizontal and vertical corner radius.*

**bottom right radius** GX point

*Horizontal and vertical corner radius.*

**bottom left radius** GX point

*Horizontal and vertical corner radius.*

**top left linked** boolean

**top right linked** boolean

**bottom right linked** boolean

**bottom left linked** boolean

**all corners linked** boolean

**Class spread:** A spread of pages in a document.

Plural form:

**spreads**

Elements:

**page** by numeric index, by ID

**element** by ID, by numeric index, by name

Properties:

**class** type class [r/o]

*Object's class type.*

**ID** unsigned integer [r/o]

*A unique ID.*

**selection** a list of reference

*The set of selected elements in the spread.*

**full contents** a list of reference [r/o]

*A list of all the elements contained in the spread, including those contained by shapes within the spread.*

**horizontal guides** guide info

*Horizontal guides.*

**vertical guides** guide info

*Vertical guides.*

**has overflowed text** boolean [r/o]

*Does the spread contain overflowed text blocks?*

**Class starburst element:** A starburst element.

Plural form:

**starburst elements**

Properties:

**inherits** shape [r/o]

**inner sizing** GX rectangle

*Position and size of inner rectangle based on percentage from left or top.*

**number of points** small integer

*The number of points in the starburst (counting only outer points of star).*

**outer roundness** GX point

*Percentage of roundness of shape formed by outer points of star.*

**inner roundness** GX point

*Percentage of roundness of shape formed by inner points of star.*

**alternation** real

*The percentage of alternation of every other "point's" length (meaning the outer points of the star).*

**randomness** real

*The percentage of randomness for the length of each "point".*

**round valleys** boolean

*Are the valley points of the star round (not sharp)?*

**round peaks** boolean

*Are the peak points of the star round (not sharp)?*

**control points** a list of control point [r/o]

**Class style model:** A style model in a document.

Plural form:

**style models**

Properties:

- class** type class [r/o]  
*Object's class type.*
- name** string  
*The style name.*
- ID** unsigned integer [r/o]  
*A unique ID.*
- index** integer [r/o]  
*The style's index.*
- key equivalent** key equiv  
*The item's Command key equivalent.*
- paragraph model list** a list of paragraph model  
*The list of paragraph models.*

**Class type style:** A type style in a document.

Plural form:

**type styles**

Properties:

- class** type class [r/o]  
*Object's class type.*
- name** string  
*The style name.*
- ID** unsigned integer [r/o]  
*A unique ID.*
- index** integer [r/o]  
*The style's index.*
- key equivalent** key equiv  
*The item's Command key equivalent.*
- inherits** character info [r/o]

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## Creator2 Text Suite

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**copyfit:** Adjust text in a flow to fit precisely in the available space.

- copyfit** text flow
- using method** proportional/nonproportional/  
adjust scale/adjust size/adjust leading  
*The kind of copy fitting to apply to the text flow.*

**export text:** Export text to a file.

- export text** reference  
*The document, text flow, or text selection to export.*
- in** alias  
*The destination file.*
- as** Creator2 text/Text only/RTF styled text  
*The kind of file to export the text into.*

**format:** Formats the text with the embedded tags or with a style model.

**format** reference

*Text to format.*

**with** tags/other

*Apply tags or apply the given style model name.*

**import text file:** Import a formatted text file. May require interaction with the user.

**import text file** alias

*Alias file to import.*

[**at** location reference]

*The location at which the text will be inserted.*

**Class character:** A character.

Plural form:

**characters**

Properties:

**class** type class [r/o]

*Object's class type.*

**color** RGB color

*The color.*

**font** string

*The name of the font.*

**size** fixed

*The size in points.*

**writing code** writing code [r/o]

*The script system and language.*

**style** text style info

*The text style.*

**uniform styles** text style info [r/o]

*The text style.*

**Class character info:** Properties common to characters.

Properties:

**class** type class [r/o]

*Object's class type.*

**font** string

*The name of the font of the first character.*

**size** real

*The size in points.*

**text styles** text style info

*The text styles.*

**font variations** a list of font variation

*The GX font variations.*

**font features** font features info

*The GX font features.*

**color** tint info  
*Text color.*

**fill color** tint info  
*Text fill color.*

**shadow color** tint info  
*Text shadow color.*

**effects** text effects  
*Text effects.*

**fixed leading** real  
*Amount of fixed leading.*

**automatic leading** small integer  
*Amount of automatic leading.*

**horizontal scale** real  
*Horizontal scale (%).*

**vertical offset** real  
*Vertical offset.*

**tracking** small integer  
*Tracking.*

**font instance** string  
*The GX font instance.*

**language** string  
*The language to use.*

**writing code** writing code info [r/o]  
*The script and language codes being used.*

**type style name** string  
*The name of the type style used by the text.*

**smart quotes** boolean  
*Whether the text uses smart quotes.*

**allow hanging characters** boolean  
*Whether some characters such as punctuation can hang outside the text margins.*

**Class discretionary hyphen:** A discretionary hyphen.

Properties:

**offset** integer [r/o]  
*The hyphen's offset from the beginning of the text flow.*

**Class font features info:** On and off font features in a text style.

Properties:

**all default** boolean  
*All features are set to defaults.*

**default features** a list of string  
*The features whose settings are set to defaults.*

**on settings** a list of string  
*The font feature settings that are on.*

**off settings** a list of string  
*The font feature settings that are off.*

**Class font variation:** A GX font variation.

Properties:

**name** string [r/o]  
*The variation name.*  
**value** real  
*The variation value.*

**Class indent info:** Paragraph indent info.

Properties:

**current** real  
*Current position.*  
**new** real  
*New position.*

**Class insertion point:** An insertion location between two elements.

Plural form:

**insertion points**

Properties:

**class** type class [r/o]  
*Object's class type.*

**Class line:** A line of text.

Plural form:

**lines**

Properties:

**class** type class [r/o]  
*Object's class type.*

**Class paragraph info:** Properties common to paragraphs.

Properties:

**class** type class [r/o]  
*Object's class type.*  
**first indent** indent info  
*Paragraph first line indent.*  
**left indent** indent info  
*Paragraph left indent.*  
**right indent** indent info  
*Paragraph right indent.*  
**space before** real  
*Paragraph space before.*  
**space after** real  
*Paragraph space after.*  
**tabs** tab info  
*Paragraph tabs.*

**alignment** flush left/flush right/center/justify

*Paragraph alignment.*

**hyphenation** boolean

*Use hyphenation with this paragraph?*

**quad leader** string

*The quad leader character.*

**paragraph style name** string

*The name of the paragraph style used by the text.*

**Class shadow info:** Shadow information for text.

Properties:

**horizontal offset** real

*Shadow horizontal offset (% of point size).*

**vertical offset** real

*Shadow vertical offset (% of point size).*

**skew** real

*Shadow skew (-60° to 60°).*

**horizontal scale** real

*Shadow horizontal scale (%).*

**vertical scale** real

*Shadow vertical scale (%).*

**outset** real

*Shadow outset (% of point size).*

**Class tab:** A single tab.

Properties:

**position** real

*Tab position.*

**type** left tab/right tab/center tab/decimal tab

*Tab type.*

**leader** string

*Leader character.*

**alignment character** string

*Alignment character for decimal tab.*

**Class tab change info:** Used for changing tab values.

Properties:

**current tab** tab

*The tab to change.*

**new tab** tab

*The new tab information.*

**Class tab info:** Used for modifying tabs.

Properties:

**tab list** a list of tab

*Optional list of tabs. This will completely replace all existing tabs with the tabs in this list.*

**tabs to delete** a list of tab  
*Optional list of tabs to delete.*  
**tabs to add** a list of tab  
*Optional list of tabs to add.*  
**tabs to change** a list of tab change info  
*Optional list of tabs to change.*

**Class text: A series of characters.**

Elements:

**insertion point** before/after another element  
**character** by numeric index, as a range of elements  
**word** by numeric index, as a range of elements  
**line** by numeric index, as a range of elements  
**discretionary hyphen** by numeric index

Properties:

**inherits** character info [r/o]  
**inherits** paragraph info [r/o]  
**selection** reference  
*The selected text.*  
**properties** record  
*All or some of the properties.*

**Class text effects: Text special effects.**

Properties:

**bold outset** real  
*Bold weight.*  
**italic skew** real  
*Italic skew angle (-60° to 60°).*  
**outline weight** real  
*Outline weight.*  
**shadow settings** shadow info [r/o]  
*Shadow information.*

**Class text flow: A contiguous stream of text.**

Plural form:

**text flows**

Elements:

**character** by numeric index, as a range of elements  
**word** by numeric index, as a range of elements  
**line** by numeric index, as a range of elements

Properties:

**inherits** text [r/o]  
**ID** unsigned integer [r/o]  
*A unique ID.*  
**textblock list** a list of reference [r/o]  
*The list of textblocks this textflow flows through. (Must be specified when textflow is created.)*

**Class text style info:** On and Off styles of text run.

Plural form:

**text style infos**

Properties:

**on styles** a list of plain/bold/italic/outline/shadow/  
underline/condensed/expanded/superscript/  
subscript/superior/inferior/all caps/all lowercase/  
title case/small caps [r/o]

*The styles that are on for the text.*

**off styles** a list of plain/bold/italic/outline/shadow/  
underline/condensed/expanded/superscript/  
subscript/superior/inferior/all caps/all lowercase/  
title case/small caps [r/o]

*The styles that are off for the text.*

**Class word:** A word.

Plural form:

**words**

Properties:

**class** type class [r/o]

*Object's class type.*

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## Type Definitions

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**Class control point:** A point in a path element.

Properties:

**location** GX point

*Location of control point.*

**smoothed** boolean

*Is the point smoothed?*

**Class element:** An element in a document.

Plural form:

**elements**

Properties:

**class** type class [r/o]

*Object's class type.*

**properties** record

*All or some of the properties.*

**name** string

*The element's name.*

**ID** unsigned integer [r/o]

*A unique ID.*

**description** string

*Description of the element.*

**bounds** GX rectangle

*Untransformed bounding rectangle of the element.*

**top** real/string  
*Top of the element's untransformed bounds.*

**left** real/string  
*Left edge of the element's untransformed bounds.*

**bottom** real/string  
*Bottom of the element's untransformed bounds.*

**right** real/string  
*Right edge of the element's untransformed bounds.*

**location** GX point  
*Location of the element (center point).*

**size** GX point  
*Size of the element's untransformed bounds.*

**width** real/string  
*Width of the element's untransformed bounds.*

**height** real/string  
*Height of the element's untransformed bounds.*

**rotation** real  
*Rotation of the element in degrees.*

**skew angle** real  
*Skew of the element in degrees.*

**flipped** boolean [r/o]  
*Is the element flipped?*

**shadow ink** ink info  
*Ink used to draw the element's shadow.*

**shadow offset** GX point  
*Shadow offset.*

**shadow outset** real/string  
*Shadow outset.*

**shadow tint** tint info  
*Shadow tint.*

**shadow color** string  
*Shadow color.*

**shadow shade** real  
*Shadow shade percentage.*

**shadow gradient** gradient info  
*Shadow gradient.*

**shadow texture** alias  
*Shadow texture.*

**element style name** string  
*Name of the element style used by this element.*

**shadow trapping** trapping info [r/o]  
*Trapping info for the shadow.*

**overprint black** boolean  
*Overprint black?*

**locked** boolean  
*Is the element locked?*

**Class file replacement:** A file to replace and its replacement file.

Properties:

**current file** alias  
*The current file.*  
**new file** alias  
*The new file.*

**Class font replacement:** A font to replace and its replacement font.

Properties:

**current font** string  
*The current font.*  
**new font** string  
*The new font.*  
**new style** a list of text style info  
*The new style.*

**Class frame info:** An element's frame options data.

Properties:

**type** normal/dash/multiline  
*The type of frame.*  
**segments** a list of real  
*Each segment of the frame (on/off dash segments, or line/space multi-line segments).*

**Class gradient info:** An element's gradient info.

Properties:

**gradient type** linear/circular/rectangular/shrinking/radial/shifted  
*Gradient type.*  
**gradient points** a list of gradient point info  
*List of tint info records and their positions.*  
**center point** GX point  
*Center point of gradient.*  
**angle** real  
*Angle of gradient.*  
**repetitions** small integer  
*Number of repetitions.*  
**back to back** boolean  
*Is the gradient back to back?*

**Class gradient point info:** A color-change point.

Properties:

**position** real  
*Position of change (0 to 100.0, first point is at 0, last is at 100).*

**tint** tint info  
*Color and shade at this point.*

**Class guide info:** Used for modifying guides.

Properties:

**guide list** a list of real  
*List of guides. Setting this will delete all existing guides before adding new guides from the list.*

**guides to delete** a list of real  
*List of guides to delete.*

**guides to add** a list of real  
*List of guides to delete.*

**Class GX color:** A QuickDraw GX color.

Properties:

**color space** No Space/CMYK Space/Gray Space/RGB Space

*The space the color is declared in.*

**components** a list of real  
*Color Components as defined by color model. Each component is a percentage from 0.0 to 100.0.*

**Class GX point:** A QuickDraw GX point.

Properties:

**x** real/string

**y** real/string

**Class GX rectangle:** A QuickDraw GX rectangle.

Properties:

**left** real/string

**top** real/string

**right** real/string

**bottom** real/string

**Class ink info:** Description of the way an area of an element is filled.

Properties:

**ink type** none/tint ink/gradient ink/texture ink [r/o]  
*The type of ink.*

**tint** tint info  
*The solid ink tint.*

**gradient** gradient info  
*The gradient.*

**texture** alias  
*The texture file.*

**Class key equiv:** Keyboard equivalent.

Properties:

**key** string — *Character key.*

**modifiers** a list of command/option/shift/control  
*List of modifier keys.*

**Class line points:**

Properties:

**starting point** GX point

**ending point** GX point

**Class matrix info:** Info for “matrix duplicate” command.

Properties:

**bounds** GX rectangle

*Bounds to make matrix in.*

**rows** integer

*Number of rows.*

**columns** integer

*Number of columns.*

**row spacing** real/string

*Row spacing.*

**column spacing** real/string

*Column spacing.*

**group afterward** boolean

*Group elements afterward?*

**scale text** boolean

*Scale text instead of reflowing?*

**delete original** boolean

*Delete original element[s] afterwards?*

**scale to fit** boolean

*Scale to fit?*

**adjust spacing** boolean

*Adjust spacing?*

**link text blocks** boolean

*Link text blocks?*

**Class plate info:** Information about a print plate.

Properties:

**plate name** composite/cyan/magenta/yellow/  
black/other

*Plate name.*

**LPI** real

*Lines per inch.*

**screen angle** real

*Screen angle.*

## Class print settings: Settings used in printing.

### Properties:

**start page** integer

*Page at which to start printing (ignored if interaction is true).*

**end page** last page/other page

*Page at which to stop printing (ignored if interaction is true).*

**binary encoding** boolean

*Use binary encoding?*

**level 2 PostScript** boolean

*Use Level 2 PostScript?*

**generate color PostScript** boolean

*Generate color PostScript?*

**send OPI comments for TIFF** boolean

*Send OPI comments for all TIFF files?*

**substitute OPI comments for EPS** boolean

*Substitute OPI comments for EPS files?*

**omit PostScript for TIFF** boolean [r/o]

*Omit PostScript® for TIFF files?*

**plates** a list of composite/cyan/magenta/yellow  
/black/other

*List of plates to print.*

**text blocks only** boolean

*Print text blocks only?*

**selected items only** boolean

*Print selected items only?*

**document notes** boolean

*Print document notes?*

**plate information** boolean

*Print plate information?*

**EPS spot colors as process** boolean

*Print EPS spot colors as process?*

**registration marks** boolean

*Print registration marks?*

**crop marks** boolean

*Print crop marks?*

**color bars** boolean

*Print color bars?*

**use custom paper size** boolean

*Use custom paper size?*

**custom paper size** GX point

*Custom paper size (as GX Point).*

**custom paper offset** real/string

*Custom paper offset.*

**use resolution limiting** boolean

*Use resolution limiting?*

**resolution limit** integer

*Resolution limit (dpi).*

**use flatness limiting** boolean  
*Use flatness limiting?*

**flatness limit** real  
*Flatness limit (device pixels).*

**use composite screen** boolean  
*Use screen for composite printing?*

**composite screen frequency** real  
*Composite screen frequency (lpi).*

**use tiling** boolean  
*Use tiling?*

**tiling overlap** real/string  
*Tiling overlap.*

**black frequency** real  
*Black plate frequency (lpi).*

**black angle** real  
*Black plate angle.*

**cyan frequency** real  
*Cyan plate frequency (lpi).*

**cyan angle** real  
*Cyan plate angle.*

**magenta frequency** real  
*Magenta plate frequency (lpi).*

**magenta angle** real  
*Magenta plate angle.*

**yellow frequency** real  
*Yellow plate frequency (lpi).*

**yellow angle** real  
*Yellow plate angle.*

**spot frequency** real  
*Spot plates frequency (lpi).*

**spot angle** real  
*Spot plates angle.*

**Class shape:** A shape element.

Plural form:

**shapes**

Elements:

**element** by ID, by numeric index, by name

Properties:

**inherits** element [r/o]

**selection** a list of reference

*The set of selected elements contained in the shape.*

**full contents** a list of reference [r/o]

*A list of all the elements contained in the shape at any depth.*

**frame ink** ink info

*Frame ink.*

**frame tint** tint info  
*Frame tint.*

**frame weight** real  
*Weight of the shape's frame in points.*

**frame color** string  
*Frame color.*

**frame shade** real  
*Frame shade percentage.*

**frame texture** alias  
*Frame texture.*

**frame options** frame info  
*Description of dashed and multi-line frame.*

**frame trapping** trapping info [r/o]  
*Frame trapping info.*

**fill ink** ink info  
*Fill ink.*

**fill tint** tint info  
*Fill tint.*

**fill color** string  
*Fill color.*

**fill shade** real  
*Fill shade percentage.*

**fill texture** alias  
*Fill texture.*

**fill gradient** gradient info  
*Gradient fill.*

**fill trapping** trapping info [r/o]  
*Fill trapping info.*

**text flow** reference [r/o]  
*The text flow that is displayed in this shape. (null if none.)*

**previous textblock** reference  
*The shape that comes before this one in the text flow. (null if no text flow or if this is the first textblock.)*

**next textblock** reference  
*The shape that comes after this one in the text flow. (null if no text flow or if this is the last textblock.)*

**editing background color** RGB color  
*The color used when editing a text block with no fill. (N/A if no text block.)*

**text inset** real/string  
*The text inset amount from the shape's frame. (N/A if no text block.)*

**horizontal text scale** real  
*The percentage of horizontal text scale. (N/A if no text block.)*

**vertical text scale** real  
*The percentage of vertical text scale. (N/A if no text*

block.)

**wrapping relationships** a list of wrapping relationship

*The list of wrapping relationships this text block has with other elements. (N/A if no text block.)*

**Class tint info:** A tint.

Properties:

**color** string

*A document color name for the tint.*

**shade** real

*The shade percentage applied to the color (0 to 100.0).*

**Class trapping info:** Trapping info for each part of an element.

Properties:

**type** overprint/knockout/choke knockout/  
spread knockout

*The type of trapping to apply to this part.*

**amount** real

*The amount of trapping to apply to the part.*

**Class wrapping relationship:** A relationship for wrapping text with other elements.

Properties:

**wrapping element** reference

*The element used to wrap.*

**distance** real/string

*Distance from element to wrap text.*

**how** wrap around/wrap within

*How to wrap the text.*

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## Creator2 menu command codes

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### File menu

New...	newd.
Open...	open.
Close	clos.
Save	save.
Save As...	svas.
Save Default Document	.SDDS
Place Graphic...	plac.
Import Text...	.ITex
Export	
TIFF...	xTFF.
GIF...	xGIF.
EPS...	xEPS.
Text...	xTXT.
Page Setup...	pgst.
Print...	prnt.
Quit	quit.

### Edit menu

Undo	undo.
Redo	redo.
Cut	cutd.
Copy	copy.
Paste	pste.
Paste in Place	PSPi
Clear	clrd.
Select All	sAll.
Duplicate...	dupe.
Duplicate Again	Dupl
Make Matrix...	Matr
Copy Type Specs	CTSp.
Paste Type Specs	PTSp.
Copy ¶ Specs	.CPSp
Paste ¶ Specs	.PPSp
Find/Change	
Find...	find.
Find Again...	agi.n.
Find Selection...	fndS
Change	chgD.
Change & Find Again	chgF
Change All	chgA
Preferences...	pref.

## Elements menu

Element Info . . . . .	.El nf
Open Element . . . . .	.OpEl.
Make Element Style... . . . . .	.MkSt
Trapping . . . . .	.Trap.
Convert Text to Paths . . . . .	.CT2P
Convert Shapes to Path . . . . .	.C2sP
Mask Graphic . . . . .	.Mask.
Pen Weight... . . . . .	.PWdD.
Frame Type... . . . . .	.sDsh.
Frame Texture... . . . . .	.TxFr
Fill Texture... . . . . .	.Txtr .
Fill Gradient... . . . . .	.GrdD
Shadow Options... . . . . .	.ShOD
Shadow Texture... . . . . .	.TxSh
Shadow Gradient... . . . . .	.GrdS
Lock . . . . .	.Lock .
Unlock . . . . .	.Unl k.

## Arrange menu

Bring To Front . . . . .	.BtoF
Send To Back . . . . .	.StoB
Move Forward . . . . .	.MvFo
Move Backward . . . . .	.MvBa.
Center Horizontal on Page . . . . .	.cnHp
Center Horizontal on Spread . . . . .	.cnHs
Center Vertical on Page . . . . .	.cnVp
Center Vertical on Spread . . . . .	.cnVs
Wrap Text... . . . . .	.Wrap.
Fit Text Block . . . . .	.FitT.
Flip Horizontal . . . . .	.fl pH
Flip Vertical . . . . .	.fl pV.
Group . . . . .	.Grp .
UnGrp . . . . .	.UGrp .
Arrangement . . . . .	.Al gn
Element Specs . . . . .	.Spec
Guides... . . . . .	.GdsV.
Setup Guides... . . . . .	.SGds

## Font menu

<i>Font name</i> . . . . .	.GXHF.
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## Size menu

<i>Point size name</i> . . . . .	.txsz
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## Style menu

Plain Text	.plain.
Embolden	.bold.
Italicize	.ital.
Underline	.unln.
Outline	.ouln.
Shadow	.shad.
Condense	.cond.
Extend	.xtnd.
Superior	.supe.
Inferior	.infe.
Superscript	.supS.
Subscript	.subS.
UPPERCASE	.UprC.
lowercase	.LowC.

## Format menu

Font Specs	.FSpc.
Alignment	
Left	.tj.lt.
Right	.tj.rt.
Center	.tj.ct.
Justify	.tj.st.
Language	.Lang.
Hyphen	.Hyph.
Discretionary Hyphen	.Disc.
Insert Page Number	.pNum.
“Smart Quotes”	.Quot.
Character...	.char.
Paragraph...	.para.
Copy Fit...	.CFit.
Size/Leading...	.SzLd.
Tracking...	.Trak.
Horiz. Scale...	.HSca.
Offset...	.VOff.
Make Type Style...	.MCSt.
Make ¶ Style...	.MPSt.
Make Style Model...	.MStM.
Apply Tags	.Tags.

## Document menu

Document Settings...	.dStg
Page Manager...	.PgMg
Master Spreads...	.EMPg
Colors...	.edCo
Element Styles...	.edSt
Text Styles...	.ETSt
Check Spelling...	.CkSp
Check Selection...	.CkSn
Spelling Rules...	.SpRu
User Dictionaries...	.edUD
Replace Fonts...	.FntU
File Utilities...	.Fi l U

## View menu

New Window	.NewW
Actual Size	.ActS.
Fit in Window	.Fi tW
Enlarge	.Enl a.
Reduce	.Redu .
Separation	
Composite	.Scom
Cyan	.Scyn.
Magenta	.Smag
Black	.Sbla.
<i>Spot Color name</i>	.Sspo
Rulers	.Rul z.
Guides	.Gydz.
Arrange Palettes	.ArPa
Tools	.Tool .
Colors	.Col r.
Files	.sFl e .
Font Specs	.FSpc.
Element Specs	.Spec
Arrangement	.Al gn
Trapping	.Trap.
No Windows	.DW2F.