

w3 Image 1.3

Reference Manual

D y n a m i c I m a g e S o l u t i o n



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Reference

Image::CreateEmptySurface

<i>Name</i>	CreateEmptySurface
<i>Description</i>	Creates a surface that is used when drawing.
<i>Type</i>	Method
<i>Object</i>	Image
<i>Interface</i>	VARIANT_BOOL CreateEmptySurface(long iWidth, long iHeight);
<i>Parameters</i>	
<i>iWidth</i>	The width of the image to be created.
<i>iHeight</i>	The height of the image to be created.
<i>Return value:</i>	Returns true or false depending if the operation was successful.
<i>Example:</i>	
<i>JScript:</i>	<pre>var imageobj=Server.CreateObject("w3Image.Image"); var test=imageobj.CreateEmpty Surface(100,100);</pre>
<i>VBScript:</i>	<pre>Set imageobj=Server.CreateObject("w3Image.Image") test=imageobj.CreateEmpty Surface(100,100);</pre>

Image::SetPixel

<i>Name</i>	SetPixel
<i>Description</i>	Sets a pixel in the image.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	SetPixel(long iX, long iY, long iColor);
<i>Parameters</i>	
<i>iX</i>	Specifies the x-coordinate to be set.
<i>iY</i>	Specifies the y-coordinate to be set.
<i>iColor</i>	Specifies the color used to paint the point.
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<pre>imageobj.SetPixel(10,10,0xFF0000);</pre>
<i>VBScript:</i>	<pre>imageobj.SetPixel 10,10,&H00FF0000&</pre>

Image::GetPixel

<i>Name</i>	GetPixel
<i>Description</i>	Gets a pixel in the image.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>long GetPixel(long iX, long iY);</pre>
<i>Parameters</i>	
<i>iX</i>	Specifies the x-coordinate to be examined.
<i>iY</i>	Specifies the y-coordinate to be examined.
<i>Return value:</i>	Retrieves the RGB value of the pixel at the point specified by x and y.
<i>Example:</i>	
<i>JScript:</i>	<pre>var color = imageobj.GetPixel(10,10);</pre>
<i>VBScript:</i>	<pre>color = imageobj.GetPixel(10,10)</pre>

Image::DrawLine

<i>Name</i>	DrawLine
<i>Description</i>	Draws a line between two points in the image. Uses the selected pen object to perform the operation.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>DrawLine(long iX1, long iY1, long iX2, long iY2);</pre>
<i>Parameters</i>	
<i>iX1</i>	Specifies the x-coordinate of the start point.
<i>iY1</i>	Specifies the y-coordinate of the start point.
<i>iX2</i>	Specifies x-coordinate of the end point.
<i>iY2</i>	Specifies y-coordinate of the end point.
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<pre>imageobj.DrawLine(10,10,100,100);</pre>
<i>VBScript:</i>	<pre>imageobj.DrawLine 10,10,100,100</pre>

Image::DrawEllipse

<i>Name</i>	DrawEllipse
<i>Description</i>	Draws an ellipse from the coordinates of the upper-left corner to the lower-right corner of the ellipse's bounding rectangle. Uses the selected pen and brush object to perform the operation.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>DrawEllipse(long iLeft, long iTop, long iRight, long iBottom);</pre>
<i>Parameters</i>	
<i>iLeft</i>	Specifies the left edge coordinate of the ellipse.
<i>iTop</i>	Specifies the top edge coordinate of the ellipse.
<i>iRight</i>	Specifies the right edge coordinate of the ellipse.
<i>iBottom</i>	Specifies the bottom edge coordinate of the ellipse.
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<code>imageobj.DrawEllipse(10,10,100,100);</code>
<i>VBScript:</i>	<code>imageobj.DrawEllipse 10,10,100,100</code>

Image::DrawRect

<i>Name</i>	DrawRect
<i>Description</i>	Draws a rectangle from the coordinates of the upper-left corner to the lower-right corner of the rectangle. Uses the selected pen and brush object to perform the operation.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>DrawRect(long iLeft, long iTop, long iRight, long iBottom);</pre>
<i>Parameters</i>	
<i>iLeft</i>	Specifies the left edge coordinate of the rectangle.
<i>iTop</i>	Specifies the top edge coordinate of the rectangle.
<i>iRight</i>	Specifies the right edge coordinate of the rectangle.
<i>iBottom</i>	Specifies the bottom edge coordinate of the rectangle.
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<code>imageobj.DrawRect(10,10,100,100);</code>
<i>VBScript:</i>	<code>imageobj.DrawRect 10,10,100,100</code>

Image::DrawText

<i>Name</i>	DrawText
<i>Description</i>	Draws a text with help of the selected font and the coordinates.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>DrawText(BSTR bstrText, long iLeft, long iTop);</pre>

Parameters

<code>bstrText</code>	Specifies the text to draw.
<code>iLeft</code>	Specifies the left edge coordinate of the text.
<code>iTop</code>	Specifies the top edge coordinate of the text.

Return value: <none>

Example:

```
JScript:   imageobj.DrawText("Apa",10,10);
VBScript:  imageobj.DrawText "Apa",10,10
```

Image::CreatePen

<i>Name</i>	CreatePen
<i>Description</i>	Creates a pen object to use for drawing methods.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>IUnknown* = CreatePen(VARIANT vtStyle, long iWidth, long iColor);</pre>

Parameters

<code>vtStyle</code>	<p>Specifies the style to use when drawing.</p> <ul style="list-style-type: none"> (0 or "solid") - The pen is solid. (1 or "dash") - The pen is dashed. This style is valid only when the pen width is one. (2 or "dot") - The pen is dotted. This style is valid only when the pen width is one. (3 or "dashdot") - The pen has alternating dashes and dots. This style is valid only when the pen width is one. (4 or "dashdotdot") - The pen has alternating dashes and double dots. This style is valid only when the pen width is one or less in device units. (5 or "invisible") - The pen is invisible.
----------------------	---

<code>iWidth</code>	Specifies the width of the pen.
<code>iColor</code>	Specifies the color value of the pen.

Return value: Returns a pen object.

Example:

```
JScript:   var penobj = imageobj.CreatePen("solid",1, 0x0000FF);
VBScript:  Set penobj = imageobj.CreatePen("solid",1, &H000000FF&
```

Image::CreateSolidBrush

<i>Name</i>	CreateSolidBrush
<i>Description</i>	Creates a brush object to use for drawing methods.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>IUnknown* = CreateSolidBrush(long iColor);</pre>
<i>Parameters</i>	
<i>iColor</i>	Specifies the color value of the brush.
<i>Return value:</i>	Returns a brush object.
<i>Example:</i>	
<i>JScript:</i>	<pre>var brushobj = imageobj.CreateSolidBrush(0x00FF00);</pre>
<i>VBScript:</i>	<pre>Set brushobj = imageobj.CreateSolidBrush(&H0000FF00&)</pre>

Image::CreateFont

<i>Name</i>	CreateFont
<i>Description</i>	Creates a font object to use for text methods.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>IUnknown* = CreateFont(BSTR bstrName, long iHeight, long iWidth, VARIANT vtWeight, long iOrientation, long iFontColor, VARIANT_BOOL bItalic, VARIANT_BOOL bUnderlined, VARIANT_BOOL bAntiAliasing);</pre>

Parameters

<code>bstrName</code>	Specifies the face name of the font.
<code>iHeight</code>	Specifies the height of the font.
<code>iWidth</code>	Specifies the width of the font. If zero is specified then the default width value is used. This value is relative to the height.
<code>iWeight</code>	Specifies the font weight to be used. (0 or " dontcare ") - Don't care (1 or " thin ") - Thin (2 or " extralight ") - Extra light (3 or " light ") - Light (4 or " normal ") - Normal (5 or " medium ") - Medium (6 or " semibold ") - Semi bold (7 or " bold ") - Bold (8 or " extrabold ") - Extra bold (9 or " heavy ") - Heavy
<code>iOrientation</code>	Specifies the orientation of the font (0 - 3599).
<code>iFontColor</code>	Specifies the font color.
<code>bItalic</code>	Specifies if the font should be italicised.
<code>bUnderlined</code>	Specifies if the font should be underlined.
<code>bAntiAlias- ing</code>	Specifies if the font should be antialiased (not always possible).

Return value: Returns a font object.

Example:

JScript:

```
var fontobj = imageobj.CreateFont("Wingdings", 25,
0,"normal", 0, 0xFFFF00, false, false, false);
```

VBScript:

```
Set fontobj = imageobj.CreateFont("Wingdings", 25,
0,"normal", 0, &H00FFFF00&, false, false, false)
```

Image::SetPen

<i>Name</i>	SetPen
<i>Description</i>	Select a pen object to use for drawing methods.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>SetPen (IUnknown* pPen);</pre>
<i>Parameters</i>	
<i>pPen</i>	Specifies the pen object to be selected.
<i>iColor</i>	
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<code>imageobj.SetPen(penobj);</code>
<i>VBScript:</i>	<code>imageobj.SetPen penobj</code>

Image::SetBrush

<i>Name</i>	SetBrush
<i>Description</i>	Selects a brush object to use for drawing methods.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>SetBrush(IUnknown* pBrush);</pre>
<i>Parameters</i>	
<i>pBrush</i>	Specifies the brush object to be selected.
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<code>imageobj.SetBrush(brushobj);</code>
<i>VBScript:</i>	<code>imageobj.SetBrush brushobj</code>

Image::SetFont

<i>Name</i>	SetFont
<i>Description</i>	Selects a font object to use for text methods.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>SetFont (IUnknown* pFont);</pre>
<i>Parameters</i>	
<i>pFont</i>	Specifies the font object to be selected.
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<code>Imageobj.SetFont(fontobj);</code>
<i>VBScript:</i>	<code>Imageobj.SetFont fontobj</code>

Image::LoadImage

<i>Name</i>	LoadImage
<i>Description</i>	Loads an image from file.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	VARIANT_BOOL LoadImage(BSTR bstrFile);
<i>Parameters</i>	
<i>bstrFile</i>	Specifies the path and the filename to the file.
<i>Return value:</i>	Returns true or false depending if the operation was successfully.
<i>Example:</i>	
<i>JScript:</i>	<pre>var test = imageobj.LoadImage("c:\\temp\\w3image.jpg");</pre>
<i>VBScript:</i>	<pre>test = imageobj.LoadImage("c:\temp\w3image.jpg")</pre>

Image::SaveImage

<i>Name</i>	SaveImage
<i>Description</i>	Saves an image to a file.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	VARIANT_BOOL SaveImage(BSTR bstrFile, VARIANT vtType, long iColorDepth, VARIANT vtParam1, // Optional VARIANT vtParam2); // Optional
<i>Parameters</i>	
<i>bstrFile</i>	Specifies the path and the filename to the file.
<i>vtType</i>	Specifies the output format: (0 or "BMP") - BMP (1 or "JPG") - JPG (2 or "PNG") - PNG (3 or "GIF") - GIF (4 or "TIF") - TIF (5 or "ICO") - ICO (6 or "TGA") - TGA
<i>iColorDepth</i>	Specifies the colordepth of the output file.
<i>vtParam1</i>	Specifies the first color description value. Valid values: BSTR or long.
<i>vtParam2</i>	Specifies an extra optional parameter.
<i>Return value:</i>	Returns true or false depending if the operation was successful.
<i>Example:</i>	
<i>JScript:</i>	<pre>var test = imageobj.SaveImage("c:\\temp\\w3image.jpg", "BMP", 24);</pre>
<i>VBScript:</i>	<pre>test = imageobj.SaveImage("c:\temp\w3image.jpg", "BMP", 24)</pre>

Image::StreamImage

<i>Name</i>	StreamImage
<i>Description</i>	Streams image data directly to the client with help of the response object, this to increase the performance of output.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>VARIANT_BOOL StreamImage(IUnknown* pUnkResponse, VARIANT vtType, long iColorDepth VARIANT vtParam1, // Optional VARIANT vtParam2); // Optional</pre>
<i>Parameters</i>	
<code>pUnkResponse</code>	Specifies the response object which should be used to stream the data.
<code>vtType</code>	Specifies the output format: (0 or "BMP") - BMP (1 or "JPG") - JPG (2 or "PNG") - PNG (3 or "GIF") - GIF
<code>IColorDepth</code>	Specifies the colordepth of the output stream.
<code>vtParam1</code>	Specifies the first color description value. Valid values: BSTR or long.
<code>vtParam2</code>	Specifies an extra optional parameter.
<i>Return value:</i>	Returns true or false depending if the operation was successful.
<i>Example:</i>	
<i>JScript:</i>	<pre>var test = imageobj.StreamImage(Response, "PNG", 8);</pre>
<i>VBScript:</i>	<pre>test = imageobj.StreamImage(Response, "PNG", 8)</pre>

Image::Clone

<i>Name</i>	Clone
<i>Description</i>	Clones an image object.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>IUnknown** Clone();</pre>
<i>Parameters</i>	<none>
<i>Return value:</i>	Returns the cloned image object.
<i>Example:</i>	
<i>JScript:</i>	<pre>var imageobj2 = imageobj.Clone();</pre>
<i>VBScript:</i>	<pre>imageobj2 = imageobj.Clone</pre>

Image::FloodFill

<i>Name</i>	FloodFill
<i>Description</i>	Fills an area in the image with the current selected brush.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>FloodFill(long iX, long iY, long iColor);</pre>
<i>Parameters</i>	
<i>IX</i>	Specifies the x-coordinate of the point where the filling is to start.
<i>IY</i>	Specifies the y-coordinate of the point where the filling is to start.
<i>IColor</i>	Specifies the color of the boundary or the area to be filled.
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<pre>imageobj.FloodFill(10,10,0xFF0088);</pre>
<i>VBScript:</i>	<pre>imageobj.FloodFill 10,10,&HFF0088</pre>

Image::StretchBlt

<i>Name</i>	StretchBlt
<i>Description</i>	Blits data from one part of the image to another.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>StretchBlt(long iXDest, long iYDest, long iDestWidth, long iDestHeight, long iXSrc, long iYSrc, long iSrcWidth, long iSrcHeight, VARIANT vtRasterOperation);</pre>

Parameters

<code>iXDest</code>	Specifies the x-coordinate of the upper-left corner of the destination rectangle.
<code>iYDest</code>	Specifies the y-coordinate of the upper-left corner of the destination rectangle.
<code>iDestWidth</code>	Specifies the width of the destination rectangle.
<code>iDestHeight</code>	Specifies the height of the destination rectangle.
<code>iXSrc</code>	Specifies the x-coordinate of the upper-left corner of the source rectangle.
<code>iYSrc</code>	Specifies the y-coordinate of the upper-left corner of the source rectangle.
<code>iSrcWidth</code>	Specifies the width of the source rectangle.
<code>iSrcHeight</code>	Specifies the height of the source rectangle.
<code>vtRasterOperation</code>	Specifies the raster operation: <ul style="list-style-type: none"> (1 or "dstinvert") - Inverts the destination rectangle. (2 or "notscrcopy") - Copies the inverted source rectangle to the destination. (3 or "mergepaint") - Merges the colors of the inverted source rectangle with the colors of the destination rectangle by using the Boolean OR operator. (5 or "notsrcerase") - Combines the colors of the source and destination rectangles by using the Boolean OR operator and then inverts the resultant color. (9 or "srcand") - Combines the colors of the source and destination rectangles by using the Boolean AND operator. (10 or "srcrcopy") - Copies the source rectangle directly to the destination rectangle. (11 or "srcerase") - Combines the inverted colors of the destination rectangle with the colors of the source rectangle by using the Boolean AND operator. (12 or "srcinvert") - Combines the colors of the source and destination rectangles by using the Boolean XOR operator. (13 or "srcpaint") - Combines the colors of the source and destination rectangles by using the Boolean OR operator.

Return value: <none>

Example:

```
JScript: Imageobj.StretchBlt
(10,10,20,20,40,40,20,20,"srcrcopy");
```

```
VBScript: Imageobj.StretchBlt  
10,10,20,20,40,40,20,20,"srccopy"
```

Image::StretchBltExt

<i>Name</i>	StretchBltExt
<i>Description</i>	Blits data from one object into another.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	<pre>StretchBltExt(IUnknown* pUnkDest, long iXDest, long iYDest, long iDestWidth, long iDestHeight, long iXSrc, long iYSrc, long iSrcWidth, long iSrcHeight, VARIANT vtRasterOperation // Optional VARIANT vtAlpha); // Optional</pre>

Parameters

<code>pUnkDest</code>	Specifies the destination object which the data should be blitted.
<code>iXDest</code>	Specifies the x-coordinate of the upper-left corner of the destination rectangle.
<code>iYDest</code>	Specifies the y-coordinate of the upper-left corner of the destination rectangle.
<code>iDestWidth</code>	Specifies the width of the destination rectangle.
<code>iDestHeight</code>	Specifies the height of the destination rectangle.
<code>iXSrc</code>	Specifies the x-coordinate of the upper-left corner of the source rectangle.
<code>iYSrc</code>	Specifies the y-coordinate of the upper-left corner of the source rectangle.
<code>iSrcWidth</code>	Specifies the width of the source rectangle.
<code>iSrcHeight</code>	Specifies the height of the source rectangle.
<code>vtRasterOperation</code>	<p>Specifies the raster operation:</p> <ul style="list-style-type: none"> (1 or "dstinvert") - Inverts the destination rectangle. (2 or "notscrcopy") - Copies the inverted source rectangle to the destination. (3 or "mergepaint") - Merges the colors of the inverted source rectangle with the colors of the destination rectangle by using the Boolean OR operator. (5 or "notsrcerase") - Combines the colors of the source and destination rectangles by using the Boolean OR operator and then inverts the resultant color. (9 or "srcand") - Combines the colors of the source and destination rectangles by using the Boolean AND operator. (10 or "srcrcopy") - Copies the source rectangle directly to the destination rectangle. (11 or "srcerase") - Combines the inverted colors of the destination rectangle with the colors of the source rectangle by using the Boolean AND operator. (12 or "srcinvert") - Combines the colors of the source and destination rectangles by using the Boolean XOR operator. (13 or "srcpaint") - Combines the colors of the source and destination rectangles by using the Boolean OR operator.

(15 or “transparent”) - Merges the source and the destination rectangle. This by using the background color as the transparent color in the source image (bkColor).

The background mode is here ignored (bkMode).

(16 or “alpha”) - Merges the source and destinationen rectangle using the alpha value (0 - 255).

(17 or “alphatransparent”) - Combination of the transparent and alpha blit operation. Useful e.g. when merging a logotype into an image. **1.3**

vtAlpha

Specifies the alpha value (0-255) used when performing an alpha blending operation

Return value:

<none>

Example:

JScript:

```
imageobj.StretchBltExt(destobj,10,10,20,20,10,10,  
30,30,9);
```

VBScript:

```
imageobj.StretchBltExt destobj,10,10,20,20,10,10,  
30,30,9
```

Image::Crop

<i>Name</i>	Crop
<i>Description</i>	Crops the image to the rectangle specified.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	Crop(long iLeft, long iTop, long iWidth, long iHeight);

<i>Parameters</i>	
iLeft	Specifies the upper-left corner of the rectangle.
iTop	Specifies the top of the rectangle.
iWidth	Specifies the width of the rectangle.
iHeight	Specifies the height of the rectangle.

Return value: <none>

Example:

```
JScript:      imageobj.Crop(10,10, 100,100);
VBScript:    imageobj.Crop 10,10, 100,100
```

Image::Scale/Image::ScaleImage(Visual Basic)

<i>Name</i>	Scale
<i>Description</i>	Scales the image by a percent value.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	Scale(VARIANT vtVal VARIANT vtInterPolate); // Optional

<i>Parameters</i>	
vtVal	Specifies the scale factor in percent.
vtInter- Polate	Specifies the interpolation method, this is an optional parameter. (0 or "nearest") - Nearest Neighbour. (1 or "linear") - Linear. (2 or "cubic") - Cubic. (4 or "super") - Super Sampling. May be used when the saved image is smaller than the original image.

Return value: <none>

Example:

```
JScript:      Imageobj.Scale(200.0); //200 %
VBScript:    Imageobj.Scale 200.0
```

Image::Stretch

<i>Name</i>	Stretch
<i>Description</i>	Stretches the image.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	Stretch(long iWidth, long iHeight VARIANT vtInterPolate); // Optional
<i>Parameters</i>	
iWidth	Specifies the new width of the image.
iHeight	Specifies the new height of the image.
vtInter- Polate	Specifies the interpolation method, this is an optional parameter: (0 or "nearest") - Nearest Neighbour. (1 or "linear") - Linear. (2 or "cubic") - Cubic. (4 or "super") - Super Sampling. May be used when the saved image is smaller than the original image.
<i>Return value:</i>	<none>
<i>Example:</i>	
JScript:	Imageobj.Stretch(200, 300, "linear") ;
VBScript:	Imageobj.Stretch 200, 300, "linear"

Image::Rotate

<i>Name</i>	Rotate
<i>Description</i>	Rotates the image.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	Rotate(VARIANT vtAngle, long iXCenter, long iYCenter, VARIANT vtInterPolate); // Optional
<i>Parameters</i>	
vtAngle	Specifies the rotation angle.
iXCenter	Specifies the rotation point for the x-coordinate.
iYCenter	Specifies the rotation point for the y-coordinate.
vtInter- Polate	Specifies the interpolation method, this is an optional parameter. (0 or "nearest") - Nearest Neighbour. (1 or "linear") - Linear. (2 or "cubic") - Cubic. (5 or "smoothnearest") - Smooth edge in combination with the Nearest Neighbour algorithm. (6 or "smoothlinear") - Smooth edge in combination with the Linear algorithm. (7 or "smoothcubic") - Smooth edge in combination with the Cubic algorithm.
<i>Return value:</i>	<none>
<i>Example:</i>	
JScript:	imageobj.Rotate(37.5, 0, 0, "smooth") ;
VBScript:	imageobj.Rotate 37.5, 0, 0, "smooth"

Image::GetFontFamiliesName 1.3

<i>Name</i>	GetFontFamiliesName
<i>Description</i>	Gets the names of the font families, specified by the index value, i.e. list all available fonts on the host machine. Use this together with getFontFamiliesCount to loop through the fonts.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	BSTR* bstrName = GetFontFamiliesName(long iIndex);
<i>Parameters</i>	
<i>iIndex</i>	Specifies the index value of a font family.
<i>Return value:</i>	Returns the font family name.
<i>Example:</i>	
<i>JScript:</i>	<code>var name = GetFontFamiliesName(10);</code>
<i>VBScript:</i>	<code>name = GetFontFamiliesName(10)</code>

Image::LockMemory (IDataLock interface) 1.3

<i>Name</i>	LockMemory
<i>Description</i>	Locks and gives access (low level access) to the memory of the image object. The IDataLock interface is only visible in low level languages, such as C, C++.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	LockMemory(DWORD* pcbBytes, void** ppBytes);
<i>Parameters</i>	
<i>pcbBytes</i>	Specifies the total amount of memory bytes of the image.
<i>ppBytes</i>	Specifies the low level access memory pointer.
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<not available>
<i>VBScript:</i>	<not available>

Image::UnlockMemory (IDataLock interface) 1.3

<i>Name</i>	UnlockMemory
<i>Description</i>	Unlocks the memory of the image object.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	UnlockMemory();
<i>Parameters</i>	<none>
<i>Return value:</i>	<none>
<i>Example:</i>	
<i>JScript:</i>	<not available>
<i>VBScript:</i>	<not available>

Image::getFontFamiliesCount 1.3

<i>Name</i>	getFontFamiliesCount
<i>Description</i>	Counts the total amount of available fonts. See also GetFontFamiliesName.
<i>Object</i>	Image
<i>Interface</i>	<code>long getFontFamiliesCount;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var count = imageobj.getFontFamiliesCount;</code>
<i>VBScript:</i>	<code>count = imageobj.getFontFamiliesCount</code>

Image::width

<i>Name</i>	width
<i>Description</i>	The width of the image.
<i>Object</i>	Image
<i>Interface</i>	<code>long width;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var width = imageobj.width;</code>
<i>VBScript:</i>	<code>width = imageobj.width</code>

Image::height

<i>Name</i>	height
<i>Description</i>	The height of the image.
<i>Object</i>	Image
<i>Interface</i>	<code>long height;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var height = imageobj.height;</code>
<i>VBScript:</i>	<code>height = imageobj.height</code>

Image::bkColor/bkColour

<i>Name</i>	bkColor/bkColour
<i>Description</i>	The background image color. When generating transparent PNG or GIF images, this color will be used as the transparent color.
<i>Object</i>	Image
<i>Interface</i>	<code>long bkColor;</code>
<i>Type</i>	Property (Set/Get)
<i>Example:</i>	
<i>JScript:</i>	<code>imageobj.bkColor = 0x8800FF;</code>
<i>VBScript:</i>	<code>imageobj.bkColor = &H008800FF&</code>

Image::bkMode

<i>Name</i>	bkMode
<i>Description</i>	The background mode. If this mode is set to transparent, and a GIF or PNG is generated, the color specified in bkColor will be used as transparent. (0) Opaque (1) Transparent
<i>Object</i>	Image
<i>Interface</i>	<code>long bkMode;</code>
<i>Type</i>	Property (Set/Get)
<i>Example:</i>	
<i>JScript:</i>	<code>imageobj.bkMode = 1;</code>
<i>VBScript:</i>	<code>imageobj.bkMode = 1</code>

Pen::width

<i>Name</i>	width
<i>Description</i>	The width of the pen.
<i>Object</i>	Pen
<i>Interface</i>	<code>long width;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var width = penobj.width;</code>
<i>VBScript:</i>	<code>width = penobj.width</code>

Pen::color/colour

<i>Name</i>	color/colour
<i>Description</i>	The color value of the pen.
<i>Object</i>	Pen
<i>Interface</i>	<code>long color;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var color = penobj.color;</code>
<i>VBScript:</i>	<code>color = penobj.color</code>

Pen::style

<i>Name</i>	style
<i>Description</i>	The style of the pen.
<i>Object</i>	Pen
<i>Interface</i>	<code>long style;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var style = penobj.style;</code>
<i>VBScript:</i>	<code>style = penobj.style</code>

Brush::color/colour

<i>Name</i>	color
<i>Description</i>	The color value of the brush.
<i>Object</i>	Brush
<i>Interface</i>	<code>long color;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var color = brushobj.color;</code>
<i>VBScript:</i>	<code>color = brushobj.color</code>

Font::name

<i>Name</i>	name
<i>Description</i>	The face name of the font.
<i>Object</i>	Font
<i>Interface</i>	<code>BSTR name;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var facename = fontobj.name;</code>
<i>VBScript:</i>	<code>facename = fontobj.name</code>

Font::height

<i>Name</i>	height
<i>Description</i>	The height in pixels of the font.
<i>Object</i>	Font
<i>Interface</i>	<code>long height;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>height = fontobj.height</code>
<i>VBScript:</i>	<code>var height = fontobj.height;</code>

Font::width

<i>Name</i>	width
<i>Description</i>	The width in pixels of the font.
<i>Object</i>	Font
<i>Interface</i>	<code>long width;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var width = fontobj.width;</code>
<i>VBScript:</i>	<code>width = fontobj.width</code>

Font::weight

<i>Name</i>	weight
<i>Description</i>	The font weight.
<i>Object</i>	Font
<i>Interface</i>	<code>long weight;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var weight = fontobj.weight;</code>
<i>VBScript:</i>	<code>weight = fontobj.weight</code>

Font::orientation

<i>Name</i>	orientation
<i>Description</i>	The orientation of the font.
<i>Object</i>	Font
<i>Interface</i>	<code>long orientation;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var orientation = fontobj.orientation;</code>
<i>VBScript:</i>	<code>orientation = fontobj.orientation</code>

Font::color/colour

<i>Name</i>	color/colour
<i>Description</i>	The font color.
<i>Object</i>	Font
<i>Interface</i>	<code>long color;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var color = fontobj.color;</code>
<i>VBScript:</i>	<code>color = fontobj.color</code>

Font::italic

<i>Name</i>	italic
<i>Description</i>	Specified if the font is italicised.
<i>Object</i>	Font
<i>Interface</i>	<code>VARIANT_BOOL italic;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var isItalic = fontobj.italic;</code>
<i>VBScript:</i>	<code>isItalic = fontobj.italic</code>

Font::underlined

<i>Name</i>	underlined
<i>Description</i>	Specified if the font is underlined.
<i>Object</i>	Font
<i>Interface</i>	<code>VARIANT_BOOL underlined;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var isUnderlined = fontobj.underlined;</code>
<i>VBScript:</i>	<code>isUnderlined = fontobj.underlined</code>

Font::antialiasing

<i>Name</i>	antialiasing
<i>Description</i>	Specified if the font should be antialiased if possible.
<i>Object</i>	Font
<i>Interface</i>	<code>VARIANT_BOOL antialiasing;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var isAntialised = fontobj.antialiasing;</code>
<i>VBScript:</i>	<code>isAntialised = fontobj.antialiasing</code>

Font::kerningpairscount

<i>Name</i>	kerningpairscount
<i>Description</i>	Gets the number of kerningpairs.
<i>Object</i>	Font
<i>Interface</i>	<code>long kerningpairscount;</code>
<i>Type</i>	Property (Get)
<i>Example:</i>	
<i>JScript:</i>	<code>var count = fontobj.kerningpairscount;</code>
<i>VBScript:</i>	<code>count = fontobj.kerningpairscount</code>

Font::GetKernAmount

<i>Name</i>	GetKernAmount
<i>Description</i>	Returns the kerning amount for the specified kerningpair.
<i>Object</i>	Font
<i>Type</i>	Method
<i>Interface</i>	<code>long* GetKernAmount(long iIndex);</code>
<i>Parameters</i>	
<i>iIndex</i>	Specifies the kerning index.
<i>Return value:</i>	The kerningpair amount.
<i>Example:</i>	
<i>JScript:</i>	<code>var value = fontobj.GetKernAmount(0);</code>
<i>VBScript:</i>	<code>value = fontobj.GetKernAmount(0)</code>

Font::GetFirstKernChar

<i>Name</i>	GetFirstKernChar
<i>Description</i>	Returns the first kerningpair character.
<i>Object</i>	Font
<i>Type</i>	Method
<i>Interface</i>	<code>BSTR* GetFirstKernChar(long iIndex);</code>
<i>Parameters</i>	
<i>iIndex</i>	Specifies the kerning index.
<i>Return value:</i>	The kerningpair character.
<i>Example:</i>	
<i>JScript:</i>	<code>var first = fontobj.GetFirstKernChar(0);</code>
<i>VBScript:</i>	<code>first = fontobj.GetFirstKernChar(0)</code>

Font::GetSecondKernChar

<i>Name</i>	GetSecondKernChar
<i>Description</i>	Returns the second kerningpair character.
<i>Object</i>	Font
<i>Type</i>	Method
<i>Interface</i>	<code>BSTR* GeSecondKernChar(long iIndex);</code>
<i>Parameters</i>	
<i>iIndex</i>	Specifies the kerning index.
<i>Return value:</i>	The kerningpair character.
<i>Example:</i>	
<i>JScript:</i>	<code>var second = fontobj.GetSecondKernChar(0);</code>
<i>VBScript:</i>	<code>second = fontobj.GetSecondKernChar(0)</code>

Color::value (default in interface)

<i>Name</i>	value
<i>Description</i>	The colorvalue.
<i>Object</i>	Color
<i>Interface</i>	<code>long value;</code>
<i>Type</i>	Property (Get/Set)
<i>Example:</i>	

JScript:

Example1:

```
var value = colorobj.value;
```

Example2:

```
var fontobj = imageobj.CreateFont("Wingdings", 25, 0, "normal", 0, imageobj.CreateColor("snow").value, false, false, false);
```

Example3 (use it directly):

```
fontobj = imageobj.CreateFont("Wingdings", 25, 0, "normal", 0, imageobj.CreateColor("coral"), false, false, false);
```

VBScript:

Example 1:

```
value = colorobj.value
```

Example 2:

```
Set fontobj = imageobj.CreateFont("Wingdings", 25, 0, "normal", 0, mageobj.CreateColor("snow").value, false, false, false)
```

Example 3 (use it directly):

```
Set fontobj = imageobj.CreateFont("Wingdings", 25, 0, "normal", 0, imageobj.CreateColor("coral"), false, false, false)
```

Color:red

<i>Name</i>	red
<i>Description</i>	The red intensity of the RGB color.
<i>Object</i>	Color
<i>Interface</i>	<code>long red;</code>
<i>Type</i>	Property (Get/Set)
<i>Example:</i>	
<i>JScript:</i>	<code>var red = colorobj.red;</code>
<i>VBScript:</i>	<code>red = colorobj.red</code>

Color:green

<i>Name</i>	green
<i>Description</i>	The green intensity of the RGB color.
<i>Object</i>	Color
<i>Interface</i>	<code>long green;</code>
<i>Type</i>	Property (Get/Set)
<i>Example:</i>	
<i>JScript:</i>	<code>colorobj.green = 100;</code>
<i>VBScript:</i>	<code>colorobj.gripen = 100</code>

Color:blue

<i>Name</i>	blue
<i>Description</i>	The blue intensity of the RGB color.
<i>Object</i>	Color
<i>Interface</i>	<code>long blue;</code>
<i>Type</i>	Property (Get/Set)
<i>Example:</i>	
<i>JScript:</i>	<code>var blue = colorobj.blue;</code>
<i>VBScript:</i>	<code>blue = colorobj.blue</code>

Color:webcolorname/webcolourname

<i>Name</i>	webcolorname/webcolourname
<i>Description</i>	Specifies the webcolorname.
<i>Object</i>	Color
<i>Interface</i>	<code>BSTR webcolorname;</code>
<i>Type</i>	Property (Get/Set)
<i>Example:</i>	
<i>JScript:</i>	<code>colorobj.webcolorname = "chocolate";</code>
<i>VBScript:</i>	<code>colorobj.webcolorname = "chocolate"</code>

Color::webcolor/webcolour

<i>Name</i>	webcolor/webcolour
<i>Description</i>	Specifies the webcolor.
<i>Object</i>	Color
<i>Interface</i>	BSTR webcolor;
<i>Type</i>	Property (Get/Set)
<i>Example:</i>	
<i>JScript:</i>	colorobj.webcolor = "#A312F5";
<i>VBScript:</i>	colorobj.webcolor = "#A312F5"

Image::CreateColorRGB/CreateColourRGB

<i>Name</i>	CreateColorRGB/CreateColourRGB
<i>Description</i>	Creates a color object.
<i>Object</i>	Image
<i>Type</i>	Method
<i>Interface</i>	IUnknown** = CreateColor(VARIANT vtParam);
<i>Parameters</i>	
<i>iRed</i>	Specifies the red intensity value.
<i>iGreen</i>	Specifies the green intensity value.
<i>iBlue</i>	Specifies the blue intensity value.
	Return value: The color object.
<i>Example:</i>	
<i>JScript:</i>	var imageobj.CreateColorRGB(0,0,255);
<i>VBScript:</i>	Set imageobj.CreateColorRGB(0,0,255);

Appendix A - Web Color Name

Text	Red, Green, Blue
Aliceblue	0xF0, 0xF8, 0xFF
Antiquewhite	0xFA, 0xEB, 0xD7
Aqua	0x00, 0xFF, 0xFF
Aquamarine	0x7F, 0xFF, 0xD4
Azure	0xF0, 0xFF, 0xFF
Beige	0xF5, 0xF5, 0xDC
Bisque	0xFF, 0xE4, 0xC4
Black	0x00, 0x00, 0x00
Blanchedalmond	0xFF, 0xEB, 0xCD
Blue	0x00, 0x00, 0xFF
Blueviolet	0x8A, 0x2B, 0xE2
Brown	0xA5, 0x2A, 0x2A
Burlywood	0xDE, 0xB8, 0x87
Cadetblue	0x5F, 0x9E, 0xA0
Chartreuse	0x7F, 0xFF, 0x00
Chocolate	0xD2, 0x69, 0x1E
Coral	0xFF, 0x7F, 0x50
Cornflower	0x64, 0x95, 0xED
Cornsilk	0xFF, 0xF8, 0xDC
Crimson	0xDC, 0x14, 0x3C
Cyan	0x00, 0xFF, 0xFF
Darkblue	0x00, 0x00, 0x8B
Darkcyan	0x00, 0x8B, 0x8B
Darkgoldenrod	0xB8, 0x86, 0x0B
Darkgray	0xA9, 0xA9, 0xA9
Darkgreen	0x00, 0x64, 0x00
Darkkhaki	0xBD, 0xB7, 0x6B
Darkmagenta	0x8B, 0x00, 0x8B
Darkolivegreen	0x55, 0x6B, 0x2F
Darkorange	0xFF, 0x8C, 0x00
Darkorchid	0x99, 0x32, 0xCC
Darkred	0x8B, 0x00, 0x00
Darksalmon	0xE9, 0x96, 0x7A
Darkseagreen	0x8F, 0xBC, 0x8B
Darkslateblue	0x48, 0x3D, 0x8B
Darkslategray	0x2F, 0x4F, 0x4F
Darkturquoise	0x00, 0xCE, 0xD1
Darkviolet	0x94, 0x00, 0xD3
Deeppink	0xFF, 0x14, 0x93
Deepskyblue	0x00, 0xBF, 0xFF
Dimgray	0x69, 0x69, 0x69
Dodgerblue	0x1E, 0x90, 0xFF
Firebrick	0xB2, 0x22, 0x22
Floralwhite	0xFF, 0xFA, 0xF0
Forestgreen	0x22, 0x8B, 0x22
Fuchsia	0xFF, 0x00, 0xFF
Gainsboro	0xDC, 0xDC, 0xDC
Ghostwhite	0xF8, 0xF8, 0xFF
Gold	0xFF, 0xD7, 0x00
Goldenrod	0xDA, 0xA5, 0x20
Gray	0x80, 0x80, 0x80
Green	0x00, 0x80, 0x00

Greenyellow	0xAD, 0xFF, 0x2F
Honeydew	0xF0, 0xFF, 0xF0
Hotpink	0xFF, 0x69, 0xB4
Indianred	0xCD, 0x5C, 0x5C
Indigo	0x4B, 0x00, 0x82
Ivory	0xFF, 0xFF, 0xF0
Khaki	0xF0, 0xE6, 0x8C
Lavender	0xE6, 0xE6, 0xFA
Lavenderblush	0xFF, 0xF0, 0xF5
Lawngreen	0x7C, 0xFC, 0x00
Lemonchiffon	0xFF, 0xFA, 0xCD
Lightblue	0xAD, 0xD8, 0xE6
Lightcoral	0xF0, 0x80, 0x80
Lightcyan	0xE0, 0xFF, 0xFF
Lightgoldenrodyellow	0xFA, 0xFA, 0xD2
Lightgreen	0x90, 0xEE, 0x90
Lightgrey	0xD3, 0xD3, 0xD3
Lightpink	0xFF, 0xB6, 0xC1
Lightsalmon	0xFF, 0xA0, 0x7A
Lightseagreen	0x20, 0xB2, 0xAA
Lightskyblue	0x87, 0xCE, 0xFA
Lightslategray	0x77, 0x88, 0x99
Lightsteelblue	0xB0, 0xC4, 0xDE
Lightyellow	0xFF, 0xFF, 0xE0
Lime	0x00, 0xFF, 0x00
Limegreen	0x32, 0xCD, 0x32
Linen	0xFA, 0xF0, 0xE6
Magenta	0xFF, 0x00, 0xFF
Maroon	0x80, 0x00, 0x00
Mediamaquamarine	0x66, 0xCD, 0xAA
Mediumblue	0x00, 0x00, 0xCD
Mediumorchid	0xBA, 0x55, 0xD3
Mediumpurple	0x93, 0x70, 0xDB
Mediumseagreen	0x3C, 0xB3, 0x71
Mediumslateblue	0x7B, 0x68, 0xEE
Mediumspringgreen	0x00, 0xFA, 0x9A
Mediumturquoise	0x48, 0xD1, 0xCC
Mediumvioletred	0xC7, 0x15, 0x85
Midnightblue	0x19, 0x19, 0x70
Mintcream	0xF5, 0xFF, 0xFA
Mistyrose	0xFF, 0xE4, 0xE1
Moccasin	0xFF, 0xE4, 0xB5
Navajowhite	0xFF, 0xDE, 0xAD
Navy	0x00, 0x00, 0x80
Oldlace	0xFD, 0xF5, 0xE6
Olive	0x80, 0x80, 0x00
Olivedrab	0x6B, 0x8E, 0x23
Orange	0xFF, 0xA5, 0x00
Orangered	0xFF, 0x45, 0x00
Orchid	0xDA, 0x70, 0xD6
Palegoldenrod	0xEE, 0xE8, 0xAA
Palegreen	0x98, 0xFB, 0x98
Paleturquoise	0xAF, 0xEE, 0xEE
Palevioletred	0xDB, 0x70, 0x93
Papayawhip	0xFF, 0xEF, 0xD5
Peachpuff	0xFF, 0xDA, 0xB9
Peru	0xCD, 0x85, 0x3F
Pink	0xFF, 0xC0, 0xCB
Plum	0xDD, 0xA0, 0xDD

Powderblue	0xB0, 0xE0, 0xE6
Purple	0x80, 0x00, 0x80
Red	0xFF, 0x00, 0x00
Rosybrown	0xBC, 0x8F, 0x8F
Royalblue	0x41, 0x69, 0xE1
Saddlebrown	0x8B, 0x45, 0x13
Salmon	0xFA, 0x80, 0x72
Sandybrown	0xF4, 0xA4, 0x60
Seagreen	0x2E, 0x8B, 0x57
Seashell	0xFF, 0xF5, 0xEE
Sienna	0xA0, 0x52, 0x2D
Silver	0xC0, 0xC0, 0xC0
Skyblue	0x87, 0xCE, 0xEB
Slateblue	0x6A, 0x5A, 0xCD
Slategray	0x70, 0x80, 0x90
Snow	0xFF, 0xFA, 0xFA
Springgreen	0x00, 0xFF, 0x7F
Steelblue	0x46, 0x82, 0xB4
Tan	0xD2, 0xB4, 0x8C
Teal	0x00, 0x80, 0x80
Thistle	0xD8, 0xBF, 0xD8
Tomato	0xFF, 0x63, 0x47
Turquoise	0x40, 0xE0, 0xD0
Violet	0xEE, 0x82, 0xEE
Wheat	0xF5, 0xDE, 0xB3
White	0xFF, 0xFF, 0xFF
Whitesmoke	0xF5, 0xF5, 0xF5
Yellow	0xFF, 0xFF, 0x00
Yellowgreen	0x9A, 0xCD, 0x32

Appendix B - Image Formats

Format	Bitdepth	Save	Stream	Load	Transparency
BMP					
	1	x	x	x	
	4	x	x	x	
	8	x	x	x	
	24	x	x	x	
GIF					
	1	x	x	x	x
	4	x	x	x	x
	8	x	x	x	x
PNG					
	1	x	x	x	x
	4	x	x	x	x
	8	x	x	x	x
	24*			x	
	32	x	x	x	x
JPG					
	24	x	x	x	
ICO					
	1	x		x	
	4	x		x	
	8	x		x	
TGA					
	8	x		x	
	24	x		x	
TIFF					
	1	x		x	
	4	x		x	
	8	x		x	
	24	x		x	

* If a 24 bit color depth is defined, the image will be saved/streamed as a 32 bit image.