

Standard Suite

Common classes and commands for all applications.

save options *enum*

yes : Save the file.

no : Do not save the file.

ask : Ask the user whether or not to save the file.

window *n* : A window.

ELEMENTS

contained by [application](#).

PROPERTIES

name (text, r/o) : The title of the window.

id (integer, r/o) : The unique identifier of the window.

index (integer) : The index of the window, ordered front to back.

bounds (rectangle) : The bounding rectangle of the window.

visible (boolean) : Is the window visible right now?

RESPONDS TO

[close](#).

document *n* : A document.

open *v* : Open a document.

open list of file : The file(s) to be opened.

close *v* : Close a document.

close specifier : the window(s) to close.

[**saving** [yes/no/ask](#)] : Specifies whether changes should be saved before closing.

[**saving in** file] : The file in which to save the object.

quit *v* : Quit the application.

quit

[**saving** [yes/no/ask](#)] : Should changes be saved before quitting?

print *v* : Print a summary image.

print [document](#) : The setup whose summary image to be printed.

[**print dialog** boolean] : Should the application show the print dialog? True in default.

save *v* : Save a document.

save specifier : The document to save.

[**in** file] : The file in which to save the document.

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

count specifier : The objects to be counted.

→ integer : The count.

Video Summary 2 Suite

Video Summary 2 specific classes and commands.

caption type *enum* : Type of caption.

none : No caption

numbering : Numbering

time : Time code in HH:MM:SS.ss

caption position *enum* : Position of caption.

top left : Top left corner

top center : Top center

top right : Top right corner

center : Center

bottom left : Bottom left corner

bottom center : Bottom center

bottom right : Bottom right corner

vertical direction type *enum* : Vertical directions.

down : Downward.

up : Upward.

horizontal direction type *enum* : Horizontal directions.

right : Left to right.

left : Right to left.

direction type *enum* : Direction types.

horizontal : Horizontal direction.

vertical : Vertical direction.

step type *enum* : Step types

even : Spanning from starting time to ending time in even span.

frames : Stepping by constant number of frames.

seconds : Stepping by constant time in seconds.

custom : Custom intervals.

movie state *enum* : Current state of the movie.

loading : It is loading the data from movie file for initialization.

ready : It is ready to process.

playing : It is playing back the movie.

application *n* : The application's top-level scripting object.

ELEMENTS

contains [windows](#), [setups](#), [movies](#).

PROPERTIES

name (text, r/o) : The name of the application.

frontmost (boolean, r/o) : Is this the active application?

version (text, r/o) : The version number of the application.

should open movie load panel (boolean) : Whether it should open movie load panel or not.

should make summary soon (boolean) : Whether it should make summary soon or not.

should scale image view (boolean) : Whether it should scale image view or not.

should open drawer soon (boolean) : Whether it should open drawer soon or not.

should allow undo build (boolean) : Whether it should allow undo build or not.

should close zero ref movie (boolean) : Whether it should close zero ref movie or not.

RESPONDS TO

[open](#), [quit](#).

setup *n* [inh. [document](#)] : Video Summary 2 parameter setup.

ELEMENTS

contains [bitmap images](#); contained by [application](#).

PROPERTIES

name (text, r/o) : Name of document.

path (text) : File path of document.

caption ([none/numbering/time](#)) : Type of caption for each frame image.

caption position ([top left/top center/top right/center/bottom left/bottom center/bottom right](#)) : Position of caption for each frame image.

cell height (number) : Cell's height in the number of pixels.

cell width (number) : Cell's width in the number of pixels.

cell scale (real) : Scaling factor of cell size.

primary direction ([horizontal/vertical](#)) : Primary direction for the cell arrangement.

horizontal direction ([right/left](#)) : Horizontal direction in the cell arrangement.

vertical direction ([down/up](#)) : Vertical direction in the cell arrangement.

rows (number) : The number of rows in a summary image.

columns (number) : The number of columns in a summary image.

spacing (number) : Space between cells in the number of pixels.

outer frame (boolean) : Whether the outer frame should be attached or not.

step style ([even/frames/seconds/custom](#)) : Step style to scan the movie.

starting time (real) : Starting time for scanning.

ending time (real) : Ending time for scanning in spanning mode.

frames per step (integer) : The number of frames for scanning stepwise.

seconds per step (real) : Duration in seconds for scanning in even time duration.

font name (text) : Name of caption font.

font size (real) : Point size of caption font.

background (list of integer) : Color of summary image's background in four real numbers in RGBA.

building (boolean, r/o) : Whether it's now building a summary image or not.

summary image ([bitmap image](#), r/o) : Summary image.

frame images (list of [bitmap image](#), r/o) : List of frame images.

target movie ([movie](#)) : The target movie to extract frame images.

RESPONDS TO

[load movie](#), [export movie](#), [save](#), [print](#), [build](#), [cancel](#).

movie *n* : A target movie.

ELEMENTS

contained by [application](#).

PROPERTIES

name (text, r/o) : Full path of the movie file.

playing (boolean) : Playing back the movie.

duration (real, r/o) : The duration of the movie in seconds.

frame size (list of integer, r/o) : Frame size of the movie in a list of two integers.

current time (real) : Current time position of the movie player in seconds.

current state ([loading/ready/playing](#), r/o) : Current state of the movie.

visible (boolean) : The movie window is visible on the screen or not.

bitmap image *n* : Bitmap image representation.

ELEMENTS

contained by [setups](#).

PROPERTIES

size (list of integer, r/o) : Width and height in the number of pixels.

name (text, r/o) : Summary or frame #.

index (integer, r/o) : Index of the image.

RESPONDS TO

[copy image](#), [save image](#), [set icon](#).

reset *v* : Reset.

reset any

make *v* : Make a new object.

make

new type : The class of the new object.

load movie *v* : Load movie data from a file.

load movie [setup](#)

from file : The file containing movie data.

export movie *v* : Export partial movie data into a new file.

export movie [setup](#)

into file : The file to export the movie data into.

save image *v* : Save the summary image into a file.

save image [bitmap image](#)

in file : File into which the image is saved.

copy image v : Copy summary image into the general pasteboard.

copy image [bitmap image](#)

set icon v : Set image as movie file's icon.

set icon [bitmap image](#)

build v : Build the summary image.

build [setup](#)

cancel v : Stop the building process for summary image if it's working.

cancel [setup](#)