

# MediaManager Revision History

## 12.0.3

2/26/2013

### Bug Fix

#### - JPEG Bug Fix

MediaManager 12.0.1 running on FileMaker 12 would return an error when working on JPEG images that had been inserted manually (rather than by MediaManager's InsertImage function). That issue is now fixed.

## 12.0.1

8/1/2012

### FileMaker 12 Compatible

- MediaManager has been updated to be compatible with FileMaker 12.

### Bug Fixes

#### - MP3 Metadata Function Fix

The Media\_SetMetadata function has been fixed so it now correctly updates the metatags associated with MP3 sound files.

#### - Popup Menu Bug Fix

Past versions of MediaManager could cause problems with selecting value lists from popup menus in FileMaker dialogs and the Inspector palette. This has been fixed.

### Behavior Change

#### - GetMouseUp and Toolbars on Mac

On Mac, the Media\_GetMouseUp function now adjusts its horizontal coordinates depending on whether or not the Status Toolbar and Formatting Toolbar are displayed. [On Windows, you can manually adjust the results by first calling FileMaker's Get (StatusAreaState) function.]

## 11.0.1

4/23/2010

### FileMaker 11 Compatible

- MediaManager is now fully compatible with FileMaker 11.

## New Feature

### - Version Function Has Optional aabbccdd Format

The Media\_Version function normally returns the version number in a format a.b.c, e.g. "11.0.1". The function has now been expanded to optionally return in the format aabbccdd, e.g. "11000100". To get the new format response, call the function parameter to Media\_Version ("number").

## Bug Fixes

### - Windows ListFolder Fix

The Media\_ListFolder function returns a list of all files within a specific directory. Folders are designated with a special *f* character, but bug in the Windows plug-in was displaying "Æ" instead. Now fixed.

### - Mac Version Length Fix

On the Mac version of MediaManager 10.0.3, the Media\_Version function was not returning the full length of the version number, making it difficult to distinguish between version revs. This release corrects that.

### - International Characters in Inserted Text

When using Media\_InsertFile to insert a file's contents as text into a field, certain international text characters were not being correctly identified and translated. This is now corrected.

## 10.0.3

8/4/2009

## Important Fixes

### - Windows CPU Usage Bug Fix

On Windows, MediaManager could sometimes cause CPU usage level to jump and remain inexplicably high. This new version fixes that bug.

### - Special Character in File Name Fix

Media\_SetDefaultFolder and some related functions could fail or return incorrect results when special characters (ä, ú, ê, etc.) were in the file name or file path. That problem is now resolved.

### - Windows QuickTime Notice

Because so many MediaManager require the presence of QuickTime, the plug-in will not enable if it does not detect the presence of QuickTime. On Mac systems, QuickTime is standard; on Windows, however, it must be manually installed – which often leads to Windows users asking why MediaManager won't enable on their computer. MediaManager now displays a dialog explaining that it cannot enable until QuickTime is installed.

## **10.0.0**

2/12/2009

### **FileMaker 10 Compatible**

- **MediaManager 10 is now fully compatible with FileMaker 10.**

## **9.1.0**

12/12/2007

### **New Sound Functions**

#### **- Create an Audio Waveform of Sound Files**

The new Media\_DrawWaveform function allows you to automatically generate an audio wave graph image of your sound files and display it in a FileMaker Pro container field! Function parameters allow you to control the waveform's color, width, height, as well as start and end time within the audio track.

#### **- Balance Control**

Media\_Set now allows you to control the sound balance between right and left audio channels. Use Media\_Get ("Balance") to get the current balance value.

#### **- Tempo is Now a Persistent Setting**

Previously Media\_Set ("Tempo") allowed you to control playback tempo, but only for the currently playing sound file. Tempo is now persistent, meaning once set all audio files will play back at the new tempo setting until the tempo is changed again.

#### **- Amplify Function**

The new Media\_Amplify function allows you to amplify volume settings within an audio file.

#### **- Normalize Function**

Media\_Normalize allows you to generally increase the volume of an audio file to its peak level without adding any sound distortion. Extremely useful when the volume varies too much within an audio track.

#### **- Add and Subtract Times**

Two new functions – Media\_AddTimes and Media\_SubtractTimes – allow you to quickly perform time calculations, such as figuring out duration given start and end times, etc. Very helpful in conjunction with many of the sound functions.

### **Bug Fixes and Behavior Changes**

#### **- InsertFile Bug Fixed**

Fixes a bug in the Media\_InsertFile function that caused an error ("\$-50:Could not find referenced file") when attempting to insert a file whose name began with the word "file", "image", or "movie".

## 9.0.2

12/12/2007

### Bug Fixes and Behavior Changes

#### - Image Bracket Size Fixed

When performing an image transformation, MediaManager normally adds white brackets to the image corners (unless this behavior has been turned off with the `Media_SetImageDefaults` function). A problem was occurring because the brackets were proportional to the width of the image, which could result in very small brackets when the image width was narrow. Those brackets are now a more consistent proportion, regardless of image width.

#### - Converting an Image Without Changing Image Type

If you want to use `Media_ConvertImage` to change aspects of an image but not alter the image type, set the `Type` parameter to empty quotes (`""`). You can, for example, change image resolution while keeping the image a JPEG, TIFF, etc.

### Support File Fixes

#### - Image Export Bug Fixed

Exporting an image from the `MediaManager.fp7` demo file could fail if the image had been transformed but not converted to a new image format. In that situation, the demo file now automatically converts the image to JPEG format before exporting.

## 9.0.1

10/5/2007

### New Sound Functions

#### - Volume Control

`Media_Set ("Volume")` allows you to set playback volume as a simple function call, within a script, etc. You can use `Media_Get ("Volume")` to find out the current volume setting.

#### - Tempo Control

`Media_Set ("Tempo")` gives you the ability to change the playback tempo. Use `Media_Get ("Tempo")` to get the current tempo setting.

### Bug Fixes

#### - Create Alias on Mac

Fixes a bug that caused the `Media_CreateAlias` function to fail on Mac.

#### - ".F" Relative Path on Mac

Now correctly sets the relative file path to the folder containing the currently active FileMaker Pro database.

#### **- Hardcoded File Paths on Windows**

Fixes a bug that caused the Windows version of MediaManager to reject hardcoded file paths.

### **Demo File Updates**

#### **- New Sound Functions**

The new Play Pause, Volume, and Tempo controls have been incorporated into the Play Sound example.

## **9.0.0**

08/3/2007

### **Compatible with FileMaker Pro 9**

**- MediaManager is compatible with FileMaker 7/8/8.5/9, and is available for Windows and Macintosh (including Intel-based Macs).**

### **New Sound Functions**

#### **- Play Pause**

The new Media\_PlayPause function allows you to pause and resume audio playback.

#### **- Volume Control**

Media\_Set ("Volume") allows you to set playback volume as a simple function call, within a script, etc. You can use Media\_Get ("Volume") to find out the current volume setting.

#### **- Tempo Control**

Media\_Set ("Tempo") gives you the ability to change the playback tempo. Use Media\_Get ("Tempo") to get the current tempo setting.

#### **- Play Status**

Use Media\_Get ("PlayStatus") to find out if something is currently playing.

### **Demo File Updates**

#### **- New Sound Functions**

The new Play Pause, Volume, and Tempo controls have been incorporated into the Play Sound example.

## 8.2.1

05/11/2007

### Bug Fixes

#### - Windows Deactivation Fix Finalized

In the initial posting of MediaManager 8.2.0, there was a bug in the Windows version that caused it to load in an inactive state, requiring users to manually mark it as active in the FileMaker Pro preferences. A version fix was posted within a few hours of the initial posting. MediaManager 8.2.1 finalizes that fix.

#### - Windows Path Function Fixes

The 8.2.0 release of MediaManager for Windows did not read file paths correctly in the ListFolder, GetPath, and GetName functions. The plug-in would return an error unless the file path was preceded by "filewin:". That behavior is corrected in MediaManager 8.2.1.

#### - Minor updates in the user guide

## 8.2.0

04/2007

### MP3 Support!

#### - Work with MP3 sound files in your FileMaker Pro solutions!

MediaManager can now work with MP3 sound files. Insert, edit, and export MP3 files. View and modify ID3 tags (see metadata functions below). And, if you have a third party MP3 encoder (such as LAME – see <http://en.wikipedia.org/wiki/LAME> for an explanation and links), MediaManager can utilize that capability to convert to MP3 format. Imagine the possibilities!

### New Sound Functions

#### - Powerful New Metadata Functions!

The new Media\_GetMetadata and Media\_SetMetadata functions give you the ability to read, modify, and remove ID3 metadata tags from MP3 sound files. These are powerful tools for organizing and customizing your audio libraries!

#### - Sound Bit Rate

Media\_GetSoundInfo now returns Bit Rate info (as well as full range of other information it has always returned). With Bit Rate information, you can tell more about the audio file's sound quality. Using Media\_GetSoundInfo in conjunction with Media\_ExtractInfo allows you to quickly identify Bit Rate.

### New Image Function

#### - Targeted Resize

The new Media\_TResize transformation function gives you the ability to resize an image to specific horizontal and vertical dimensions. The previously available Media\_TScale function

which allowed you to scale an image to a percentage of the original size, but you had to use some rather complex calculations to scale an image to specific dimensions. Media\_TResize now makes that process extremely easy. Both functions are available in MediaManager 8.2.0.

## Bug Fixes

### - Fixes the QuickTime/FileMaker Insert Sound Bugs on Windows

On Windows, FileMaker Pro can crash when you attempt to insert a sound file into a container field using the Insert QuickTime command. MediaManager's Media\_InsertQuickTime function uses several workarounds that allow you to avoid the crash and insert sound files from both local and remote volumes. You can use the new Media\_Set function to control these workarounds.

### - Full Support for Unicode File Names and File Paths

In previous versions, Media\_GetDefaultFolder would return incorrect values when certain non-English international text characters were part of the file path. This was also true when using the ".v" parameter in conjunction with Media\_SetDefaultFolder to get a file name. The new version of MediaManager fixes that.

### - Insert File Bug Fix on Mac

On the Mac, if you used Media\_InsertFile with the second parameter set to "0" or "False" in order to store the file directly in a container field, rather than by reference, the container would show a generic file icon with the displayed name of "untitled.dat". (The file was still there, just incorrectly identified in the container.) MediaManager 8.2.0 fixes this bug.

### - Network Filepath Fix on Windows

A couple of related issues are fixed that caused problems getting filepaths to network volumes and inserting images from network volumes.

### - Mac Cancel Button Response Fix

When calling the Media\_SetDefaultFolder function on a Mac, if you used the ".u" or ".v" parameter to call up a file selection dialog and the user clicked the Cancel button, MediaManager was returning "\$-128:Failed to set default path" as its response text. The response has now been fixed so it returns "\$0:Cancel".

### - Time Zone Fix

In Media\_GetItemInfo, date and time values were returned in Greenwich Mean Time (as it is actually stored by the file), rather than adjusted for the local time zone. This could result in several hours different than expected, even affect the date. MediaManager 8.2.0 now returns date and time values adjusted for the local time zone (as set in system settings).

### - GetItemInfo Text Reversal on Intel Macs

When using the Media\_GetItemInfo function on an Intel Mac, the text for the file's Type and Creator were written in reverse. For example, if the file being checked was a FileMaker Pro 7 file, Media\_GetItemInfo would return "7PMF" rather than "FMP7". That bug is now fixed.

### - Image File Metadata Fix

Media\_GetMetadata existed in earlier versions of MediaManager as an image-only function; however, a bug in MediaManager 8.1.0 prevented it from working correctly. The function has been fixed and now returns EXIF data for JPEG images.

#### **- High ASCII Characters in Image Metadata Response Fixed**

A bug appeared into MediaManager 8.1.0 that caused the Media\_GetMetadata function to return some high ASCII characters in the returned EXIF data for images, also making it difficult to isolate specific values with Media\_ExtractInfo. MediaManager 8.2.0 corrects that bug.

#### **- Strange Characters in ListFolder Response Fixed**

When using Media\_ListFolder, if you set the "listAll" parameter set to True, odd characters were being returned preceding folder names. These have been corrected to return "f" preceding folder names.

### **Documentation Updates**

#### **- Documentation Added for Media\_GetMouseUp**

Although the Media\_GetMouseUp function has been available in earlier versions of MediaManager, it was left out of the user guide documentation. It has now been added to the MediaManager.pdf user guide.

## **8.1.0**

08/2006

### **Sound Function Support On Windows**

- You can now use ALL of the sound functions on Windows as well as Mac. (Due to a bug in how QuickTime 7 interacts with FileMaker Pro on Windows, previous versions of MediaManager could not use its sound functions on the Windows platform.)

#### **- InsertQuickTime Solves the Windows QT Crasher**

The QuickTime 7 / FileMaker Pro bug mentioned above causes FMP to crash if you try to manually insert a sound file as a QuickTime object on Windows. This new version of MediaManager works around that bug. The Media\_InsertQuickTime function lets you safely insert sound file references in container fields on Windows. Sound files inserted with this method can then be modified by MediaManager's other sound functions.

### **AAC MPEG-4 Support on both Mac and Windows**

#### **- New RegisterLicensedEncoder function for AAC MPEG-4 sound conversion**

Most sound format codecs, like WAV and AIFF, are automatically loaded, registered, and available through QuickTime. The AAC encoder format includes iTunes-friendly MPEG-4 audio (".mp4", ".m4a", etc.) files. On Windows, AAC/MPEG-4 encoding requires a special registration. You can purchase AAC licenses for a small fee through the New Millennium website <<http://www.newmillennium.com>>. Macintosh users can convert to AAC/MPEG-4 format without an AAC license.

### **Universal Binary for Intel-based Macintosh**

#### **- Runs Natively on Intel-based Macintosh Machines**



MediaManager 8.0 ran on Intel Macs when FileMaker Pro was launched in Rosetta, but that at a slower pace. MediaManager is now a universal binary plug-in that will run natively on Intel Macs.

## Support File Updates

- New DocumentManager example file that demonstrates how to use MediaManager functions to create a robust document management system in FileMaker Pro.
- MediaManager image and sound example file:
  - Added new RegisterLicensedEncoder example
  - Fixed a bug in the crop image example
  - Several other minor bug fixes

## 8.0.0

01/2006

## Full Commercial Release

### - Released for both Mac and Windows.

The previous commercial beta version was for Mac only. This release of MediaManager 8.0.0 is now available for Windows as well as for Mac OS X. (There is, however, a bug in how QuickTime 7 interacts with FileMaker Pro on Windows that prevents the use of sound functions on Windows. See the MediaManager user guide in the free download for more information.)

### - Several miscellaneous bug fixes.

### - Significant expansion of sound functions.

The sound functions have been refined and added to, with new functions for recording, etc.

### - The user guide has been fully updated.

### - Demo file changes include:

- Several miscellaneous fixes
- New web image examples
- Sound examples
- Plug-in registration within the demo file

## 1.0b1

09/02/2005

## Commercial Beta Release

This is the initial commercial beta release of MediaManager for Mac OS X. The Windows

version will be available soon.

## **Notes and Known Issues:**

### **Documentation**

- The function documentation has not been fully updated.
- The functions listed in the documentation are grouped into broad categories. They are not listed alphabetically.

### **Image Examples**

- The Quad Image example does not work in this beta release
- The Crop Image parameters may not always be calculated correctly by this copy of the example file.
- The Undo button in the demo file is not always consistent. Restore Original will always return the image to its original state.

### **Sound Examples**

- The Import and Export examples are not functional in this beta release of the demo files. Use Insert > QuickTime from the FileMaker menu to insert images into container fields.
- The Media\_InsertQuickTime function does work, however, if you specify the full file path, for example: "file:/Macintosh HD/audio/serenade.wav"

### **Other Demo File Notes**

- The function descriptions in the demo files are not always in place may not be up-to-date. In some cases, the text does not update when you switch from example to example.
- Clicking the 'Cancel' button in certain dialogs within the example scripts may not cancel the script.