

The Extension Installation File Format

The extension installation file is an XML file (with a name ending in .mxi) that provides information for the Extension Manager to use. In particular, it provides the name of the extension, the version number, the type of extension, information about each file included in the extension, and information about how users can access the extension from a Macromedia application.

This document describes the tags used in the installation file. For a list of each tag and its compatible Macromedia products, see [“Tags and their compatible products” on page 48](#). After reading about these tags, you can examine the sample installation file in the Extension Manager’s Samples folder, or you can make a copy of the blank installation file and fill in values for the attributes.

When you create your extension installation file, give it a filename that is valid on both Windows and Macintosh, is no more than 20 characters long, and contains no spaces.

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About careful XML coding

XML files have fairly strict syntax requirements. When you're creating or editing an extension installation file, make sure you use correct XML syntax:

- Every attribute value must be enclosed in a single pair of double quotation marks. For example, `version = 1.0.0` and `version = "1.0.0"` are both incorrect syntax; instead, use `version = "1.0.0"`.
- A tag defined as an empty tag (a tag with no contents) must end with `</>`. Do not include any spaces between the slash and the closing angle bracket.
- Each attribute name must be preceded by a space (or other form of white space). In particular, if you use more than one attribute in a tag, you must put a space between each attribute's value and the next attribute's name.
- XML does not support special characters such as ampersands (&). To include an ampersand within a tag, you must use the code `&` (for instance, to use ampersands in menu items or other UI elements).

Encoding characters

In previous releases of the Extension Manager, you had to specify the document encoding type for your documents. Beginning with version 1.6, the Extension Manager uses UTF-8 document encoding by default.

MXI tags

The following table lists the primary tags available in the MXI file, briefly describes each tag, and specifies whether the tag contains child tags. Use this table to get an overview of what tags are available and what functions they perform.

Tag	Description	Contains Child Tags?
macromedia-extension	Main tag for extension installation file.	Yes
author	Name of the extension's author.	No
description	Describes what the extension does.	No
products	Container tag that contains tags specifying an extension's compatibility.	Yes
license-agreement	Allows a third-party developer to include a license agreement that is displayed at installation.	No
ui-access	Specifies the text that will appear in the Extension Manager window when the extension is selected.	No
files	Container tag that contains tags describing the files an extension installs.	Yes
configuration-changes	Container tag for tags that modify the application's configuration. These include menus, shortcuts, server behaviors, and data sources.	Yes

Tag	Description	Contains Child Tags?
documenttype-changes	Describes changes made to the MMdocumentTypes.xml file.	Yes
toolpanel-changes	Marks the beginning of Flash toolpanel changes.	Yes
ftp-extension-map-changes	Specifies a change to the FTPExtensionMap.txt file. This defines whether the file is downloaded or uploaded as an ASCII or binary file from Macromedia Dreamweaver to an FTP server.	Yes
help-changes	Specifies changes to be made to the help system in general.	Yes
insertbar-changes	Specifies changes to be made to the insertbar.xml file and add new toolbars files.	Yes
server-behavior-changes	Container tag for changes to menus in the menus.xml file in any of the Dreamweaver MX Configuration/ServerBehaviors/document_type folders.	Yes
server-format-changes	Container tag for changes to menus in the menus.xml file in any of the Dreamweaver MX Configuration/ServerFormats/document_type folders	Yes
data-source-changes	Container tag for changes to menus in the menus.xml file in any of the Dreamweaver MX Configuration/DataSources/document_type folders.	Yes
menu-remove	Provides information about a menu bar, menu, menu item, or format to remove during installation of an extension.	No
menu-insert	Specifies where in the product's menus to insert a menu bar, menu, menu item, or format during installation of an extension.	No
menu	Describes a menu or submenu to be inserted into the product's menu structure during installation of an extension.	No
menuitem	Describes the menu item to be inserted into the product's menu structure during installation of an extension.	No
format	Describes the data format to be inserted into the Dreamweaver Format menu during installation of the extension.	No
separator	Specifies that a separator be inserted into a menu at the location indicated by the containing menu-insert tag.	No

Tag	Description	Contains Child Tags?
comment	Provides a comment about an item being inserted into the menu structure. The Extension Manager inserts this comment (in the form of an XML comment tag) into the menus.xml file as it installs the extension.	No
shortcut-remove	Indicates that the specified keyboard shortcut should be removed from the menus.xml file.	No
shortcut-insert	Indicates that a keyboard shortcut should be added to the menus.xml file.	No
shortcut	Specifies a keyboard shortcut to be added to the menus.xml file.	No
taglibrary-changes	Describes changes to be made to the TagLibraries.vtm file.	Yes
toolbar-changes	Inserts the specified tag library at the end of the file.	Yes
extensions-changes	Container tag that describes any changes to the Extensions.txt file, such as adding or removing extensions that you can open in Dreamweaver.	Yes
file-tokens	Container tag that allows you to specify tokens. Tokens let you specify the destination folder of one or more files from your extension during installation or provide a dialog box for the user to choose a destination folder for certain files.	Yes
token	Defines a custom token for an extension. Custom tokens let you specify the destination folder of one or more files from an extension during installation, or provide a dialog box for the user to choose a destination folder.	No

MXI tag descriptions

The tags used in the extension installation file are described below. Attribute names enclosed in curly braces ({ }) are optional. The tags are listed according to their position with the MXI file hierarchy. For example, the macromedia-extension tag is the main tag within the file, and is the first tag described.

macromedia-extension

Description

Main tag for extension installation file.

Attributes

`id`, `name`, `version`, `type`, {`requires-restart`}

`id` A unique extension ID, to be created by Macromedia after you submit your extension. Never add or modify this attribute yourself.

name The name of the extension. This must be a VARCHAR data type with a limit of 255 characters.

version The version number of the extension, in the format *a{.b{.c}}*, where *a*, *b*, and *c* are all positive integers. For example, valid version numbers include 1, 3.6, and 10.0.1. The first number is the major version number, incremented when you make substantial changes to the extension; the second number is the minor version number, incremented for smaller changes. The third number is incremented for each new “build” of the extension between releases; for example, after you submit version 4.1 of your extension to Macromedia, it may be returned to you for minor corrections. You might label the fixed version 4.1.1; after a couple of rounds of corrections, the version number of the posted extension might be 4.1.3.

type Indicates what kind of extension this is.

- Valid values for Dreamweaver MX are:

behavior, browserprofile, codehint codesnippet, coloringscheme, command, connection, datasource, dictionary, documenttype, encoding, flashbuttonstyle, flashelement, floater, helpbook, insertbar, jsextension, keyboard shortcut, object, plugin, propertyinspector, report, referencebook, samplecontent, serverbehavior, serverformat, servermodel, site, suite, taglibrary, template, thirdpartytags, toolbar, translator, utility, and query.

- Valid values for Macromedia Fireworks MX are:

autoshape, command, commandpanel, dictionary, keyboard shortcut, library, pattern, and texture.

- Valid values for Macromedia Flash MX are:

actionscript, flashcomponent, flashcustomaction, flashimporter, flashpanel, flashtemplate, generatorobject, keyboardshortcut, lesson, library, publishtemplate, sample, smartclip, and utility.

Extensions of type "generatorobject" are supported only by Macromedia Flash 5 and earlier. Values are not case-sensitive; "object" is equivalent to "Object".

Note: The value "suite" denotes a set of items that are released as a unit, in a single MXP file, with a single MXI file. For example, you can create a set of objects, a command, a palette, and behaviors to make a process such as layer alignment easier to complete. Specify a single name and version for the entire suite.

requires-restart Indicates whether the Macromedia application must be restarted after the extension is installed. Valid values are "true" and "false".

Contents

This tag must contain a **description** tag, a **ui-access** tag, a **products** tag, and an **author** tag. If you're changing the menus, this tag must also contain a **configuration-changes** tag. If you're installing files, this tag must also contain a **files** tag.

Container

None.

Example

```
<macromedia-extension
  name = "FrobSquigger Command"
  version = "1.0.0"
  type = "command"
  requires-restart = "false" >
  <!-- description, ui-access, products, author, configuration-changes, and
  files tags go here -->
</macromedia-extension>
```

Note: The `macromedia-extension` tag must be located at line 1 of your file.

description

Description

Describes what the extension does or is used for.

Attributes

None.

Contents

This tag must contain a CDATA section, and uses a VARCHAR data type with a limit of 2000 characters. You can use `br` and ` ` to format the CDATA information.

Container

This tag must be contained in a `macromedia-extension` tag.

Example

```
<description><![CDATA[This command converts a frob into a squig.<br>
Be sure not to use it on a grickle!]]></description>
```

license-agreement

Description

This tag lets third-party developers include a license agreement with extensions they develop. The contents of this tag are displayed under the heading Third Party License, at the end of the new extension install license.

If the `license-agreement` tag is omitted from the MXI file, only the default extension disclaimer is displayed.

Attributes

None.

Contents

This tag must contain a CDATA section, and uses a VARCHAR data type with a limit of 2000 characters. You can use `br` and ` ` to format the CDATA information.

Container

This tag must be contained in the `macromedia-extension` tag.

Example

```
<license-agreement><![CDATA[You are about to install an Extension from the  
Macromedia Exchange. The Macromedia Exchange is an area of the  
Macromedia.com website that allows third parties to submit extensions for  
posting to Macromedia.com.]]></license agreement>
```

ui-access

Description

Specifies the text that will appear in the Extension Manager window when the extension is selected. You should include information about where to find the item in the product's user interface as well as a brief description of the item's use.

Attributes

None.

Contents

This tag must contain a CDATA section. You can use `br` and ` ` to format the CDATA information. This is a VARCHAR data type with a limit of 512 characters.

Container

This tag must be contained in a `macromedia-extension` tag.

Example

```
<ui-access><![CDATA[You can run this command by choosing<br>  
&nbsp;&nbsp;&nbsp;Commands > Convert Frob to Squig.]]></ui-access>
```

products

Description

Container tag for product tags.

Attributes

None.

Contents

This tag must contain one or more product tags.

Container

This tag must be contained in a `macromedia-extension` tag.

Example

```
<products>  
<!-- product tags go here -->  
</products>
```

product

Description

Specifies which Macromedia product or products your extension is compatible with. List each product in a separate `product` tag.

Attributes

`name`, `{version}`, `{primary}`, `{required}`

`name` The name of a Macromedia product. Valid values are currently "Dreamweaver", "Fireworks", and "Flash". This attribute uses a `VARCHAR2` data type with a limit of 64 characters.

`version` The version number of the specified Macromedia product. The valid version numbers are:

Product	Version number
Dreamweaver MX	6
Dreamweaver MX 2004	7
Macromedia Fireworks MX	6
Macromedia Fireworks MX 2004	7
Macromedia Flash MX	6
Macromedia Flash MX 2004	7

For example, if your extension is for Dreamweaver MX 2004, specify `version = "7"`. The extension can be installed in any version of the product greater than or equal to the specified version number. This attribute uses a `VARCHAR` data type with a limit of 8 characters.

`primary` Indicates whether the specified Macromedia product is the one the extension was primarily intended to be used with. For example, if the extension's user interface appears in Dreamweaver but the extension also uses Macromedia Fireworks, Dreamweaver is the primary product. Specifying `primary = "true"` implies `required = "true"` as well. Only one product should set the `primary` attribute to "true". For example, `<product name = "Dreamweaver" version = "7" primary = "true" />` indicates that this extension is primarily intended for Dreamweaver; however, it might be used in another product that supports the Extension Manager.

`required` Indicates whether the specified Macromedia product is required for the extension to function properly. If the extension will function without the indicated product, even if it won't function as well without it, specify "false" or omit the `required` attribute. If you don't specify `required = "true"` for any `product` tag, the product specified in the first `product` tag listed is assumed to be required.

For example, `<product name = "Dreamweaver" version = "7" required = "true" />` indicates that Dreamweaver is necessary to use this extension.

Contents

None.

Container

This tag must be contained in a `products` tag.

Example

```
<product name = "Dreamweaver" version = "7" primary = "true" />
```

author

Description

Name of the author of the extension.

Attributes

name

name The author's name. This attribute uses a VARCHAR data type with a limit of 255 characters.

Contents

None.

Container

This tag must be contained in a `macromedia-extension` tag.

Example

```
<author name = "Jambalaya Joe" />
```

files

Description

Container tag for all of the `file` tags.

Attributes

None.

Contents

This tag must contain one or more `file` tags.

Container

This tag must be contained in a `macromedia-extension` tag.

Example

```
<files>  
  <!-- file tags go here -->  
</files>
```

file

Description

Provides information about a specific file to be installed as part of the extension.

Note: Use `menu-insert` tags to explicitly add your item to menus even if your extension is an object or a command; don't rely on the Macromedia product to automatically add objects and commands to its menus. See [menu-insert](#) for details.

Attributes

`source`, `destination`, `{platform}`, `{shared}`, `{systemfile}`, `{win-extension}`

`source` The name of the file. It can include a path relative to the location of the installation file; the extension's files don't all have to be in the same folder. The filename must be a valid name on both Windows and Macintosh, unless you specify a value for the `platform` attribute. You can use a colon (:), slash (/), or backslash (\) as the separator between folder names (and before the filename) in the path. Note that in some operating systems, filenames are case-sensitive; make sure to use the same capitalization in the `source` attribute as you use for the corresponding file and folder names on your disk. Filenames should be a total of 30 characters or less.

Do not use the same filenames as Macromedia extensions unless your extension is intended as a substitute for a Macromedia extension.

`destination` The name of the folder the file will be copied to. If the folder doesn't exist, the Extension Manager creates it during installation. Note that this attribute should contain a folder name, not a filename. The filename is specified by the `source` attribute. The attributes you can use to refer to installation folders are:

Attributes	Description
<code>\$\$Dreamweaver</code>	Specifies the Dreamweaver installation folder
<code>\$\$Fireworks</code>	Specifies the Fireworks installation folder
<code>\$\$Flash</code>	Specifies the Macromedia Flash installation folder
<code>\$\$System</code>	Specifies the System or System32 folder
<code>\$\$Fonts</code>	Specifies the Font folder on the computer's hard disk

The Extension Manager picks the appropriate system and font folder on the user's disk, based on the user's platform and operating system. If none of these options suits your needs, you can define your own custom tokens for the destination of your files. For information about writing custom tokens, see [token](#).

Generally, `destination` folders should be inside the application's Configuration folder. The `destination` attribute is not case-sensitive; `configuration` is the same as `Configuration`. The folder name must be a valid name on both Windows and Macintosh, unless you specify a value for the `platform` attribute. You can use a colon (:), slash (/), or backslash (\) as the separator between folder names in the path. Note that in some operating systems, folder names are case-sensitive; make sure to use the correct capitalization for your folder names.

If your extension for Dreamweaver contains multiple files, such as help files, many images, or a suite of items, the `destination` folder for your files should be a folder in the Configuration/Shared folder. The folder name should be related to your company or product—for example, Configuration/Shared/MagicTricks.

You do not need to include the Configuration folder in the path name for Macromedia Flash Extensions. The folder specified in the `destination` tag is automatically created in the Configuration folder if it does not already exist.

For a list of valid extension types by application, associated destination strings, and version availability, see [“Extension types” on page 42](#)

`platform` Indicates what platform the file is intended for. If you specify a platform, the file is installed only on that platform; for instance, you can provide two versions of a file, one for Windows and one for Macintosh, and specify a platform value for each. Valid values are `"win"` and `"mac"`. If you don't specify this attribute, the file is installed on both platforms.

`shared` Indicates whether the file is used by more than one extension. When you use the Extension Manager to remove an extension, a shared file associated with that extension is not deleted as long as other installed extensions refer to that file. Valid values are `"true"` and `"false"`. If you don't specify this attribute, its default value is `"false"`.

Note: If you install a newer version of a shared file and another extension is using the old version of the file, the new shared file either must be backward compatible with the other extension, or must have a new filename so that the other extension continues to work properly.

`systemfile` Indicates whether the file is used by anything other than extensions. For example, some extensions provide new versions of DLLs or other system files, or files that are used by other applications. If a file is specified as `systemfile = "true"`, it is not deleted when the extension is removed, even if no other extensions use the file. When `systemfile` is set to `true`, the `shared` attribute is ignored.

`win-extension` Used when a file is generated on the Macintosh that does not include the Windows extension, such as `.fla` or `.htm`.

For example, a FLY file named “shoo” created on a Macintosh installs with the correct creator and file-type information on another Macintosh. However, in a Windows system, it requires the following to install properly in the `Configuration\Shared\Thingies` folder:

```
<file source="shoo" destination="$Dreamweaver/configuration/shared/thingies/"
win-extension="fly" />.
```

This adds the extension to the filename and installs “shoo.fly”.

If you create a file in Windows that does include the extension, such as “heeble.fla” or “frob.htm”, and install it on a Macintosh, the `win-extension` attribute does not need to be added to the file tag.

Note: If the `platform` attribute is included, the `win-extension` attribute is ignored.

Contents

None.

Container

This tag must be contained in a `files` tag.

Example

```
<file source = "frob2squig.htm" destination = "$Dreamweaver/configuration/
commands/common" platform = "mac" shared = "false" />
```

configuration-changes

Description

Container tag for changes to menus, shortcuts, server behaviors, server formats, and data sources.

Attributes

None.

Contents

This tag may contain any combination of `data-source-changes`, `menu-insert`, `menu-remove`, `server-behavior-changes`, `server-format-changes`, `server-format-definition-changes`, `shortcut-insert`, and `shortcut-remove` tags.

Container

This tag must be contained in a `macromedia-extension` tag.

Example

```
<configuration-changes>
  <!-- ftp-extension-map-changes, menu-remove, menu-insert, shortcut-remove,
  shortcut-insert, server-behavior-changes, server-format-changes, server-
  format-definition-changes, and data-source-changes tags go here -->
</configuration-changes>
```

documenttype-changes

Description

Describes changes to be made to the `MMDocumentTypes.xml` file.

Attributes

None.

Contents

This tag contains the `documenttype-insert` and `documenttype-remove` tags.

Container

This tag must be contained in a `configuration-changes` tag.

Example

This example illustrates the syntax of the tags that can be contained by the `documenttype-changes` tag.

```
<documenttype-changes>
  <documenttype-insert>
    <documenttype>
      ...
    </documenttype>
  </documenttype-insert>
  <documenttype-remove id="remove_id" />
</documenttype-changes>
```

documenttype-insert

Description

Insert the specified tag library at the end of file.

Attributes

None.

Contents

The `documenttype` tag describes the document type to be inserted. The Extension Manager verifies only that the XML structure is valid.

Container

This tag must be contained in a `documenttype-changes` tag.

Example

```
<documenttype-insert>
  <documenttype>
    ...
  </documenttype>
</documenttype-insert>
```

documenttype-remove

Description

Removes the specified document type.

Attributes

`id`
`id` ID of the document type to remove.

Contents

None.

Container

This tag must be contained in a `documenttype-changes` tag.

Example

```
<documenttype-remove id="remove_id" />
```

toolbar-changes

Description

Marks the beginning of Flash toolbar changes.

Attributes

None.

Contents

This tag may contain the `toolbar-item-insert` tag.

Container

This tag must be contained in a `configuration-changes` tag.

Example

```
<configuration-changes>
  <toolbar-changes>
    ...
  </toolbar-changes>
</configuration-changes>
```

toolbar-item-insert

Description

Inserts the tool with the specified name into the Flash toolbar.

Attributes

`name`, `position`, `depth`

`name` The name of the tool to insert. This is a required attribute.

`position` The 0-based position at which to insert the tool. Valid positions are 0 through 17. If the attribute is missing, or has a value beyond 17, the tool assumes the last position in the toolbar by default. This is an optional attribute.

`depth` The 0-based depth of the tool is its position in the toolbar, where 0 specifies the top. If the `depth` attribute is missing, or has a value beyond the bottom of the menu as the tool's position, the tool depth defaults to the bottom of the menu. This is an optional attribute.

Contents

None.

Container

This tag must be contained in a `toolbar-changes` tag.

Example

```
<toolbar-changes>
  <toolbar-item-insert name="polystar" position="7" />
</toolbar-changes>
```

ftp-extension-map-changes

Description

Specifies a change to the FTPExtensionMap.txt file located in the Configuration folder.

Attributes

None.

Contents

This tag may contain an ftp-extension-insert tag and an ftp-extension-remove tag.

Container

This tag must be contained in a configuration-changes tag.

Example

```
<ftp-extension-map-changes>  
  <!-- ftp-extension-insert, ftp-extension-remove tags go here-->  
</ftp-extension-map-changes>
```

ftp-extension-insert

Description

Specifies a change to the FTPExtensionMap.txt file. This defines whether the file is downloaded or uploaded as an ASCII or binary file from Dreamweaver to an FTP server.

Attributes

extension, type, mac-creator, mac-file-type

extension The file extension, such as .gif or .jpg.

type The format used when you upload a file to the FTP server. The current valid values are "ASCII" and "Binary".

mac-creator The Macintosh creator code. If you do not know the creator code, use "????".

mac-file-type The Macintosh file type. If you do not know the file type, use "????".

Contents

None.

Container

This tag must be contained in an ftp-extension-map-changes tag.

Example

```
<ftp-extension-insert extension="JPG" mac-creator="MKBY" mac-file-type="JPEG"  
  type="ASCII"/>
```

ftp-extension-remove

Description

Indicates the extension that is removed from SourceFormat.txt in the Configuration folder.

Attributes

extension

extension The file extension, such as .gif or .jpg.

Contents

None.

Container

This tag must be contained in an ftp-extension-map-changes tag.

Example

```
<ftp-extension-remove extension="JPG" />
```

help-changes

Description

Describes changes to be made to the help system in general. Currently, Macromedia supports only changes to the help books.

Attributes

None.

Contents

helpbook-changes tag.

Container

This tag must be contained in a configuration-changes tag.

Example

This example illustrates the syntax of the tags that can be contained by the help-changes tag.

```
<help-changes>  
  <helpbook-changes>  
    <helpbook-insert>  
      <book-id .../>  
    </helpbook-insert>  
    <helpbook-remove id="[remove_id]" />  
  </helpbook-changes>  
</help-changes>
```


helpbook-changes

Description

Describes changes to be made to the help books part of the help system.

Attributes

None.

Contents

This tag may contain the `helpbook-insert` and `helpbook-remove` tags.

Container

This tag must be contained in a `help-changes` tag.

Example

```
<helpbook-changes>
  <helpbook-insert>
    <book-id .../>
  </helpbook-insert>
</helpbook-changes>
```

helpbook-insert

Description

Inserts the specified help book.

Attributes

None.

Contents

The `book-id` tag describes the help book to be inserted. The help book is appended to the list of existing books. The Extension Manager verifies only that the XML structure is valid.

Container

This tag must be contained in a `helpbook-changes` tag.

Example

```
<helpbook-insert>
  <book-id .../>
</helpbook-insert>
```

helpbook-remove

Description

Removes the specified help book.

Attributes

`id`
`id` ID of the help book to be removed.

Contents

None.

Container

This tag must be contained in a `helpbook-changes` tag.

insertbar-changes

Description

Marks the beginning of changes to `Insertbar.xml`. Note that `InsertBar.xml` is automatically updated when objects are installed into Dreamweaver MX. Modifying the file explicitly from the MXI file is not required.

Attributes

None.

Contents

The `insertbar-insert`, `insertbar-item-insert`, and `category` tags describe the category to be inserted. The Extension Manager verifies only that the XML structure is valid.

Container

This tag must be contained in a `configuration-changes` tag.

Example

```
<insertbar-changes>
  <insertbar-insert insertBefore|insertAfter="category_id">
    <category ...>
      <itemtype.../>
    </category>
  </insertbar-insert>
  <insertbar-remove id="category_id" />
  <insertbar-item-insert
    insertBefore|insertAfter|appendTo|prependTo="category_or_item_id"
    category="category_id"> <itemtype.../>
  </insertbar-item-insert>
  <insertbaritem-remove id="item_id" />
</insertbar-changes>
```

insertbar-insert

Description

Inserts the specified category at the end of file.

Attributes

`insertBefore` | `insertAfter` = *category_id* of the existing category to insert before or after. You can specify only one of the two attributes; either `insertBefore` or `insertAfter`.

Contents

The `category` tag that describes the category to insert. The Extension Manager verifies only that the XML structure is valid.

Container

This tag must be contained in a `insertbar-changes` tag.

Example

```
<insertbar-insert insertBefore | insertAfter = category_id>  
  <category ...>  
    <itemtype.../>  
  </category>  
</insertbar-insert>
```

insertbar-remove

Description

Removes the specified category.

Attributes

`category_id`
`category_id` ID of the category to be removed.

Contents

None.

Container

This tag must be contained in the `insertbar-changes` tag.

Example

```
<insertbar-remove id="category_id" />
```

insertbar-item-insert

Description

Inserts the specified item at the specified location.

Attributes

`insertBefore` | `insertAfter`, `appendTo` | `prependTo`, `category`

`insertBefore` | `insertAfter` ID of the existing item before or after which the specified item should be inserted.

`appendTo` | `prependTo` ID of the existing category to which the specified item is appended or prepended.

`category` ID of the category to append to if the `insertBefore|insertAfter` item isn't found.

Contents

A tag that describes the item to insert. The Extension Manager verifies only that the XML structure is valid.

Container

This tag must be contained in the `insertbar-changes` tag.

Example

```
<insertbar-item-insert
  insertBefore | insertAfter | appendTo | prependTo = category_or_item_id
  category = category_id
  <itemtype...>
</insertbar-item-insert>
```

insertbar-item-remove

Description

Removes the specified `insertbar` item.

Attributes

`id`

`id` ID of the item to be removed.

Contents

None.

Container

This tag must be contained in a `insertbar-changes` tag.

Example

```
<insertbar-item-remove id = item_id />
```

server-behavior-changes

Description

Container tag for changes to menus in the ServerBehaviors.xml file in any of the Dreamweaver MX Configuration/ServerBehaviors/*servermodel* folders.

Attributes

`servermodelfolder`

`servermodelfolder` The name of the server model folder in which the changes are to be made. The name of any installed server model (such as "ASP.NET_Csharp", "ASP.NET_VB", "ASP_Js", "ASP_Vbs", "ColdFusion", "UD4-ColdFusion", "PHP_MySQL" or "JSP") is a valid value. Note that the attribute value must precisely match the name of the corresponding server model folder.

Contents

This tag may contain any combination of `menu-remove` and `menu-insert` tags.

Container

This tag must be contained in a `configuration-changes` tag.

Example

```
<server-behavior-changes servermodelfolder = "ASP_VB">
  <!-- menu-remove, menu-insert tags go here -->
</server-behavior-changes>
```

server-format-changes

Description

Container tag for changes to menus in the Formats.xml file in any of the Dreamweaver MX Configuration/ServerFormats/*servermodel* folders.

Attributes

`servermodelfolder`

`servermodelfolder` The name of the server model folder in which the changes are to be made. The name of any installed server model (such as "ASP.NET_Csharp", "ASP.NET_VB", "ASP_Js", "ASP_Vbs", "ColdFusion", "UD4-ColdFusion", "PHP_MySQL" or "JSP") is a valid value. Note that the attribute value must precisely match the name of the corresponding server model folder.

Contents

This tag may contain any combination of `menu-remove` and `menu-insert` tags.

Container

This tag must be contained in a `configuration-changes` tag.

Example

```
<server-format-changes servermodelfolder = "ASP_VB">
  <!-- menu-remove, menu-insert tags go here -->
</server-format-changes>
```

server-format-definition-changes

Description

Container tag for changes to menus in the ServerFormats.xml file in any of the Dreamweaver MX Configuration/ServerFormats/*servermodel* folders.

Attributes

`servermodelfolder`

`servermodelfolder` The name of the server model folder in which the changes are to be made. The name of any installed server model (such as "ASP.NET_Csharp", "ASP.NET_VB", "ASP_Js", "ASP_Vbs", "ColdFusion", "UD4-ColdFusion", "PHP_MySQL" or "JSP") is a valid value. Note that the attribute value must precisely match the name of the corresponding server model folder.

Contents

This tag may contain any combination of `menu-remove` and `menu-insert` tags.

Container

This tag must be contained in a `configuration-changes` tag.

Example

```
<server-format-definition-changes servermodelfolder = "ColdFusion">  
  <!-- menu-remove, menu-insert tags go here -->  
</server-format-definition-changes>
```

data-source-changes

Description

Container tag for changes to menus in the DataSources.xml file in any of the Dreamweaver MX Configuration/DataSources/*servermodel* folders.

Attributes

`servermodel`

`servermodelfolder` The name of the server model folder in which the changes are to be made. The name of any installed server model (such as "ASP.NET_Csharp", "ASP.NET_VB", "ASP_Js", "ASP_Vbs", "ColdFusion", "UD4-ColdFusion", "PHP_MySQL" or "JSP") is a valid value. Note that the attribute value must precisely match the name of the corresponding server model folder.

Contents

This tag may contain any combination of `menu-remove` and `menu-insert` tags.

Container

This tag must be contained in a `configuration-changes` tag.

Example

```
<data-source-changes servermodel = "ASP_VB">  
  <!-- menu-remove, menu-insert tags go here -->  
</data-source-changes>
```

menu-remove

Description

Provides information about a menu bar, menu, menu item, or format to remove during installation of this extension.

Note: If the user removes an installed extension, the menus, menu items, and formats that were removed when that extension was installed are not restored.

Attributes

id

id The menu ID of the item to be removed. Menu bars and menus are not removed unless they're empty. To find the menu ID of an item in a Dreamweaver menu, look for the item in the menus.xml files. (To find the menu ID of a format, look for the item in the Formats.xml files.)

Contents

None.

Container

This tag must be contained in a configuration-changes, server-behavior-changes, server-format-changes, server-format-definition-changes, or data-source-changes tag.

Example

```
<menu-remove id = "DWMenu_Commands_FrobSquigger-beta" />
```

menu-insert

Description

Specifies where in the product's menus to insert a menu bar, menu, menu item, or format during installation of this extension.

Use menu-insert tags to explicitly add your extension to menus even if your extension is an object or a command; don't rely on the Macromedia product to automatically add objects and commands to its menus. To ensure that your extension is not automatically added to the menus, add `<!-- MENU-LOCATION=NONE -->` to the top of each of your extension's HTML files. If you do this, you must make an entry for your file in the menus.xml file.

Attributes

insertAfter, insertBefore, appendTo, prependTo, {skipSeparator}

You can specify only one of the following four attributes: insertAfter, insertBefore, appendTo, or prependTo.

insertAfter Indicates that the new item should be inserted immediately following the item with the specified ID. (The ID can be the ID of a menu bar, a menu, a menu item, or a format.)

Note: No menu can appear to the right of the Help menu in Dreamweaver. If you insert a new menu after the Help menu, the application displays the new menu to the left of the Help menu.

insertBefore Indicates that the new item should be inserted immediately before the item with the specified ID. (The ID can be the ID of a menu bar, a menu, a menu item, or a format.)

`appendTo` Indicates that the new item should be inserted immediately after the last item in the specified menu or menu bar. (The specified ID can be the ID of a menu bar or a menu only, not a menu item or format.)

`prependTo` Indicates that the new item should be inserted before the first item in the specified menu or menu bar. (The specified ID can be the ID of a menu bar or a menu only, not a menu item or format.)

`skipSeparator` Applies only if the `insertAfter` attribute is also specified. It indicates that the new item should be inserted after the separator that immediately follows the item specified in `insertAfter`. If there is no separator there, or if `insertAfter` is not used, this attribute is ignored. Valid values are "true" and "false"; the default value is "false".

Contents

In most uses, this tag must contain one or more `menu` tags and/or one or more `menuitem` tags. (When this tag appears inside a `server-format-definition-changes` tag, it contains `format` tags instead of `menuitem` tags.) It may also optionally contain `separator` tags and `comment` tags. Everything inside the `menu-insert` tag is inserted as a block, retaining its order; for example, if you list four menu items inside a `menu-insert` tag, those four items are inserted at the specified location so that they appear in the menu structure in the same order.

You can insert as many menus, menu items (or formats), separators, and comments as you want in a single `menu-insert` tag, but they can't be nested. That is, you can't insert a new menu and its contents by listing the items inside the `menu` tag. Instead, insert the menu first with one `menu-insert` tag, then insert all of the items into the new menu using another `menu-insert` tag. In the example below, the menu item `Animals` is inserted in the `Insert` menu after the `Get More Objects` menu item. The `Animals` menu item contains the submenus `Cat` and `Dog`. The `Dog` menu contains yet another submenu called `Poodle`. This is the resulting menu structure:

Insert

```
...
Get More Objects
Animals
  Dog
  Poodle
Cat
```

```
<menu-insert insertAfter="DWMenu_Insert_GetMoreObjects">
  <menu name="Animals" id="DWMenu_Insert_Animals" />
</menu-insert>
<menu-insert appendTo="DWMenu_Insert_Animals">
  <menu name="Dog" id="DWMenu_Insert_Animals_Dog" />
  <menuitem name="Cat" id="DWMenu_Insert_Animals_Cat" />
</menu-insert>
<menu-insert appendTo="DWMenu_Insert_Animals_Dog">
  <menuitem name="Poodle" id="DWMenu_Insert_Animals_Dog_Poodle" />
</menu-insert>
```

Container

This tag must be contained in a `configuration-changes`, `server-behavior-changes`, `server-format-changes`, `server-format-definition-changes`, or `data-source-changes` tag.

Example

```
<menu-insert insertAfter = "DWMenu_Commands_SortTable" skipSeparator = "true">
  <!-- menu, menuitem (or format), separator, and comment tags here -->
</menu-insert>
```

menubar

Description

Provides information about a menu bar to be inserted into the product's menu structure during installation of this extension.

Attributes

name, id, {platform}

name The name of the menu bar to insert.

id ID for the new menu bar. Your menu IDs should start with a company name or some other namespace prefix to ensure uniqueness. In particular, don't start your menu IDs with `DW`, which is the prefix used by Macromedia's Dreamweaver menu IDs.

platform Indicates that the menu bar should appear only on the given platform. Valid values are "win" and "mac".

Contents

None.

Container

This tag must be contained in a `menu-insert` tag.

Example

```
<menubar name = "Mugwump Context menu" id = "JMMugwumpContext"
platform = "mac"></menubar>
```

menu

Description

Describes a menu or submenu to be inserted into the product's menu structure during installation of an extension.

Attributes

name, id, {platform}

name The name of the menu to insert, as it will appear in the menu bar. To set the menu's access key (mnemonic) in Windows, use an underscore (`_`) in front of the access letter. The underscore is automatically removed on the Macintosh.

id The menu ID of the new menu. Your menu IDs should start with a company name or some other namespace prefix to ensure uniqueness. In particular, don't start your menu IDs with `DW`, which is the prefix used by the Dreamweaver menu IDs. One useful approach is to prefix every ID with your domain name (with the elements reversed); for example, if your domain name is `joe.com`, you could start every ID with `com.joe.` to ensure uniqueness.

platform Indicates that the menu should appear only on the given platform. Valid values are "win" and "mac".

Contents

None.

Note: Always use a `</menu>` tag to close a `<menu>` tag. Although the `<menu>` tag in the MXI file has no contents, it corresponds to the `<menu>` tag in the `menus.xml` file, which does have contents. Therefore, the `<menu>` tag is not defined as an empty tag, so you can't use the `</>` XML syntax to close the tag.

Container

This tag must be contained in a `menu-insert` tag.

Example

```
<menu name = "Recent Frobs Converted" id = "JMMenu_Commands_RecentFrobs"  
platform = "mac" >  
</menu>
```

menuitem

Description

Describes the menu item to be inserted into the product's menu structure during installation of this extension.

Attributes

name, id, {key}, {platform}, {file}, {command}, {enabled}, {checked}, {dynamic}, {arguments}

name The menu item name that you want to appear in the menu. To set the menu item's access key in Windows, use an underscore (`_`) in front of the access letter. The underscore is automatically removed on the Macintosh. If two menu items have the same access key, the access key works only for the first of the two.

Note: To make an underscore character appear in a menu item, precede it with a percent sign—that is, use `%_` instead of just an underscore.

id The menu ID of the new item. Your menu IDs should start with a company name or some other namespace prefix to ensure uniqueness. In particular, don't start your menu IDs with `DW`, which is the prefix used by the Dreamweaver menu IDs. One useful approach is to prefix every ID with your domain name (with the elements reversed); for example, if your domain name is `joe.com`, you could start every ID with `com.joe.` to ensure uniqueness.

key The shortcut key for the menu item. For syntax details that apply to Dreamweaver, see "About customizing Dreamweaver menus" in the "Customizing Dreamweaver" chapter of *Using Dreamweaver*.

platform Indicates that the menu should appear only on the given platform. Valid values are "win" and "mac".

file The name of an HTML or JavaScript file that contains JavaScript code determining the behavior of the menu item. The path specified in the `file` attribute is relative to the Configuration folder. The `file` attribute overrides the `command`, `enabled`, and `checked` attributes. Either `file` or `command` must be specified for each menu item. Note that in some operating systems, filenames are case-sensitive; make sure to use the same capitalization in the `file` attribute as you use for the corresponding file and folder names on your hard disk.

command JavaScript code specifying the action to be taken when the user chooses the menu item.

enabled JavaScript code that the product executes before displaying the menu, to determine whether the menu item is enabled. The code should return a value of `true` or `false`, indicating that the menu item should be enabled or dimmed, respectively.

checked JavaScript code that the product executes before displaying the menu, to determine whether the menu item should have a check mark next to it. The code should return a value of `true` or `false`, indicating that the menu item should be checked or unchecked, respectively.

dynamic Indicates whether the menu item's text and state are to be determined dynamically, by an HTML file that contains JavaScript code (specified in the `file` attribute). Valid values are "true" and "false". If you don't specify the `dynamic` attribute, its default value is "false".

arguments Provides arguments to pass to the specified command file. This attribute is used only in conjunction with the `file` attribute.

Contents

None.

Container

This tag must be contained in a `menu-insert` tag that is not inside a `server-format-definition-changes` tag.

Example

```
<menuItem name = "Convert Frobs to Squigs" id = "JMMenu_Commands_ConvertFrobs"
key = "Cmd+Alt+Shift+F" platform = "mac" file = "commands/common/
frob2squig.htm"
dynamic = "false" />
```

format

Description

Describes the data format to be inserted into the Dreamweaver Format menu during installation of this extension.

Attributes

This tag's attributes are difficult to write by hand. The best way to create a `format` tag is to use the interface inside Dreamweaver. After you create a format, open the appropriate `Formats.xml` file in a text editor and copy the appropriate `format` tag (generated by Dreamweaver). Paste this tag into the appropriate place in your extension installation file.

Then add an `id` attribute. Each format ID must be unique; your IDs should start with a company name or some other namespace prefix to ensure uniqueness. In particular, don't start your IDs with `DW`, which is the prefix used by the Dreamweaver IDs. One useful approach is to prefix every ID with your domain name (with the elements reversed); for example, if your domain name is `joe.com`, you could start every ID with `com.joe.` to ensure uniqueness.

Contents

None.

Container

This tag must be contained in a `menu-insert` tag that is inside a `server-format-definition-changes` tag.

Example

```
<format
file = "Date/Time"
title = "Date/Time - 14:35"
expression = "<%\s*=\sDoDateTime\(.*, 4, 1033\)\s*%"
strNamedFormat = "shortTime"
nLCID = 1033
id = "JMMenu_ServerFormatDef_ASP_2_DT18" />
```

separator

Description

Indicates that a separator should be inserted into a menu at the location specified by the containing `menu-insert` tag.

Attributes

`id`, `{platform}`

`id` The ID for the separator; each separator ID must be unique. Your separator IDs should start with a company name or some other namespace prefix to ensure uniqueness. In particular, don't start your IDs with `DW`, which is the prefix used by the Dreamweaver menu IDs. One useful approach is to prefix every ID with your domain name (with the elements reversed); for example, if your domain name is `joe.com`, you could start every ID with `com.joe.` to ensure uniqueness.

`platform` Indicates that the separator should appear only on the given platform. Valid values are "win" and "mac".

Contents

None.

Container

This tag must be contained in a `menu-insert` tag.

Example

```
<separator id = "JMMenu_Commands_ConvertFrobs_Separator" platform = "win" />
```

comment

Description

Provides a comment about an item being inserted into the menu structure. The Extension Manager inserts this comment (in the form of an XML comment tag) into the `menus.xml` file as it installs the extension.

Attributes

None.

Contents

The text of a comment.

Container

This tag must be contained in a `menu-insert` tag.

Example

```
<comment>This command is part of the Mugwump extension.</comment>
```

shortcut-remove

Description

Indicates that the specified keyboard shortcut be removed from the menus.xml file.

Attributes

id

id ID of the shortcut or shortcut list to remove. A shortcut list is removed only if it's empty.

Contents

None.

Container

This tag must be contained in a configuration-changes tag.

Example

```
<shortcut-remove id = "DWMainWindow" />
```

shortcut-insert

Description

Indicates that a keyboard shortcut or shortcut list should be added to the menus.xml file.

Attributes

list_Id

list_Id The ID of the shortcut list into which the shortcut should be inserted. Use this attribute only when inserting a single shortcut into a list. Don't use it when inserting an entire list.

Contents

This tag must contain a shortcut tag or a shortcutlist tag.

Container

This tag must be contained in a configuration-changes tag.

Example

```
<shortcut-insert list_Id = "DWMainWindow">  
  <!-- shortcutlist or shortcut tag goes here -->  
</shortcut-insert>
```

shortcutlist

Description

Specifies a shortcut list to be added to the menus.xml file.

Attributes

`id`, `{platform}`

`id` ID for the new shortcut list. It should be the same as the menu ID for the menu bar that represents a window in Dreamweaver with which the shortcuts are associated. Currently supported IDs are `DWMainWindow`, `DWMainSite`, `DWTimelineInspector`, and `DWHTMLInspector`.

`platform` Indicates that the shortcut list should appear only on the given platform. Valid values are "win" and "mac".

Contents

None.

Container

This tag must be contained in a `shortcut-insert` tag.

Example

```
<shortcutlist id = "NewMenuBar" platform = "win" />
```

shortcut

Description

Specifies a keyboard shortcut to be added to the menus.xml file.

`key`, `id`, `{command}`, `{file}`, `{platform}`

`key` The key combination used to activate the keyboard shortcut. For syntax details that apply to Dreamweaver, see "About customizing Dreamweaver menus" in the "Customizing Dreamweaver" chapter of *Using Dreamweaver*.

`id` A unique identifier for a shortcut. Your shortcut IDs should start with a company name or some other namespace prefix to ensure uniqueness. One useful approach is to prefix every ID with your domain name (with the elements reversed); for example, if your domain name is `joe.com`, you could start every ID with `com.joe.` to ensure uniqueness.

`command` The JavaScript code to execute when the user issues the keyboard shortcut.

`file` A file containing the JavaScript code to execute when the user issues the keyboard shortcut. The `file` attribute overrides the `command` attribute; either `file` or `command` must be specified for each shortcut.

`platform` Specifies that the shortcut works only on the indicated platform. Valid values are "win" and "mac".

Contents

None.

Container

This tag must be contained in a `shortcut-insert` tag.

Example

```
<shortcut key = "Shift+F5" command = "dw.newDocument()" id = "ShortCutTest"  
platform = "win" />
```

taglibrary-changes

Description:

Describes changes to be made to the `TagLibraries.vtm` file.

Attributes

None.

Contents

This tag may contain `taglibrary-insert` and `taglibrary-remove` tags.

Container

This tag must be contained in a `configuration-changes` tag.

taglibrary-insert

Description

Inserts the specified tag library at the end of file. Order is not important.

Attributes

None.

Contents

This tag may contain `taglibrary` tags that describe a tag library to be inserted. The Extension Manager verifies only that the XML structure is valid.

Container

This tag must be contained in a `taglibrary-changes` tag.

taglibrary-remove

Description

Removes the specified tag library.

Attributes

id

id ID of the tag library to be removed.

Contents:

None.

Container

This tag must be contained in a `taglibrary-changes` tag.

toolbar-changes

Description

Marks the beginning of toolbar changes.

{file}

file This optional attribute specifies the name of the toolbar file to edit. If not supplied, the default is `Toolbars.xml`.

Contents

This tag may contain the `toolbar-insert`, `toolbar-item-insert`, `toolbar-remove`, and `toolbar-item-remove` tags.

Container

This tag must be contained in the `configuration-changes` tag.

Example

This example illustrates the syntax and hierarchy of all tags that can be contained by the `toolbar-changes` tag.

```
<toolbar-changes [file="file_name"]>
  <toolbar-insert>
    <toolbar ...>
      ...
    </toolbar>
  </toolbar-insert>
  <toolbar-remove id="toolbar_id" />
  <toolbar-item-insert
    insertBefore|insertAfter|appendTo|prependTo="toolbar_or_item_id"
    toolbar="toolbar_id">
    <itemtype.../>
  </toolbar-item-insert>
  <toolbar-item-remove id="toolbar_item_id" />
</toolbar-changes>
```

toolbar-insert

Description

Inserts the specified toolbar at the end of file.

Attributes

None.

Contents

The `toolbar` tag, which describes the toolbar to be inserted. The Extension Manager verifies only that the XML structure is valid.

Container

This tag must be contained in the `toolbar-changes` tag.

Example

```
<toolbar-insert>  
  <toolbar ...>  
    ...  
</toolbar>
```

toolbar-remove

Description

Removes the specified toolbar.

Attributes

`id`
`id` ID of the toolbar to be removed.

Contents

None.

Container

This tag must be contained in the `toolbar-changes` tag.

Example

```
<toolbar-remove id="toolbar_id" />
```

toolbar-item-insert

Description

Inserts the specified toolbar item at the specified location.

Attributes

`insertBefore|insertAfter`, `appendTo|prependTo`, `toolbar`

`insertBefore|insertAfter` ID of the existing toolbar item before or after which the specified item is inserted.

`appendTo|prependTo` ID of the existing toolbar to which the specified item is appended or prepended.

`toolbar` ID of the toolbar to append to if the `insertBefore|insertAfter` item isn't found.

Contents

A tag that describes a toolbar item to be inserted. The Extension Manager verifies only that the XML structure is valid.

Container

This tag must be contained in the `toolbar-changes` tag.

Example

```
<toolbar-item-insert
  insertBefore|insertAfter|appendTo|prependTo="toolbar_or_item_id"
  toolbar="toolbar_id">
  <itemtype.../>
</toolbar-item-insert>
```

toolbar-item-remove

Description

Removes the specified toolbar item.

Attributes

`id`

`id` ID of the toolbar item to remove.

Contents

None.

Container

This tag must be contained in the `toolbar-changes` tag.

Example

```
<toolbar-item-remove id="toolbar_item_id" />
```

extensions-changes

Description

Container tag that describes any changes to the Extensions.txt file, such as adding or removing extensions that you can open in Dreamweaver.

Attributes

None.

Contents

This tag may contain an `extension-insert` tag and an `extension-remove` tag.

Container

This tag must be contained in a `configuration-changes` tag.

Example

```
<extensions-changes>  
  <!--extension-insert and extension-remove tags go here-->  
</extensions-changes>
```

extension-insert

Description

Describes a new extension that Dreamweaver can open.

Attributes

`extension`, `description`

`extension` Specifies name of the extension, such as `.gif` or `.htm`.

`description` Describes what the extension is used for.

Contents

None.

Container

This tag must be contained in an `extensions-changes` tag.

Example

```
<extension-insert extension="PHP" description="PHP files"/>
```

extension-remove

Description

Indicates an extension to remove from the Extensions.txt file.

Attributes

extension, {description}

extension The name of the extension, such as .gif or .htm.

description This optional tag allows you to specify a description of the extension being removed. If no description is provided, the extension is removed from all lines of the Extensions.txt file.

Contents

None.

Container

This tag must be contained in an extensions-changes tag.

Example

```
<extension-remove extension="PHP" description="PHP files"/>  
or  
<extension-remove extension="PHP" />
```

source-format-changes

Description

Contains changes to the SourceFormat.txt file. Note that this tag is deprecated for Dreamweaver MX.

Attributes

None.

Contents

This tag may contain the following tags: element-insert, element-remove, attribute-insert, and attribute-remove.

Container

This tag must be contained in a configuration-changes tag.

Example

```
<source-format-changes>  
  <!--element-insert, element-remove, attribute-insert, and  
    attribute-remove tags go here -->  
</source-format-changes>
```

element-insert

Description

Describes elements added to the SourceFormat.txt file. This tag is deprecated for Dreamweaver MX.

Attributes

name, {break}, {indent}, {indentGroup}, {namecase}, {noformat}

name Indicates the name of the element to be inserted.

{break} Indicates whether there should be breaks before and after the opening and closing tags. The default setting of 1,0,0,1 specifies a break before but not after the opening tag, and a break after but not before the closing tag.

indent Indicates whether the text is indented from the left margin. The default value is "false".

indentGroup Indicates the group that the element conforms to in HTML Format preferences. Indentation group 1 contains table rows and columns, and indentation group 2 contains framesets and frames.

namecase Specifies that the capitalization you use in the tag overrides the capitalization specified in the user's HTML Format preferences. For example, an attribute onFoo would be written onFoo in the SourceFormat.txt file, not onfoo or ONFOO.

noformat Indicates that the line breaks, indentation, and capitalization of an existing hand-coded instance of the new element you insert are never changed to those specified in SourceFormat.txt. The new format is only used when you create a new instance of the tag using the Dreamweaver tools. For example, if you hand-code <foo> and then insert the foo element <foo break="1,0,0,1" noformat> in SourceFormat.txt, each new <foo> tag inserted with the Dreamweaver tools will use the 1,0,0,1 line-break specification. The hand-coded instance of the <foo> tag in your document and any manual changes to it retain your original formatting. The default value is "false".

Contents

None.

Container

This tag must be contained in a source-format-changes tag.

Example

```
<element-insert name = "div" break = "1,0,0,1" indent = "true" indentGroup =  
  "2" namecase = "Div" noFormat = "false"/>
```

element-remove

Description

Describes elements removed from the SourceFormat.txt file. This tag is deprecated for Dreamweaver MX.

Attributes

name

name Describes the name of the element.

Contents

None.

Container

This tag must be contained in a `source-format-changes` tag.

Example

```
<element-remove name="div"/>
```

attribute-insert

Description

Describes attributes added to the SourceFormat.txt file. This tag is deprecated for Dreamweaver MX.

Attributes

name, {namecase}, {samecase}

name Describes the name of the attribute that is inserted from the SourceFormat.txt file.

namecase Specifies that the tag or attribute must always be capitalized as you have written in the tag regardless of user capitalization preferences in HTML Format preferences. For example, an attribute `onFoo` would be written `onFoo` in the SourceFormat.txt file, not `onfoo` or `ONFOO`.

samecase Specifies that the attribute's value should be capitalized the same way as the attribute, as specified in SourceFormat.txt. For example, if the attribute `ALIGN` is uppercase, then its associated value is uppercase as well— `ALIGN="RIGHT"`, not `ALIGN="right"`. The `samecase` attribute should be specified for any attribute that has no value, such as `nowrap` or `checked`.

The `samecase` attribute only applies to attributes. The default value is `false`.

Contents

None.

Container

This tag must be contained in a `source-format-changes` tag.

Example

```
<attribute-insert name="onAbort" namecase="onAbort" samecase="true"/>
```

attribute-remove

Description

Describes attributes removed from the SourceFormat.txt file. This tag is deprecated for Dreamweaver MX.

Attributes

name

name Describes the name of the attribute that is removed from the SourceFormat.txt file.

Contents

None.

Container

This tag must be contained in a `source-format-changes` tag.

Example

```
<attribute-remove name="onAbort"/>
```

file-tokens

Description

Container tag that indicates any custom tokens.

Attributes

None.

Contents

One or more token tags for defining custom tokens.

Container

This tag must be contained in a `macromedia-extension` tag.

Example

```
<file-tokens>  
  <!-- token tags go here -->  
</file-tokens>
```


token

Description

Defines a custom token for an extension.

Custom tokens let you specify the destination folder of one or more files from your extension during installation or provide a dialog box for the user to choose a destination folder for certain files. For example, you might use a custom token if your extension contains items that must be installed in a specific directory as well as a file, such as a tutorial, that can be installed anywhere on the hard disk. In this case, you could use a custom token tag to allow the user to select the destination folder for the tutorial while still installing the other files in the proper directories. If several files need to be grouped in the same directory, but that directory location is not important, you can allow the user to select the directory location.

Custom tokens are useful even if you don't allow the user to specify the destinations of files. You can easily change the destination directory of multiple files without having to manually change each destination path in the MXI file. In this case, you would use a custom token as you would use the `$Dreamweaver`, `$Fireworks`, `$Flash`, `$fonts`, or `$system` token. For example, if your extension contains multiple files that must be installed in `C:\program files\trailer`, you can use a token tag to define a custom token called `airstream`; all of the files that use this token are installed in `C:\program files\trailer`. If you want to change the destination folder of the files using the `$airstream` token, you have to make only one change in the token tag rather than change every instance of the path to the new destination in your MXI file.

Note: You cannot redefine the `$Dreamweaver`, `$Fireworks`, `$Flash`, `$fonts`, or `$system` token with a custom token.

Attributes

name, {prompt}, {default}, {definition}

name The name of your custom token. This must be a unique name. Do not include the dollar sign (\$) in the name.

prompt Describes the kind of file to be installed in a folder. When you include this attribute, the user is prompted to specify a destination, and the value you provide is added to the dialog box's title. For example, if the attribute is `prompt="Sample Files"`, the dialog box displays "Select Folder for Sample Files".

default Defines the default folder path if the `prompt` attribute is used. If you do not define the `default` attribute, the path box is blank. You can use a token in this attribute, such as `default="$Dreamweaver"`.

definition Defines the file path of the token when you do not use the `prompt` attribute. This prevents the Select Folder dialog box from appearing, so that the user cannot choose a destination path. In the example below, all files using the token `$airstream` are installed in `C:\program files\trailer`:

```
<token name="airstream" definition="C:\program files\trailer" />
```

Note: If you use the `prompt` attribute, do not use the `definition` attribute.

Contents

None.

Container

This tag must be contained in a `file-token` tag.

Example

This example is for Windows platforms, which use backslashes (\) to delimit directories:

```
<token name="airstream" prompt="Sample File"  
  default="$Dreamweaver\Configuration\Shared\trailer" />
```

This example is for the Macintosh, which uses colons (:) to delimit directories:

```
<token name="airstream" prompt="Sample File"  
  default="$Dreamweaver:Configuration:Shared:trailer" />
```

Extension types

The tables in this section list the valid extension types for each product:

- [“Dreamweaver extension types” on page 43](#)
- [“Fireworks extension types” on page 45](#)
- [“Flash extension types” on page 46](#)

Dreamweaver extension types

The following table lists the valid Macromedia Dreamweaver MX extension types.

Extension type	Installation directory and location in UI	Version first supported in
Behavior	\$Dreamweaver\configuration\behaviors Behaviors panel	Dreamweaver 3
BrowserProfile	\$Dreamweaver\configuration\browserprofiles Target Browsers dialog box	Dreamweaver 3
CodeHint	\$Dreamweaver\configuration\codehints Document code view	Dreamweaver MX
CodeSnippet	\$Dreamweaver\configuration\snippet Snippets panel	Dreamweaver MX
ColoringScheme	\$Dreamweaver\configuration\codecoloring Document code view	Dreamweaver MX
Command	\$Dreamweaver\configuration\commands Commands menu	Dreamweaver 3
Connection	\$Dreamweaver\configuration\connections Databases panel	UltraDev 1
Datasource	\$Dreamweaver\configuration\datasources Bindings panel	UltraDev 1
Dictionary	\$Dreamweaver\configuration\content\dictionaries Text menu	Dreamweaver 3
Documenttype	\$Dreamweaver\configuration\documenttypes New Document dialog box	Dreamweaver MX
Encoding	\$Dreamweaver\configuration\encodings Page Properties dialog box	Dreamweaver 3
FlashButtonStyle	\$Dreamweaver\configuration\objects\media Insert menu	Dreamweaver 4
FlashElement	\$Dreamweaver\configuration\objects\flashelements Flash elements category of Insert bar	Dreamweaver MX 2004
Floater	\$Dreamweaver\configuration\floaters Window menu	Dreamweaver 3
HelpBook	\$Dreamweaver\help Help menu	Dreamweaver MX
JsExtension	\$Dreamweaver\configuration\jsextensions None.	Dreamweaver 3
KeyboardShortcut	\$Dreamweaver\configuration\menu\menu.xml Keyboard Shortcuts dialog box	Dreamweaver MX
Object	\$Dreamweaver\configuration\objects Insert menu and Insert bar	Dreamweaver 3

Extension type	Installation directory and location in UI	Version first supported in
Plugin	\$Dreamweaver\configuration\plugins None.	Dreamweaver 3
PropertyInspector	\$Dreamweaver\configuration\inspectors Property inspector	Dreamweaver 3
Query	\$Dreamweaver\configuration\queries None.	UltraDev 1
ReferenceBook	\$Dreamweaver\configuration\content\reference Reference panel	Dreamweaver 4
Report	\$Dreamweaver\configuration\reports Reports dialog box	Dreamweaver 4
SampleContent	\$Dreamweaver\configuration\builtin New document dialog box	Dreamweaver MX
ServerBehavior	\$Dreamweaver\configuration\serverbehaviors Server Behaviors panel	UltraDev 1
ServerFormat	\$Dreamweaver\configuration\serverformats Format column in Bindings panel	UltraDev 1
ServerModel	\$Dreamweaver\configuration\servermodels Various access points	UltraDev 1
Site	\$Dreamweaver\configuration\sites Manage Sites dialog box	Dreamweaver MX
Suite	\$Dreamweaver\configuration Various access points	Dreamweaver 3
TagLibrary	\$Dreamweaver\configuration>taglibraries Various access points	Dreamweaver MX
Template	\$Dreamweaver\configuration\builtin\template New document dialog box	Dreamweaver 3
ThirdPartyTags	\$Dreamweaver\configuration\thirdpartytags Various access points	Dreamweaver 3
Toolbar	\$Dreamweaver\configuration\toolbars Document toolbar	Dreamweaver MX
Translator	\$Dreamweaver\configuration\translator Document design view	Dreamweaver MX
Utility	\$Dreamweaver\configuration Various access points	Dreamweaver MX

Fireworks extension types

The following table lists the valid Macromedia Fireworks extension types.

Extension type	Installation directory and location in UI	Version first supported in
AutoShape	\$Fireworks\configuration\auto shape \$Fireworks\configuration\auto shape tools Auto Shape panel and Auto Shape Tools in the Tools panel	Fireworks MX 2004
Command	\$Fireworks\configuration\commands\foldername Commands menu	Fireworks MX
CommandPanel	\$Fireworks\configuration\command panels Window menu	Fireworks MX 2004
Dictionary	\$Fireworks\configuration\spelling Text menu	Fireworks MX
KeyboardShortcut	\$Fireworks\language\Keyboard Shortcuts Keyboard Shortcuts dialog box	Fireworks MX
Library: PNG-based	\$Fireworks\configuration\libraries Edit Menu > Libraries	Fireworks 4
Pattern	\$Fireworks\configuration\patterns Properties panel	Fireworks 4
Suite	\$Fireworks\configuration Various access points	Fireworks MX
Texture	\$Fireworks\configuration\textures Properties panel	Fireworks 4
Utility	\$Fireworks\configuartion\utility None	Fireworks MX

Flash extension types

The following table lists the valid Macromedia Flash Extension types.

Extension type	Installation directory and location in UI	First supported version	Last supported version
ActionScript	\$Flash\ActionScript None	Flash 5	
Library	\$Flash\libraries Window > Other Panels > Common Libraries	Flash 5	
Flash Behaviors	\$Flash\behaviors \$Flash\External libraries None	Flash MX 2004	
Flash Commands	\$Flash\Commands \$Flash\External Libraries None	Flash MX 2004	
Flash Component	\$Flash\Components \$Flash\ActionsPanel\CustomActions \$Flash\HelpPanel\Help\foldername \$Flash\WindowSWF Category menu of the Component panel	Flash MX	
Flash Component (SWC)	\$Flash\Components\foldername Window > Components > Component Panel category menu	Flash MX 2004	
Flash Custom Action	\$Flash\ActionsPanel\CustomActions Actions list of the Actions panel	Flash MX	
Flash Data Element	\$Flash\DataTypes \$Flash\Encoders \$Flash\Formatters \$Flash\Kinds \$Flash\Classes Window > Other Panels > name of panel	Flash MX 2004	
Flash Dynamic Panel	\$Flash\WindowSWF	Flash MX	
Flash Effect	\$Flash\Effects \$Flash\External Libraries Right-click Context Menu > Timeline effects	Flash MX 2004	
FlashImporter	\$Flash\importers File > Import > List of supported types	Flash 5	
Flash Help Panel	\$Flash\WindowSWF Window > Panel Sets > name of panel	Flash MX	

Extension type	Installation directory and location in UI	First supported version	Last supported version
Flash Include ActionScript	\$Flash\include \$Flash\include\foldername	Flash MX	
Flash Screen Type	\$Flash\Screen Types\foldername \$Flash\Classes	Flash 5	
Flash Template	\$Flash\Templates\template name File > New from Template > template name	Flash MX	Flash MX
Flash Tool	\$Flash\Tools \$Flash\External Libraries	Flash MX 2004	
Generator Object	\$Flash\Generator	Flash 5	Flash 5
KeyboardShortcut	\$Flash\Configuration\Keyboard Shortcuts Keyboard shortcuts dialog box	Flash 5	
Lesson	\$Flash\Lessons Help > Lessons	Flash 5	Flash 5
Library	\$Flash\Libraries Window > Common Libraries > Library	Flash 5	
Publish Template	\$Flash\HTML File > Publish Settings	Flash 5	
Sample	\$Flash\Samples Help > Samples	Flash 5	Flash 5
Suite	\$Flash\configuration Various access points	Flash 5	Flash MX 2004
Utility	\$Flash\ Various access points	Flash 5	Flash 5

Tags and their compatible products

The following table lists each tag and its compatible Macromedia products. An X in the application column indicates that the tag is compatible with that product. If there is no X in the column for that product, then the tag is not compatible with the application. If a tag is not supported by an application, but is included in the MXI file, it will be ignored during installation of the extension

Tag	Dreamweaver MX 2004	Fireworks MX 2004	Flash MX 2004
macromedia-extension	X	X	X
description	X	X	X
license-agreement	X	X	X
ui-access	X	X	X
products	X	X	X
product	X	X	X
author	X	X	X
files	X	X	X
file	X	X	X
configuration-changes	X		
documenttype-changes	X		
documenttype-insert	X		
documenttype-remove	X		
toolpanel-changes			X
toolpanel-item-insert			X
ftp-extension-map-changes	X		
ftp-extension-insert	X		
ftp-extension-remove	X		
help-changes	X		
helpbook-changes	X		
helpbook-insert	X		
helpbook-remove	X		
insertbar-changes	X		
insertbar-insert	X		
insertbar-remove	X		
insertbar-item-insert	X		
insertbar-item-remove	X		

Tag	Dreamweaver MX 2004	Fireworks MX 2004	Flash MX 2004
server-behavior-changes	X		
server-format-changes	X		
server-format-definition-changes	X		
data-source-changes	X		
menu-remove	X		
menu-insert	X		
menu	X		
menu-insert	X		
format	X		
separator	X		
comment	X		
shortcut-remove	X		
shortcut-insert	X		
shortcutlist	X		
shortcut	X		
taglibrary-changes	X		
taglibrary-insert	X		
taglibrary-remove	X		
toolbar-changes	X		
toolbar-insert	X		
toolbar-remove	X		
toolbar-item-insert	X		
toolbar-item-remove	X		
extensions-changes	X		
extension-insert	X		
extension-insert	X		
source-format-changes			
element-insert			
element-remove			
attribute-insert			
attribute-remove			
file-tokens	X	X	X
token	X	X	X

Example MXI file

The following is an example of an MXI file that creates a Dreamweaver extension called Dog and Cat Extension Suite. This particular extension installs an object and a command, and modifies menu.xml and insertbar.xml to add menu items to the application's interface.

```
<macromedia-extension
  name="Dog and Cat Extension Suite"
  version="1.0.1"
  requires-restart="true"
  type="suite">

  <author name="Macromedia" />

  <products>
    <product name="Dreamweaver" version="6" primary="true" />
  </products>
  <description>
    <![CDATA[This extension installs an object and a command while modifying
      menus.xml and insertbar.xml.]]>
  </description>
  <ui-access>
    <![CDATA[Access the Dog command by selecting Commands > Dog. Access the
      Cat object by selecting the Cat category within the Insert bar.]]>
  </ui-access>
  <license-agreement>
    <![CDATA[SAMPLE THIRD PARTY LICENSE TEXT:<br>
      Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy
      nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut
      wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit
      lobortis nisl ut aliquip ex ea commodo consequat.]]>
  </license-agreement>
  <files>
    <file source="cat.htm"
      destination="$dreamweaver/configuration/objects/cat" />
    <file source="cat.gif"
      destination="$dreamweaver/configuration/objects/cat" />
    <file source="dog.htm"
      destination="$dreamweaver/configuration/commands"/>
    <file source="dog.js"
      destination="$dreamweaver/configuration/commands" />
  </files>
  <configuration-changes>
    <menu-insert insertAfter="DWMenu_Commands_SortTable"
      skipSeparator="true">
      <menu id="DWMenu_Commands_Dog" name="_Dog">
        </menu>
    </menu-insert>
    <menu-insert appendTo="Animals_Menu_Dog">
      <menuitem id="DWMenu_Commands_Dog_Dog1" name="_Insert Dog" />
      <menuitem id="DWMenu_Commands_Dog_Dog2" name="Insert _Dog Again" />
      <menuitem id="DWMenu_Commands_Dog_Dog3" name="Insert Dog _Again Again"
        file="commands dog.htm" />
    </menu-insert>
    <insertbar-changes>
      <insertbar-insert>
        <category folder="Cat" id="DW_Inserbar_Cat">
          <button file="cat/cat.htm" id="DW_Inserbar_Cat_Cat1" image="cat
            cat.gif" />
        </category>
      </insertbar-insert>
    </insertbar-changes>
  </configuration-changes>
</macromedia-extension>
```

```
        </category>
      </insertbar-insert>
    </insertbar-changes>
  </configuration-changes>
</macromedia-extension>
```

