

**EXTENSION MANAGER CS  
CONFIGURATION REFERENCE  
TECHNICAL NOTE**



© 2011 Adobe Systems Incorporated. All rights reserved.

*Technical Note: Extension Manager CS Configuration Reference for CS5.5*

Adobe, the Adobe logo, Acrobat, Creative Suite, Contribute, Dreamweaver, Fireworks, Flash, Illustrator, InCopy, InDesign, Photoshop, and Premiere Pro are either registered trademarks or trademarks of Adobe Systems Inc. in the United States and/or other countries. Microsoft and Windows are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Apple, Mac OS, and Macintosh are trademarks of Apple Computer, Inc., registered in the United States and other countries. Java and Sun are trademarks or registered trademarks of Sun Microsystems, Inc. in the United States and other countries. All other trademarks are the property of their respective owners.

The information in this document is furnished for informational use only, is subject to change without notice, and should not be construed as a commitment by Adobe Systems Inc. Adobe Systems Inc. assumes no responsibility or liability for any errors or inaccuracies that may appear in this document. The software described in this document is furnished under license and may only be used or copied in accordance with the terms of such license.

Adobe Systems Inc., 345 Park Avenue, San Jose, California 95110, USA.

# Extension Manager CS Configuration File Reference

Adobe® Creative Suite® extensions are packaged for installation into applications using Adobe Extension Manager. When you package an extension, you must provide an installation configuration file in the MXI format. MXI is an XML schema that specifies various attributes of an extension. This document lists and describes the XML elements defined by the MXI format for CS5.5.

Target applications for extensions include:

- Adobe Bridge
- Contribute®
- Dreamweaver®
- Fireworks®
- Flash®
- Photoshop®
- Illustrator®
- InDesign®
- InCopy®
- Premiere Pro®

Extension Manager CS5.5 is compatible with CS5 versions and higher. You can use Extension Manager CS4 to install extensions in CS4 versions. Any element that is present in the MXI file but is not supported by the product in which the extension is installed is ignored during installation.

- ▶ There is a command-line interface to Extensions Manager that you can use to package extensions for installation. For more information about packaging extensions, see *Technical Note: Packaging, Signing, and Deploying Extensions with Extension Manager CS5.5*.

## About careful XML coding

XML files have strict syntax requirements. When you create or edit an extension installation file, make sure that 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"`.
- ▶ 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). 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 uses the ampersand (&) as an escape character. To include an ampersand within a tag, use the code `&amp;`. Similarly, use `&lt;` and `&gt;` for the `<` and `>` characters.
- ▶ It is recommended that you encode MXI with UTF-8 and explicitly declare the encoding.
  - ▷ In both Mac OS and Windows, include the UTF-8 encoding declaration at the head of the MXI file:  
`<?xml version="1.0" encoding="UTF-8"?>`

- ▷ In Windows, also include the BOM at the head of the MXI file. The easiest way to is to open the MXI file with Notepad and select File > Save As, then set Encoding as UTF-8.

## MXI element summary

### General elements

These elements are used in all target applications. Details are provided in [“General MXI elements” on page 9](#), where the tags are described in alphabetical order of containers.

Tag	Description
<a href="#">author</a>	Name of the extension’s author.
<a href="#">default-language</a>	Default language for multilingual extensions.
<a href="#">description</a>	Describes what the extension does.
<a href="#">files</a>	Container for tags describing the files an extension installs.
<a href="#">license-agreement</a>	Allows a third-party developer to include a license agreement that is displayed at installation.
<a href="#">macromedia-extension</a>	Main container tag for extension installation file.
<a href="#">products</a>	Container for tags specifying an extension’s product compatibility.
<a href="#">ui-access</a>	Text to appear in the Extension Manager window when the extension is selected.
<a href="#">update</a>	Extension update information (CS5 and higher).

### Product-specific elements

These tags are used only by Dreamweaver or Flash, and are ignored when an extension is installed in any other target application.

Details are provided in [“Product-specific MXI elements” on page 19](#), where the tags are described in alphabetical order of containers.

### Dreamweaver-only elements

Element	Description
<a href="#">configuration-changes</a>	Container for elements that modify the application’s configuration. These include menus, shortcuts, server behaviors, and data sources.
<a href="#">data-source-changes</a>	Container for all changes to menus in the <code>menus.xml</code> file in any of the Dreamweaver MX Configuration/DataSources/document_type folders.

Element	Description
<a href="#">documenttype-changes</a> <a href="#">documenttype-insert</a> <a href="#">documenttype-remove</a>	Container for elements that describe changes made to the <code>MMdocumentTypes.xml</code> file.
<a href="#">extensions-changes</a> <a href="#">extension-insert</a> <a href="#">extension-remove</a>	Container for elements that describe changes to the <code>Extensions.txt</code> file, such as adding or removing extensions that you can open in Dreamweaver.
<a href="#">format</a>	Describes the data format to be inserted into the Dreamweaver Format menu during installation of the extension.
<a href="#">ftp-extension-map-changes</a> <a href="#">ftp-extension-insert</a> <a href="#">ftp-extension-remove</a>	Container for elements that describe changes to the <code>FTPExtensionMap.txt</code> file. This defines whether the file is downloaded or uploaded as an ASCII or binary file from Dreamweaver to an FTP server.
<a href="#">insertbar-changes</a> <a href="#">insertbar-insert</a> <a href="#">insertbar-remove</a> <a href="#">insertbar-item-insert</a> <a href="#">insertbar-item-remove</a>	Container for elements that describe changes to be made to the <code>insertbar.xml</code> file and add new toolbars files.
<a href="#">menu-insert</a> <a href="#">menu</a> <a href="#">menubar</a> <a href="#">menuitem</a> <a href="#">comment</a> <a href="#">separator</a>	Container for elements that describe a menu or submenu to be inserted into the application's menu structure during installation of an extension.
<a href="#">menu-remove</a>	Removes a menu or menu-item
<a href="#">server-behavior-changes</a> <a href="#">server-format-changes</a> <a href="#">server-format-definition-changes</a>	Container for changes to menus in the <code>menus.xml</code> file in any of the Dreamweaver MX Configuration/ServerBehaviors/document_type or MX Configuration/ServerFormats/document_type folders
<a href="#">shortcut-insert</a> <a href="#">shortcutlist</a> <a href="#">shortcut</a>	Container for elements that specify keyboard shortcuts to be added to the <code>menus.xml</code> file.
<a href="#">shortcut-remove</a>	Removes a shortcut or shortcut list.
<a href="#">taglibrary-changes</a> <a href="#">taglibrary-insert</a> <a href="#">taglibrary-remove</a>	Container for elements that describe changes to be made to the <code>TagLibraries.vtm</code> file.
<a href="#">toolbar-changes</a> <a href="#">toolbar-insert</a> <a href="#">toolbar-item-insert</a> <a href="#">toolbar-remove</a> <a href="#">toolbar-item-remove</a>	Container for elements that specify changes to the toolbar.

## Flash only elements

---

<a href="#">toolpanel-changes (Flash only)</a>	Container for elements that specify Flash tool-panel changes.
<a href="#">toolpanel-item-insert</a>	

---

## Location specification

All file names and location specifications must conform to these standards.

- ▶ All file and folder names must be valid for all supported platforms.
- ▶ You can use colon (:), slash (/), or backslash (\) as a separator between path elements.
- ▶ Because some operating systems are case sensitive, make sure the capitalization you use in configuration attributes exactly matches the file-system names.
- ▶ File names can have a maximum of 30 characters.
- ▶ Do not use the same file names as Adobe extensions, unless your extension is intended to substitute for an Adobe extension.

## Path tokens

When specifying paths, you can use path tokens such as these globally available ones:

---

<code>\$System</code>	System or System32 folder
<code>\$Fonts</code>	Font folder on the computer's hard disk

---

Extension Manager chooses the appropriate system and font folder on the user's disk, based on the user's platform and operating system.

---

<code>\$ExtensionSpecificEMStore</code>	Folder that stores extension-specific files
---	---

---

Many other application-specific path tokens are available as well, that allow you to specify locations relative to the target product's installation location, script or plug-in locations, and so on. For a detailed list of defined tokens see ["Appendix A: Path Tokens" on page 39](#).

# Making your extension updatable

Extension Manager CS5 and higher supports updatable extension packages, which allow an end user to update an installed extension when there is new version available. To enable this feature, include the [update](#) element in the MXI configuration file for your extension, with a link that points to the update information.

## Update-information file XML elements

Provide update information in the form of an XML file that tells Extension Manager whether a new update is available, and provides information about how to update a particular extension.

The update information file must be UTF-8 encoded, and contain the following elements:

### version

Required. Contains the version number of the latest version of the extension, in the format `major[.minor[.build]]`, where each element is a positive integer. For example, 2, 2.1, or 2.1.2.

The major version number should be incremented when you make substantial changes to the extension. The minor version number should be incremented for smaller changes, and the build number can be incremented for each build between releases.

### download

Required. Contains a URL starting with "http" or "https". This can specify:

- ▷ A link to the latest extension itself, in the form of a ZXP or MXP installation file link;  
—or—
- ▷ A web page containing descriptions and instructions for how to obtain and install the latest extension.

### description

Required. A short description about what is new or changed in the update. Must contain a CDATA section, which you can format with any HTML tags. This is the update description that appears in Extension Manager. It can also point to more detailed release notes that you make available online.

### Attributes

[url]

#### url

Optional. A URL for a web page that contains detailed release notes.

## Example update information file

```
<ExtensionUpdateInformation>
<version>1.5.0</version>
<download>http://www.mysite.com/extensions/myExtension.zxp</download>
```

```
<description url="http://www.mysite.com/extensions/myExt_15releasenotes.htm">
  <![CDATA[
    The 1.5 version fixes known problems.<br>
    New features include the ability to download updates. ]]>
</description>

</ExtensionUpdateInformation>
```

## The update process

When Extension Manager is launched, it follows the link in the [update](#) element of the MXI configuration file to retrieve the update information file. It then compares the `version` value in the update file with that of the installed version. If a newer version of your extension is available, it prompts the user to initiate the update.

If the user chooses to update your extension, Extension Manager goes to the URL given in the `download` element.

- ▶ If that link points to an installation package, Extension Manager downloads and installs the new version automatically.
- ▶ Otherwise, Extension Manager opens the given page in the default web browser.

# General MXI elements

## author

Required. Name of the author of the extension.

**ATTRIBUTES:** name, [author\_resid]

### name

Required. The author's name, a `VARCHAR` data type with a limit of 255 characters.

### author\_resid

Optional. A localized-string identifier for the author's name to display in the Extension Manager. Used only when the extension is configured to be multilingual. The identified string must be defined in localization files.

For details of how to localize extensions, see Extension Builder help, or *Using the Adobe Creative Suite 5.5 SDK*.

## default-language

The default language for localization resource files. Extension Manager determines the current language with this priority:

1. The language specified for the target application.
2. The language of the Extension Manager interface.
3. The language selected by the user when prompted by Extension Manager.

If the extension does not provide resource files for the current language, Extension Manager installs the resource files for the language specified here. If there are no resource files for this language, it installs files for all available languages.

For details of how to localize extensions, see Extension Builder help, or *Using the Adobe Creative Suite 5.5 SDK*.

**Contents** The language code. Supported language codes include:

Language	Code	Language	Code
American English	en_US	Portuguese	pt_BR
British English	en_GB	Spanish	es_ES
Danish	da_DK	Catalan	ca_ES
Dutch	nl_NL	Swedish	sv_SE
Finish	fi_FI	Ukrainian	uk_UK
French	fr_FR	Chinese	zh_CN
German	de_DE	Taiwanese	zh_TW

Language	Code	Language	Code
Italian	it_IT	Japanese	ja_JP
Norwegian	nb_NO	Korean	ko_KR

## description

Required. Contains or points to HTML text that describes what the extension does or is used for. The text appears in the Extension Manager when the extension is selected.

- ▶ If the computer is online and a URL is provided, Extension Manager displays the referenced page.
- ▶ Otherwise, if a path to a local web page is provided, Extension Manager displays that page.
- ▶ Otherwise, Extension Manager displays the CDATA contents, and appends the CDATA contents of the [ui-access](#) element if that is supplied.

**Contents** Must contain a CDATA section, which you can format with any HTML tags. If text colors are not specified, the background is gray (62 62 62) and the text is black.

To display double-byte characters, include "charset=UTF-8". For example:

```
<description>
  <![CDATA[<meta http-equiv=Content-Type content="text/html; charset=UTF-8"><br>
  This is a sample Exchange item.<br>
  It is a sample library containing a single button.]]>
</description>
```

**ATTRIBUTES:** [href, resid, source]

### href

Optional. A URL for the description to display in the Extension Manager. The value must start with either "http://" or "https://".

### resid

Optional. A localized-string identifier for the description to display in the Extension Manager. Used only when the extension is configured to be multilingual. The identified string must be defined in localization files.

For details of how to localize extensions, see Extension Builder help, or *Using the Adobe Creative Suite 5.5 SDK*.

### source

The path to an HTML file on the local computer, relative to the Extension Manager variable `$ExtensionSpecificEMStore`. See "[Location specification](#)" on page 6.

## files

Optional. A container for one or more [file](#) elements that describe specific files to be installed as part of the extension.

To create an extension as part of a bundle or framework in Mac OS, use a format like this, without wild cards:

```
<files>
  <file source="sourceFolder" destination="$photoshop/" />
</files>
```

or

```
<files>
  <file source="sourceFolder/" destination="$photoshop/" />
</files>
```

**ATTRIBUTES:** [xml:lang, products, default-file-type]

### xml:lang

Optional. The language for this group of files. Extension Manager installs these files only when this is the current language. If Extension Manager cannot determine the current language, it ignores this value and installs the files.

### products

Optional. The products for which these files should be installed. If not specified, the files are installed for all products. A comma-separated list of products; see [product](#).

### default-file-type

Optional. The default type of the contained files. One of:

- ▷ csxs: A CS extension package.
- ▷ plugin: A native plug-in.
- ▷ ordinary: Ordinary files receive no special processing by Extension Manager.

This value is overridden by the `file-type` attribute of a contained file.

## file

Describes a specific file to be installed as part of this extension.

- ▶ Contained in a [files](#) element.

**ATTRIBUTES (CHILD ELEMENT):** source, destination, [products, platform, shared, systemfile, win-extension, isresourcefile, file-type, minVersion, maxVersion]

### source

Required. The file name, and the path in which it is found relative to the installation file. Files can be in different folders. See ["Location specification" on page 6](#).

### destination

Required. The name of the destination folder, in which to place the file during installation. If this folder does not exist, Extension Manager creates it during installation. This does *not* include the file name, which is specified by the `source` attribute. Generally, destination folders should be inside the application's configuration folder. See ["Location specification" on page 6](#).

**products**

Optional. The products for which this file should be installed. If not specified, the file is installed for all products. A comma-separated list of products; see [product](#).

**platform**

Optional. The platform for which this file is intended, one of "mac" or "win". This allows you to supply different versions of a file for different platforms. If not supplied, the file is installed on both platforms.

**shared**

Optional. True if file is used by more than one extension. Default is false.

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.

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 must be backward compatible with the other extension, or must have a new filename so that the other extension continues to work properly.

**systemfile**

Optional. True if 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.

When you use the Extension Manager to remove an extension, a file marked as a system file is not deleted, even if no other extensions use it, and regardless of the `shared` attribute value.

**win-extension**

Optional. A file-name extension to use when a file generated in Mac OS that does not include the Windows extension, such as `.fla` or `.htm`.

If you create a file on Windows that does include the extension, such as "mypage.htm", and install it in Mac OS, this value is not needed.

If a platform attribute value is supplied, this attribute is ignored.

**isresourcefile**

Optional. True if this is a resource file containing language-specific text strings. Default is false.

Place resource files in a folder with the name `installerPrefix.mxi_Resources`. When the MXI file is loaded, Extension Manager copies this folder into the top-level Extension Manager folder, where it then looks for text strings. For details of how to localize extensions, see Extension Builder help, or *Using the Adobe Creative Suite 5.5 SDK*.

**file-type**

Optional. The file type. One of:

- ▷ `csxs`: A CS extension package.
- ▷ `plugin`: A native plug-in.
- ▷ `ordinary`: Ordinary files receive no special processing by Extension Manager.

Default is the value specified in the container `files` element.

**minVersion, maxVersion**

Optional. The minimum and maximum versions of the product in which this file can be installed. For example, if `minVersion` is 9 and `maxVersion` is 10, the file is not installed in product version 8 or 11. Use the same format as for the `version` attribute of [macromedia-extension](#), `major[.minor][.build]`.

## license-agreement

Optional. Allows a third-party developer to include a license agreement with an extension. If supplied, the contents of this element are displayed under the heading Third Party License, at the end of the Adobe new-extension installation license.

**Contents** Must contain a CDATA section, which you can format with any HTML tags. If text colors are not specified, the background is gray (58 58 58) and the text is off-white (E0 E0 E0).

**ATTRIBUTES:** [resid]

**resid**

Optional. A localized-string identifier for the license agreement to display in the Extension Manager. Used only when the extension is configured to be multilingual. The identified string must be defined in localization files.

For details of how to localize extensions, see Extension Builder help, or *Using the Adobe Creative Suite 5.5 SDK*.

**Example**

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

## macromedia-extension

The top-level container for an MXI file. The opening tag must be on the first line of the file.

**Child elements**

All other elements are children of this container. It must contain these elements:

[products, product](#)

If you are installing files, it must contain these elements:

[files, file](#)

Optional contained elements:

[author](#)  
[default-language](#)  
[description](#)  
[license-agreement](#)  
[ui-access](#)  
[update](#)

**ATTRIBUTES:** id, name, version, [mxiversion, icon, requires-restart, force-quit, ismultilingual, name\_resid, type, plugin-manager-type, show-files]

**id**

Required. The unique identifier assigned by Adobe when you submit your extension. Do not modify.

**name**

Required. The name of the extension, displayed in Extension Manager. A VARCHAR data type with a limit of 255 characters. You can localize the name using the name\_resid attribute.

**version**

Required. The version number of the extension, in the format `major[.minor[.build]]`, where each element is a positive integer. For example, 2, 2.1, or 2.1.2.

The major version number should be incremented when you make substantial changes to the extension. The minor version number should be incremented for smaller changes, and the build number can be incremented for each build between releases.

**mxiversion**

Optional. The version of MXI used for this file. Default is 1.0.

Extension Manager 5.5 supports configuration files created for earlier versions. If the installed Extension Manager does not support this version, an alert informs the user that a later version is required.

**xmanversion**

Optional. The minimum version of Extension Manager needed to install this extension. Default is 1.0.

Specify only if the extension is not compatible with newer versions of Extension Manager. See also the `maxversion` attribute of [product](#) element.

**icon**

Optional. The path to a customized icon for this extension, to display in Extension Manager. Can be relative to the Extension Manager variable `$ExtensionSpecificEMStore`. See [“Location specification” on page 6](#).

Icons are only shown in application versions CS4 and later. For CS3 or earlier, use the `type` attribute.

If not specified, a default icon is used.

**requires-restart**

Optional. When true, the target product must be restarted after the extension is installed. Default is false.

Superseded by `force-quit`, introduced in Extension Manager CS5.

**force-quit**

Optional. When true, the target product must quit before the extension can be installed or modified. The Extension Manager prompts the user to quit a running application before proceeding with the operation; in the case of Dreamweaver, the prompt provides an Exit Application button. Default is false.

Introduced in Extension Manager CS5, supersedes `requires-restart`.

**ismultilingual**

Optional. When true, installs language-specific files and applies localized UI strings in the extension. When false (the default), all multilingual elements are ignored.

For details of how to localize extensions, see Extension Builder help, or *Using the Adobe Creative Suite 5.5 SDK*.

**name\_resid**

Optional. A localized-string identifier for the extension name to display in the Extension Manager. Used only when the extension is configured to be multilingual. The identified string must be defined in localization files.

For details of how to localize extensions, see Extension Builder help, or *Using the Adobe Creative Suite 5.5 SDK*.

**type**

Optional. Dreamweaver, Fireworks, and Flash only. The type of this extension. Values are not case-sensitive.

▷ Valid values for Dreamweaver:

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

The value `suite` identifies a set of items released as a unit, with a single MXP file and 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.

▷ Valid values for Fireworks:

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

▷ Valid values for Flash:

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

generatorobject (*Flash 5 or earlier*)

**plugin-manager-type**

Optional. InDesign/InCopy CS5 and higher only. The type of included plug-ins, one of:

- ▷ `all-users`: When any user installs the plug-in or extension, it is available to all users. If any user disables or removes it, it is still available to other users. The files should reside in the `$indesign/Plug-Ins` folder.
- ▷ `current-user`: When a user installs the plug-in or extension, it is available only to that user. If that user disables or removes it, it no longer available to any user. The files should *not* reside in the `$indesign/Plug-Ins` folder.

**show-files**

Optional. InDesign/InCopy CS5 and higher only. When true, Extension Manager's Advanced tab shows path information for all files installed with this extension. When false, the path information is not shown. Default is true.

**Example**

```
<macromedia-extension
  name = "My Command"
  version = "1.0.0"
  type = "command"
  mxiversion = "5.0"
  xmanversion = "5.0"
  icon = "command.png">

  <!-- all configuration elements-->

</macromedia-extension>
```

## products

Required. A container for one or more [product](#) elements, each of which specifies an Adobe product in which this extension can be installed. The container has no attributes.

### product

Specifies a product in which this extension can be installed.

► Contained in a [products](#) element.

**ATTRIBUTES (CHILD ELEMENT):** name, [version, primary, required, maxversion, familyname, platform, bit]

#### name

Required, except when `familyname` is supplied. The name of an Adobe product, a VARCHAR2 data type with a limit of 64 characters. One of:

Bridge  
 Contribute  
 Dreamweaver  
 Fireworks  
 Flash  
 Illustrator  
 InCopy  
 InDesign  
 Photoshop32 (32-bit Photoshop)  
 Photoshop64 (64-bit Photoshop)  
 Premiere

#### version

The minimum version number of the product in which this extension can be installed.

Valid version numbers are as follows:

Adobe Bridge CS4	3	Flash 8	8
Adobe Bridge CS5	4	Flash CS3	9
Adobe Bridge CS5.1	4.1	Flash CS4	10
Contribute CS4	5	Flash CS5	11
Contribute CS5	6	Flash CS5.5	11.5
Contribute CS5.1	6.1	Illustrator CS4	14
Dreamweaver MX 2004	7	Illustrator CS5	15
Dreamweaver 8	8	Illustrator CS5.1	15.1
Dreamweaver CS3	9	InCopy CS4	6
Dreamweaver CS4	10	InCopy CS5	7
Dreamweaver CS5	11	InCopy CS5.5	7.5

Dreamweaver CS5.5	11.5	InDesign CS4	6
Fireworks MX 2004	7	InDesign CS5	7
Fireworks 8	8	InDesign CS5.5	7.5
Fireworks CS3	9	Photoshop CS4	11
Fireworks CS4	10	Photoshop CS5	12
Fireworks CS5	11	Photoshop CS5.1	12.1
Fireworks CS5.1	11.1	Premiere Pro CS5	5
Flash MX 2004	7	Premiere Pro CS5.5	5.5

You must use Extension Manager CS4 to install in CS4 products. Extension Manager CS5 or CS5.5 can install in any product that is CS5 or higher.

**primary**

Optional. True if this is the product for which the extension is primarily intended. For example, if the extension's user interface appears in Dreamweaver but the extension also uses Fireworks, Dreamweaver is the primary product. Can be true for more than one product.

**required**

Optional. True if this product is required for the extension to function properly. If the extension can function without this product, this should be false (the default).

If no product is explicitly required, the first product listed is assumed to be required.

**maxversion**

Optional. The highest version of this product in which this extension can be installed.

**familyname**

Optional. When supplied, `name` is not required. A value of "Photoshop" allows the extension to be installed in both Photoshop and Photoshop Extended.

**platform**

Optional. The platform on which this extension can be installed, one of "mac" or "win". If not supplied, the extension is installed in this product on both platforms.

**bit**

Optional. The Win32 or Win64 version of this product for which this extension can be installed. One of "32" or "64". If not supplied, extension is installed in both the Win32 and Win64 versions of the product.

## ui-access

Contains or points to HTML text that describes the extension's user interface. Together with the [description](#) element, identifies text that can 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.

- ▶ If the computer is online and a URL is provided in the [description](#) element, Extension Manager displays the referenced page.
- ▶ Otherwise, if a path to a local web page is provided in the [description](#) element, Extension Manager displays that page.
- ▶ Otherwise, Extension Manager displays the CDATA contents of this element.

**Contents** Must contain a CDATA section, which you can format with any HTML tags. The description is limited to 512 characters.

**ATTRIBUTES:** [resid]

**resid**

Optional. A localized-string identifier for the UI description to display in the Extension Manager. Used only when the extension is configured to be multilingual. The identified string must be defined in localization files.

For details of how to localize extensions, see Extension Builder help, or *Using the Adobe Creative Suite 5.5 SDK*.

### Example

```
<ui-access>
  <![CDATA[You can run this extension by choosing<br>
    <b>Commands > Run My Extension.</b>]]>
</ui-access>
```

## update

Provides update information for this extension. If supplied, Extension Manager checks the given site for updates, and when an update is available, prompts the user to update the extension.

**ATTRIBUTES:** url, [method]

**url**

Required. A URL for an extension update information file. The value must start with either "http://" or "https://". See details of this file format in ["Making your extension updatable" on page 7](#).

**method**

Optional. Reserved for future use in identifying an update-checking method. The only currently supported value is the default, `directlink`.

## Product-specific MXI elements

These elements are used only by Dreamweaver (or Flash where specified), and are ignored when an extension is installed in any other target application.

### Containment map

Elements that define changes to the menus, shortcuts, server behaviors or formats, or data sources for Dreamweaver are collected into various containers, depending on where the changes occur.

Container	Can contain
<a href="#">configuration-changes</a> Top-level container for changes to different parts of the Dreamweaver (and Flash) configuration.	<a href="#">data-source-changes</a> <a href="#">documenttype-changes</a> <a href="#">extensions-changes</a> <a href="#">insertbar-changes</a> <a href="#">menu-insert</a> , <a href="#">menu-remove</a> <a href="#">server-behavior-changes</a> <a href="#">server-format-changes</a> <a href="#">server-format-definition-changes</a> <a href="#">shortcut-insert</a> , <a href="#">shortcut-remove</a> <a href="#">toolbar-changes</a>  <a href="#">toolpanel-changes (Flash only)</a>
<a href="#">data-source-changes</a>	<a href="#">menu-insert</a> <a href="#">menu-remove</a>
<a href="#">documenttype-changes</a>	<a href="#">documenttype-insert</a> <a href="#">documenttype-remove</a>
<a href="#">extensions-changes</a>	<a href="#">extension-insert</a> <a href="#">extension-remove</a>
<a href="#">ftp-extension-map-changes</a>	<a href="#">ftp-extension-insert</a> <a href="#">ftp-extension-remove</a>
<a href="#">insertbar-changes</a>	<a href="#">insertbar-insert</a> <a href="#">insertbar-remove</a> <a href="#">insertbar-item-insert</a> <a href="#">insertbar-item-remove</a>
<a href="#">server-behavior-changes</a>	<a href="#">menu-insert</a> <a href="#">menu-remove</a>
<a href="#">server-format-changes</a>	<a href="#">menu-insert</a> <a href="#">menu-remove</a>
<a href="#">server-format-definition-changes</a>	<a href="#">menu-insert</a> <a href="#">menu-remove</a>

Container	Can contain
<a href="#">toolbar-changes</a>	<a href="#">toolbar-insert</a> <a href="#">toolbar-remove</a> <a href="#">toolbar-item-insert</a> <a href="#">toolbar-item-remove</a>
<a href="#">toolbarpanel-changes (Flash only)</a>	<a href="#">toolbarpanel-item-insert</a>

## configuration-changes

This is the top-level container for elements that define changes to the menus, shortcuts, server behaviors or formats, or data sources for Dreamweaver. The container element has no attributes.

### Child elements

These elements can be children of this container:

[data-source-changes](#)  
[documenttype-changes](#)  
[extensions-changes](#)  
[insertbar-changes](#)  
[menu-insert](#), [menu-remove](#)  
[server-behavior-changes](#)  
[server-format-changes](#)  
[server-format-definition-changes](#)  
[shortcut-insert](#), [shortcut-remove](#)  
[toolbar-changes](#)  
  
[toolbarpanel-changes \(Flash only\)](#)

## data-source-changes

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

- Can contain any combination of [menu-insert](#), [menu-remove](#) elements.

**ATTRIBUTES:** `servermodelfolder`

### `servermodelfolder`

Required. The name of the server-model folder in which the changes are to be made. Case sensitive. Can be 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".

## documenttype-changes

Container for elements that describe changes to be made to the `MMDocumentTypes.xml` file.

- ▶ Can contain child elements [documenttype-insert](#) and [documenttype-remove](#).
- ▶ Contained in the [configuration-changes](#) element.

### Example

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

## documenttype-insert

One or more entries to be added to the `MMDocumentTypes.xml` file. Appends each specified tag library at the end of the file.

- ▶ Must contain one or more [documenttype](#) elements that describe tag libraries.
- ▶ Contained in the [documenttype-changes](#) element.

**ATTRIBUTES:** [`xml:lang`]

**xml:lang**

Optional. The language for this configuration value.

### Example

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

## documenttype

Describes a tag library to be added to the `MMDocumentTypes.xml` file.

- ▶ Contained in the [documenttype-insert](#) element.

For a complete description of this element, see Dreamweaver help:

[http://help.adobe.com/en\\_US/dreamweaver/cs/extend/index.html](http://help.adobe.com/en_US/dreamweaver/cs/extend/index.html)

## documenttype-remove

An entry to be removed from the `MMDocumentTypes.xml` file.

- ▶ Contained in the [documenttype-changes](#) element.

**ATTRIBUTES:** `id`, [`xml:lang`]

**id**

Required. The unique identifier of the entry to remove, as specified in the [documenttype](#) element.

**xml:lang**

Optional. The language for this configuration value.

## extensions-changes

Container for elements that describe changes to be made to the `Extensions.xml` file, which contains file-name extensions that Dreamweaver can correlate with specific file types.

- ▶ Can contain child elements [extension-insert](#) and [extension-remove](#).
- ▶ Contained in the [configuration-changes](#) element.

### Example

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

## extension-insert

An entry to be added to the `Extensions.xml` file.

- ▶ Contained in the [extensions-changes](#) element.

**ATTRIBUTES:** `extension`, `description`, `[xml:lang]`

**extension**

Required. The file-name extension to add, a string such as "GIF" for a `.gif` extension.

**description**

Required. A description of the file type.

**xml:lang**

Optional. The language for this configuration value.

## extension-remove

An entry to be removed from the `Extensions.xml` file.

- ▶ Contained in the [extensions-changes](#) element.

**ATTRIBUTES:** `extension`, `[description`, `xml:lang]`

**extension**

Required. The file-name extension to remove, a string such as "GIF" for a `.gif` extension.

**description**

Optional. A description of the file type. If not supplied, the entry is removed from all sections of the `Extensions.xml` file.

**xml:lang**

Optional. The language for this configuration value.

## format

Describes a data format to be inserted into the Dreamweaver Format menu.

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

► Contained in the [configuration-changes](#) element.

**ATTRIBUTES:** `file`, `title`, `expression`, `strNamedFormat`, `nLCID`, `id`

This element's attributes are difficult to write by hand. We recommend that you create the format within Dreamweaver, then open the appropriate `Formats.xml` file in a text editor. Copy the appropriate `format` element, as generated by Dreamweaver. Paste this element into the appropriate place in your extension installation file, then add the ID.

**id**

Each format ID must be unique; it should start with a company name or other unique namespace prefix. Do not use DW as a prefix; it is reserved by the Dreamweaver. A convention is to use a domain name with the elements reversed; for example, `com.adobe`.

## ftp-extension-map-changes

Container for elements that specify changes to the `FTPExtensionMap.txt` file in the `Configuration` folder.

- ▶ Can contain child elements [ftp-extension-insert](#) and [ftp-extension-remove](#).
- ▶ Contained in the [configuration-changes](#) element.

## ftp-extension-insert

An entry to be added to the `FTPExtensionMap.txt` file in the `Configuration` folder. Defines whether a file of a given type is uploaded as an ASCII or binary file from Dreamweaver to an FTP server.

- ▶ Contained in the [ftp-extension-map-changes](#) element.

**ATTRIBUTES:** `extension`, `type`, `mac-creator`, `mac-file-type`

**extension**

Required. The file-name extension for this file type, such as GIF or PNG.

**type**

Required. The format to use to upload this type of file to the FTP server, one of "ASCII" and "Binary".

**mac-creator**

Required. The creator code for Mac OS. If you do not know the creator code, use "????".

**mac-file-type**

Required. The file type for Mac OS. If you do not know the file type, use "????".

### Example

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

## ftp-extension-remove

- ▶ Contained in the [ftp-extension-map-changes](#) element.

An entry to be removed from the `FTPExtensionMap.txt` file in the `Configuration` folder.

**ATTRIBUTES:** `extension`

**extension**

Required. The file-name extension for this file type, such as GIF or PNG.

## insertbar-changes

Contains elements that describe changes to the `Insertbar.xml` file. This file is automatically updated when objects are installed into Dreamweaver MX, so explicit change in the MXI file are not required.

- ▶ Can contain child elements [insertbar-insert](#), [insertbar-remove](#), [insertbar-item-insert](#), and [insertbar-item-remove](#).
- ▶ Contained in the [configuration-changes](#) element.

### 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>

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

## insertbar-insert

Inserts a new category, as defined in the contained `category` element, into the `Insertbar.xml` file, at a position relative to an existing category.

- ▶ Must contain a [category](#) element.
- ▶ Contained in the [insertbar-changes](#) element.

**ATTRIBUTES:** `insertBefore|insertAfter`, [`xml:lang`]

**`insertBefore|insertAfter`**

The unique identifier of an existing category that determines the placement of this new one. One of these is required; do not specify both.

**`xml:lang`**

Optional. The language for this configuration value.

## category

Defines a new category to be inserted into the `Insertbar.xml` file.

- ▶ Must contain an item-type element, such as a button. For a complete description, see Dreamweaver help: [http://help.adobe.com/en\\_US/dreamweaver/cs/extend/index.html](http://help.adobe.com/en_US/dreamweaver/cs/extend/index.html)
- ▶ Contained in the [insertbar-insert](#) element.

**ATTRIBUTES:** `folder`, `id`

### `folder`

Required. A subfolder in which to place the resources for the new category, which is added to the Dreamweaver configuration locations. See Dreamweaver documentation for details.

### `id`

Required. A unique identifier for the new category.

### Example

```
<insertbar-changes>
  <insertbar-insert>
    <category folder="Cat" id="DW_Insertbar_Cat">
      <button file="cat/cat.htm" id="DW_Insertbar_Cat_Cat1" image="cat
        cat.gif" />
    </category>
  </insertbar-insert>
</insertbar-changes>
```

## insertbar-remove

Removes a category from the `Insertbar.xml` file.

- ▶ Contained in the [insertbar-changes](#) element.

**ATTRIBUTES:** `category_id`, `[xml:lang]`

### `category_id`

The unique identifier of the category to remove.

### `xml:lang`

Optional. The language for this configuration value.

## insertbar-item-insert

Inserts an item into a specified position with respect to an existing item or category.

- ▶ Must contain an item-type element, such as a button, that describes the item to insert. Extension Manager verifies only that the XML is valid.
- ▶ Contained in the [insertbar-changes](#) element.

**ATTRIBUTES:** `{appendTo|prependTo} | {insertBefore|insertAfter, category}`, `[xml:lang]`

### `appendTo` | `prependTo`

The unique identifier of an existing category that determines the placement of this item. Specify one of these, or the `insertion` and `category` attributes; do not use both placement methods.

**insertBefore | insertAfter**

The unique identifier of an existing item that determines the placement of this new one. Specify one of these with the `category` attribute, or one of the append/prepend attributes; do not use both placement methods.

**category**

The unique identifier of an existing category to which to append this item if the relative insertion item is not found.

**xml:lang**

Optional. The language for this configuration value.

## insertbar-item-remove

Removes an item from the `Insertbar.xml` file.

- ▶ Contained in the [insertbar-changes](#) element.

**ATTRIBUTES:** `id`, [`xml:lang`]

**id**

The unique identifier of the item to remove.

**xml:lang**

Optional. The language for this configuration value.

## menu-insert

Inserts a new menu feature into Dreamweaver's menu structure, at a position relative to an existing menu feature. The configuration file that it modifies is determined by the container.

Use this element to explicitly add your extension to menus, even if your extension is an object or a command; do not rely on Dreamweaver to automatically add objects or commands to its menus. To ensure that your extension is not automatically added to the menus, make an entry for your file in the `menus.xml` file, and add this line to the top of each of your extension's HTML files:

```
<!-- MENU-LOCATION=NONE -->
```

- ▶ Contained in a [configuration-changes](#), [server-behavior-changes](#), [server-format-changes](#), [server-format-definition-changes](#), or [data-source-changes](#) element.
- ▶ In all containers except [server-format-definition-changes](#), must contain one or more child elements [menu](#), [menubar](#), or [menuitem](#). Can also contain child elements [comment](#) and [separator](#).
  - ▷ When contained in [server-format-definition-changes](#), must contain one or more [format](#) child elements.

The attributes of this element determine where contained menus and items are placed with respect to existing menus and menu items. All child elements are inserted as a block, in the order they appear in this element.

A single `menu-insert` element can contain any number of menus or menu features. Submenus and menu items, however cannot be nested in menu or menubar elements; they must be inserted separately. Use a separate `menu-insert` element for each level of nesting; that is, use one `menu-insert` element for the parent menu, followed by another `menu-insert` element for the submenus in that menu, and another for the items in the submenus.

**Example** Suppose you want to add this menu with submenus and items to the main menu bar:

### Get More Objects

#### Animals

##### Dog

##### Poodle

##### Cat

Use the following XML:

```
<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>
```

**ATTRIBUTES:** {insertAfter|insertBefore} | {appendTo, prependTo}, [skipSeparator, xml:lang]

#### insertBefore | insertAfter

The unique identifier of an existing item that determines the placement of this new one. Supply one of these, or one of the append/prepend attributes; do not use both placement methods.

Can identify an existing menu, menu bar, menu item, or format. 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.

#### appendTo | prependTo

The unique identifier of an existing menu or menubar that determines the placement of this item. Supply one of these, or one of the insertion attributes; do not use both placement methods.

Can identify an existing menu or menu bar. Cannot be a menu item or format.

#### skipSeparator

Optional. When true, and when the placement is `insertAfter`, inserts a separator in the parent menu before the new menu or item. Default is false. Ignored for other placement methods.

#### xml:lang

Optional. The language for this configuration value.

## menu

Defines a menu or submenu to be inserted into the application's menu structure during installation of this extension.

- ▶ Contained in the [menu-insert](#) element.
- ▶ Does not contain any other elements, but must still be closed with the `</menu>` tag.

**ATTRIBUTES:** name, id, [platform]

**name**

Required. The display name of the menu. To set the menu's access key or mnemonic in Windows, use the underscore character ( `_` ) before the access letter; the underscore is automatically removed in Mac OS.

**id**

Required. A unique identifier for the new menu. Each ID must be unique; it should start with the Dreamweaver menu identifier for the parent menu.

**platform**

Optional. The platform in which this list appears, one of "mac" or "win". If not specified, the menu appears on both platforms.

**Example**

```
<menu name = "My _Menu", id = "DWMenu_myMenu", platform = "win">
</menu>
```

## menubar

Defines a menu bar to be inserted into the application's menu structure during installation of this extension.

- ▶ Contained in the [menu-insert](#) element.
- ▶ Does not contain any other elements, but must still be closed with the `</menubar>` tag.

**ATTRIBUTES:** name, id, [platform]

**name**

Required. The display name of the menu. To set the menu's access key or mnemonic in Windows, use the underscore character ( `_` ) before the access letter; the underscore is automatically removed in Mac OS.

**id**

Required. A unique identifier for the new menu. Each ID must be unique; it should start with the Dreamweaver menu identifier for the parent menu.

**platform**

Optional. The platform in which this list appears, one of "mac" or "win". If not specified, the menu appears on both platforms.

**Example**

```
<menubar name = "My Menubar", id = "DWMenu_myMenubar" >
</menubar>
```

## menuitem

Defines a menu item to be inserted into the application's menu structure during installation of this extension.

- ▶ Contained in a [menu-insert](#) element that is *not* contained in a [server-format-definition-changes](#) element.

**ATTRIBUTES:** name, id, file|command, [enabled, checked, dynamic, key, platform, arguments, resid:name]

**name**

Required. The display name of the item. To set the menu's access key or mnemonic in Windows, use the underscore character ( `_` ) before the access letter; the underscore is automatically removed in Mac OS. If two items have the same access key, it only works for the first one.

To make an underscore appear in the item's name, use percent ( `%` ) as an escape character; for example, `"My%_Menu"`.

**id**

Required. A unique identifier for the new item. Each ID must be unique; it should start with the identifier of the parent menu.

**key**

Optional. A shortcut key for this menu item. See syntax details in Dreamweaver documentation.

**platform**

Optional. The platform in which this item appears, one of `"mac"` or `"win"`. If not specified, the item appears on both platforms.

**file**

Optional. An HTML or JavaScript file which contains JavaScript code that implements the behavior of the menu item. The path is relative to the Configuration folder. Case sensitive.

When supplied, overrides the `command`, `enabled`, and `checked` attributes. Either `file` or `command` must be supplied.

**command**

Optional. JavaScript code that implements the behavior of the menu item. When `file` is supplied, it overrides the `command`, `enabled`, and `checked` attributes. Either `file` or `command` must be supplied.

**enabled**

Optional. JavaScript code that Dreamweaver executes before displaying the menu, to determine whether the menu item is enabled. The code must return a value of `true` to enable the item, or `false` to disable and dim it.

**checked**

Optional. JavaScript code that Dreamweaver executes before displaying the menu, to determine whether the menu item is in the selected state (checked). The code must return a value of `true` to select the item, or `false` to deselect it.

**dynamic**

Optional. True if the item's text and state are determined dynamically by the JavaScript in the associated file. Default is `false`. Ignored if no file is supplied.

**arguments**

Optional. Arguments to pass to the specified command file. Ignored if no file is supplied.

**resid:name**

Optional. A localized-string identifier for the item name to display. Used only when the extension is configured to be multilingual. The identified string must be defined in localization files.

For details of how to localize extensions, see Extension Builder help, or *Using the Adobe Creative Suite 5.5 SDK*.

**Example**

```
<menuitem name = "My Menu Item", id = "DWMenu_myMenu_myMenuItem"
  key = "Cmd+Alt+Shift+M" platform = "mac"
  file = "commands/common/myMenuItem.htm" dynamic = "false" />
```

## separator

Inserts a separator into a menu at the location determined by the parent insertion element and sibling menu or menu-item elements.

- ▶ Contained in the [menu-insert](#) element.

**ATTRIBUTES:** id, [platform]

**id**

Required. A unique identifier for the new item. Each ID must be unique; it should start with the Dreamweaver menu identifier for the parent menu.

**platform**

Optional. The platform in which this list appears, one of "mac" or "win". If not specified, the item appears on both platforms.

## comment

Provides a comment about an item being inserted into the menu structure. Extension Manager inserts the contents as an XML comment element into the affected `menus.xml` file when it installs this extension.

- ▶ Contained in the [menu-insert](#) element.

**Example** `<comment>This command is part of the MyFeature extension.</comment>`

## menu-remove

Removes a menu, menu item, or format from the configuration file in which it appears (as determined by the container).

Menu bars and menus are not removed unless they are empty.

- ▶ Contained in a [configuration-changes](#), [server-behavior-changes](#), [server-format-changes](#), [server-format-definition-changes](#), or [data-source-changes](#) element.

**ATTRIBUTES:** id [xml:lang]

**id**

Required. The unique identifier of the entry to remove.

To find the ID of an item in a Dreamweaver menu, look in the `menu.xml` files; to find the ID of a format, look in the `Formats.xml` files.

**xml:lang**

Optional. The language for this configuration value.

## server-behavior-changes

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

Can contain any combination of [menu-insert](#) and [menu-remove](#) elements.

**ATTRIBUTES:** `servermodelfolder`

**servermodelfolder**

Required. The name of the server-model folder in which the changes are to be made. Case sensitive. Can be 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".

## server-format-changes

Container for elements that describe changes to menus in the `Formats.xml` file in any of the Dreamweaver MX Configuration/ServerBehaviors/*servermodel* folders.

► Can contain any combination of [menu-insert](#) and [menu-remove](#) elements.

► Contained in the [configuration-changes](#) element.

**ATTRIBUTES:** `servermodelfolder`

**servermodelfolder**

Required. The name of the server-model folder in which the changes are to be made. Case sensitive. Can be 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".

## server-format-definition-changes

Container for elements that describe changes to menus in the `ServerFormats.xml` file in any of the Dreamweaver MX Configuration/ServerBehaviors/*servermodel* folders.

► Can contain any combination of [menu-insert](#) and [menu-remove](#) elements.

► Contained in the [configuration-changes](#) element.

**ATTRIBUTES:** `servermodelfolder`

**servermodelfolder**

Required. The name of the server-model folder in which the changes are to be made. Case sensitive. Can be 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".

## shortcut-insert

Container for elements that describe additions to the shortcuts in the `menus.xml` file.

- ▶ Must contain either a [shortcutlist](#) or a [shortcut](#) element.
- ▶ Contained in the [configuration-changes](#) element.

**ATTRIBUTES:** `list_Id`, `[xml:lang]`

**list\_Id**

The unique identifier of a shortcut list in which to add the contained [shortcut](#) element. Required for this case; do not use if this element contains a [shortcutlist](#) element.

**xml:lang**

Optional. The language for this configuration value.

## shortcutlist

A shortcut list to add to the `menus.xml` file.

- ▶ Contained in the [shortcut-insert](#) element.

**ATTRIBUTES:** `id`, `[platform]`

**id**

Required. The unique identifier of the shortcut list, which matches the Dreamweaver window containing the menubar with which the shortcuts are associated. One of `DWMainWindow`, `DWMainSite`, `DWTimelineInspector`, and `DWHTMLInspector`.

**platform**

Optional. The platform in which this list appears, one of "mac" or "win". If not specified, the list appears on both platforms.

## shortcut

A keyboard shortcut to add to the `menus.xml` file. The JavaScript to execute when the shortcut is activated can be contained directly in the `command` attribute, or in a specified file. One of these must be supplied; if both are supplied, the file takes precedence.

- ▶ Contained in the [shortcut-insert](#) element.

**ATTRIBUTES:** `key`, `id`, `command|file`, `[platform]`

**key**

Required. The key combination used to activate the associated command. Use the syntax specified for keyboard shortcuts in Dreamweaver documentation.

**id**

Required. A unique identifier for the new shortcut. Each ID must be unique; it should start with a company name or other unique namespace prefix. Do not use `DW` as a prefix; it is reserved by the Dreamweaver. A convention is to use a domain name with the elements reversed; for example, `com.adobe`.

**command**

Optional; if not supplied, `file` is required. JavaScript code to execute when the command is activated.

**file**

Optional; if not supplied, `command` is required. A file containing JavaScript code to execute when the command is activated.

**platform**

Optional. The platform in which this shortcut appears, one of "mac" or "win". If not specified, the shortcut appears on both platforms.

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

## shortcut-remove

Removes a shortcut or shortcut list from the `menus.xml` file.

► Contained in the [configuration-changes](#) element.

**ATTRIBUTES:** `list_Id`, [`xml:lang`]

**list\_Id**

Required. The unique identifier of the shortcut or shortcut list to remove.

**xml:lang**

Optional. The language for this configuration value.

## taglibrary-changes

Container for elements that describe changes to the `TagLibraries.vtm` file.

- ▶ Contained in the [configuration-changes](#) element.
- ▶ Can contain any combination of [taglibrary-insert](#) and [taglibrary-remove](#) elements.

## taglibrary-insert

Appends a new tag-library entry to the `TagLibraries.vtm` file.

- ▶ Contained in the [taglibrary-changes](#) element.
- ▶ Must contain one or more [taglibrary](#) elements.

**ATTRIBUTES:** `[xml:lang]`

`xml:lang`

Optional. The language for this configuration value.

## taglibrary

Describes a tag library to add to the `TagLibraries.vtm` file. Extension Manager verifies only that the XML structure is valid. For a complete description of this element, see Dreamweaver help:

[http://help.adobe.com/en\\_US/dreamweaver/cs/extend/index.html](http://help.adobe.com/en_US/dreamweaver/cs/extend/index.html)

## taglibrary-remove

Removes an entry from the `TagLibraries.vtm` file.

- ▶ Contained in the [taglibrary-changes](#) element.

**ATTRIBUTES:** `id`, `[xml:lang]`

`id`

Required. The unique identifier of the entry to remove, as supplied in the [taglibrary](#) element.

`xml:lang`

Optional. The language for this configuration value.

## toolbar-changes

Container for elements that define changes to entries in toolbar configuration files.

- ▶ Contained in the [configuration-changes](#) element.
- ▶ Can contain any combination of [toolbar-insert](#), [toolbar-remove](#), [toolbar-item-insert](#), and [toolbar-item-remove](#) elements.

**ATTRIBUTES:** [file]

**file**

Optional. The name of the toolbar configuration file to modify. Default is `Toolbars.xml`.

### Example

```
<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

Describes a toolbar entry to append to the toolbar configuration file.

- ▶ Contained in the [toolbar-changes](#) element.
- ▶ Must contain one or more [toolbar](#) elements.

**ATTRIBUTES:** [xml:lang]

**xml:lang**

Optional. The language for this configuration value.

## toolbar

Defines a toolbar. Extension Manager verifies only that the XML structure is valid. For a complete description of this element, see Dreamweaver help:

[http://help.adobe.com/en\\_US/dreamweaver/cs/extend/index.html](http://help.adobe.com/en_US/dreamweaver/cs/extend/index.html)

## toolbar-remove

Removes a toolbar entry from the toolbar configuration file.

- ▶ Contained in the [toolbar-changes](#) element.

**ATTRIBUTES:** id, [xml:lang]

**id**

Required. The unique identifier of the entry to remove, as specified in the [toolbar](#) element.

**xml:lang**

Optional. The language for this configuration value.

## toolbar-item-insert

Describes an item to be added to a toolbar, at a position relative to an existing item.

- ▶ Contained in the [toolbar-changes](#) element.
- ▶ Must contain one or more [itemtype](#) elements.

**ATTRIBUTES:** {insertAfter|insertBefore} | {appendTo, prependTo}, toolbar, [xml:lang]

**insertBefore|insertAfter**

The unique identifier of an existing item that determines the placement of this new one. Supply one of these, or one of the append/prepend attributes; do not use both placement methods.

If this item is not found in any existing toolbar, the new item is appended to the toolbar specified in the `toolbar` attribute.

**appendTo|prependTo**

The unique identifier of an existing toolbar that determines the placement of this item. Supply one of these, or one of the insertion attributes; do not use both placement methods.

**toolbar**

Required. The unique identifier of the toolbar to append to if the relative-placement item is not found.

**xml:lang**

Optional. The language for this configuration value.

## itemtype

For a complete description of this element, see Dreamweaver help:

[http://help.adobe.com/en\\_US/dreamweaver/cs/extend/index.html](http://help.adobe.com/en_US/dreamweaver/cs/extend/index.html)

## toolbar-item-remove

Removes a toolbar-item entry from the toolbar configuration file.

- ▶ Contained in the [toolbar-changes](#) element.

**ATTRIBUTES:** id, [xml:lang]

**id**  
Required. The unique identifier of the item to remove, as specified in the [itemtype](#) element.

**xml:lang**  
Optional. The language for this configuration value.

## toolpanel-changes (Flash only)

Container for elements that modify the Flash tool panel.

- ▶ Contained in the [configuration-changes](#) element.
- ▶ Must contain one or more [toolpanel-item-insert](#) elements.

## toolpanel-item-insert

Flash only. Inserts a tool into the Flash tool panel.

- ▶ Contained in the [toolpanel-changes \(Flash only\)](#) element.

**ATTRIBUTES:** name, [position, depth, xml:lang]

**name**  
Required. The name of the tool to insert.

**position**  
Optional. The 0-based index of the position at which to insert this tool, in the range [0..17]. If out of range or not supplied, the tool is inserted at the last position.

**depth**  
Optional. The 0-based index of the depth in the menu at which to insert this tool. 0 is the top. If not supplied, or if the value is greater than the maximum depth, the tool is placed at the bottom of the menu.

**xml:lang**  
Optional. The language for this configuration value.

### Example

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

# Appendix A: Path Tokens

These shared path tokens are defined by Creative Suite applications.

Token	Mac 10.6	Windows 7 64-bits
<b>Shared tokens</b>		
\$system	/System	C:\Windows\system32
\$fonts	/Library/Fonts	C:\Windows\Fonts
\$userhomefolder	/Users/<UserName>	C:\Users\<UserName>
\$userdatafolder	/Users/<UserName>/Library/A pplication Support	C:\Users\<UserName>\ AppData\Roaming  C:\Users\<UserName>\ AppData\Local (Flash only)
\$shareddatafolder	/Users/Shared/Library/Appli cation Support	C:\Users\Public\Roaming
\$sharedribsdatafolder	/Library/Application Support	C:\Users\Public\Roaming
\$userlibraryfolder	/Users/<UserName>/Library	C:\Users\<UserName>\ AppData\Roaming
\$userroamingfolder	/Users/<UserName>/Library/A pplication Support	C:\Users\<UserName>\ AppData\Roaming
\$sharedcommondatafolder	/Library/Application Support	C:\ ProgramData
\$applicationsupport	/Library/Application Support	C:\Program Files (x86)
\$adobeccommon	/Library/Application Support/Adobe	C:\Program Files (x86)\Common Files\Adobe
\$resourceroot	/Library/Application Support/Adobe/Extension Manager CS6	C:\ ProgramData\Adobe\Extension Manager CS6
\$startupscripts	/Library/Application Support/Adobe/Startup Scripts CS6	C:\Program Files (x86)\Common Files\Adobe\Startup Scripts CS6
\$installfolder	/Applications/<Product Name>	C:\Program Files (x86)\Adobe\<Product Name>
\$ExtensionSpecificEMStore	<i>Used for restore resource file, application-dependant</i>	
<b>Adobe Bridge CS5.1</b>		
\$bridge	/Users/<UserName>/Library/A pplication Support/Adobe/Bridge CS5.1/Configuration	C:\Users\<UserName>\AppData\Roami ng\Adobe\Bridge CS5.1\Configuration
\$bridgeappfolder	/Applications/Adobe Bridge CS5.1	C:\Program Files (x86)\Adobe\Adobe Bridge CS5.1

Token	Mac 10.6	Windows 7 64-bits
\$bridgestartupscripts	/Library/Application Support/Adobe/Startup Scripts CS6 /Adobe Bridge	C:\Program Files (x86)\Common Files\Adobe\Startup Scripts CS6\Adobe Bridge
\$extensions	/Library/Application Support/Adobe/Bridge CS5.1 Extensions	C:\Program Files (x86)\Common Files\Adobe\Bridge CS5.1 Extensions
\$extensionworkspaces	/Library/Application Support/Adobe/Bridge CS5.1 Extensions/Workspaces	C:\Program Files (x86)\Common Files\Adobe\Bridge CS5.1 Extensions\Workspaces
\$pluginsfolder	/Applications/Adobe Bridge CS5.1/Plug-Ins	C:\Program Files (x86)\Adobe\Adobe Bridge CS5.1\Plug-Ins
\$presetsfolder	/Applications/Adobe Bridge CS5.1/Presets	C:\Program Files (x86)\Adobe\Adobe Bridge CS5.1\Presets
\$startupscripts	/Library/Application Support/Adobe/Startup Scripts CS5.5	C:\Program Files (x86)\Common Files\Adobe\Startup Scripts CS5.5
\$userscripts	/Users/<UserName>/Library/Application Support/Adobe/Bridge CS5.1/Startup Scripts	C:\Users\<UserName>\AppData\Roaming\Adobe\Bridge CS5.1\Startup Scripts
\$workspaces	/Users/<UserName>/Library/Application Support/Adobe/Bridge CS5.1/Workspaces	C:\Users\<UserName>\AppData\Roaming\Adobe\Bridge CS5.1\Workspaces

### Adobe Contribute CS5.1

\$contribute	/Applications/Adobe Contribute CS5.1	C:\Program Files (x86)\Adobe\Adobe Contribute CS5.1
\$contribute_user	/Users/<UserName>/Library/Application Support/Adobe/Adobe Contribute CS5.1/\$Locale	C:\Users\<UserName>\AppData\Roaming\Adobe\Adobe Contribute CS5.1/\$Locale

### Adobe Dreamweaver CS5.5

\$dreamweaver	/Applications/Adobe Dreamweaver CS5.5	C:\Program Files (x86)\Adobe\Adobe Dreamweaver CS5.5
\$dreamweaver/Configuration	/Users/<UserName>/Library/Application Support/Adobe/Dreamweaver CS5.5/\$LOCALE/Configuration	C:\Users\<UserName>\AppData\Roaming\Adobe\Dreamweaver CS5.5/\$LOCALE\Configuration
\$sharedextensionfolder	/Users/Shared/Library/Application Support/Adobe/Dreamweaver CS5.5/\$LOCALE/Configuration/Extensions	C:\Users\Public\Roaming\Adobe\Dreamweaver CS5.5/\$LOCALE\Configuration\Extensions

Token	Mac 10.6	Windows 7 64-bits
\$UserBinfolder	/Users/<UserName>/Library/Application Support/Adobe/Dreamweaver CS5.5/\$LOCALE	C:\Users\<UserName>\AppData\Roaming\Adobe\Dreamweaver CS5.5\LOCALE
\$userextensionfolder	/Users/<UserName>/Library/Application Support/Adobe/Dreamweaver CS5.5/\$LOCALE/Configuration/Extensions	C:\Users\<UserName>\AppData\Roaming\Adobe\Dreamweaver CS5.5\LOCALE\Configuration\Extensions
<b>Adobe Fireworks CS5.1</b>		
\$fireworks	/Applications/Adobe Fireworks CS5.1	C:\Program Files (x86)\Adobe\Adobe Fireworks CS5.1
\$fireworksuser	/Users/<UserName>/Library/Application Support/adobe/Fireworks CS5.1	C:\Users\<UserName>\AppData\Roaming\adobe\Fireworks CS5.1
\$userextensionfolder	/Library/Application Support/Adobe/Fireworks CS5.1/Extensions	C:\ProgramData\Adobe\Fireworks CS5.1\Extensions
<b>Adobe Flash CS5.5</b>		
\$flash	/Users/<UserName>/Library/Application Support/Adobe/Flash CS5.5/\$LOCALE/Configuration	C:\Users\<UserName>\AppData\Local\Adobe\Flash CS5.5\LOCALE\Configuration
\$RootFolder	/Applications/Adobe Flash CS5.5	C:\Program Files (x86)\Adobe\Adobe Flash CS5.5
\$RootFolderLocal	/Applications/Adobe Flash CS5.5/\$locale	C:\Program Files (x86)\Adobe\Adobe Flash CS5.5\LOCALE
\$UserBinfolder	/Users/<UserName>/Library/Application Support/Adobe/Flash CS5.5/\$LOCALE/Configuration	C:\Users\<UserName>\AppData\Local\Adobe\Flash CS5.5\LOCALE\Configuration
\$UserExtensionFolder	/Users/<UserName>/Library/Application Support/Adobe/Flash CS5.5/\$Locale/Configuration/Extensions	C:\Users\<UserName>\AppData\Local\Adobe\Flash CS5.5\Locale\Configuration\Extensions
<b>Adobe Illustrator CS5.1</b>		
\$illustrator	/Applications/Adobe Illustrator CS5.1	C:\Program Files (x86)\Adobe\Adobe Illustrator CS5.1
\$plugin	/Applications/Adobe Illustrator CS5.1/plugin-ins.localized	C:\Program Files (x86)\Adobe\Adobe Illustrator CS5.1\Plugin-ins.localized

Token	Mac 10.6	Windows 7 64-bits
\$presets	/Applications/Adobe Illustrator CS5.1/presets.localized	C:\Program Files (x86)\Adobe\Adobe Illustrator CS5.1\Presets.localized
\$scripting	/Applications/Adobe Illustrator CS5.1/scripting.localized	C:\Program Files (x86)\Adobe\Adobe Illustrator CS5.1\Scripting.localized
<b>Adobe InDesign CS5.5</b>		
\$indesign	/Applications/Adobe InDesign CS5.5	C:\Program Files (x86)\Adobe\Adobe InDesign CS5.5
\$indesign_user	/Users/<UserName>/Library/Application Support/Adobe/Adobe InDesign CS5.5	C:\Users\<UserName>\AppData\Roaming\Adobe\Adobe InDesign CS5.5
<b>Adobe Photoshop CS5.1</b>		
\$3dengines	/Applications/Adobe Photoshop CS5.1/Plug-Ins/3D Engines	C:\Program Files (x86)\Adobe\Adobe Photoshop CS5.1\Plug-Ins\3D Engines
\$actions	/Applications/Adobe Photoshop CS5.1/Presets/Actions	C:\Program Files (x86)\Adobe\Adobe Photoshop CS5.1\Presets\Actions
\$additionalplugins	/Applications/Adobe Photoshop CS5.1/Locales/\$LOCALE/Additional Plug-ins	C:\Program Files (x86)\Adobe\Adobe Photoshop CS5.1/Locales/\$LOCALE\Additional Plug-ins
\$additionalpresets	/Applications/Adobe Photoshop CS5.1/Locales/\$LOCALE/Additional Presets	C:\Program Files (x86)\Adobe\Adobe Photoshop CS5.1/Locales/\$LOCALE\Additional Presets
\$automate	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Automate	C:\Program Files (x86)\Adobe\Adobe Photoshop CS5.1\Plug-Ins\Automate
\$blackandwhite	/Applications/Adobe Photoshop CS5.1/Presets/Black and White	C:\Program Files (x86)\Adobe\Adobe Photoshop CS5.1\Presets\Black and White
\$brushes	/Applications/Adobe Photoshop CS5.1/Presets/Brushes	C:\Program Files (x86)\Adobe\Adobe Photoshop CS5.1\Presets\Brushes
\$channelmixer	/Applications/Adobe Photoshop CS5.1/Presets/Channel Mixer	C:\Program Files (x86)\Adobe\Adobe Photoshop CS5.1\Presets\Channel Mixer
\$colorbooks	/Applications/Adobe Photoshop CS5.1/Presets/Color Books	C:\Program Files (x86)\Adobe\Adobe Photoshop CS5.1\Presets\Color Books

<b>Token</b>	<b>Mac 10.6</b>	<b>Windows 7 64-bits</b>
\$colorrange	/Applications/Adobe Photoshop CS5.1/Presets/Color Range	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Presets\Color Range
\$colorswatches	/Applications/Adobe Photoshop CS5.1/Presets/Color Swatches	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Presets\Color Swatches
\$contours	/Applications/Adobe Photoshop CS5.1/Presets/Contours	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Presets\Contours
\$curves	/Applications/Adobe Photoshop CS5.1/Presets/Curves	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Presets\Curves
\$customshapes	/Applications/Adobe Photoshop CS5.1/Presets/Custom Shapes	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Presets\Custom Shapes
\$digimarc	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Digimarc	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Plug-Ins\Digimarc
\$displacementmaps	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Displacement Maps	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Plug-Ins\Displacement Maps
\$duotones	/Applications/Adobe Photoshop CS5.1/Presets/Duotones	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Presets\Duotones
\$effects	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Effects	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Plug-Ins\Effects
\$exposure	/Applications/Adobe Photoshop CS5.1/Presets/Exposure	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Presets\Exposure
\$extensions	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Extensions	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Plug-Ins\Extensions
\$fileformats	/Applications/Adobe Photoshop CS5.1/Plug-Ins/File Formats	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Plug-Ins\File Formats
\$filters	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Filters	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Plug-Ins\Filters
\$gradients	/Applications/Adobe Photoshop CS5.1/Presets/Gradients	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Presets\Gradients
\$hueandsaturation	/Applications/Adobe Photoshop CS5.1/Presets/Hue and Saturation	C:\Program Files [ (x86) ] \Adobe\Adobe Photoshop CS5.1\Presets\Hue and Saturation

<b>Token</b>	<b>Mac 10.6</b>	<b>Windows 7 64-bits</b>
\$huesat	/Applications/Adobe Photoshop CS5.1/Presets/Hue Sat	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Hue Sat
\$imagestacks	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Image Stacks	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Plug-Ins\Image Stacks
\$imagestatistics	/Applications/Adobe Photoshop CS5.1/Presets/Image Statistics	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Image Statistics
\$importexport	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Import-Export	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Plug-Ins\Import-Export
\$keyboardshortcuts	/Applications/Adobe Photoshop CS5.1/Presets/Keyboard Shortcuts	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Keyboard Shortcuts
\$layouts	/Applications/Adobe Photoshop CS5.1/Presets/Layouts	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets/Layouts
\$lenscorrection	/Applications/Adobe Photoshop CS5.1/Presets/Lens Correction	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Lens Correction
\$levels	/Applications/Adobe Photoshop CS5.1/Presets/Levels	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Levels
\$lightingstyles	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Filters/Lighting Styles	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Plug-Ins\Filters\Lighting Styles
\$lights	/Applications/Adobe Photoshop CS5.1/Presets/Lights	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Lights
\$liquifymeshes	/Applications/Adobe Photoshop CS5.1/Presets/Liquify Meshes	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Liquify Meshes
\$localesfolder	/Applications/Adobe Photoshop CS5.1/Locales	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Locales
\$localeskeyboardshortcuts	/Applications/Adobe Photoshop CS5.1/Locales/\$LOCALE/Additional Presets/\$platform/Keyboard Shortcuts	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Locales\ \$LOCALE\Additional Presets\ \$platform\Keyboard Shortcuts

Token	Mac 10.6	Windows 7 64-bits
\$localesmenucustomization	/Applications/Adobe Photoshop CS5.1/Locales/\$LOCALE/Additional Presets/\$platform/Menu Customization	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Locales\ \$LOCALE\Additional Presets\ \$platform\Menu Customization
\$localesworkspaces	/Applications/Adobe Photoshop CS5.1/Locales/\$LOCALE/Additional Presets/\$platform/Workspaces	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Locales\ \$LOCALE\Additional Presets\ \$platform\Workspaces
\$materials	/Applications/Adobe Photoshop CS5.1/Presets/Materials	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Materials
\$matlab	/Applications/Adobe Photoshop CS5.1/MATLAB	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\MATLAB
\$measurements	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Measurements	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Plug-Ins\Measurements
\$menucustomization	/Applications/Adobe Photoshop CS5.1/Presets/Menu Customization	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Menu Customization
\$meshes	/Applications/Adobe Photoshop CS5.1/Presets/Meshes	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Meshes
\$optimizedcolors	/Applications/Adobe Photoshop CS5.1/Presets/Optimized Colors	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Optimized Colors
\$optimizedoutputSettings	/Applications/Adobe Photoshop CS5.1/Presets/Optimized Output Settings	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Optimized Output Settings
\$optimizedsettings	/Applications/Adobe Photoshop CS5.1/Presets/Optimized Settings	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Optimized Settings
\$panels	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Panels	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Plug-Ins\Panels
\$parser	/Applications/Adobe Photoshop CS5.1/Plug-Ins/Parser	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Plug-Ins\Parser
\$patterns	/Applications/Adobe Photoshop CS5.1/Presets/Patterns	C:\Program Files [ (x86) ] \Adobe\Adobe Protoshop CS5.1\Presets\Patterns

Token	Mac 10.6	Windows 7 64-bits
\$photoshop	/Users/<UserName>/Library/Application Support/Adobe/Adobe Photoshop CS5.1/Configuration	C:\Users\<UserName>\AppData\Roaming\Adobe\Adobe Photoshop CS5.1\Configuration
\$photoshopappfolder	/Applications/Adobe Photoshop CS5.1	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1
\$platform	Mac	Win
\$pluginsfolder	/Applications/Adobe Photoshop CS5.1/Plug-Ins	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Plug-Ins
\$presetsfolder	/Applications/Adobe Photoshop CS5.1/Presets	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets
\$reducenoise	/Applications/Adobe Photoshop CS5.1/Presets/Reduce Noise	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets\Reduce Noise
\$rendersettings	/Applications/Adobe Photoshop CS5.1/Presets/Render Settings	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets\Render Settings
\$replacecolor	/Applications/Adobe Photoshop CS5.1/Presets/Replace Color	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets\Replace Color
\$scripts	/Applications/Adobe Photoshop CS5.1/Presets/Scripts	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets\Scripts
\$selectivecolor	/Applications/Adobe Photoshop CS5.1/Presets/Selective Color	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets\Selective Color
\$shadowhighlight	/Applications/Adobe Photoshop CS5.1/Presets/Shadow Highlight	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets\Shadow Highlight
\$smartsharpen	/Applications/Adobe Photoshop CS5.1/Presets/Smart Sharpen	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets\Smart Sharpen
\$styles	/Applications/Adobe Photoshop CS5.1/Presets/Styles	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets\Styles
\$textures	/Applications/Adobe Photoshop CS5.1/Presets/Textures	C:\Program Files[(x86)]\Adobe\Adobe Photoshop CS5.1\Presets\Textures

<b>Token</b>	<b>Mac 10.6</b>	<b>Windows 7 64-bits</b>
\$tools	/Applications/Adobe Photoshop CS5.1/Presets/Tools	C:\Program Files [x86]\Adobe\Adobe Protoshop CS5.1\Presets\Tools
\$variations	/Applications/Adobe Photoshop CS5.1/Presets/Variations	C:\Program Files [x86]\Adobe\Adobe Protoshop CS5.1\Presets\Variations
\$volumes	/Applications/Adobe Photoshop CS5.1/Presets/Volumes	C:\Program Files [x86]\Adobe\Adobe Protoshop CS5.1\Presets\Volumes
\$webphotogallery	/Applications/Adobe Photoshop CS5.1/Presets/Web Photo Gallery	C:\Program Files [x86]\Adobe\Adobe Protoshop CS5.1\Presets\Web Photo Gallery
\$widgets	/Applications/Adobe Photoshop CS5.1/Presets/Widgets	C:\Program Files [x86]\Adobe\Adobe Protoshop CS5.1\Presets\Widgets
\$workspaces	/Applications/Adobe Photoshop CS5.1/Presets/Workspaces	C:\Program Files [x86]\Adobe\Adobe Protoshop CS5.1\Presets\Workspaces
\$zoomify	/Applications/Adobe Photoshop CS5.1/Presets/Zoomify	C:\Program Files [x86]\Adobe\Adobe Protoshop CS5.1\Presets\Zoomify