

class FB JSAPIAuto registerProperty

Construct
FireJSEvent
get_valid
getAttribute
getMemberCount
getMemberNames
GetMethodObject
GetProperty
GetProperty
HasMethod
HasMethodObject
HasProperty
HasProperty
Invoke
isReserved
JSAPIAuto
registerAttribute
registerMethod
registerProperty
RemoveProperty
RemoveProperty
setAttribute
SetProperty
SetProperty
setReserved
ToString
unregisterMethod
unregisterProperty

```
void FB::JSAPIAuto::registerProperty (const std::string & name,  
                                     const PropertyFuncs & propFuncs virtual  
                                     )
```

Register property to be exposed to javascript.

To provide a property called "IsFinished" that javascript can access, you need two methods:

```
bool get_IsFinished();  
void set_IsFinished(bool newVal);
```

Then in the constructor of your class that extends **JSAPIAuto** (we'll call it MyPluginAPI), you register it like so:

```
registerProperty("IsFinished", make_property(this, &MyPluginAPI::get_IsFinished,  
                                             &MyPluginAPI::set_IsFinished));
```

To register a property that is read- or write-only, simply provide "NULL" for the getter or setter function when registering the property.

Parameters

name The name.
propFuncs The property funcs.

Definition at line 104 of file **JSAPIAuto.cpp**.

```
105 {  
106     boost::recursive_mutex::scoped_lock lock(m_zoneMutex);  
107     m_propertyFuncsMap[name] = propFuncs;  
108     m_zoneMap[name] = getZone();  
109 }
```

FB::JSAPIImpl::getZone
virtual SecurityZone getZone() const
Gets the currently active zone.

Definition: JSAPIImpl.h:238