

# Basic Python Library: Cheat-Sheet Local Transforms



### Transforms object:

MaltegoTransform() #Creates transform object.

#### Available functions:

addEntity(String Type, String Value) #Adds an entity to the transform object.

parseArguments(sys.argv) #Parses the input entity's properties.

getValue() #Gets the value of the input entity.

getVar(String Key) #Returns the value of the key.

addEntityToMessage(String Entity) #Adds specified entity to

#message output.

addUIMessage(String message, String messageType) #Adds user-interface #message.

o (Available messageTypes: FatalError, PartialError, Inform, Debug)

addException(String exception) #Adds an exception to transform object.

throwExceptions() #Returns exception XML to the application.

returnOutput() #Returns transform output to Maltego.

writeSTDERR(String Msg) #Function to write msg to STDErr.

heartbeat() #Function to produce a "heartbeat".

progress(Integer **Percentage**) #Function to output progress.

debug(String Msg) # Debug message to be sent out.

## Entity object:

#### Available functions:

setType(String Type) # Setter for the entity Type.

• setValue(String Value) #Setter for the entity Value property.

setWeight(String Weight) #Setter for the entity Weight property.

• setDisplayInformation(String displayInformation) #Setter for the entity

# display information property.

• addAdditionalFields(String Name, String displayName, String matchingRule,

String Value) # Set additional fields for the entity.

o (Available matchingRules: strict, false)

• setIconURL(String iconURL) # Setter for the entity Icon URL (entity

# Icon) property.

returnEntity() # Prints the entity with the correct XML

# formatting.