

Free Download Manager 6 Plugins Architecture

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1. Purpose

Plugins are intended to extend the ability of FDM to download useful content from a URL provided by the user.

There are two possible ways to achieve this:

1. By the use of a plugin user will be able to download a resource (e.g. media) which otherwise cannot be downloaded by the user using the standard means of a web browser.
2. Improve the user experience, i.e. simplify the way of downloading things. This is still under consideration.

The current API allows to only extend the ability of FDM to download media content.

2. Basic principles

Plugin should be written using JavaScript. Also, FDM does support launching Python scripts, by passing arbitrary command line arguments to a script and getting console output from it.

Plugin consists of manifest file, icon file and javascript files with the code.

3. Manifest file

Manifest file is a json file. Its file name must be manifest.json. Here is an example:

```
{
  "uuid": "fdm-supremecourt-gov",
  "author": "FreeDownloadManager.ORG",
  "name": "Supreme Court Argument Audio",
  "description": "Provides support for downloading argument audio from supremecourt.gov site.",
  "version": "1.0.0",
  "icon": "icon.png",
  "mediaParser": true,
  "mediaListParser": true,
  "scripts": [
    "msparser.js",
    "msbatchparser.js"
  ],
  "updateUrl": "https://files2.freedownloadmanager.org/updates/plugins/fdm-supremecourt-gov-update.json"
}
```

3.1. Manifest json format

- **uuid** – a unique identifier of the plugin. This identifier must be unique across all the plugins.
- **author** – this plugin author's name.
- **name** – plugin's name.
- **description** – short description of the plugin.
- **version** – string with version. It's also used when checking for plugin's updates.
- **icon** – name of a file with icon. SVG, PNG, etc. formats are supported.
- **mediaListParser** – boolean value indicating if the plugin can be used to download playlists.
- **mediaParser** - boolean value indicating if the plugin can be used to download single media content.
- **scripts** – array of strings with the names of javascript files the plugin consists of.

- **updateUrl** – URL of json file with the information about the latest version of this plugin. Only HTTPS URLs are accepted. Its format is described below.
- **dependencies** – information about additional components with plugin depends on.
- **permissions** – list of strings indicating the special permissions this plugin requires for its work.

3.1.1. Dependencies section

The only additional component supported for now is Python. Here is an example of this section in manifest.json file:

```
"dependencies": {
  "Python": {"minVersion": "3.0"}
}
```

minVersion parameter is optional. Any Python:

```
"dependencies": {
  "Python": {}
}
```

Whenever the user tries to install a plugin with such dependency FDM will offer the user to automatically install Python (if it's not installed yet). For now, FDM can only automatically install Python 3.8.10.

3.1.2. Permissions section

The only existing special permission for now is "launchPython". This permission allows a plugin to launch Python. The user is asked to confirm this permission whenever he tries to install the plugin. An example:

```
"permissions": [
  "launchPython"
]
```

3.1.3. Json file with the information about updates

FDM provides an automatic mechanism to update add-ons. For this, add-on must provide updateUrl in its manifest. This URL must point to a json file with the information about new version. This json must has the following members:

- **version**. The latest version available.
- **distributiveUrl**. URL to add-on file. Must be an HTTPS URL.

If the current add-on's version is lower than the one's specified in this json, FDM will download the file specified in distributiveUrl and install it. In case the add-on requires additional dependencies / permissions – FDM will warn user before installing the add-on.

4. Javascript code

4.1. Single media parser

This corresponds to `mediaParser` property in manifest json. If `mediaParser` is set to `true`, the plugins's javascript code must define a global variable named “**msParser**”. This global variable must be an object with the following members:

- **isSupportedSource: function(url)**. This function should return *true* if plugin supports downloading from the specified URL.
- **supportedSourceCheckPriority: function()**. It's possible that several plugins could support downloading from the same URL. In this case a plugin with the greatest priority value will be chosen. Returns integer value from 0 to $2^{31}-1$ (0x7FFFFFFF).
- **isPossiblySupportedSource: function(obj)**. In some cases it can be hard (or even impossible) to implement *isSupportedSource* function. This function is designed to be used in such a case instead. If the user creates an HTTP(S) download, and there were no plugins returned *true* from *isSupportedSource* call, then this function is called for every plugin. In case a plugin returns *true* from it, FDM will try to use this plugin to download from this URL. In case the plugin fails, FDM will try next plugin and so on. The *obj* variable is an object with the following members:
 - `url` – URL entered by the user.
 - `contentType` – content type, as reported by a server.
 - `resourceSize` – content length, as reported by a server.
- **parse: function (obj)**. This function is called when a plugin is chosen to download from a URL provided by the user. The *obj* variable is an object with the following members:
 - `url` – URL entered by the user.
 - `requestId` – integer identifying this request. It's used in some other APIs.
 - `interactive` – boolean value indicating if this request is performing in foreground (i.e. the user is waiting for it to finish).

This function must return a Promise object. On a success, this Promise must be resolved to an object with the parsed data. Its format will be described below. In case of a failure, this Promise must be rejected with an object with the following members:

- **error**. String. It will be shown to the user as is.
- **isParseError**. Boolean value, indicated if this error is caused by parsing algorithms of the plugin (true) or something else (false).

- **minIntervalBetweenQueryInfoDownloads: function()**. This function is used to define a minimum required interval (in milliseconds) between *parse* function calls. Return 0 to specify no interval. A typical use of this function is to reduce the load of the remote server.
- **overrideUrlPolicy: function(url)**. Downloads from some specific URLs can be prohibited in FDM due to various reason. Plugin can define this function and return true for such URLs in order to lift such restriction.

Please take a look at `mspartner.js` file from `fdm-supremecourt-gov` add-on for an example. You can find it in *examples* folder.

4.2. Playlist parser

This corresponds to `mediaParser` property in `manifest.json`. If `mediaParser` is set to true, the plugin's javascript code must define a global variable named “**msBatchVideoParser**” (it's called so due to historical reasons; it's not video-only really). This global variable must be an object with the same members as for a single media parser.

Please take a look at `msbatchparser.js` file from `fdm-supremecourt-gov` add-on for an example. You can find it in *examples* folder.

4.3. Parse result

It's an object describing a single media to download or a playlist.

4.3.1. Single media

It's an object. All members are optional if not explicitly stated otherwise.

- **id**. A string identifying media.
- **title**. Mandatory member. Media's title. It will be shown to the user.
- **webpage_url**. URL of the web page the media content resides on.
- **upload_date**. String. This must be an either ISO 8601 date or RFC 2822 date. [Look here for more details](#).
- **duration**. In seconds.
- **formats**. Mandatory member. An array of objects describing available formats.
- **subtitles**. An object describing available subtitles.
- **thumbnails**. An array of objects describing media's thumbnails.

4.3.1.1. “Formats”

It's an array of objects with the following members (all members are optional if not explicitly stated otherwise):

- **url**. Mandatory member. URL to video/audio file.
- **filesize** – size of the file.
- **protocol**. Mandatory member. Must be “http” or “https”. M3U8 protocol is not supported currently.
- **ext** – file extension (e.g. “mp4”, “m4a”, “mp3” and so on).
- **video_ext**. Mandatory member in case of a video file. File’s extension.
- **audio_ext**. Mandatory member in case of an audio file. File’s extension.
- **vcodect**. Name of the codec used to encode video stream. Can be a name, “unknown” or “none”.
- **acodect**. Name of the codec used to encode audio stream. Can be a name, “unknown” or “none”.
- **container**. Mandatory member in case of DASH format. Can be something like “mp4_dash”, “m4a_dash”, “webm_dash” etc.
- **fps**. In case of a video – its FPS.
- **height** – video’s height.
- **width** – video’s width.
- **quality** – an arbitrary integer value (the higher the better).
- **tbr** – total bitrate (audio + video).
- **abr** – audio stream bitrate.
- **preference** – an arbitrary integer value indicating the preference of this format over others for the user (the higher the better).

4.3.1.2. “Subtitles”

It’s an object. Its each member must has name equal to a language code (e.g. “en”, “en_US”, ...) and must be an array of objects with the following members (i.e. one array per one language code):

- **name**. Mandatory member. Language name.
- **url**. Mandatory member. URL of the file with subtitles.
- **ext**. Mandatory member. File’s extension.

Example:

```
{
  "en": [{name: "English", url: "someurl", ext: "vtt"}],
  "uk": [{name: "Ukrainian", url: "someotherurl", ext: "vtt"}],
  "ru": [{name: "Russian", url: "someotherurl", ext: "vtt"}]
}
```

4.3.1.3. “*Thumbnails*”

It’s an array of objects with the following members (all members are optional if not explicitly stated otherwise):

- **url**. Mandatory member. URL of the thumbnail image.
- **height** – image’s height.
- **width** – image’s width.
- **preference**. An arbitrary integer value indicating the preference of this format over others for the user (the higher the better).

4.3.2. Playlist

It’s an object. All members are optional if not explicitly stated otherwise.

- **_type**. Mandatory member. Must be “playlist”.
- **id**. A string identifying playlist.
- **title**. Mandatory member. Media’s title. It will be shown to the user.
- **webpage_url**. URL of the web page the playlist content resides on.
- **thumbnails**. An array of objects describing playlist’s thumbnails.
- **entries**. Mandatory member. An array of objects describing each media the playlist consists of.

4.3.2.1. “*Entries*”

It’s an array of objects with the following members:

- **_type**. Mandatory member. Must be “url”.
- **url**. Mandatory member. Media’s URL. This URL will be passed then to a single media’s parser.
- **title**. Mandatory member.
- **duration**. In seconds.

4.4. Available JavaScript API

FDM is not a web browser. It’s using Qt framework’s JavaScript engine. So there is not much available to use. For example, XMLHttpRequest is not available. Instead, we provide our own APIs. If you find them inconvenient or miss something you need – please let us know.

4.4.1. Console

We do have implementation of this object provided by Qt framework.

The list of functions added is as follows:

console.assert()
console.debug()
console.exception()
console.info()
console.log() (equivalent to console.debug())
console.error()
console.time()
console.timeEnd()
console.trace()
console.count()
console.warn()
print() (equivalent to console.debug())

4.4.2. setTimeout and clearTimeout

Are implemented by FDM. If you find any bugs, please report them.

4.4.3. downloadUrlAsUtf8Text

This function accepting the following arguments:

- **url**. Request URL.
- **cookies**. String. Can be empty. List of cookies, delimited by ‘\n’ character. E.g. “name1=value1\nname2=value2”.
- **headers**. Array of objects. Can be empty. Each object must has the following members:
 - **key**. HTTP header name.
 - **Value**. HTTP header value.
- **postData**. Can be empty. Either an UTF8 encoded string or an ArrayBuffer.

Returns Promise object. It’s resolved to an object with the following members:

- **url**. Request URL.
- **body**. String with the downloaded content.
- **cookies**. HTTP cookies for this request.

It’s rejected with an object with the following members:

- **error**. Error string.

- **isParseError.** A boolean value indicating if the failure is caused by the parser. It will be set to true in case it's not a network-related error.

Please take a look at `mspartner.js` file from `fdm-supremecourt-gov` add-on for an example of using this function. You can find it in *examples* folder.

4.4.4. launchPythonScript

Add-on must have “*launchPython*” permission to use this function. It will get access denied error otherwise.

This function accepts the following arguments:

- **requestId.** Value, passed to parse function, or 0. It's used to automatically terminate Python's process when the user stops download.
- **interactive.** Value, passed to parse function. In case it's true, this Python process is launched immediately ignoring all queued processes. This should be “true” only for a download the user is creating currently, so he will not have to wait.
- **script.** Path to python's file to execute. This must be a relative path to plugin's root directory.
- **args.** Some arbitrary args (array) to pass.

It's resolved to an object with the following members:

- **exitCode:** Python's process exit code.
- **output:** Python's process console output.

In case of a failure it's rejected with an object with the following members:

- **error.** Error string.

4.4.5. Proxy support

It's possible for a plugin to query proxy settings. For this, **qtJsNetworkProxyMgr.proxyForUrl(url)** should be used. As a result, plugin gets a full URL to a proxy, which includes authorization information.

5. Feedback

This is just an experimental API. We do not know exactly if it can be useful and demanded. Please tell us what you think. Do not hesitate to report us bugs / suggestions on improvement this.

We prefer you to use [our forum](#) for this.