

# Adobe Photoshop CC 2018.app terminology

/Applications/Adobe Photoshop CC 2018/Adobe Photoshop CC 2018.app

## AdobeScriptAutomation

Adobe Photoshop script execution menu

### Commands

```
_0x240x240x24_AETE_Scripts0x3DScripts_ -- Photoshop
scripting support plug-in
    [AEType("#ImR")]
    _0x240x240x24_JavaScript_Name0x3DName_ string -- The
    JavaScript name to execute
    _0x240x240x24_JavaScript_File0x3DFile_ string -- The
    JavaScript file to execute
    _0x240x240x24_JavaScript_Text0x3DText_ string -- The
    JavaScript text to execute
    _0x240x240x24_JavaScript_Debugging0x3DDebugging_
    boolean -- should the javascript be executed in debug mode?
    _0x240x240x24_JavaScript_Message0x3DMessage_ string --
    the JavaScript parameters
```

## Core Suite

Suite that applies to all applications

### Commands

```
count -- Return the number of elements of a particular class within
an object
    reference -- the object whose elements are to be counted
    each type_class -- the class of the elements to be counted.
    Result: integer -- the number of elements

delete -- Remove an element from an object
    reference -- the element to delete

duplicate -- Duplicate one or more object(s)
    reference -- the object(s) to duplicate
    [to location_reference] -- the new location for the object(s)
    [with_properties record] -- new values for the properties of
    the duplicated element
    Result: reference -- to the duplicated object(s)

exists -- Verify if an object exists
    reference -- the object in question
    Result: boolean -- true if it exists, false if not
```

### Suites

```
AdobeScriptAutomation
Core Suite
Photoshop Suite
Open Formats Suite
Save Formats Suite
Export Formats Suite
Filter Suite
Adjustment Suite
Color Suite
Path Suite
Notifier Suite
Miscellaneous Standards Suite
```

### Commands

```
_0x240x240x24_AETE_Scripts0x3DScripts_
adjust
apply
apply_layer_style
auto_count
batch
change_mode
clear
close
contract
convert
convert_color
convert_to_shape
copy
copy_merged
count
create_contact_sheet
create_PDF_presentation
create_photo_gallery
create_photo_merge
create_picture_package
create_selection
create_work_path
crop
cut
delete
deselect
deselect
do_action
do_javascript
doc_duplicate
duplicate
duplicate
equal_colors
exists
expand
export
feather
```

**make** -- Make a new element

**new type\_class** -- the class of the new element.

**at location\_reference** -- the location at which to insert the element

**[with\_data anything]** -- the initial data for the element

**[with\_properties record]** -- the initial values for the properties of the element

Result: *reference* -- to the new object(s)

**move** -- Move object(s) to a new location

*reference* -- the object(s) to move

**to location\_reference** -- the new location for the object(s)

Result: *reference* -- to the object(s) after they have been moved

**close** -- close the document

*document* -- the document object or objects to be operated upon

**[saving k.ask / k.no / k.yes]** -- specifies whether changes should be saved before closing ( default: ask )

**duplicate** -- duplicate this document without parameters

*document* -- the document object or objects to be operated upon

Result: *document* -- duplicate this document without parameters

**open\_** -- open the specified document file(s)

*anything* -- the file(s) to be opened

**[as k.Alias\_PIX / k.BMP / k.Camera\_RAW /**

*k.CompuServe\_GIF / k.DICOM / k.Electric\_Image / k.EPS /*

*k.EPS\_PICT\_preview / k.EPS\_TIFF\_Preview / k.Filmstrip /*

*k.JPEG / k.PCX / k.PDF / k.Photo\_CD /*

*k.Photoshop\_DCS\_10x2E0 / k.Photoshop\_DCS\_20x2E0 /*

*k.Photoshop\_EPS / k.Photoshop\_format / k.Photoshop\_PDF /*

*k.PICT\_file / k.PICT\_resource / k.Pixar / k.PNG /*

*k.Portable\_Bitmap / k.raw / k.Scitex\_CT / k.SGI\_RGB /*

*k.SoftImage / k.Targa / k.TIFF / k.Wavefront\_RLA /*

*k.Wireless\_Bitmap]* -- open document as the specified type

**[with\_options open\_options]** -- options for the file type specified

**[showing\_dialogs k.always / k.error\_dialogs / k.never]** --

should a dialog be displayed when a file is opened

**[smart\_object boolean]** -- create a smart object around the document being opened ( default: false )

**print\_** -- print the specified object(s)

*anything* -- the file(s) or document(s) to be printed

**[source\_space k.document\_space / k.proof\_space]** -- color space for source ( default: document space )

**[print\_space unicode\_text]** -- color space for printer. Can be nothing (meaning same as source) or a string specifying a specific color profile

**[intent k.absolute\_colorimetric / k.perceptual /**

*k.relative\_colorimetric / k.saturation\_intent]* -- if the print

space is different from the source space, this argument will be used as the color conversion intent ( default: relative

*feature\_enabled*

*fill*

*fill\_path*

*filter*

*flatten*

*flip\_canvas*

*grow*

*import\_annotations*

*invert*

*link*

*load*

*make*

*make\_clipping\_path*

*make\_work\_path*

*merge*

*merge\_visible\_layers*

*move*

*open\_*

*paste*

*Photoshop\_open\_dialog*

*print\_*

*purge*

*quit\_*

*rasterize*

*recapture*

*record\_measurements*

*refresh*

*reset\_from\_comp*

*resize\_canvas*

*resize\_image*

*reveal\_all*

*rotate*

*rotate\_boundary*

*rotate\_canvas*

*save*

*scale*

*scale\_boundary*

*select*

*select*

*select\_all*

*select\_border*

*similar*

*smooth*

*split\_channels*

*store*

*stroke*

*stroke\_path*

*translate*

*translate\_boundary*

*trap*

*trim*

*unlink*

*web\_safe\_color*

## Classes

*add\_noise*

*adjustment\_options*

*application*

*art\_layer*

colorimetric )  
[**blackpoint\_compensation** *boolean*] -- if the print space is different from the source space, this argument indicates if the color conversion should use black point compensation ( default: true )

**quit\_** -- quit the application

**save** -- save the specified document  
*document* -- the document object or objects to be operated upon  
[*in\_file\_specification*] -- the file to save the document in  
[**as** *k.Alias\_PIX / k.BMP / k.CompuServe\_GIF / k.Electric\_Image / k.JPEG / k.PCX / k.Photoshop\_DCS\_10x2E0 / k.Photoshop\_DCS\_20x2E0 / k.Photoshop\_EPS / k.Photoshop\_format / k.Photoshop\_PDF / k.PICT\_file / k.PICT\_resource / k.Pixar / k.PNG / k.Portable\_Bitmap / k.raw / k.Scitex\_CT / k.SGI\_RGB / k.SoftImage / k.Targa / k.TIFF / k.Wavefront\_RLA / k.Wireless\_Bitmap*] -- The file type to save the document as.  
Note: Wireless Bitmap format not supported, for that format, use export and save for web.  
[**copying** *boolean*] -- save as copy leaving original open.  
Unsaved files cannot be saved as copy  
[**appending** *k.lowercase\_extension / k.no\_extension / k.uppercase\_extension*] -- append an extension to the document name  
[**with\_options** *save\_options*] -- options for the file type specified  
Result: *document* -- save the specified document

Classes

**application** -- The Adobe Photoshop application  
Properties:  
**best\_type** (r/o) *type\_class* -- the best type for the object's value  
**class\_** (r/o) *type\_class* -- the object's class  
**default\_type** (r/o) *type\_class* -- the default type for the object's value  
**properties** *record* -- all of this object's properties returned in a single record  
**background\_color** *color\_value*  
**build** (r/o) *unicode\_text* -- the build number of Adobe Photoshop application  
**color\_settings** *anything* -- name of selected color settings' set  
**current\_document** *document* -- the frontmost document  
**current\_tool** *unicode\_text* -- name of the current tool  
**display\_dialogs** *k.always / k.error\_dialogs / k.never* -- controls whether or not Photoshop displays dialogs  
**foreground\_color** *color\_value*  
**free\_memory** (r/o) *float* -- the amount of unused memory available to Adobe Photoshop

*automatic\_contrast*  
*automatic\_levels*  
*average*  
*batch\_options*  
*Bitmap\_mode\_options*  
*blur*  
*blur\_more*  
*BMP\_save\_options*  
*brightness\_and\_contrast*  
*Camera\_RAW\_open\_options*  
*change\_mode\_options*  
*channel*  
*clouds*  
*CMYK\_color*  
*color\_balance*  
*color\_sampler*  
*color\_value*  
*contact\_sheet\_options*  
*count\_item*  
*curves*  
*custom\_filter*  
*deinterlace*  
*desaturate*  
*despeckle*  
*DICOM\_open\_options*  
*difference\_clouds*  
*diffuse\_glow*  
*displace\_filter*  
*document*  
*dust\_and\_scratches*  
*EPS\_open\_options*  
*EPS\_save\_options*  
*equalize*  
*export\_options*  
*filter\_options*  
*font*  
*gallery\_banner\_options*  
*gallery\_color\_options*  
*gallery\_images\_options*  
*gallery\_options*  
*gallery\_security\_options*  
*gallery\_thumbnail\_options*  
*gaussian\_blur*  
*GIF\_save\_options*  
*glass\_filter*  
*gray\_color*  
*high\_pass*  
*history\_state*  
*HSB\_color*  
*Illustrator\_paths\_export\_options*  
*indexed\_mode\_options*  
*info\_object*  
*inversion*  
*JPEG\_save\_options*  
*Lab\_color*  
*layer*  
*layer\_comp*  
*layer\_set*  
*lens\_blur*  
*lens\_flare*

**frontmost** (r/o) *boolean* -- is Photoshop the frontmost application?

**locale** (r/o) *unicode\_text* -- language locale of application

**macintosh\_file\_types** (r/o) *list of unicode\_text* -- list of file image types Photoshop can open

**name** (r/o) *unicode\_text* -- the application's name

**notifiers\_enabled** *boolean* -- enable or disable all notifiers

**preferences\_folder** (r/o) *alias* -- full path to the preferences folder

**recent\_files** (r/o) *list of file\_specification* -- files in the recent file list

**scripting\_build\_date** (r/o) *unicode\_text* -- the build date of the scripting interface

**scripting\_version** (r/o) *unicode\_text* -- the version of the Scripting interface

**settings** (r/o) *settings\_object* -- preference settings

**system\_information** (r/o) *unicode\_text* -- system information of the host application and machine

**version** (r/o) *unicode\_text* -- the version of Adobe Photoshop application

**windows\_file\_types** (r/o) *list of unicode\_text* -- list of file image extensions Photoshop can open

Elements:

**documents** -- by *name, index, range, relative, id, test*

**fonts** -- by *name, index, range, relative, test*

**notifiers** -- by *index, range, relative, test*

**document** -- A document

Plural name:

documents

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value

**class\_** (r/o) *type\_class* -- the object's class

**default\_type** (r/o) *type\_class* -- the default type for the object's value

**index** (r/o) *integer* -- the index of this instance of the object

**properties** *record* -- all of this object's properties returned in a single record

**background\_layer** (r/o) *art\_layer* -- The background layer for the document. Only valid for documents that have a background layer

**bits\_per\_channel** *k.eight / k.one / k.sixteen / k.thirty\_two* -- number of bits per channel

**color\_profile\_kind** *k.custom / k.none / k.working* -- Type of color profile management for document. Note: If you want to set a custom color profile, do not set a value for color profile kind; rather, set the appropriate color profile name.

**color\_profile\_name** *unicode\_text* -- Name of color profile for document. Valid when no value is specified for color profile kind (to indicate a custom color profile).

*levels\_adjustment*

*maximum\_filter*

*measurement\_scale*

*median\_noise*

*minimum\_filter*

*mix\_channels*

*motion\_blur*

*no\_color*

*notifier*

*NTSC\_colors*

*ocean\_ripple*

*offset\_filter*

*open\_options*

*path\_item*

*path\_point*

*path\_point\_info*

*PDF\_open\_options*

*PDF\_save\_options*

*Photo\_CD\_open\_options*

*photo\_filter*

*Photoshop\_DCS\_10x2E0\_save\_options*

*Photoshop\_DCS\_20x2E0\_save\_options*

*Photoshop\_save\_options*

*PICT\_file\_save\_options*

*PICT\_resource\_save\_options*

*picture\_package\_options*

*pinch*

*Pixar\_save\_options*

*PNG\_save\_options*

*polar\_coordinates*

*posterize*

*presentation\_options*

*radial\_blur*

*raw\_format\_open\_options*

*raw\_save\_options*

*RGB\_color*

*RGB\_hex\_color*

*ripple*

*save\_for\_web\_export\_options*

*save\_options*

*selection\_object*

*selective\_color*

*settings\_object*

*SGI\_RGB\_save\_options*

*shadow\_highlight*

*sharpen*

*sharpen\_edges*

*sharpen\_more*

*shear*

*smart\_blur*

*spherize*

*sub\_path\_info*

*sub\_path\_item*

*Targa\_save\_options*

*text\_object*

*texture\_fill*

*threshold\_adjustment*

*TIFF\_save\_options*

*twirl*

*unsharp\_mask*

**component\_channels** (r/o) *list of channel* -- all color component channels for this document

**current\_channels** *list of channel* -- selected channels for document

**current\_history\_brush\_source** *history\_state* -- the current history state to use with the history brush for this document

**current\_history\_state** *history\_state* -- the current history state for this document

**current\_layer** *layer* -- selected layer for document

**file\_path** (r/o) *alias* -- full path name of document

**height** (r/o) *float* -- height of document (unit value)

**histogram** (r/o) *list of integer* -- a histogram of values for the composite document (only for RGB, CMYK and 'Indexed colors' documents)

**id** (r/o) *integer* -- the unique ID of this document

**info** (r/o) *info\_object* -- document information

**initial\_fill** (r/o) *k.transparent / k.use\_background\_color / k.white* -- initial fill of the document. Only valid when used as an option with the 'make new document' command

**managed** (r/o) *boolean* -- is the document a workgroup document?

**measurement\_scale** (r/o) *measurement\_scale* -- The measurement scale of the document

**mode** (r/o) *k.bitmap / k.CMYK / k.duotone / k.grayscale / k.indexed\_color / k.Lab / k.multichannel / k.RGB* -- document mode

**modified** (r/o) *boolean* -- has the document been modified since last save?

**name** (r/o) *unicode\_text* -- the document's name

**pixel\_aspect\_ratio** *float* -- the pixel aspect ration of the document

**quick\_mask\_mode** *boolean* -- is the document in the quick mask mode?

**resolution** (r/o) *float* -- the resolution of the document (in pixels per inch)

**selection** (r/o) *selection\_object* -- the document's selection

**width** (r/o) *float* -- width of document (unit value)

**XMP\_metadata** (r/o) *XMP\_metadata* -- XMP metadata associated with the document

*wave\_filter*  
*XMP\_metadata*  
*zigzag*

#### Elements:

**art\_layers** -- by *name, index, range, relative, id, test*

**channels** -- by *name, index, range, relative, test*

**color\_samplers** -- by *index, range, relative, test*

**count\_items** -- by *index, range, relative, test*

**history\_states** -- by *name, index, range, relative, test*

**layer\_comps** -- by *name, index, range, relative, test*

**layers** -- by *name, index, range, relative, id, test*

**layer\_sets** -- by *name, index, range, relative, id, test*

**path\_items** -- by *name, index, range, relative, test*

# Photoshop Suite

Scripting commands and classes for Adobe Photoshop

## Commands

**Photoshop\_open\_dialog** -- use the Photoshop open dialog to select files

Result: *list of file\_specification* -- use the Photoshop open dialog to select files

**apply** -- apply the layer comp to the document

*layer\_comp* -- the layer comp object or objects to be operated upon

**apply\_layer\_style**

*art\_layer* -- the art layer object or objects to be operated upon

**using** *unicode\_text* -- name of the layer style to apply

**auto\_count** -- automatically counts the objects in an image

*document* -- the document object or objects to be operated upon

**from** *channel* -- channel to use for counting

**threshold** *integer* -- threshold to use for counting (range: 0-255) ( 0 - 255 )

**batch** -- run the batch automation routine

*unicode\_text* -- the name of the action to play (note that the case of letters in the Action name is important and must match the case of the name in the Actions palette)

**from\_files** *list of alias* -- list of input files to operate on

**from** *unicode\_text* -- the name of the action set containing the action being played (note that the case of letters in the Action Set name is important and must match the case of the name in the Actions palette)

[**with\_options** *batch\_options*] -- options for Batch

Result: *unicode\_text* -- run the batch automation routine

**change\_mode** -- change the mode of the document

*document* -- the document object or objects to be operated upon

**to** *k.bitmap / k.CMYK / k.grayscale / k.indexed\_color / k.Lab / k.multichannel / k.RGB* -- name of mode to change to

[**with\_options** *change\_mode\_options*] -- options for changing the mode

**contract** -- contracts the selection

*selection\_object* -- the selection-object object or objects to be operated upon

**by** *float* -- distance to contract the selection by (unit value)

**convert** -- convert the document from using one color profile to using an other

*document* -- the document object or objects to be operated upon

**to\_profile** *unicode\_text* -- name of color profile to convert to.

Either a string specifying a specific color profile or 'Working RGB', 'Working CMYK', 'Working Gray', 'Lab Color' meaning one of the working color spaces or Lab color  
**intent** *k.absolute\_colorimetric / k.perceptual / k.relative\_colorimetric / k.saturation\_intent* -- conversion intent  
**[blackpoint\_compensation boolean]** -- use black point compensation?  
**[dithering boolean]** -- use dither? ( default: true )

**convert\_to\_shape** -- converts the text object and its containing layer to a fill layer with the text changed to a clipping path  
*text\_object* -- the text-object object or objects to be operated upon

**create\_PDF\_presentation** -- create a PDF presentation file  
**from\_files** *list of alias* -- list of input files to include in the output  
**to\_file** *file\_specification* -- location of the output file  
**[with\_options presentation\_options]** -- options for the PDF presentation  
Result: *unicode\_text* -- create a PDF presentation file

**create\_contact\_sheet** -- create a contact sheet from multiple files  
**from\_files** *list of alias* -- list of input files to include  
**[with\_options contact\_sheet\_options]** -- options for Contact Sheet  
Result: *unicode\_text* -- create a contact sheet from multiple files

**create\_photo\_gallery** -- Creates a web photo gallery  
**from\_folder** *anything* -- folder to process or an array of files to process  
**to\_folder** *alias* -- location for output files  
**[with\_options gallery\_options]** -- options for the web photo gallery  
Result: *unicode\_text* -- Creates a web photo gallery

**create\_photo\_merge** -- DEPRECATED. Merges multiple files into one, user interaction required.  
**from\_files** *list of alias* -- list of input files to include  
Result: *unicode\_text* -- DEPRECATED. Merges multiple files into one, user interaction required.

**create\_picture\_package** -- create a picture package from multiple files  
**from\_files** *list of alias* -- list of input files to include  
**[with\_options picture\_package\_options]** -- options for Picture Package  
Result: *unicode\_text* -- create a picture package from multiple files

**create\_work\_path** -- creates a work path based on the text object  
*text\_object* -- the text-object object or objects to be operated

upon

**crop** -- crop the document  
*document* -- the document object or objects to be operated upon  
**bounds** *list* -- area to crop (unit value)  
[**angle** *float*] -- angle of cropping bounds ( default: 0.0 )  
[**width** *float*] -- width of resulting document (unit value)  
[**height** *float*] -- height of resulting document (unit value)

**deselect**  
*document* -- the document object or objects to be operated upon

**doc\_duplicate** -- duplicate this document with parameters  
*document* -- the document object or objects to be operated upon  
[**name** *unicode\_text*] -- name for the new document  
[**merge\_layers\_only** *boolean*] -- duplicate merged layers only  
Result: *document* -- duplicate this document with parameters

**expand** -- expand selection  
*selection\_object* -- the selection-object object or objects to be operated upon  
**by** *float* -- distance to expand the selection by (unit value)

**export**  
*document* -- the document object or objects to be operated upon  
**in\_file\_specification** -- the file to export to  
[**as** *k.Illustrator\_paths / k.save\_for\_web*] -- the type of export ( default: Illustrator paths )  
[**with\_options** *export\_options*] -- options for the export type specified

**feather** -- feather edges of selection  
*selection\_object* -- the selection-object object or objects to be operated upon  
**by** *float* -- amount to feather the edge by (unit value)

**feature\_enabled** -- is the feature with the given name enabled?  
**name** *unicode\_text* -- name of the feature  
Result: *boolean* -- is the feature with the given name enabled?

**fill** -- fills the selection  
*selection\_object* -- the selection-object object or objects to be operated upon  
**with\_contents** *anything* -- a color or a history state  
[**blend\_mode** *k.behind\_mode / k.clear\_mode / k.color\_blend / k.color\_burn / k.color\_dodge / k.darken / k.darker\_color / k.difference / k.dissolve / k.divide / k.exclusion / k.hard\_light / k.hard\_mix / k.hue\_blend / k.lighten / k.lighter\_color / k.linear\_burn / k.linear\_dodge / k.linear\_light / k.luminosity / k.multiply / k.normal / k.overlay / k.pin\_light / k.saturation\_blend / k.screen / k.soft\_light / k.subtract / k.vivid\_light*] -- ( default: normal )  
[**opacity** *integer*] -- ( default: 100 )  
[**preserving\_transparency** *boolean*]



**flatten** -- Flattens all visible layers in the document.

document -- the document object or objects to be operated upon

**flip\_canvas** -- flip the canvas horizontally or vertically

document -- the document object or objects to be operated upon

**direction** *k.horizontal / k.vertical* -- which way to flip the canvas

**grow** -- grow selection to include all adjacent pixels falling within the specified tolerance range

selection\_object -- the selection-object object or objects to be operated upon

**tolerance** *integer* -- ( 0 - 255 )

**antialiasing** *boolean*

**import\_annotations** -- import annotations into the document

document -- the document object or objects to be operated upon

**from\_ alias** -- document to import annotations from

**invert** -- invert the selection

selection\_object -- the selection-object object or objects to be operated upon

**link** -- link the layer with another layer

layer -- the layer object or objects to be operated upon

**with\_ layer** -- layer to link to

**load** -- load the selection from a channel

selection\_object -- the selection-object object or objects to be operated upon

**from\_ channel** -- the channel to load the selection from

**[combination\_type** *k.diminished / k.extended / k.intersected / k.replaced*] -- how to combine the channel contents with the existing selection ( default: replaced )

**[inverting boolean]** -- select the inverse of the channel contents? ( default: false )

**make\_work\_path** -- make this selection item the work path for this document

selection\_object -- the selection-object object or objects to be operated upon

**[tolerance float]** -- tolerance in pixels

**merge** -- Merges an art layer or layer set into the layer below, or merges a spot channel into the component channels. Merging a layer or layer set returns a reference to the resulting layer. Merging a channel does not return any value.

channel -- the channel object or objects to be operated upon

**merge\_visible\_layers** -- flatten all visible layers in the document

document -- the document object or objects to be operated upon

**purge** -- purges one or more caches

*k.all\_caches / k.clipboard\_cache / k.history\_caches /*

*k.undo\_caches* -- what to purge

**rasterize**

*art\_layer* -- the art layer object or objects to be operated upon  
**affecting** *k.all\_linked\_layers / k.entire\_layer / k.fill\_content / k.layer\_clipping\_path / k.shape / k.text\_contents* -- what to rasterize

**recapture** -- recapture the current layer state(s) for this layer comp  
*layer\_comp* -- the layer comp object or objects to be operated upon

**record\_measurements** -- record measurements of document  
*document* -- the document object or objects to be operated upon  
**[source** *k.measure\_count\_tool / k.measure\_ruler\_tool / k.measure\_selection*] -- source of the measurements to record  
**[data\_points** *list of unicode\_text*] -- array of identifiers of data points to record. Any data points not appropriate for the specified source will be ignored

**refresh** -- pause the script until the application refreshes

**reset\_from\_comp** -- reset the layer comp state to the document state  
*layer\_comp* -- the layer comp object or objects to be operated upon

**resize\_canvas** -- change the size of the canvas  
*document* -- the document object or objects to be operated upon  
**[width** *float*] -- desired width of canvas (unit value)  
**[height** *float*] -- desired height of canvas (unit value)  
**[anchor\_position** *k.bottom\_center / k.bottom\_left / k.bottom\_right / k.middle\_center / k.middle\_left / k.middle\_right / k.top\_center / k.top\_left / k.top\_right*] -- anchor to resize around ( default: middle center )

**resize\_image** -- change the size of the image  
*document* -- the document object or objects to be operated upon  
**[width** *float*] -- desired width of image (unit value)  
**[height** *float*] -- desired height of image (unit value)  
**[resolution** *float*] -- (in pixels per inch)  
**[resample\_method** *k.automatic / k.bicubic / k.bicubic\_automatic / k.bicubic\_sharper / k.bicubic\_smoother / k.bilinear / k.closest\_neighbor / k.none / k.preserve\_details*] -- what method should be used for resampling pixels ( default: bicubic )  
**[amount** *integer*] -- amount of noise value when using preserve details (range: 0 - 100) ( 0 - 100; default: 0 )

**reveal\_all** -- expand document to show clipped sections  
*document* -- the document object or objects to be operated upon

**rotate**  
*layer* -- the layer object or objects to be operated upon  
**angle** *float*  
**[anchor\_position** *k.bottom\_center / k.bottom\_left / k.bottom\_right / k.middle\_center / k.middle\_left /*

*k.middle\_right / k.top\_center / k.top\_left / k.top\_right*] -- point to rotate about ( default: middle center )

**rotate\_boundary** -- rotates the boundary of selection

*selection\_object* -- the selection-object object or objects to be operated upon

**angle** *float*

[**anchor\_position** *k.bottom\_center / k.bottom\_left /*

*k.bottom\_right / k.middle\_center / k.middle\_left /*

*k.middle\_right / k.top\_center / k.top\_left / k.top\_right*] -- point to rotate about ( default: middle center )

**rotate\_canvas** -- rotate canvas of document

*document* -- the document object or objects to be operated upon

**angle** *float* -- number of degrees to rotate. A positive angle will rotate the canvas clockwise; a negative value will rotate the canvas counter-clockwise

**scale**

*layer* -- the layer object or objects to be operated upon

[**horizontal\_scale** *float*] -- percentage ( default: 100.0 )

[**vertical\_scale** *float*] -- percentage ( default: 100.0 )

[**anchor\_position** *k.bottom\_center / k.bottom\_left /*

*k.bottom\_right / k.middle\_center / k.middle\_left /*

*k.middle\_right / k.top\_center / k.top\_left / k.top\_right*] -- point to rotate about ( default: middle center )

**scale\_boundary** -- scale the boundary of selection

*selection\_object* -- the selection-object object or objects to be operated upon

[**horizontal\_scale** *float*] -- percentage ( default: 100.0 )

[**vertical\_scale** *float*] -- percentage ( default: 100.0 )

[**anchor\_position** *k.bottom\_center / k.bottom\_left /*

*k.bottom\_right / k.middle\_center / k.middle\_left /*

*k.middle\_right / k.top\_center / k.top\_left / k.top\_right*] -- point to scale about ( default: middle center )

**select** -- change the selection

*document* -- the document object or objects to be operated upon

**region** *list of anything* -- list of corners of the selection (in pixels)

[**combination\_type** *k.diminished / k.extended / k.intersected /*

*k.replaced*] -- how to combine the new selection with the existing selection ( default: replaced )

[**feather\_amount** *float*] -- feather amount ( default: 0.0 )

[**antialiasing** *boolean*] -- whether to use antialiasing ( default: true )

**select\_all** -- select the entire image

*document* -- the document object or objects to be operated upon

**select\_border** -- select the border of the selection

*selection\_object* -- the selection-object object or objects to be operated upon

**width** *float* -- width of border selection (unit value)

**similar** -- grow selection to include pixels throughout the image falling within the tolerance range

*selection\_object* -- the selection-object object or objects to be operated upon

**tolerance** *integer*

**antialiasing** *boolean*

**smooth**

*selection\_object* -- the selection-object object or objects to be operated upon

**radius** *integer* -- sample radius in pixels ( 0 - 100 )

**split\_channels** -- split channels of the document

*document* -- the document object or objects to be operated upon

Result: *list of document* -- split channels of the document

**store** -- save the selection as a channel

*selection\_object* -- the selection-object object or objects to be operated upon

**into** *channel* -- the channel to save the selection to

[**combination\_type** *k.diminished / k.extended / k.intersected / k.replaced*] -- how to add the selection to the existing contents of the channel ( default: replaced )

**stroke** -- strokes the selection

*selection\_object* -- the selection-object object or objects to be operated upon

**using\_color** *anything* -- color to stroke selection with

**width** *integer* -- width of stroke (in pixels)

[**location** *k.center / k.inside / k.outside*] -- ( default: center )

[**blend\_mode** *k.behind\_mode / k.clear\_mode / k.color\_blend / k.color\_burn / k.color\_dodge / k.darken / k.darker\_color / k.difference / k.dissolve / k.divide / k.exclusion / k.hard\_light / k.hard\_mix / k.hue\_blend / k.lighten / k.lighter\_color / k.linear\_burn / k.linear\_dodge / k.linear\_light / k.luminosity / k.multiply / k.normal / k.overlay / k.pin\_light / k.saturation\_blend / k.screen / k.soft\_light / k.subtract / k.vivid\_light*] -- ( default: normal )

[**opacity** *integer*] -- ( default: 100 )

[**preserving\_transparency** *boolean*]

**translate** -- moves the position relative to its current position

*layer* -- the layer object or objects to be operated upon

[**delta\_x** *float*] -- horizontal transformation (unit value)

[**delta\_y** *float*] -- vertical transformation (unit value)

**translate\_boundary** -- moves the boundary of selection relative to its current position

*selection\_object* -- the selection-object object or objects to be operated upon

[**delta\_x** *float*] -- horizontal transformation (unit value)

[**delta\_y** *float*] -- vertical transformation (unit value)

**trap** -- apply trap to a CMYK document  
*document* -- the document object or objects to be operated upon  
**width** *integer* -- trap width in pixels

**trim**  
*document* -- the document object or objects to be operated upon  
[**basing\_trim\_on** *k.bottom\_right\_pixel / k.top\_left\_pixel / k.transparent\_pixels*] -- color or type of pixels to base trim on ( default: top left pixel )  
[**top\_trim** *boolean*] -- trim away top of document ( default: true )  
[**left\_trim** *boolean*] -- trim away left of document ( default: true )  
[**bottom\_trim** *boolean*] -- trim away bottom of document ( default: true )  
[**right\_trim** *boolean*] -- trim away right of document ( default: true )

**unlink** -- unlink the layer  
*layer* -- the layer object or objects to be operated upon

Classes

**art\_layer** -- any layer that can contain data  
Plural name:  
    art\_layers  
Inherits from:  
    *layer*  
Properties:  
    **background\_layer** *boolean* -- is the layer a background layer?  
    **fill\_opacity** *float* -- the interior opacity of the layer (between 0.0 and 100.0)  
    **grouped** *boolean* -- is the layer grouped with the layer below?. Photoshop CS changed the menu name to Create/Release Clipping Mask  
    **kind** *k.black\_and\_white\_layer / k.brightness\_contrast\_layer / k.channel\_mixer\_layer / k.color\_balance\_layer / k.color\_lookup / k.curves\_layer / k.exposure\_layer / k.gradient\_fill\_layer / k.gradient\_map\_layer / k.hue\_saturation\_layer / k.inversion\_layer / k.levels\_layer / k.normal / k.pattern\_fill\_layer / k.photo\_filter\_layer / k.posterize\_layer / k.selective\_color\_layer / k.smart\_object\_layer / k.solid\_fill\_layer / k.text\_layer / k.threeD\_layer / k.threshold\_layer / k.vibrance\_layer / k.video\_layer* -- to create a text layer set this property to 'text layer' on an empty art layer of type 'normal'  
    **pixels\_locked** *boolean*  
    **position\_locked** *boolean*  
    **text\_object** (r/o) *text\_object* -- the text that is associated with the art layer. Only valid for art layers whose 'kind' is a text layer  
    **transparent\_pixels\_locked** *boolean*

**batch\_options** -- options for the Batch command

Properties:

**destination** *k.folder / k.none / k.save\_and\_close* -- final destination of processed files ( default: none )  
**destination\_folder** *alias* -- folder location when using destination to a folder  
**error\_file** *alias* -- file to log errors encountered, leave this blank to stop for errors  
**file\_naming** *list of k.ddmm / k.ddmmyy / k.document\_name\_3 / k.document\_name\_lower / k.document\_name\_mixed / k.extension\_lower / k.extension\_upper / k.mmdd / k.mmddy / k.serial\_letter\_lower / k.serial\_letter\_upper / k.serial\_number\_four / k.serial\_number\_one / k.serial\_number\_three / k.serial\_number\_two / k.yyddmm / k.yymmdd / k.yyyymmdd* -- list of file naming options 6 max.  
**macintosh\_compatible** *boolean* -- make final file name Macintosh compatible ( default: true )  
**override\_open** *boolean* -- override action open commands ( default: false )  
**override\_save** *boolean* -- override save as action steps with destination specified here ( default: false )  
**startingserial** *integer* -- starting serial number to use ( default: 1 )  
**suppress\_open** *boolean* -- suppress file open options dialogs ( default: false )  
**suppressprofile** *boolean* -- suppress color profile warnings ( default: false )  
**unix\_compatible** *boolean* -- make final file name Unix compatible ( default: true )  
**windows\_compatible** *boolean* -- make final file name Windows compatible ( default: true )

**Bitmap\_mode\_options** -- Settings related to changing the document mode to Bitmap

Inherits from:

*change\_mode\_options*

Properties:

**angle** *float* -- only valid for 'halftone screen' conversions  
**conversion\_method** *k.custom\_pattern / k.diffusion\_dither / k.halftone\_screen\_conversion / k.middle\_threshold / k.pattern\_dither* -- ( default: diffusion dither )  
**frequency** *float* -- only valid for 'halftone screen' conversions  
**pattern\_name** *unicode\_text* -- only valid for 'custom pattern' conversions  
**resolution** *float* -- output resolution (in pixels per inch) ( default: 72.0 )  
**screen\_shape** *k.halftone\_cross / k.halftone\_diamond / k.halftone\_ellipse / k.halftone\_line / k.halftone\_round / k.halftone\_square* -- only valid for 'halftone screen'

conversions

**change\_mode\_options** -- used with options on the 'change mode' command

Inherited by:

*Bitmap\_mode\_options*  
*indexed\_mode\_options*

**channel** -- A channel in a document. Can be either a component channel representing a color of the document color model or an alpha channel

Plural name:

channels

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value  
**class\_** (r/o) *type\_class* -- the object's class  
**default\_type** (r/o) *type\_class* -- the default type for the object's value  
**index** (r/o) *integer* -- the index of this instance of the object  
**properties** *record* -- all of this object's properties returned in a single record  
**channel\_color** *color\_value* -- color of the channel (not valid for component channels)  
**container** (r/o) *reference* -- the object's container  
**histogram** (r/o) *list of integer* -- a histogram of values for the channel  
**kind** *k.component\_channel / k.masked\_area\_channel / k.selected\_area\_channel / k.spot\_color\_channel* -- type of the channel  
**name** *unicode\_text* -- the channel's name  
**opacity** *float* -- opacity of alpha channels (called solidity for spot channels)  
**visible** *boolean*

**color\_sampler** -- A color sampler in a document. See the color sampler tool.

Plural name:

color\_samplers

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value  
**class\_** (r/o) *type\_class* -- the object's class  
**default\_type** (r/o) *type\_class* -- the default type for the object's value  
**index** (r/o) *integer* -- the index of this instance of the object  
**properties** *record* -- all of this object's properties returned in a single record  
**color\_sampler\_color** (r/o) *color\_value* -- color of the color sampler  
**container** (r/o) *reference* -- the object's container  
**position** (r/o) *list* -- position of the color sampler (unit

value)

**contact\_sheet\_options** -- Options for the Contact Sheet command

Properties:

- across\_first** *boolean* -- place the images horizontally first ( default: true )
- auto\_spacing** *boolean* -- auto space the images in the contact sheet ( default: true )
- best\_fit** *boolean* -- rotate images for best fit ( default: false )
- caption** *boolean* -- use the filename as a caption for the image ( default: true )
- column\_count** *integer* -- contact sheet columns ( default: 5 )
- flatten\_final** *boolean* -- flatten all layers in the final document ( default: true )
- font** *k.Arial / k.Courier\_New / k.Helvetica / k.Times\_New\_Roman* -- font used for the caption ( default: Arial )
- font\_size** *integer* -- font size used for the caption ( default: 12 )
- height** *integer* -- height of the resulting document in pixels ( default: 720 )
- horizontal\_offset** *integer* -- horizontal spacing between images in pixels ( default: 1 )
- mode** *k.bitmap / k.CMYK / k.grayscale / k.Lab / k.RGB* -- document mode (Grayscale, RGB, CMYK or Lab) ( default: RGB )
- resolution** *float* -- the resolution of the document (in pixels per inch) ( default: 72.0 )
- row\_count** *integer* -- contact sheet rows ( default: 6 )
- vertical\_offset** *integer* -- vertical spacing between images in pixels ( default: 1 )
- width** *integer* -- width of the resulting document in pixels ( default: 576 )

**count\_item** -- A counted item in a document. See the counting tool.

Plural name:

count\_items

Properties:

- best\_type** (r/o) *type\_class* -- the best type for the object's value
- class** (r/o) *type\_class* -- the object's class
- default\_type** (r/o) *type\_class* -- the default type for the object's value
- index** (r/o) *integer* -- the index of this instance of the object
- properties** *record* -- all of this object's properties returned in a single record
- container** (r/o) *reference* -- the object's container
- position** (r/o) *list* -- position of count item (unit value)

**font** -- An installed font

Plural name:



fonts

Properties:

- best\_type** (r/o) *type\_class* -- the best type for the object's value
- class\_** (r/o) *type\_class* -- the object's class
- default\_type** (r/o) *type\_class* -- the default type for the object's value
- index** (r/o) *integer* -- the index of this instance of the object
- properties** *record* -- all of this object's properties returned in a single record
- family** (r/o) *unicode\_text* -- the font's family
- name** (r/o) *unicode\_text* -- The font's text face name
- PostScript\_name** (r/o) *unicode\_text* -- the font's PostScript name
- style** (r/o) *unicode\_text* -- the font's style name

**gallery\_banner\_options** -- Options for the web photo gallery banner options

Properties:

- contact\_info** *unicode\_text* -- web photo gallery contact info ( default: )
- date\_** *unicode\_text* -- web photo gallery date ( default: )
- font** *k.Arial / k.Courier\_New / k.Helvetica / k.Times\_New\_Roman* -- the font setting for the banner text ( default: Arial )
- font\_size** *integer* -- the size of the font for the banner text ( 1 - 7; default: 3 )
- photographer** *unicode\_text* -- web photo gallery photographer ( default: )
- site\_name** *unicode\_text* -- web photo gallery site name ( default: Adobe Web Photo Gallery )

**gallery\_color\_options** -- Options for the web photo gallery colors

Properties:

- active\_link\_color** *RGB\_color\_* -- active link color
- background\_color** *RGB\_color\_* -- background color
- banner\_color** *RGB\_color\_* -- banner color
- link\_color** *RGB\_color\_* -- link color
- text\_color** *RGB\_color\_* -- text color
- visited\_link\_color** *RGB\_color\_* -- visited link color

**gallery\_images\_options** -- Options for the web photo gallery images

Properties:

- border** *integer* -- the amount of border pixels you want between your images ( 0 - 99; default: 0 )
- caption** *boolean* -- generate a caption for the images ( default: false )
- dimension** *integer* -- resized image dimensions in pixels ( default: 350 )
- font** *k.Arial / k.Courier\_New / k.Helvetica / k.Times\_New\_Roman* -- font for the gallery images text ( default: Arial )
- font\_size** *integer* -- font size for the gallery images text (

1 - 7; default: 3 )  
**image\_quality** *integer* -- the quality setting for the JPEG image ( 0 - 12; default: 5 )  
**include\_copyright** *boolean* -- include the copyright in the text for the gallery images ( default: false )  
**include\_credits** *boolean* -- include the credits in the text for the gallery images ( default: false )  
**include\_file\_name** *boolean* -- include the file name in the text for the gallery images ( default: true )  
**include\_title** *boolean* -- include the title in the text for the gallery images ( default: false )  
**numeric\_links** *boolean* -- add numeric links ( default: true )  
**resize\_constraint** *k.constrain\_both / k.constrain\_height / k.constrain\_width* -- how should the image be constrained ( default: constrain both )  
**resize\_images** *boolean* -- resize images data ( default: true )

**gallery\_options** -- Options for the web photo gallery command

Properties:

**banner\_options** *gallery\_banner\_options* -- options related to banner settings  
**custom\_color\_options** *gallery\_color\_options* -- options related to custom color settings  
**email\_address** *unicode\_text* -- the email address to show on the web page ( default: )  
**images\_options** *gallery\_images\_options* -- options related to images settings  
**layout\_style** *unicode\_text* -- the style to use for laying out the web page ( default: Centered Frame 1 - Basic )  
**preserve\_all\_metadata** *boolean* -- save all of the metadata in the JPEG files ( default: false )  
**security\_options** *gallery\_security\_options* -- options related to security settings  
**short\_extension** *boolean* -- short web page extension .htm or long web page extension .html ( default: true )  
**size\_attributes** *boolean* -- add width and height attributes for images ( default: true )  
**sub\_folders** *boolean* -- include all files found in sub folders of the input folder ( default: true )  
**thumbnail\_options** *gallery\_thumbnail\_options* -- options related to thumbnail settings  
**UTF8\_encoding** *boolean* -- web page should use UTF-8 encoding ( default: false )

**gallery\_security\_options** -- Options for the web photo gallery security

Properties:

**content** *k.gallery\_caption / k.gallery\_copyright / k.gallery\_credit / k.gallery\_custom\_text / k.gallery\_filename / k.gallery\_none / k.gallery\_title* -- web photo gallery security content ( default: gallery none )

**custom\_text** *unicode\_text* -- web photo gallery security custom text ( default: )  
**font** *k.Arial / k.Courier\_New / k.Helvetica / k.Times\_New\_Roman* -- web photo gallery security font ( default: Arial )  
**font\_size** *integer* -- web photo gallery security font size ( minimum 1; default: 36 )  
**opacity** *integer* -- web page security opacity as a percent ( default: 100 )  
**text\_color** *RGB\_color\_...* -- web page security text color  
**text\_position** *k.gallery\_centered / k.gallery\_lower\_left / k.gallery\_lower\_right / k.gallery\_upper\_left / k.gallery\_upper\_right* -- web photo gallery security text position ( default: gallery centered )  
**text\_rotate** *k.clock\_wise\_45 / k.clock\_wise\_90 / k.counter\_clock\_wise\_45 / k.counter\_clock\_wise\_90 / k.zero* -- web photo gallery security text rotate ( default: zero )

**gallery\_thumbnail\_options** -- Options for the web photo gallery thumbnail creation

Properties:

**border** *integer* -- the amount of border pixels you want around your thumbnail images ( 0 - 99; default: 0 )  
**caption** *boolean* -- with caption ( default: false )  
**column\_count** *integer* -- web photo gallery thumbnail columns ( default: 5 )  
**dimension** *integer* -- web photo gallery thumbnail dimension in pixels ( default: 75 )  
**font** *k.Arial / k.Courier\_New / k.Helvetica / k.Times\_New\_Roman* -- web photo gallery font ( default: Arial )  
**font\_size** *integer* -- the size of the font for the thumbnail images text ( 1 - 7; default: 3 )  
**include\_copyright** *boolean* -- include copyright for thumbnail ( default: false )  
**include\_credits** *boolean* -- include credits for thumbnail ( default: false )  
**include\_file\_name** *boolean* -- include file name for thumbnail ( default: false )  
**include\_title** *boolean* -- include title for thumbnail ( default: false )  
**row\_count** *integer* -- web photo gallery thumbnail rows ( default: 3 )  
**size** *k.gallery\_custom / k.gallery\_large / k.gallery\_medium / k.gallery\_small* -- the size of the thumbnail images ( default: gallery medium )

**history\_state** -- A history state for the document

Plural name:

history\_states

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value

**class\_** (r/o) *type\_class* -- the object's class  
**default\_type** (r/o) *type\_class* -- the default type for the object's value  
**index** (r/o) *integer* -- the index of this instance of the object  
**properties** *record* -- all of this object's properties returned in a single record  
**container** (r/o) *reference* -- the object's container  
**name** (r/o) *unicode\_text* -- the history state's name  
**snapshot** (r/o) *boolean* -- is the history state a snapshot?

**indexed\_mode\_options** -- Settings related to changing the document mode to Indexed

Inherits from:

*change\_mode\_options*

Properties:

**colors\_in\_palette** *integer* -- number of colors in palette (only settable for some palette types)  
**dither** *k.diffusion / k.noise / k.none / k.pattern* -- type of dither  
**dither\_amount** *integer* -- amount of dither. Only valid for diffusion ( 1 - 100 )  
**forced\_colors** *k.black\_and\_white / k.none / k primaries / k.web*  
**matte** *k.background\_color\_matte / k.black\_matte / k.foreground\_color\_matte / k.Netscape\_gray / k.none / k.semi\_gray / k.white\_matte*  
**palette** *k.exact / k.local\_adaptive / k.local\_perceptual / k.local\_selective / k.Mac\_OS\_system / k.master\_adaptive / k.master\_perceptual / k.master\_selective / k.previous\_ / k.uniform / k.web / k.Windows\_system* -- Type of palette ( default: exact )  
**preserve\_exact\_colors** *boolean*  
**transparency** *boolean*

**info\_object** -- Document information

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value  
**class\_** (r/o) *type\_class* -- the object's class  
**default\_type** (r/o) *type\_class* -- the default type for the object's value  
**properties** *record* -- all of this object's properties returned in a single record  
**author** *unicode\_text*  
**author\_position** *unicode\_text*  
**caption** *unicode\_text*  
**caption\_writer** *unicode\_text*  
**category** *unicode\_text*  
**city** *unicode\_text*  
**container** (r/o) *reference* -- the object's container  
**copyright\_notice** *unicode\_text*  
**copyrighted** *k.copyrighted\_work / k.public\_domain / k.unmarked*

**country** *unicode\_text*  
**creation\_date** *unicode\_text*  
**credit** *unicode\_text*  
**EXIF** (r/o) *list of anything*  
**headline** *unicode\_text*  
**instructions** *unicode\_text*  
**job\_name** *unicode\_text*  
**keywords** *list of unicode\_text* -- list of keywords  
**owner\_url** *unicode\_text*  
**province\_or\_state** *unicode\_text*  
**source** *unicode\_text*  
**supplemental\_categories** *list of unicode\_text*  
**title** *unicode\_text*  
**transmission\_reference** *unicode\_text*  
**urgency** *k.four / k.high / k.low / k.none / k.normal / k.seven / k.six / k.three / k.two*

**layer** -- A layer object

Plural name:

*layers*

Inherited by:

*art\_layer*

*layer\_set*

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value  
**class\_** (r/o) *type\_class* -- the object's class  
**default\_type** (r/o) *type\_class* -- the default type for the object's value  
**index** (r/o) *integer* -- the index of this instance of the object  
**properties** *record* -- all of this object's properties returned in a single record  
**all\_locked** *boolean*  
**blend\_mode** *k.color\_blend / k.color\_burn / k.color\_dodge / k.darken / k.darker\_color / k.difference / k.dissolve / k.divide / k.exclusion / k.hard\_light / k.hard\_mix / k.hue\_blend / k.lighten / k.lighter\_color / k.linear\_burn / k.linear\_dodge / k.linear\_light / k.luminosity / k.multiply / k.normal / k.overlay / k.pass\_through / k.pin\_light / k.saturation\_blend / k.screen / k.soft\_light / k.subtract / k.vivid\_light*  
**bounds** (r/o) *list* -- Bounding rectangle of the Layer  
**container** (r/o) *reference* -- the object's container  
**id** (r/o) *integer* -- the unique ID of this layer  
**itemindex** (r/o) *integer* -- the layer index sans layer groups, how Photoshop would index them  
**linked\_layers** (r/o) *list of layer*  
**name** *unicode\_text* -- the name of the layer  
**opacity** *float* -- master opacity of layer ( 0.0 - 100.0 )  
**visible** *boolean*

**layer\_comp** -- A layer composition in a document

Plural name:

layer\_comps

Properties:

- best\_type** (r/o) *type\_class* -- the best type for the object's value
- class\_** (r/o) *type\_class* -- the object's class
- default\_type** (r/o) *type\_class* -- the default type for the object's value
- index** (r/o) *integer* -- the index of this instance of the object
- properties** *record* -- all of this object's properties returned in a single record
- appearance** *boolean* -- use layer appearance
- comment** *anything* -- the description of the layer comp
- container** (r/o) *reference* -- the object's container
- name** *unicode\_text* -- the name of the layer comp
- position** *boolean* -- use layer position
- selected** (r/o) *boolean* -- the layer comp is currently selected
- visibility** *boolean* -- use layer visibility

layer\_set -- Layer set

Plural name:

layer\_sets

Inherits from:

layer

Properties:

- enabled\_channels** *list of channel* -- channels that are enabled for the layer set. Must be a list of component channels

Elements:

- art\_layers** -- by *name, index, range, relative, id, test*
- layers** -- by *name, index, range, relative, id, test*
- layer\_sets** -- by *name, index, range, relative, id, test*

measurement\_scale -- Document Measurement Scale

Properties:

- best\_type** (r/o) *type\_class* -- the best type for the object's value
- class\_** (r/o) *type\_class* -- the object's class
- default\_type** (r/o) *type\_class* -- the default type for the object's value
- properties** *record* -- all of this object's properties returned in a single record
- container** (r/o) *reference* -- the object's container
- logical\_length** *float* -- the logical length this scale equates to
- logical\_units** *unicode\_text* -- the logical units for this scale
- name** *unicode\_text* -- the name of this scale
- pixel\_length** *integer* -- the length in pixels this scale equates to

picture\_package\_options -- options for the Picture Package command

## Properties:

**content** *k.caption\_text / k.copyright\_text / k.credit\_text / k.filename\_text / k.no\_text / k.origin\_text / k.user\_text* -- content information ( default: no text )

**custom\_text** *unicode\_text* -- picture package custom text ( default: )

**flatten\_final** *boolean* -- flatten all layers in the final document ( default: true )

**font** *k.Arial / k.Courier\_New / k.Helvetica / k.Times\_New\_Roman* -- font used for the text ( default: Arial )

**font\_size** *integer* -- font size used for the caption ( default: 12 )

**layout** *unicode\_text* -- layout to use to generate the picture package ( default: (2)5x7 )

**mode** *k.bitmap / k.CMYK / k.grayscale / k.Lab / k.RGB* -- document mode (Grayscale, RGB, CMYK or Lab) ( default: RGB )

**opacity** *integer* -- web page security opacity as a percent ( default: 100 )

**resolution** *float* -- the resolution of the document (in pixels per inch) ( default: 72.0 )

**text\_color** *RGB\_color* -- text color

**text\_position** *k.gallery\_centered / k.gallery\_lower\_left / k.gallery\_lower\_right / k.gallery\_upper\_left / k.gallery\_upper\_right* -- text position ( default: gallery centered )

**text\_rotate** *k.clock\_wise\_45 / k.clock\_wise\_90 / k.counter\_clock\_wise\_45 / k.counter\_clock\_wise\_90 / k.zero* -- text rotate ( default: zero )

## **presentation\_options** -- options for the PDF presentation command

### Properties:

**auto\_advance** *boolean* -- auto advance when viewing ( default: true )

**include\_file\_name** *boolean* -- include file name for image ( default: false )

**interval** *integer* -- time in seconds before auto advancing the view ( default: 5 )

**loop** *boolean* -- loop after last page ( default: false )

**magnification** *k.actual\_size / k.fit\_page* -- magnification type when viewing the image ( default: actual size )

**PDF\_options** *PDF\_save\_options* -- Options used when creating the PDF file

**presentation** *boolean* -- true if the file type is presentation false for Multi-Page document ( default: false )

**transition** *k.blinds\_horizontal / k.blinds\_vertical / k.box\_in / k.box\_out / k.dissolve / k.glitter\_down / k.glitter\_right / k.glitter\_right\_down / k.none / k.random / k.split\_horizontal\_in / k.split\_horizontal\_out / k.split\_vertical\_in / k.split\_vertical\_out / k.wipe\_down / k.wipe\_left / k.wipe\_right / k.wipe\_up* -- transition type when switching to the next document ( default: none )

**selection\_object** -- The selection of the document

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value

**class\_** (r/o) *type\_class* -- the object's class

**default\_type** (r/o) *type\_class* -- the default type for the object's value

**properties** *record* -- all of this object's properties returned in a single record

**bounds** (r/o) *list* -- bounding rectangle of the entire selection

**container** (r/o) *reference* -- the object's container

**solid** (r/o) *boolean* -- is the bounding rectangle a solid rectangle

**settings\_object** -- Preferences for Photoshop

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value

**class\_** (r/o) *type\_class* -- the object's class

**default\_type** (r/o) *type\_class* -- the default type for the object's value

**properties** *record* -- all of this object's properties returned in a single record

**additional\_plugin\_folder** *alias*

**append\_extension** *k.ask / k.no / k.yes*

**ask\_before\_saving\_layered\_TIFF** *boolean*

**auto\_update\_open\_documents** *boolean*

**beep\_when\_done** *boolean*

**cache\_levels** *integer*

**color\_picker** *k.Adobe\_color\_picker /*

*k.Apple\_color\_picker / k.plug\_in\_color\_picker /*

*k.Windows\_color\_picker*

**column\_gutter** *float* -- gutter of columns (in points)

**column\_width** *float* -- width of columns (in points)

**create\_first\_snapshot** *boolean* -- automatically make first snapshot when a new document is created?

**display\_color\_channels\_in\_color** *boolean*

**dynamic\_color\_sliders** *boolean*

**edit\_log\_items** *k.concise / k.detailed / k.sessiononly* -- options for edit log items

**export\_clipboard** *boolean*

**font\_preview\_size** *k.extra\_large / k.none /*

*k.preview\_huge / k.preview\_large / k.preview\_medium /*

*k.preview\_small* -- show font previews in the type tool font menus

**full\_size\_preview** *boolean*

**gamut\_warning\_opacity** *float*

**grid\_size** *k.large / k.medium / k.none / k.small*

**grid\_style** *k.dashed\_line / k.dotted\_line / k.solid\_line*

**grid\_subdivisions** *integer*

**guide\_style** *k.dashed\_line / k.solid\_line*

**icon\_preview** *boolean*



**image\_previews** *k.ask / k.no / k.yes*  
**interpolation\_method** *k.automatic / k.bicubic / k.bicubic\_automatic / k.bicubic\_sharper / k.bicubic\_smoother / k.bilinear / k.closest\_neighbor / k.none / k.preserve\_details*  
**keyboard\_zoom\_resizes\_windows** *boolean*  
**Mac\_OS\_thumbnail** *boolean*  
**maximize\_compatibility** *k.always / k.ask / k.never* -- maximize compatibility for Photoshop (PSD) files  
**maximum\_RAM\_use** *integer* -- Maximum percentage of available RAM used by Photoshop ( 5 - 100 )  
**nonlinear\_history** *boolean* -- allow non-linear history?  
**number\_of\_history\_states** *integer* -- number of history states to remember (between 1 and 100)  
**other\_cursors** *k.precise / k.standard*  
**painting\_cursors** *k.brush\_size / k.precise / k.standard*  
**pixel\_doubling** *boolean*  
**point\_size** *k.postscript\_size / k.traditional\_size* -- size of point/pica  
**recent\_file\_list\_length** *integer* -- number of items in the recent file list (between 0 and 30)  
**ruler\_units** *k.cm\_units / k.inch\_units / k.mm\_units / k.percent\_units / k.pica\_units / k.pixel\_units / k.point\_units* -- Note: this is the unit that the scripting system will use when receiving and returning values  
**save\_log\_items** *k.both / k.log\_file / k.metadata* -- options for saving the history items  
**save\_log\_items\_file** *alias* -- file to save the history log  
**save\_palette\_locations** *boolean*  
**show\_Asian\_text\_options** *boolean*  
**show\_English\_font\_names** *boolean*  
**show\_slice\_numbers** *boolean*  
**show\_tool\_tips** *boolean*  
**smart\_quotes** *boolean*  
**type\_units** *k.mm\_units / k.pixel\_units / k.point\_units*  
**use\_additional\_plugin\_folder** *boolean*  
**use\_cache\_for\_histograms** *boolean*  
**use\_diffusion\_dither** *boolean*  
**use\_history\_log** *boolean* -- Turn on and off the history logging  
**use\_lowercase\_extension** *boolean* -- should the file extension be lowercase  
**use\_Shift\_key\_for\_tool\_switch** *boolean*  
**use\_video\_alpha** *boolean* -- this option requires hardware support  
**Windows\_thumbnail** *boolean*

**text\_object** -- Text object contained in an art layer  
Properties:  
**best\_type** (r/o) *type\_class* -- the best type for the object's value  
**class\_** (r/o) *type\_class* -- the object's class  
**default\_type** (r/o) *type\_class* -- the default type for the object's value

**properties** *record* -- all of this object's properties returned in a single record

**alternate\_ligatures** *boolean* -- use alternate ligatures?

**antialias\_method** *k.crisp / k.none / k.sharp / k.smoothing / k.strong*

**auto\_kerning** *k.manual / k.metrics / k.optical* -- options for auto kerning

**auto\_leading** *boolean* -- whether to use a font's built-in leading information

**auto\_leading\_amount** *float* -- percentage to use for auto leading

**baseline\_shift** *float* -- baseline offset of text (unit value)

**capitalization** *k.all\_caps / k.normal / k.small\_caps* -- the case of the text

**container** (r/o) *reference* -- the object's container

**contents** *unicode\_text* -- the text in the layer

**desired\_glyph\_scaling** *float*

**desired\_letter\_scaling** *float*

**desired\_word\_scaling** *float*

**faux\_bold** *boolean* -- use faux bold?

**faux\_italic** *boolean* -- use faux italic?

**first\_line\_indent** *float* -- (unit value)

**font** *unicode\_text* -- text face of the character

**height** *float* -- the height of paragraph text (unit value)

**horizontal\_scale** *integer* -- horizontal scaling of characters (in percent)

**horizontal\_warp\_distortion** *float* -- percentage from -100 to 100

**hyphen\_limit** *integer* -- maximum number of consecutive hyphens

**hyphenate\_after\_first** *integer* -- hyphenate after this many letters

**hyphenate\_before\_last** *integer* -- hyphenate before this many letters

**hyphenate\_capitalized\_words** *boolean* -- wheter to hyphenate capitalized words

**hyphenate\_words\_longer\_than** *integer* -- hyphenate words that have more than this number of letters ( minimum 0 )

**hyphenation** *boolean* -- use hyphenation?

**hyphenation\_zone** *float* -- the hyphenation zone (unit value)

**justification** *k.center / k.center\_justified / k.fully\_justified / k.left / k.left\_justified / k.right / k.right\_justified* -- paragraph justification

**kind** *k.paragraph\_text / k.point\_text* -- the type of the text

**language** *k.Brazilian\_Portuguese / k.Canadian\_French / k.Danish / k.Dutch / k.English\_UK / k.English\_USA / k.Finnish / k.French / k.German / k.Italian / k.Norwegian / k.Nynorsk\_Norwegian / k.Old\_German / k.Portuguese / k.Spanish / k.Swedish / k.Swiss\_German*

**leading** *float* -- leading (unit value)

**left\_indent** *float* -- (unit value)

**ligatures** *boolean* -- use ligatures?  
**maximum\_glyph\_scaling** *float*  
**maximum\_letter\_scaling** *float*  
**maximum\_word\_scaling** *float*  
**minimum\_glyph\_scaling** *float*  
**minimum\_letter\_scaling** *float*  
**minimum\_word\_scaling** *float*  
**no\_break** *boolean*  
**old\_style** *boolean* -- use old style?  
**position** *list* -- position of origin (unit value)  
**right\_indent** *float* -- (unit value)  
**Roman\_hanging\_punctuation** *boolean* -- use Roman Hanging Punctuation?  
**size** *float* -- font size in points  
**space\_after** *float* -- (unit value)  
**space\_before** *float* -- (unit value)  
**strike\_thru** *k.off / k.strike\_box / k.strike\_height* -- options for strik thru of the text  
**stroke\_color** *color\_value* -- color of text  
**text\_composer** *k.Adobe\_every\_line / k.Adobe\_single\_line* -- type of text composing engine to use  
**text\_direction** *k.horizontal / k.vertical* -- text orientation  
**tracking** *float* -- controls uniform spacing between multiple characters  
**underline** *k.left / k.off / k.right* -- options for underlining of the text  
**vertical\_scale** *integer* -- vertical scaling of characters (in percent)  
**vertical\_warp\_distortion** *float* -- percentage from -100 to 100  
**warp\_bend** *float* -- percentage from -100 to 100  
**warp\_direction** *k.horizontal / k.vertical*  
**warp\_style** *k.arc / k.arc\_lower / k.arc\_upper / k.arch / k.bulge / k.fish / k.fish\_eye / k.flag / k.inflate / k.none / k.rise / k.shell\_lower / k.shell\_upper / k.squeeze / k.twist / k.wave*  
**width** *float* -- the width of paragraph text (unit value)

## **XMP\_metadata**

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value  
**class\_** (r/o) *type\_class* -- the object's class  
**default\_type** (r/o) *type\_class* -- the default type for the object's value  
**properties** *record* -- all of this object's properties returned in a single record  
**container** (r/o) *reference* -- the object's container  
**raw\_data** *unicode\_text* -- raw XML form of file information

# Open Formats Suite

Classes for specifying options when opening document

## Classes

**Camera\_RAW\_open\_options** -- Settings related to opening a camera RAW document

Inherits from:

*open\_options*

Properties:

- bits\_per\_channel** *k.eight / k.one / k.sixteen / k.thirty\_two* -- number of bits per channel
- blue\_hue** *integer* -- the blue hue of the shot
- blue\_saturation** *integer* -- the blue saturation of the shot
- brightness** *integer* -- the brightness of the shot
- chromatic\_aberration\_by** *integer* -- the chromatic aberration B/Y of the shot
- chromatic\_aberration\_rc** *integer* -- the chromatic aberration R/C of the shot
- color\_noise\_reduction** *integer* -- the color noise reduction of the shot
- color\_space** *k.Adobe\_RGB / k.color\_match\_RGB / k.ProPhoto\_RGB / k.sRGB* -- colorspace for image
- contrast** *integer* -- the constrast of the shot
- exposure** *float* -- the exposure of the shot
- green\_hue** *integer* -- the green hue of the shot
- green\_saturation** *integer* -- the green saturation of the shot
- luminance\_smoothing** *integer* -- the luminance smoothing of the shot
- red\_hue** *integer* -- the red hue of the shot
- red\_saturation** *integer* -- the red saturation of the shot
- resolution** *float* -- the resolution of the document (in pixels per inch)
- saturation** *integer* -- the saturation of the shot
- settings** *k.camera\_default / k.custom\_settings / k.selected\_image* -- global settings for all Camera RAW options ( default: camera default )
- shadow\_tint** *integer* -- the shadow tint of the shot
- shadows** *integer* -- the shadows of the shot
- sharpness** *integer* -- the sharpness of the shot
- size** *k.extra\_large / k.large / k.maximum / k.medium / k.minimum / k.small* -- size of the new document
- temperature** *integer* -- the temperature of the shot
- tint** *integer* -- the tint of the shot
- vignetting\_amount** *integer* -- the vignetting amount of the shot
- vignetting\_midpoint** *integer* -- the vignetting mid point of the shot
- white\_balance** *k.as\_shot / k.auto / k.cloudy / k.custom\_camera\_settings / k.daylight / k.flash / k.fluorescent / k.shade / k.tungsten* -- white balance

options for the image

**DICOM\_open\_options** -- Settings related to opening a DICOM document

Inherits from:

[open\\_options](#)

Properties:

**anonymize** *boolean* -- Anonymize the patient information

**columns** *integer* -- The number of columns in n-up configuration

**reverse** *boolean* -- Reverse(Invert) the image

**rows** *integer* -- The number of rows in n-up configuration

**show\_overlays** *boolean* -- Show Overlays (if present)

**windowlevel** *integer* -- Window Level

**windowwidth** *integer* -- Window Width

**EPS\_open\_options** -- Settings related to opening a generic EPS document

Inherits from:

[open\\_options](#)

Properties:

**constrain\_proportions** *boolean* -- constrain proportions of image

**height** *float* -- height of image (unit value)

**mode** *k.CMYK / k.grayscale / k.Lab / k.RGB* -- the document mode

**resolution** *float* -- the resolution of the document (in pixels per inch)

**use\_antialias** *boolean* -- use antialias?

**width** *float* -- width of image (unit value)

**open\_options** -- used with options on the open command

Inherited by:

[Camera\\_RAW\\_open\\_options](#)

[DICOM\\_open\\_options](#)

[EPS\\_open\\_options](#)

[PDF\\_open\\_options](#)

[Photo\\_CD\\_open\\_options](#)

[raw\\_format\\_open\\_options](#)

**PDF\_open\_options** -- Settings related to opening a generic PDF document

Inherits from:

[open\\_options](#)

Properties:

**bits\_per\_channel** *k.eight / k.one / k.sixteen / k.thirty\_two* -- number of bits per channel

**constrain\_proportions** *boolean* -- DEPRECATED, no longer used in CS2 ( constrain proportions of image )

**crop\_page** *k.art\_box / k.bleed\_box / k.bounding\_box / k.crop\_box / k.media\_box / k.trim\_box* -- crop the page

**height** *float* -- DEPRECATED, no longer used in CS2 (

height of image (unit value) )  
**mode** *k.CMYK / k.grayscale / k.Lab / k.RGB* -- the document mode  
**name** *unicode\_text* -- name of the new document  
**object** *integer* -- number of 3d object to open  
**page** *integer* -- number of page or image to open  
**resolution** *float* -- the resolution of the document (in pixels per inch)  
**suppress\_warnings** *boolean* -- suppress any warnings that may occur during opening  
**use\_3d\_object\_number** *boolean* -- 3d property refers to using 3d object, if false then UsePageNumber is used  
**use\_antialias** *boolean* -- use antialias?  
**use\_page\_number** *boolean* -- page property refers to page number, if false page property refers to image number  
**width** *float* -- DEPRECATED, no longer used in CS2 (width of image (unit value) )

**Photo\_CD\_open\_options** -- Settings related to opening a PhotoCD document

Inherits from:

*open\_options*

Properties:

**color\_profile\_name** *unicode\_text* -- profile to use when reading the image  
**color\_space** *k.Lab\_16 / k.Lab\_8 / k.RGB\_16 / k.RGB\_8* - colorspace for image  
**orientation** *k.landscape / k.portrait*  
**pixel\_size** *k.extra\_large / k.large / k.maximum / k.medium / k.minimum / k.small* -- dimensions of image  
**resolution** *float* -- the resolution of the image (in pixels per inch)

**raw\_format\_open\_options** -- Settings related to opening a raw format document

Inherits from:

*open\_options*

Properties:

**bits\_per\_channel** *integer* -- number of bits for each channel (8 or 16)  
**byte\_order** *k.IBM\_PC / k.Mac\_OS* -- only relevant for images with 16 bits per channel  
**header\_size** *integer*  
**height** *integer* -- height of image (in pixels)  
**interleave\_channels** *boolean* -- are the channels in the image interleaved?  
**number\_of\_channels** *integer* -- number of channels in image  
**retain\_header** *boolean* -- retain header when saving?  
**width** *integer* -- width of image (in pixels)

# Save Formats Suite

Classes for specifying options when saving documents

## Classes

**BMP\_save\_options** -- Settings related to saving a BMP document

Inherits from:

*save\_options*

Properties:

**bits\_per\_sample** *k.A1R5G5B5 / k.A4R4G4B4 / k.A8R8G8B8 / k.eight / k.four / k.one / k.R5G6B5 / k.R8G8B8 / k.sixteen / k.thirty\_two / k.twenty\_four / k.X1R5G5B5 / k.X4R4G4B4 / k.X8R8G8B8* -- number of bits per sample ( default: twenty four )  
**flipped\_row\_order** *boolean*  
**RLE\_compression** *boolean* -- should RLE compression be used?  
**save\_alpha\_channels** *boolean* -- save alpha channels  
**target\_operating\_system** *k.OS2 / k.Windows* -- target OS. Windows or OS/2 ( default: Windows )

**EPS\_save\_options** -- Settings related to saving an EPS document

Inherits from:

*save\_options*

Properties:

**embed\_color\_profile** *boolean* -- embed color profile in document  
**encoding** *k.ASCII / k.binary / k.high\_quality\_JPEG / k.low\_quality\_JPEG / k.maximum\_quality\_JPEG / k.medium\_quality\_JPEG* -- type of encoding to use for document ( default: binary )  
**halftone\_screen** *boolean* -- include halftone screen ( default: false )  
**image\_interpolation** *boolean* -- use image interpolation ( default: false )  
**PostScript\_color\_management** *boolean* -- use Postscript color management ( default: false )  
**preview\_type** *k.eight\_bit\_Mac\_OS / k.eight\_bit\_TIFF / k.JPEG\_Mac\_OS / k.monochrome\_Mac\_OS / k.monochrome\_TIFF / k.none* -- type of preview ( default: monochrome TIFF )  
**transfer\_function** *boolean* -- include transfer functions in document ( default: false )  
**transparent\_whites** *boolean* -- only valid when saving BitMap documents  
**vector\_data** *boolean* -- include vector data

**GIF\_save\_options** -- Settings related to saving a GIF document

Inherits from:

*save\_options*

Properties:

**colors\_in\_palette** *integer* -- number of colors in palette

(only settable for some palette types)

**dither** *k.diffusion / k.noise / k.none / k.pattern* -- type of dither

**dither\_amount** *integer* -- amount of dither. Only valid for diffusion ( 1 - 100; default: 75 )

**forced\_colors** *k.black\_and\_white / k.none / k primaries / k.web*

**interlaced** *boolean* -- should rows be interlaced? ( default: false )

**matte** *k.background\_color\_matte / k.black\_matte / k.foreground\_color\_matte / k.Netscape\_gray / k.none / k.semi\_gray / k.white\_matte*

**palette** *k.exact / k.local\_adaptive / k.local\_perceptual / k.local\_selective / k.Mac\_OS\_system / k.master\_adaptive / k.master\_perceptual / k.master\_selective / k.previous\_ / k.uniform / k.web / k.Windows\_system* -- ( default: local selective )

**preserve\_exact\_colors** *boolean*

**transparency** *boolean*

## **JPEG\_save\_options** -- Settings related to saving a JPEG document

Inherits from:

*save\_options*

Properties:

**embed\_color\_profile** *boolean* -- embed color profile in document

**format\_options** *k.optimized / k.progressive / k.standard* -- ( default: standard )

**matte** *k.background\_color\_matte / k.black\_matte / k.foreground\_color\_matte / k.Netscape\_gray / k.none / k.semi\_gray / k.white\_matte*

**quality** *integer* -- quality of produced image ( 0 - 12; default: 3 )

**scans** *integer* -- number of scans. Only valid for progressive type JPEG files ( 3 - 5 )

## **PDF\_save\_options** -- Settings related to saving a pdf document

Inherits from:

*save\_options*

Properties:

**color\_conversion** *boolean* -- convert the color profile to a destination profile

**description** *unicode\_text* -- description of the save options in use

**destination\_profile** *unicode\_text* -- describes the final RGB or CMYK output device, such as your monitor or a certain press standard

**down\_sample** *k.none / k.PDF\_average / k.PDF\_bicubic / k.PDF\_subsample* -- down sample method to use

**down\_sample\_limit** *float* -- limits downsampling/subsampling to images that exceed this value (in pixels per inch)

**down\_sample\_size** *float* -- down sample images to this size if they exceed limit (in pixels per inch)



**downgrade\_color\_profile** *boolean* -- DEPRECATED, no longer used in CS2 ( should the embedded color profile be downgraded to version 2 )

**eight\_convert** *boolean* -- converts a 16-bit image to 8-bit for better compatibility with other applications

**embed\_color\_profile** *boolean* -- embed color profile in document

**embed\_fonts** *boolean* -- DEPRECATED, no longer used in CS2 ( embed fonts? Only valid if a text layer is included )

**embed\_thumbnail** *boolean* -- Includes a small preview image in Acrobat

**encoding** *k.JPEG / k.JPEG\_2000\_high / k.JPEG\_2000\_lossless / k.JPEG\_2000\_low / k.JPEG\_2000\_med / k.JPEG\_2000\_med\_high / k.JPEG\_2000\_med\_low / k.JPEG\_high / k.JPEG\_low / k.JPEG\_med / k.JPEG\_med\_high / k.JPEG\_med\_low / k.none / k.ZIP / k.ZIP\_4* -- ZIP, JPEG and JPEG2000 encoding and compression options

**image\_interpolation** *boolean* -- DEPRECATED, no longer used in CS2 ( use image interpolation? )

**JPEG\_quality** *integer* -- Only valid for JPEG encoding. Use encoding options instead of this property. Quality of produced image. Only valid for JPEG encoded PDF documents ( 0 - 12 )

**output\_condition** *unicode\_text* -- an optional comment field for inserting descriptions of the output condition. The text is stored in the PDF/X file.

**output\_condition\_id** *unicode\_text* -- identifier for the output condition

**PDF\_compatibility** *k.PDF\_13 / k.PDF\_14 / k.PDF\_15 / k.PDF\_16 / k.PDF\_17* -- PDF version to be compatible with

**PDF\_standard** *k.none / k.PDFX1a2001\_standard / k.PDFX1a2003\_standard / k.PDFX32002\_standard / k.PDFX32003\_standard / k.PDFX42008\_standard* -- PDF Standard to be compatible with

**preserve\_editing** *boolean* -- Lets you reopen the PDF in Photoshop with native Photoshop data intact

**presetfile** *unicode\_text* -- preset file to use for settings, may override 'save as' dialog settings

**profile\_inclusion\_policy** *boolean* -- shows which profiles to include

**registry\_name** *unicode\_text* -- URL where the output condition is registered

**save\_alpha\_channels** *boolean* -- save alpha channels

**save\_annotations** *boolean* -- save annotations

**save\_layers** *boolean* -- save layers

**save\_spot\_colors** *boolean* -- save spot colors

**tile\_size** *integer* -- compression option supported only with JPEG2000 compression

**transparency** *boolean* -- DEPRECATED, no longer used in CS2

**use\_outlines\_for\_text** *boolean* -- DEPRECATED, no

longer used in CS2 ( use outlines for text? Only valid if vector data is included )

**vector\_data** *boolean* -- DEPRECATED, no longer used in CS2 ( include vector data )

**view** *boolean* -- Opens the saved PDF in Acrobat

**web\_optimize** *boolean* -- Improves performance of PDFs on Web servers

**Photoshop\_DCS\_10x2E0\_save\_options** -- Settings related to saving a Photoshop DCS 1.0 document

Inherits from:

*save\_options*

Properties:

**DCS** *k.color\_composite / k.grayscale\_composite / k.no\_composite\_PostScript* -- ( default: color composite )

**embed\_color\_profile** *boolean* -- embed color profile in document

**encoding** *k.ASCII / k.binary / k.high\_quality\_JPEG / k.low\_quality\_JPEG / k.maximum\_quality\_JPEG / k.medium\_quality\_JPEG* -- type of encoding to use for document ( default: binary )

**halftone\_screen** *boolean* -- include halftone screen ( default: false )

**image\_interpolation** *boolean* -- use image interpolation ( default: false )

**preview\_type** *k.eight\_bit\_Mac\_OS / k.eight\_bit\_TIFF / k.JPEG\_Mac\_OS / k.monochrome\_Mac\_OS / k.monochrome\_TIFF / k.none* -- type of preview ( default: eight bit Mac OS )

**transfer\_function** *boolean* -- include transfer functions in document ( default: false )

**vector\_data** *boolean* -- include vector data

**Photoshop\_DCS\_20x2E0\_save\_options** -- Settings related to saving a Photoshop DCS 2.0 document

Inherits from:

*save\_options*

Properties:

**DCS** *k.color\_composite / k.grayscale\_composite / k.no\_composite\_PostScript* -- ( default: no composite PostScript )

**embed\_color\_profile** *boolean* -- embed color profile in document

**encoding** *k.ASCII / k.binary / k.high\_quality\_JPEG / k.low\_quality\_JPEG / k.maximum\_quality\_JPEG / k.medium\_quality\_JPEG* -- type of encoding to use for document ( default: binary )

**halftone\_screen** *boolean* -- include halftone screen ( default: false )

**image\_interpolation** *boolean* -- use image interpolation ( default: false )

**multifile\_DCS** *boolean* -- ( default: false )

**preview\_type** *k.eight\_bit\_Mac\_OS / k.eight\_bit\_TIFF / k.JPEG\_Mac\_OS / k.monochrome\_Mac\_OS /*

*k.monochrome\_TIFF / k.none* -- type of preview ( default: eight bit Mac OS )  
**save\_spot\_colors** *boolean* -- save spot colors  
**transfer\_function** *boolean* -- include transfer functions in document ( default: false )  
**vector\_data** *boolean* -- include vector data

**Photoshop\_save\_options** -- Settings related to saving a Photoshop document

Inherits from:

*save\_options*

Properties:

**embed\_color\_profile** *boolean* -- embed color profile in document  
**save\_alpha\_channels** *boolean* -- save alpha channels  
**save\_annotations** *boolean* -- save annotations  
**save\_layers** *boolean* -- save layers  
**save\_spot\_colors** *boolean* -- save spot colors

**PICT\_file\_save\_options** -- Settings related to saving a PICT document

Inherits from:

*save\_options*

Properties:

**compression** *k.high\_quality\_JPEG / k.low\_quality\_JPEG / k.maximum\_quality\_JPEG / k.medium\_quality\_JPEG / k.none* -- ( default: none )  
**embed\_color\_profile** *boolean* -- embed color profile in document  
**resolution** *k.eight / k.four / k.sixteen / k.thirty\_two / k.two* -- number of bits per pixel  
**save\_alpha\_channels** *boolean* -- save alpha channels

**PICT\_resource\_save\_options** -- Settings related to saving a PICT resource file

Inherits from:

*save\_options*

Properties:

**compression** *k.high\_quality\_JPEG / k.low\_quality\_JPEG / k.maximum\_quality\_JPEG / k.medium\_quality\_JPEG / k.none* -- ( default: none )  
**embed\_color\_profile** *boolean* -- embed color profile in document  
**name** *unicode\_text* -- name of PICT resource ( default: "" )  
**resolution** *k.eight / k.four / k.sixteen / k.thirty\_two / k.two* -- number of bits per pixel  
**resource\_id** *integer* -- ID of PICT resource ( default: 128 )  
**save\_alpha\_channels** *boolean* -- save alpha channels

**Pixar\_save\_options** -- Settings related to saving a Pixar document

Inherits from:

*save\_options*

Properties:

**save\_alpha\_channels** *boolean* -- save alpha channels

**PNG\_save\_options** -- Settings related to saving a PNG document

Inherits from:

[save\\_options](#)

Properties:

**compression** *integer* -- compression used on the image. ( 0 - 9; default: 0 )

**interlaced** *boolean* -- should rows be interlaced? ( default: false )

**raw\_save\_options** -- Settings related to saving a document in raw format

Inherits from:

[save\\_options](#)

Properties:

**save\_alpha\_channels** *boolean* -- save alpha channels

**save\_spot\_colors** *boolean* -- save spot colors

**save\_options** -- used with options on the save command

Inherited by:

[BMP\\_save\\_options](#)

[EPS\\_save\\_options](#)

[GIF\\_save\\_options](#)

[JPEG\\_save\\_options](#)

[PDF\\_save\\_options](#)

[Photoshop\\_DCS\\_10x2E0\\_save\\_options](#)

[Photoshop\\_DCS\\_20x2E0\\_save\\_options](#)

[Photoshop\\_save\\_options](#)

[PICT\\_file\\_save\\_options](#)

[PICT\\_resource\\_save\\_options](#)

[Pixar\\_save\\_options](#)

[PNG\\_save\\_options](#)

[raw\\_save\\_options](#)

[SGI\\_RGB\\_save\\_options](#)

[Targa\\_save\\_options](#)

[TIFF\\_save\\_options](#)

**SGI\_RGB\_save\_options** -- Settings related to saving a document in the SGI RGB format

Inherits from:

[save\\_options](#)

Properties:

**save\_alpha\_channels** *boolean* -- save alpha channels

**save\_spot\_colors** *boolean* -- save spot colors

**Targa\_save\_options** -- Settings related to saving a Target document

Inherits from:

[save\\_options](#)

Properties:

**resolution** *k.sixteen / k.thirty\_two / k.twenty\_four* -- number of bits per pixel ( default: twenty four )

**RLE\_compression** *boolean* -- should RLE compression

be used? ( default: true )

**save\_alpha\_channels** *boolean* -- save alpha channels

**TIFF\_save\_options** -- Settings related to saving a TIFF document

Inherits from:

*save\_options*

Properties:

**byte\_order** *k.IBM\_PC / k.Mac\_OS* -- Default value is 'Mac OS' when running on MacOS, and 'IBM PC' when running on a PC

**embed\_color\_profile** *boolean* -- embed color profile in document

**image\_compression** *k.JPEG / k.LZW / k.none / k.ZIP* -- compression type ( default: none )

**interleave\_channels** *boolean* -- are the channels in the image interleaved? ( default: true )

**JPEG\_quality** *integer* -- quality of produced image. Only valid for JPEG compressed TIFF documents ( 0 - 12 )

**layer\_compression** *k.RLE / k.ZIP* -- should only be used when you are saving layers

**save\_alpha\_channels** *boolean* -- save alpha channels

**save\_annotations** *boolean* -- save annotations

**save\_image\_pyramid** *boolean* -- ( default: false )

**save\_layers** *boolean* -- save layers

**save\_spot\_colors** *boolean* -- save spot colors

**transparency** *boolean*

# Export Formats Suite

Classes for specifying options when exporting documents

## Classes

**export\_options** -- used with options on the export command

Inherited by:

*Illustrator\_paths\_export\_options*

*save\_for\_web\_export\_options*

**Illustrator\_paths\_export\_options** -- Settings related to exporting

Illustrator paths

Inherits from:

*export\_options*

Properties:

**path\_name** *unicode\_text* -- name of path to export. Only valid if you are exporting a named path

**target\_path** *k.all\_paths / k.document\_bounds / k.named\_path* -- which path to export ( default: document bounds )

**save\_for\_web\_export\_options** -- Settings related to exporting Save For Web files

Inherits from:

*export\_options*

Properties:

**blur** *float* -- apply blur to image to reduce artifacts ( default: 0.0 )

**color\_reduction** *k.adaptive / k.black\_white / k.custom\_reduction / k.grayscale / k.macintosh\_colors / k.perceptual\_reduction / k.restrictive / k.selective / k.windows\_colors* -- color reduction algorithm ( default: selective )

**colors\_in\_palette** *integer* -- number of colors in palette ( default: 256 )

**dither** *k.diffusion / k.noise / k.none / k.pattern* -- type of dither ( default: diffusion )

**dither\_amount** *integer* -- amount of dither. Only valid for diffusion ( default: 100 )

**interlaced** *boolean* -- download in multiple passes, progressive ( default: false )

**lossy** *integer* -- controls amount of lossiness allowed ( default: 0 )

**matte** *RGB\_color* -- defines colors to blend transparent pixels against

**optimized\_size** *boolean* -- creates smaller but less compatible files ( default: true )

**png\_eight** *boolean* -- if the format is PNG how many bits, true = 8, false = 24 ( default: true )

**quality** *integer* -- quality of produced image ( default: 60 )

**transparency** *boolean* -- ( default: true )

**transparency\_amount** *integer* -- amount of transparency dither ( default: 100 )

**transparency\_dither** *k.diffusion / k.noise / k.none / k.pattern* -- transparency dither algorithm ( default: none )

**web\_format** *k.Alias\_PIX / k.BMP / k.CompuServe\_GIF / k.Electric\_Image / k.JPEG / k.PCX / k.Photoshop\_DCS\_10x2E0 / k.Photoshop\_DCS\_20x2E0 / k.Photoshop\_EPS / k.Photoshop\_format / k.Photoshop\_PDF / k.PICT\_file / k.PICT\_resource / k.Pixar / k.PNG / k.Portable\_Bitmap / k.raw / k.Scitex\_CT / k.SGI\_RGB / k.SoftImage / k.Targa / k.TIFF / k.Wavefront\_RLA / k.Wireless\_Bitmap* -- File format to use. Note: Save For Web only supports Compuserve GIF, JPEG, PNG-8, PNG-24, and BMP formats. ( default: CompuServe GIF )

**web\_snap** *integer* -- snaps close colors to web palette based on tolerance ( default: 0 )

**with\_profile** *boolean* -- include an ICC profile based on Photoshop color compensation ( default: false )

## Filter Suite

## Scripting commands for applying filters to documents

### Commands

**filter** -- apply a filter to one or more art layers

*art\_layer* -- the art layer object or objects to be operated upon

**using** *anything* -- name of options class that the method should be invoked with. Must be a name of a class that inherits from filter options

[**with\_options** *filter\_options*] -- options for method

### Classes

**add\_noise** -- apply the add noise filter

Inherits from:

*filter\_options*

Properties:

**amount** *float*

**distribution** *k.Gaussian / k.uniform*

**monochromatic** *boolean*

**average** -- apply the average filter

Inherits from:

*filter\_options*

**blur** -- apply the blur filter

Inherits from:

*filter\_options*

**blur\_more** -- apply the blur more filter

Inherits from:

*filter\_options*

**clouds** -- apply the clouds filter

Inherits from:

*filter\_options*

**custom\_filter** -- apply the custom filter

Inherits from:

*filter\_options*

Properties:

**characteristics** *list of integer* -- filter characteristics

(array of 25 values - Corresponds to a left to right, top to bottom traversal of array presented in the Ui)

**scaling** *integer*

**offset** *integer*

**deinterlace** -- apply the de-interlace filter

Inherits from:

*filter\_options*

Properties:

**eliminate** *k.even\_fields / k.odd\_fields*

**create\_new\_fields\_by** *k.duplication / k.interpolation*

**despeckle** -- apply the despeckle filter

Inherits from:

*filter\_options*

**difference\_clouds** -- apply the difference clouds filter

Inherits from:

*filter\_options*

**diffuse\_glow** -- apply the diffuse glow filter

Inherits from:

*filter\_options*

Properties:

**graininess** *integer* -- (range: 0 - 10)

**glow\_amount** *integer* -- (range: 0 - 20)

**clear\_amount** *integer* -- (range: 0 - 20)

**displace\_filter** -- apply the displace filter

Inherits from:

*filter\_options*

Properties:

**horizontal\_scale** *integer*

**vertical\_scale** *integer*

**kind** *k.stretch\_to\_fit / k.tile*

**undefined\_areas** *k.repeat\_edge\_pixels / k.wrap\_around*

**displacement\_map\_definition** *alias*

**dust\_and\_scratches** -- apply the dust and scratches filter

Inherits from:

*filter\_options*

Properties:

**radius** *integer* -- in pixels

**threshold** *integer*

**filter\_options** -- options used with the filter method

Inherited by:

*add\_noise*

*average*

*blur*

*blur\_more*

*clouds*

*custom\_filter*

*deinterlace*

*despeckle*

*difference\_clouds*

*diffuse\_glow*

*displace\_filter*

*dust\_and\_scratches*

*gaussian\_blur*

*glass\_filter*

*high\_pass*

*lens\_blur*

*lens\_flare*

*maximum\_filter*

*median\_noise*



*minimum\_filter*  
*motion\_blur*  
*NTSC\_colors*  
*ocean\_ripple*  
*offset\_filter*  
*pinch*  
*polar\_coordinates*  
*radial\_blur*  
*ripple*  
*sharpen*  
*sharpen\_edges*  
*sharpen\_more*  
*shear*  
*smart\_blur*  
*spherize*  
*texture\_fill*  
*twirl*  
*unsharp\_mask*  
*wave\_filter*  
*zigzag*

**gaussian\_blur** -- apply the gaussian blur filter

Inherits from:

*filter\_options*

Properties:

**radius** *float* -- in pixels

**glass\_filter** -- apply the glass filter

Inherits from:

*filter\_options*

Properties:

**distortion** *integer* -- (range: 0 - 20)

**smoothness** *integer* -- (range: 1 - 15)

**scaling** *integer* -- (range: 50 - 200)

**invert\_texture** *boolean* -- (default: false )

**texture\_kind** *k.blocks / k.canvas / k.frosted /  
k.texture\_document / k.tiny\_lens*

**texture\_definition** *alias*

**high\_pass** -- apply the high pass filter

Inherits from:

*filter\_options*

Properties:

**radius** *float* -- in pixels

**lens\_blur** -- apply the lens blur filter

Inherits from:

*filter\_options*

Properties:

**source** *k.image\_highlight / k.layer\_mask / k.none /  
k.transparency\_channel* -- source for the depth map  
(default: none )

**focal\_distance** *integer* -- blur focal distance for the depth  
map (default: 0 )

**invert\_depth\_map** *boolean* -- invert the depth map  
(default: false )  
**iris\_shape** *k.heptagon / k.hexagon / k.octagon /  
k.pentagon / k.square / k.triangle* -- shape of the iris  
(default: hexagon )  
**radius** *integer* -- radius of the iris (default: 15 )  
**blade\_curvature** *integer* -- blade curvature of the iris  
(default: 0 )  
**rotation** *integer* -- rotation of the iris (default: 0 )  
**brightness** *integer* -- brightness for the specular  
highlights (default: 0 )  
**threshold** *integer* -- threshold for the specular highlights  
(default: 0 )  
**amount** *integer* -- amount of noise (default: 0 )  
**distribution** *k.Gaussian / k.uniform* -- distribution value  
for the noise (default: uniform )  
**monochromatic** *boolean* -- is the noise monochromatic  
(default: false )

**lens\_flare** -- apply the lens flare filter

Inherits from:

*filter\_options*

Properties:

**brightness** *integer* -- (range: 10 - 300)  
**flare\_center** *list* -- position (unit value)  
**lens\_type** *k.Movie\_Prime / k.Prime\_105 / k.Prime\_35 /  
k.zoom*

**maximum\_filter** -- apply the maximum filter

Inherits from:

*filter\_options*

Properties:

**radius** *float* -- in pixels

**median\_noise** -- apply the median noise filter

Inherits from:

*filter\_options*

Properties:

**radius** *float* -- in pixels

**minimum\_filter** -- apply the minimum filter

Inherits from:

*filter\_options*

Properties:

**radius** *float* -- in pixels

**motion\_blur** -- apply the motion blur filter

Inherits from:

*filter\_options*

Properties:

**angle** *integer*  
**radius** *float* -- in pixels

**NTSC\_colors** -- apply the NTSC colors filter

Inherits from:

*filter\_options*

**ocean\_ripple** -- apply the ocean ripple filter

Inherits from:

*filter\_options*

Properties:

**ripple\_size** *integer* -- (range: 1 - 15)

**ripple\_magnitude** *integer* -- (range: 0 - 20)

**offset\_filter** -- apply the offset filter

Inherits from:

*filter\_options*

Properties:

**horizontal\_offset** *float* -- (unit value)

**vertical\_offset** *float* -- (unit value)

**undefined\_areas** *k.repeat\_edge\_pixels /  
k.set\_to\_layer\_fill / k.wrap\_around*

**pinch** -- apply the pinch filter

Inherits from:

*filter\_options*

Properties:

**amount** *integer* -- (range: -100 - 100)

**polar\_coordinates** -- apply the polar coordinates filter

Inherits from:

*filter\_options*

Properties:

**kind** *k.polar\_to\_rectangular / k.rectangular\_to\_polar*

**radial\_blur** -- apply the radial blur filter

Inherits from:

*filter\_options*

Properties:

**amount** *integer* -- from 0 to 100

**blur\_method** *k.spin / k.zoom*

**quality** *k.best\_ / k.draft / k.good*

**blur\_center** *list* -- position (unit value)

**ripple** -- apply the ripple filter

Inherits from:

*filter\_options*

Properties:

**amount** *integer* -- (range: -999 - 999)

**ripple\_size** *k.large / k.medium / k.small*

**sharpen** -- apply the sharpen filter

Inherits from:

*filter\_options*

**sharpen\_edges** -- apply the sharpen edges filter

Inherits from:

*filter\_options*

**sharpen\_more** -- apply the sharpen more filter

Inherits from:

*filter\_options*

**shear** -- apply the shear filter

Inherits from:

*filter\_options*

Properties:

**curve** *list of anything* -- specification of shear curve. List of curve points

**undefined\_areas** *k.repeat\_edge\_pixels / k.wrap\_around*

**smart\_blur** -- apply the smart blur filter

Inherits from:

*filter\_options*

Properties:

**radius** *float* -- radius (range: 0 - 1000)

**threshold** *float* -- threshold (range: 0 - 1000)

**quality** *k.high / k.low / k.medium*

**mode** *k.edge\_only / k.normal / k.overlay\_edge*

**spherize** -- apply the spherize filter

Inherits from:

*filter\_options*

Properties:

**amount** *integer* -- (range: -100 - 100)

**mode** *k.horizontal / k.normal / k.vertical*

**texture\_fill** -- apply the texture fill filter

Inherits from:

*filter\_options*

Properties:

**file\_path** *alias* -- texture file. Must be a grayscale Photoshop file

**twirl** -- apply the twirl filter

Inherits from:

*filter\_options*

Properties:

**angle** *integer* -- (range: -999 - 999)

**unsharp\_mask** -- apply the unsharp mask filter

Inherits from:

*filter\_options*

Properties:

**amount** *float*

**radius** *float* -- in pixels

**threshold** *integer* -- threshold

**wave\_filter** -- apply the wave filter

Inherits from:

*filter\_options*

Properties:

**number\_of\_generators** *integer* -- number of generators

**minimum\_wavelength** *integer*  
**maximum\_wavelength** *integer*  
**minimum\_amplitude** *integer*  
**maximum\_amplitude** *integer*  
**horizontal\_scale** *integer*  
**vertical\_scale** *integer*  
**wave\_type** *k.sine / k.square / k.triangular*  
**undefined\_areas** *k.repeat\_edge\_pixels / k.wrap\_around*  
**random\_seed** *integer*

**zigzag** -- apply the zigzag filter

Inherits from:

*filter\_options*

Properties:

**amount** *integer* -- (range: -100 - 100)  
**ridges** *integer*  
**style** *k.around\_center / k.out\_from\_center / k.pond\_ripples*

# Adjustment Suite

Scripting commands for applying adjustments to documents

## Commands

**adjust** -- apply an adjustment to one or more art layers

*art\_layer* -- the art layer object or objects to be operated upon

**using** *anything* -- name of options class that the method should be invoked with. Must be a name of a class that inherits from adjustment options

[**with\_options** *adjustment\_options*] -- options for method

## Classes

**adjustment\_options** -- options used with the adjust method

Inherited by:

*automatic\_contrast*  
*automatic\_levels*  
*brightness\_and\_contrast*  
*color\_balance*  
*curves*  
*desaturate*  
*equalize*  
*inversion*  
*levels\_adjustment*  
*mix\_channels*  
*photo\_filter*  
*posterize*  
*selective\_color*  
*shadow\_highlight*  
*threshold\_adjustment*

**automatic\_contrast** -- adjust contrast of the selected channels automatically

Inherits from:  
*adjustment\_options*

**automatic\_levels** -- adjust levels of the selected channels using auto levels option

Inherits from:  
*adjustment\_options*

**brightness\_and\_contrast** -- adjust brightness and constrast

Inherits from:  
*adjustment\_options*  
Properties:  
**brightness\_level** *integer*  
**contrast\_level** *integer*

**color\_balance**

Inherits from:  
*adjustment\_options*  
Properties:  
**shadows** *list of integer* -- list of adjustments for shadows. There must be 3 values in the list  
**midtone**s *list of integer* -- list of adjustments for midtones. There must be 3 values in the list  
**highlights** *list of integer* -- list of adjustments for highlights. There must be 3 values in the list  
**preserve\_luminosity** *boolean*

**curves** -- adjust curves of the selected channels

Inherits from:  
*adjustment\_options*  
Properties:  
**curve\_points** *list of list* -- list of curve points (number of points must be between 2 and 14)

**desaturate**

Inherits from:  
*adjustment\_options*

**equalize** -- equalize the levels

Inherits from:  
*adjustment\_options*

**inversion** -- inverts the currently selected layer or channels

Inherits from:  
*adjustment\_options*

**levels\_adjustment** -- adjust levels of the selected channels

Inherits from:  
*adjustment\_options*  
Properties:  
**input\_range\_start** *integer*  
**input\_range\_end** *integer*  
**input\_range\_gamma** *float*

**output\_range\_start** *integer*  
**output\_range\_end** *integer*

**mix\_channels** -- only valid for RGB or CMYK documents

Inherits from:

*adjustment\_options*

Properties:

**output\_channels** *list of anything* -- list of channel specifications. For each component channel that the document has, you must specify a list of adjustment values followed by a 'constant' value  
**monochrome\_mixing** *boolean* -- use monochrome mixing? If this is true you can only specify one channel value (default: false )

**photo\_filter**

Inherits from:

*adjustment\_options*

Properties:

**with\_contents** *color\_value* -- a color to use for the fill  
**density** *integer* -- density of the filter effect as a percent (default: 25 )  
**preserve\_luminosity** *boolean* -- (default: true )

**posterize**

Inherits from:

*adjustment\_options*

Properties:

**levels** *integer*

**selective\_color**

Inherits from:

*adjustment\_options*

Properties:

**selection\_method** *k.absolute / k.relative*  
**reds** *list of float* -- Array of 4 values: cyan, magenta, yellow, black  
**yellows** *list of float* -- Array of 4 values: cyan, magenta, yellow, black  
**greens** *list of float* -- Array of 4 values: cyan, magenta, yellow, black  
**cyans** *list of float* -- Array of 4 values: cyan, magenta, yellow, black  
**blues** *list of float* -- Array of 4 values: cyan, magenta, yellow, black  
**magentas** *list of float* -- Array of 4 values: cyan, magenta, yellow, black  
**whites** *list of float* -- Array of 4 values: cyan, magenta, yellow, black  
**neutrals** *list of float* -- Array of 4 values: cyan, magenta, yellow, black  
**blacks** *list of float* -- Array of 4 values: cyan, magenta, yellow, black

**shadow\_highlight**

Inherits from:

adjustment\_options

Properties:

- shadow\_amount** *integer* -- percentage from 0 to 100 (default: 50 )
- shadow\_width** *integer* -- percentage from 0 to 100 for tonal width (0 = narrow), (100 = broad) (default: 50 )
- shadow\_radius** *integer* -- pixel amount from 0 to 2500 (default: 30 )
- highlight\_amount** *integer* -- percentage from 0 to 100 (default: 0 )
- highlight\_width** *integer* -- percentage from 0 to 100 for tonal width (0 = narrow), (100 = broad) (default: 50 )
- highlight\_radius** *integer* -- pixel amount from 0 to 2500 (default: 30 )
- color\_correction** *integer* -- adjust the colors in the changed portion of the image (-100 to 100) (default: 20 )
- midtone\_contrast** *integer* -- amount for the midtone contrast (-100 to 100) (default: 0 )
- black\_clip** *float* -- fractions of whites to be clipped (default: 0.01 )
- white\_clip** *float* -- fractions of blacks to be clipped (default: 0.01 )

**threshold\_adjustment**

Inherits from:

adjustment\_options

Properties:

- level** *integer*

Color Suite

Color classes for Adobe Photoshop

Commands

- convert\_color** -- convert a object from one color model to another
  - color\_value -- color to convert
  - to** *k.CMYK / k.grayscale / k.HSB / k.Lab / k.RGB / k.RGB\_Hex* -- color model to convert to
  - Result: color\_value -- convert a object from one color model to another
- equal\_colors** -- are the colors visually equal?
  - color\_value -- The original color with which to compare.
  - with** color\_value -- The color to which to compare the original color.
  - Result: *boolean* -- are the colors visually equal?
- web\_safe\_color** -- find the closest web safe color for a color
  - for** color\_value -- Color for which to find the closest web safe



color.  
Result: RGB\_color -- find the closest web safe color for a color

Classes

**CMYK\_color** -- A CMYK color specification

Inherits from:

color\_value

Properties:

- cyan** *float* -- the cyan color value (between 0.0 and 100.0)
- magenta** *float* -- the magenta color value (between 0.0 and 100.0)
- yellow** *float* -- the yellow color value (between 0.0 and 100.0)
- black** *float* -- the black color value (between 0.0 and 100.0)

**color\_value** -- A color value

Inherited by:

- CMYK\_color
- gray\_color
- HSB\_color
- Lab\_color
- no\_color
- RGB\_color
- RGB\_hex\_color

**gray\_color** -- A gray color specification

Inherits from:

color\_value

Properties:

- gray\_value** *float* -- the gray value ( 0.0 - 100.0; default: 0.0 )

**HSB\_color** -- An HSB color specification

Inherits from:

color\_value

Properties:

- hue** *float* -- the hue value (between 0.0 and 360.0)
- saturation** *float* -- the saturation value (between 0.0 and 100.0)
- brightness** *float* -- the brightness value (between 0.0 and 100.0)

**Lab\_color** -- An Lab color specification

Inherits from:

color\_value

Properties:

- value\_L** *float* -- the L-value (between 0.0 and 100.0)
- value\_a** *float* -- the a-value (between -128.0 and 127.0)
- value\_b** *float* -- the b-value (between -128.0 and 127.0)

**no\_color** -- represents a missing color

Inherits from:

*color\_value*

**RGB\_color** -- An RGB color specification

Inherits from:

*color\_value*

Properties:

**red** *float* -- the red color value ( 0.0 - 255.0; default: 255.0 )

**green** *float* -- the green color value ( 0.0 - 255.0; default: 255.0 )

**blue** *float* -- the blue color value ( 0.0 - 255.0; default: 255.0 )

**RGB\_hex\_color** -- A hexadecimal specification of an RGB color

Inherits from:

*color\_value*

Properties:

**hex\_value** *unicode\_text* -- the hex representation of the color. (Example '10FF4B')

## Path Suite

Classes for working with art path items

### Commands

**create\_selection** -- make a selection from this path

*path\_item* -- the path item object or objects to be operated upon

[**feather\_amount** *float*] -- the feather amount in pixels

[**antialiasing** *boolean*] -- use anti aliasing for the selection

[**operation** *k.diminished / k.extended / k.intersected / k.replaced*] -- the operation mode for the selection

**deselect** -- unselect this path item, no paths items are selected

*path\_item* -- the path item object or objects to be operated upon

**fill\_path** -- fill the path with the following information

*path\_item* -- the path item object or objects to be operated upon

[**with\_contents** *anything*] -- color of the fill for this path

[**blend\_mode** *k.behind\_mode / k.clear\_mode / k.color\_blend / k.color\_burn / k.color\_dodge / k.darken / k.darker\_color / k.difference / k.dissolve / k.divide / k.exclusion / k.hard\_light / k.hard\_mix / k.hue\_blend / k.lighten / k.lighter\_color / k.linear\_burn / k.linear\_dodge / k.linear\_light / k.luminosity / k.multiply / k.normal / k.overlay / k.pin\_light / k.saturation\_blend / k.screen / k.soft\_light / k.subtract / k.vivid\_light*] -- blending mode of the fill for this path

[**opacity** *float*] -- opacity of the fill for this path

[**preserving\_transparency** *boolean*] -- preserve the transparency of the file for this path

[**feather\_amount** *float*] -- the feather amount in pixels  
[**antialiasing** *boolean*] -- use anti aliasing for the selection  
[**whole\_path** *boolean*] -- use all subpaths when doing fill

**make\_clipping\_path** -- make this path item the clipping path for this document

*path\_item* -- the path item object or objects to be operated upon  
[**flatness** *float*] -- Flatness in device pixels. Tells the PostScript printer how to approximate curves. (0.2 - 100).

**select** -- make this path item the active or selected path item  
*path\_item* -- the path item object or objects to be operated upon

**stroke\_path** -- stroke the path with the following information  
*path\_item* -- the path item object or objects to be operated upon  
[**tool** *k.art\_history\_brush\_tool / k.background\_eraser\_tool / k.blur\_tool / k.brush\_tool / k.burn\_tool / k.clone\_stamp\_tool / k.color\_replacement\_tool / k.dodge\_tool / k.eraser\_tool / k.healing\_brush\_tool / k.history\_brush\_tool / k.pattern\_stamp\_tool / k.pencil\_tool / k.sharpen\_tool / k.smudge\_tool / k.sponge\_tool*] -- tool to use when stroking the path  
[**simulate\_pressure** *boolean*] -- simulate the pressure when using the tool

Classes

**path\_item** -- An artwork path item  
Plural name:  
    path\_items  
Properties:  
    **best\_type** (r/o) *type\_class* -- the best type for the object's value  
    **class** (r/o) *type\_class* -- the object's class  
    **default\_type** (r/o) *type\_class* -- the default type for the object's value  
    **index** (r/o) *integer* -- the index of this instance of the object  
    **properties** *record* -- all of this object's properties returned in a single record  
    **container** (r/o) *reference* -- the object's container  
    **entire\_path** (r/o) *list of sub\_path\_info* -- all the path item's sub paths  
    **kind** *k.clipping / k.normal / k.text\_mask / k.vector\_mask / k.work*  
    **name** *unicode\_text* -- the name of the path item  
Elements:  
    **sub\_path\_items** -- by *index, range, relative, test*

**path\_point** -- A point on a path  
Plural name:  
    path\_points  
Properties:  
    **best\_type** (r/o) *type\_class* -- the best type for the object's

value

**class\_** (r/o) *type\_class* -- the object's class

**default\_type** (r/o) *type\_class* -- the default type for the object's value

**index** (r/o) *integer* -- the index of this instance of the object

**properties** *record* -- all of this object's properties returned in a single record

**anchor** (r/o) *list* -- the position (coordinates) of the anchor point

**container** (r/o) *reference* -- the object's container

**kind** (r/o) *k.corner\_point* / *k.smooth\_point* -- the type of point: smooth/corner

**left\_direction** (r/o) *list* -- location of the left direction point (in position)

**right\_direction** (r/o) *list* -- location of the right direction point (out position)

**path\_point\_info** -- Path point information (returned by entire path dataClassProperty of path item class)

Properties:

**anchor** *list* -- the position of the anchor (in coordinates)

**kind** *k.corner\_point* / *k.smooth\_point* -- the point type, smooth/corner

**left\_direction** *list* -- location of the left direction point (in position)

**right\_direction** *list* -- location of the right direction point (out position)

**sub\_path\_info** -- Sub path information (returned by entire path dataClassProperty of path item class)

Properties:

**closed** *boolean* -- is this path closed?

**entire\_sub\_path** *list of path\_point\_info* -- all the sub path item's path points

**operation** *k.shape\_add* / *k.shape\_intersect* / *k.shape\_subtract* / *k.shape\_xor* -- sub path operation on other sub paths

**sub\_path\_item** -- An artwork sub path item

Plural name:

sub\_path\_items

Properties:

**best\_type** (r/o) *type\_class* -- the best type for the object's value

**class\_** (r/o) *type\_class* -- the object's class

**default\_type** (r/o) *type\_class* -- the default type for the object's value

**index** (r/o) *integer* -- the index of this instance of the object

**properties** *record* -- all of this object's properties returned in a single record

**closed** (r/o) *boolean* -- is this path closed?

**container** (r/o) *reference* -- the object's container

**entire\_sub\_path** (r/o) *list of path\_point\_info* -- all the sub path item's path points  
**operation** (r/o) *k.shape\_add / k.shape\_intersect / k.shape\_subtract / k.shape\_xor* -- sub path operation on other sub paths

Elements:

**path\_points** -- by *index, range, relative, test*

# Notifier Suite

Classes for working with notifiers

## Classes

**notifier** -- The parameters of the notifie  
Plural name:  
notifiers  
Properties:  
**best\_type** (r/o) *type\_class* -- the best type for the object's value  
**class\_** (r/o) *type\_class* -- the object's class  
**default\_type** (r/o) *type\_class* -- the default type for the object's value  
**index** (r/o) *integer* -- the index of this instance of the object  
**properties** *record* -- all of this object's properties returned in a single record  
**event** (r/o) *unicode\_text* -- The id of the event, four characters or a unique string  
**event\_class** (r/o) *unicode\_text* -- The class id the event applies to, four characters or a unique string. Allows you to distinguish between the same event applied to different classes.  
**event\_file** (r/o) *alias* -- The file to execute when the event occurs

# Miscellaneous Standards Suite

Miscellaneous standard commands and classes

## Commands

**clear** -- clear current selection  
**copy** -- copy current selection to the clipboard  
**copy\_merged** -- copy current selection to the clipboard. Include data in all visible layers.  
**cut** -- cut current selection to the clipboard

**do\_action** -- play an action from the Actions Palette  
    *unicode\_text* -- the name of the action to play (note that the case of letters in the Action name is important and must match the case of the name in the Actions palette)  
    **from\_** *unicode\_text* -- the name of the action set containing the action being played (note that the case of letters in the Action Set name is important and must match the case of the name in the Actions palette)

**do\_javascript** -- execute a JavaScript  
    *anything* -- JavaScript code or file to execute  
    **[with\_arguments** *list of anything*] -- arguments to pass to the JavaScript routine  
    **[show\_debugger** *k.before\_running / k.never / k.on\_runtime\_error*] -- when should a debugger be shown? ( default: never )  
    Result: *unicode\_text* -- execute a JavaScript

**paste** -- paste clipboard into the current document  
    **[clipping\_to\_selection** *boolean*] -- should contents be clipped to the current selection? ( default: false )