

Commands list

The language used here will assume you have read the preceding sections of the documentation.

Folder

Property	Type	Default
name	string	"Jase Default Name"
parentFolder	string	null
comment	string	null

Composition

Property	Type	Default
name	string	"Jase Default Name"
parentFolder	string	null
comment	string	null
selected	bool	false
label	string	null
id	int	null
width	int	1280
height	int	720
pixelAspect	int	1
duration	int	10

frameRate	int	24
bgColor	array	[0, 0, 0]
layers	object	null

Layer

Property	Type	Default
motionBlur	boolean	false
threeDLayer	boolean	false
adjustmentLayer	boolean	false
guideLayer	boolean	false
locked	boolean	false
blendingMode	string	"normal"
parentLayer	string	null
startTime	int	0
time	int	0
inPoint	int	0
outPoint	int	10

Blending Modes Available

- add
- alpha_add
- classic_color_burn
- classic_color_dodge
- classic_difference

color
color_burn
color_dodge
dancing_dissolve
darken
darker_color
difference

dissolve
exclusion
hard_light
hard_mix
hue
lighten
lighter_color
linear_burn
linear_dodge
linear_light
luminescent_premul
luminosity

multiply
normal
overlay
pin_light
saturation
screen
silhouete_alpha
silhouette_luma
soft_light
stencil_alpha
stencil_luma
vivid_light

Text Layer

Property	Type	Default
fontSize	int	36
fillColor	array	[0, 0, 0]

strokeColor	array	[0, 0, 0]
strokeWidth	array	[0, 0, 0]
font	string	"Helvetica"
strokeOverFill	bool	false
applyStroke	bool	false
applyFill	bool	true
justification	string	"center"
tracking	int	0