

# ILAYOUTVIEW INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/addon-sdk/reference/ui-interfaces/ilayoutview>

The `ILayoutView` interface provides access to a Layout View from the SDK. Note that this interface represents the editor view; the `ILayout` interface provides the interface to the actual layout in the project model.

## Methods

### GetProject()

Return the `IProject` representing the project associated with this Layout View.

### GetLayout()

Return an `ILayout` representing the layout in the project model that this Layout View is showing.

### GetActiveLayer()

Return an `ILayer` representing the current active layer selected in this Layout View.

### GetZoomFactor()

Return the current zoom factor of the Layout View. For example 1 represents 100% zoom, 0.5 represents 50% zoom, etc.

### LayoutToClientDeviceX(x)

### LayoutToClientDeviceY(y)

Convert from layout co-ordinates to device pixel co-ordinates in the layout view canvas. This is useful for rendering at device pixel sizes after calling `SetDeviceTransform()`.

### SetDeviceTransform(iRenderer)

Set the given `IWebGLRenderer` to a device pixel co-ordinate transform. This means co-ordinates used for rendering are based on device pixel co-ordinates relative to the layout view canvas, rather than layout co-ordinates.

### SetDefaultTransform(iRenderer)

Set the given IWebGLRenderer to a layout co-ordinate transform. This is the default and should be restored after using `SetDeviceTransform()`.

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### **Refresh()**

Schedules the layout view to be redrawn at the next animation frame. Avoid unnecessarily refreshing the layout view, such as refreshing on a timer, since this can waste battery life.