**getobjectvisuallayer**

Function of getting the flag of visual layer availability for an object in graphical container by its identifier.

**Syntax:**

*flag* = **getobjectvisuallayer**(*num*, *obj\_id*);

**Arguments:**

*num* – object visual layer number,

*obj\_id* – object identifier.

**Description:**

*getobjectvisuallayer(num, obj\_id) –* the function of getting the flag of visual layer availability with number *num* for an object in graphical container by its identifier *obj\_id*. The object identifier can be got by means of function *getobj(i)* and is provided with the type of indicator to the object. Layer number is set within the range from 1 to 16.

**Result:**

*flag* – flag of visual layer availability for an object.

**Example:**

|  |  |
| --- | --- |
|  | flag = **getobjectvisuallayer**(1, Line1); |