**setobjectvisuallayer**

Function of setting the flag of visual layer availability for objects in graphical container by their names.

**Syntax:**

**setobjectvisuallayer**(*num*, *flag, obj\_name1, …, obj\_namen*);

**Arguments:**

*num* – object visual layer number,

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

*obj\_name1…obj\_namen* – object names.

**Description:**

*setobjectvisuallayer(num, flag, obj\_name1, …, obj\_namen) –* the function of setting the flag *flag* (enabled – 1 or disabled – 0 ) of availability of a visual layer with number *num* for objects in graphical container by their names *obj\_name1…obj\_namen*. Layer number is set within the range from 1 to 16.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **setobjectvisuallayer**(1, 1, Line1, Line2); |