Layer related Commands

createLayer(...)

```
createLayer(layer)
```

Creates a new layer with the name "name".

May raise ValueError if the layer name isn't acceptable.

deleteLayer(...)

```
deleteLayer("layer")
```

Deletes the layer with the name "layer". Nothing happens if the layer doesn't exists or if it's the only layer in the document.

May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

getActiveLayer(...)

```
getActiveLayer() -> string
```

Returns the name of the current active layer.

getLayers(...)

```
getLayers() -> list
```

Returns a list with the names of all defined layers.

getLayerBlendmode(...)

```
getLayerBlendmode("layer") -> int
```

Returns the "layer" layer blendmode, May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

isLayerFlow(...)

```
isLayerFlow("layer") -> bool
```

Returns whether text flows around objects on layer "layer", a value of True means that text flows around, a value of False means that the text does not flow around.

May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

isLayerLocked(...)

```
isLayerLocked("layer") -> bool
```

Returns whether the layer "layer" is locked or not, a value of True means that the layer "layer" is editable, a value of False means that the layer "layer" is locked.

May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

getLayerTransparency(...)

```
getLayerTransparency("layer") -> float
```

Returns the "layer" layer transparency, May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

isLayerOutlined(...)

```
isLayerOutlined("layer") -> bool
```

Returns whether the layer "layer" is outlined or not, a value of True means that the layer "layer" is outlined, a value of False means that the layer "layer" is normal.

May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

isLayerPrintable(...)

```
isLayerPrintable("layer") -> bool
```

Returns whether the layer "layer" is printable or not, a value of True means that the layer "layer" can be printed, a value of False means that printing the layer "layer" is disabled.

May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

isLayerVisible(...)

```
isLayerVisible("layer") -> bool
```

Returns whether the layer "layer" is visible or not, a value of True means that the layer "layer" is visible, a value of False means that the layer "layer" is invisible.

May raise [NotFoundError](#) if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

sentToLayer(...)

    sentToLayer("layer" [, "name"])

Sends the object "name" to the layer "layer". The layer must exist. If "name" is not given the currently selected item is used.

May raise [NotFoundError](#) if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

setActiveLayer(...)

    setActiveLayer("name")

Sets the active layer to the layer named "name".

May raise [NotFoundError](#) if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

setLayerBlendmode(...)

    setLayerBlendmode"layer", blend)

Sets the layers "layer" blendmode to blend. May raise NotFoundError if the layer can't be found.

May raise ValueError if the layer name isn't acceptable.

setLayerFlow(...)

    setLayerFlow"layer", flow)

Sets the layers "layer" flowcontrol to flow. If flow is set to true text in layers above this one will flow around objects on this layer.

May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

setLayerLocked(...)

    setLayerLocked("layer", locked)

Sets the layer "layer" to be locked or not. If locked is set to true the layer will be locked.

May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

setLayerOutlined(...)

    setLayerOutlined"layer", outline)

Sets the layer "layer" to be locked or not. If outline is set to true the layer will be displayed outlined.

May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

setLayerPrintable(...)

    setLayerPrintable("layer", printable)

Sets the layer "layer" to be printable or not. If is the printable set to false the layer won't be printed.

May raise [NotFoundError](#) if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

setLayerTransparency(...)

    setLayerTransparency"layer", trans)

Sets the layers "layer" transparency to trans.

May raise NotFoundError if the layer can't be found. May raise ValueError if the layer name isn't acceptable.

setLayerVisible(...)

    setLayerVisible("layer", visible)

Sets the layer "layer" to be visible or not. If is the visible set to false the layer is invisible.

May raise [NotFoundError](#) if the layer can't be found. May raise ValueError if the layer name isn't acceptable.