



Photoshop® CS AppleScript Reference Guide



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Suite Listing for Adobe Photoshop CS

Core Suite : *Suite that applies to all applications*

count: Return the number of elements of a particular class within an object

count *reference* -- the object whose elements are to be counted

each *type class* -- the class of the elements to be counted.

Result: *integer* -- the number of elements

delete: Remove an element from an object

delete *reference* -- the element to delete

duplicate: Duplicate one or more object(s)

duplicate *reference* -- the object(s) to duplicate

[to location] *reference* -- the new location for the object(s)

[with properties record] -- new values for the properties of the duplicated element

Result: *reference* -- to the duplicated object(s)

exists: Verify if an object exists

exists *reference* -- the object in question

Result: *boolean* -- true if it exists, false if not

make: Make a new element

make

new *type class* -- the class of the new element.

at *location reference* -- the location at which to insert the element

[with data anything] -- the initial data for the element

[with properties record] -- the initial values for the properties of the element

Result: *reference* -- to the new object(s)

move: Move object(s) to a new location

move *reference* -- the object(s) to move

to *location reference* -- the new location for the object(s)

Result: *reference* -- to the object(s) after they have been moved

close: close the document

close *document* -- the document object or objects to be operated upon

[saving ask/no/yes] -- specifies whether changes should be saved before closing (default: ask)

open: open the specified document file(s)

open *anything* -- the file(s) to be opened

[as Acrobat TouchUp Image/Alias PIX/BMP/CompuServe GIF/Electric Image/EPS/EPS PICT preview/EPS TIFF Preview/Filmstrip/JPEG/PCX/PDF/Photo CD/Photoshop DCS 1.0/Photoshop DCS 2.0/Photoshop EPS/Photoshop format/Photoshop PDF/PICT file/PICT resource/Pixar/PNG/Portable Bitmap/raw/Scitex CT/SGI RGB/SoftImage/Targa/TIFF/Wavefront RLA/Wireless Bitmap] -- open document as the specified type

[with options open options] -- options for the file type specified

[showing dialogs always/error dialogs/never] -- should a dialog be displayed when a file is opened

print: print the specified object(s)

print *anything* -- the file(s) or document(s) to be printed

[postscript encoding ASCII/binary/JPEG] -- encoding type (default: binary)

[source space document space/proof space] -- color space for source (default: document space)

[print space Unicode text] -- color space for printer. Can be nothing (meaning same as source); 'Working RGB', 'Working CMYK', 'Working Gray', 'Lab Color' (meaning one of the working spaces or Lab color); or a string specifying a specific colorspace (default is same as source)

[intent absolute colorimetric/perceptual/relative colorimetric/saturation intent] -- if the print space is different

from the source space, this argument will be used as the color conversion intent (default: relative colorimetric)
[blackpoint compensation boolean] -- if the print space is different from the source space, this argument indicates if the color conversion should use black point compensation (default: true)

quit: quit the application

quit

save: save the specified document

save document -- the document object or objects to be operated upon
[in file specification] -- the file to save the document in
[as Alias PIX/BMP/CompuServe GIF/Electric Image/JPEG/PCX/Photoshop DCS 1.0/Photoshop DCS 2.0/Photoshop EPS/Photoshop format/Photoshop PDF/PICT file/PICT resource/Pixar/PNG/Portable Bitmap/raw/Scitex CT/SGL RGB/SoftImage/Targa/TIFF/Wavefront RLA/Wireless Bitmap] -- the file type to save the document as
[copying boolean] -- save as copy leaving original open. Unsaved files cannot be saved as copy
[appending lowercase extension/no extension/uppercase extension] -- append an extension to the document
name
[with options save options] -- options for the file type specified
Result: document -- save the specified document

Class application: The Adobe Photoshop application

Elements:

document by name, by numeric index, as a range of elements, before/after another element, satisfying a test
font by name, by numeric index, as a range of elements, before/after another element, satisfying a test

Properties:

best type type class [r/o] -- the best type for the object's value
class type class [r/o] -- the object's class
default type type class [r/o] -- the default type for the object's value
properties record -- all of this object's properties returned in a single record
background color color value
color settings anything -- name of selected color settings' set
current document document -- the foremost document
display dialogs always/error dialogs/never -- controls whether or not Photoshop displays dialogs
foreground color color value
free memory real [r/o] -- the amount of unused memory available to Adobe Photoshop
foremost boolean [r/o] -- is Photoshop the foremost application?
name Unicode text [r/o] -- the application's name
scripting version Unicode text [r/o] -- the version of the Scripting interface
settings settings-object [r/o] -- preference settings
version Unicode text [r/o] -- the version of Adobe Photoshop application

Class document: A document

Plural form:

documents

Elements:

art layer by name, by numeric index, as a range of elements, before/after another element, satisfying a test
channel by name, by numeric index, as a range of elements, before/after another element, satisfying a test
history state by name, by numeric index, as a range of elements, before/after another element, satisfying a test
layer comp by name, by numeric index, as a range of elements, before/after another element, satisfying a test
layer by name, by numeric index, as a range of elements, before/after another element, satisfying a test
layer set by name, by numeric index, as a range of elements, before/after another element, satisfying a test
path item by name, by numeric index, as a range of elements, before/after another element, satisfying a test

Properties:

best type type class [r/o] -- the best type for the object's value
class type class [r/o] -- the object's class
default type type class [r/o] -- the default type for the object's value
index integer [r/o] -- the index of this instance of the object
properties record -- all of this object's properties returned in a single record
background layer art layer [r/o] -- background layer for the document. Only valid for documents that have a background layer

bits per channel **eight/one/sixteen** -- number of bits per channel
 color profile kind **custom/none/working** -- type of color profile management for document
 color profile name **Unicode text** -- name of color profile for document. Only valid for documents that have been assigned a color profile
 component channels **list of channel [r/o]** -- all color component channels for this document
 current channels **list of channel** -- selected channels for document
 current history brush **source history state** -- the current history state to use with the history brush for this document
 current history state **history state** -- the current history state for this document
 current layer **layer** -- selected layer for document
 file path **alias [r/o]** -- full path name of document
 height **real [r/o]** -- height of document (unit value)
 histogram **list of integer [r/o]** -- a histogram of values for the composite document (only for RGB, CMYK and 'Indexed colors' documents)
 info **info-object [r/o]** -- document information
 initial fill **transparent/use background color/white [r/o]** -- initial fill of the document. Only valid when used as an option with the 'make new document' command
 managed **boolean [r/o]** -- is the document a workgroup document?
 mode **bitmap/CMYK/duotone/grayscale/indexed color/Lab/multichannel/RGB [r/o]** -- document mode
 modified **boolean [r/o]** -- has the document been modified since last save?
 name **Unicode text [r/o]** -- the document's name
 pixel aspect ratio **real** -- the pixel aspect ration of the document
 quick mask mode **boolean** -- is the document in the quick mask mode?
 resolution **real [r/o]** -- the resolution of the document (in pixels per inch)
 selection **selection-object [r/o]** -- the document's selection
 width **real [r/o]** -- width of document (unit value)
 XMP metadata **XMP metadata [r/o]**

Photoshop Suite : *Scripting commands and classes for Adobe Photoshop*

apply: apply the layer comp to the document

apply layer comp -- the layer comp object or objects to be operated upon

apply layer style:

apply layer style art layer -- the art layer object or objects to be operated upon
using Unicode text -- name of the layer style to apply

change mode: change the mode of the document

change mode document -- the document object or objects to be operated upon
to bitmap/CMYK/grayscale/indexed color/Lab/multichannel/RGB -- name of mode to change to
[with options change mode options] -- options for changing the mode

contract: contracts the selection

contract selection-object -- the selection-object object or objects to be operated upon
by real -- distance to contract the selection by (unit value)

convert: convert the document from using one color profile to using an other

convert document -- the document object or objects to be operated upon
to profile Unicode text -- name of color profile to convert to. Either a string specifying a specific color profile or 'Working RGB', 'Working CMYK', 'Working Gray', 'Lab Color' meaning one of the working color spaces or Lab color
intent absolute colorimetric/perceptual/relative colorimetric/saturation intent -- conversion intent
[blackpoint compensation boolean] -- use black point compensation?
[dithering boolean] -- use dither? (default: true)

convert to shape: converts the text item and its containing layer to a fill layer with the text changed to a clipping path

convert to shape text-object -- the text-object object or objects to be operated upon

create PDF presentation: create a PDF presentation file

`create PDF presentation`
`from files list of alias` -- list of input files to include in the output
`to file file specification` -- location of the output file
`[with options presentation options]` -- options for the PDF presentation
Result: `Unicode text` -- create a PDF presentation file

create photo gallery: create a web photo gallery

`create photo gallery`
`from folder alias` -- folder of files to process
`to folder alias` -- location for output files
`[with options gallery options]` -- options for the web photo gallery
Result: `Unicode text` -- create a web photo gallery

create work path: creates a work path based on the text object

`create work path text-object` -- the text-object object or objects to be operated upon

crop: crop the document

`crop document` -- the document object or objects to be operated upon
`bounds list` -- area to crop (unit value)
`[angle real]` -- angle of cropping bounds (default: 0.0)
`[width real]` -- width of resulting document (unit value)
`[height real]` -- height of resulting document (unit value)

deselect:

`deselect document` -- the document object or objects to be operated upon

expand: expand selection

`expand selection-object` -- the selection-object object or objects to be operated upon
`by real` -- distance to expand the selection by (unit value)

export:

`export document` -- the document object or objects to be operated upon
`in file specification` -- the file to export to
`[as Illustrator paths]` -- the type of export (default: Illustrator paths)
`[with options Illustrator paths export options]` -- options for the export type specified

feather: feather edges of selection

`feather selection-object` -- the selection-object object or objects to be operated upon
`by real` -- amount to feather the edge by (unit value)

fill: fills the selection

`fill selection-object` -- the selection-object object or objects to be operated upon
`with contents anything` -- a color or a history state
`[blend mode behind mode/clear mode/color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pin light/saturation blend/screen/soft light/vivid light]` -- (default: normal)
`[opacity integer]` -- (default: 100)
`[preserving transparency boolean]`

flatten: flatten all layers in the document

`flatten document` -- the document object or objects to be operated upon

flip canvas: flip the canvas horizontally or vertically

`flip canvas document` -- the document object or objects to be operated upon
`direction horizontal/vertical` -- which way to flip the canvas

grow: grow selection to include all adjacent pixels falling within the specified tolerance range

`grow selection-object` -- the selection-object object or objects to be operated upon
`tolerance integer` -- (0 - 255)
`antialiasing boolean`

import annotations: import annotations into the document

`import annotations document` -- the document object or objects to be operated upon
`from alias` -- document to import annotations from

invert: invert the selection

`invert selection-object` -- the selection-object object or objects to be operated upon

link: link the layer with another layer

`link layer` -- the layer object or objects to be operated upon
`with layer` -- layer to link to

load: load the selection from a channel

`load selection-object` -- the selection-object object or objects to be operated upon
`from channel` -- the channel to load the selection from
`[combination type diminished/extended/intersected/replaced]` -- how to combine the channel contents with the existing selection (default: replaced)
`[inverting boolean]` -- select the inverse of the channel contents? (default: false)

make work path: make this selection item the work path for this document

`make work path selection-object` -- the selection-object object or objects to be operated upon
`[tolerance real]` -- tolerance in pixels

merge: merge an art layer, layer set or a spot channel. Merging a layer returns a reference to the resulting layer. Merging a channel does not return any value

`merge channel` -- the channel object or objects to be operated upon

merge visible layers: flatten all visible layers in the document

`merge visible layers document` -- the document object or objects to be operated upon

purge: purges one or more caches

`purge all caches/clipboard cache/history caches/undo caches` -- what to purge

rasterize:

`rasterize art layer` -- the art layer object or objects to be operated upon
`affecting all linked layers/entire layer/fill content/layer clipping path/shape/text contents` -- what to rasterize

recapture: recapture the current layer state(s) for this layer comp

`recapture layer comp` -- the layer comp object or objects to be operated upon

reset from comp: reset the layer comp state to the document state

`reset from comp layer comp` -- the layer comp object or objects to be operated upon

resize canvas: change the size of the canvas

`resize canvas document` -- the document object or objects to be operated upon
`[width real]` -- desired width of canvas (unit value)
`[height real]` -- desired height of canvas (unit value)
`[anchor position bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right]` -- anchor to resize around (default: middle center)

resize image: change the size of the image

`resize image document` -- the document object or objects to be operated upon

[width real] -- desired width of image (unit value)
[height real] -- desired height of image (unit value)
[resolution real] -- (in pixels per inch)
[resample method bicubic/bicubic sharper/bicubic smoother/bilinear/closest neighbor/none] -- what method should be used for resampling pixels (default: bicubic)

reveal all: expand document to show clipped sections

reveal all document -- the document object or objects to be operated upon

rotate:

rotate layer -- the layer object or objects to be operated upon
angle real
[anchor position bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right] -- point to rotate about (default: middle center)

rotate boundary: rotates the boundary of selection

rotate boundary selection-object -- the selection-object object or objects to be operated upon
angle real
[anchor position bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right] -- point to rotate about (default: middle center)

rotate canvas: rotate canvas of document

rotate canvas document -- the document object or objects to be operated upon
angle real -- number of degrees to rotate. A positive angle will rotate the canvas clockwise; a negative value will rotate the canvas counter-clockwise

scale:

scale layer -- the layer object or objects to be operated upon
[horizontal scale real] -- percentage (default: 100.0)
[vertical scale real] -- percentage (default: 100.0)
[anchor position bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right] -- point to rotate about (default: middle center)

scale boundary: scale the boundary of selection

scale boundary selection-object -- the selection-object object or objects to be operated upon
[horizontal scale real] -- percentage (default: 100.0)
[vertical scale real] -- percentage (default: 100.0)
[anchor position bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right] -- point to scale about (default: middle center)

select: change the selection

select document -- the document object or objects to be operated upon
region list of anything -- list of corners of the selection (in pixels)
[combination type diminished/extended/intersected/replaced] -- how to combine the new selection with the existing selection (default: replaced)
[feather amount real] -- feather amount (default: 0.0)
[antialiasing boolean] -- whether to use antialiasing (default: true)

select all: select the entire image

select all document -- the document object or objects to be operated upon

select border: select the border of the selection

select border selection-object -- the selection-object object or objects to be operated upon
width real -- width of border selection (unit value)

similar: grow selection to include pixels throughout the image falling within the tolerance range

similar selection-object -- the selection-object object or objects to be operated upon

tolerance integer
antialiasing boolean

smooth:

smooth selection-object -- the selection-object object or objects to be operated upon
radius integer -- sample radius in pixels (0 - 100)

split channels: split channels of the document

split channels document -- the document object or objects to be operated upon
Result: list of document -- split channels of the document

store: save the selection as a channel

store selection-object -- the selection-object object or objects to be operated upon
into channel -- the channel to save the selection to
[combination type diminished/extended/intersected/replaced] -- how to add the selection to the existing contents of the channel (default: replaced)

stroke: strokes the selection

stroke selection-object -- the selection-object object or objects to be operated upon
using color anything -- color to stroke selection with
width integer -- width of stroke (in pixels)
[location center/inside/outside] -- (default: center)
[blend mode behind mode/clear mode/color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pin light/saturation blend/screen/soft light/vivid light] -- (default: normal)
[opacity integer] -- (default: 100)
[preserving transparency boolean]

translate: moves the position relative to its current position

translate layer -- the layer object or objects to be operated upon
[delta x real] -- horizontal transformation (unit value)
[delta y real] -- vertical transformation (unit value)

translate boundary: moves the boundary of selection relative to its current position

translate boundary selection-object -- the selection-object object or objects to be operated upon
[delta x real] -- horizontal transformation (unit value)
[delta y real] -- vertical transformation (unit value)

trap: apply trap to a CMYK document

trap document -- the document object or objects to be operated upon
width integer -- trap width in pixels

trim:

trim document -- the document object or objects to be operated upon
[basing trim on bottom right pixel/top left pixel/transparent pixels] -- color or type of pixels to base trim on (default: top left pixel)
[top trim boolean] -- trim away top of document (default: true)
[left trim boolean] -- trim away left of document (default: true)
[bottom trim boolean] -- trim away bottom of document (default: true)
[right trim boolean] -- trim away right of document (default: true)

unlink: unlink the layer

unlink layer -- the layer object or objects to be operated upon

Class art layer: any layer that can contain data

Plural form:

art layers

Elements:

Super classes:

layer

Properties:

best type type class [r/o] -- (inherited from the "layer" class) the best type for the object's value

class type class [r/o] -- (inherited from the "layer" class) the object's class

default type type class [r/o] -- (inherited from the "layer" class) the default type for the object's value

index integer [r/o] -- (inherited from the "layer" class) the index of this instance of the object

properties record -- (inherited from the "layer" class) all of this object's properties returned in a single record

all locked boolean -- (inherited from the "layer" class)

blend mode color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/

linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pass through/pin light/saturation blend/screen/soft light/vivid light -- (inherited from the "layer" class)

bounds list [r/o] -- (inherited from the "layer" class) Bounding rectangle of the Layer

container reference [r/o] -- (inherited from the "layer" class) the object's container

linked layers list of layer [r/o] -- (inherited from the "layer" class)

name Unicode text -- (inherited from the "layer" class) the name of the layer

opacity real -- (inherited from the "layer" class) master opacity of layer (0.0 - 100.0)

visible boolean -- (inherited from the "layer" class)

background layer boolean -- is the layer a background layer?

fill opacity real -- the interior opacity of the layer (between 0.0 and 100.0)

grouped boolean -- is the layer grouped with the layer below?. Photoshop CS changed the menu name to Create/

Release Clipping Mask

kind brightness contrast layer/channel mixer layer/color balance layer/curves layer/gradient fill layer/gradient map

layer/hue saturation layer/inversion layer/levels layer/normal/pattern fill layer/posterize layer/selective color layer/solid fill layer/text layer/threshold layer -- to create a text layer set this property to 'text layer' on an empty art layer of type 'normal'

pixels locked boolean

position locked boolean

text object text-object [r/o] -- the text item that is associated with the art layer. Only valid for art layers whose 'has text' is true

transparent pixels locked boolean

Class Bitmap mode options: Settings related to changing the document mode to Bitmap

Elements:

Super classes:

change mode options

Properties:

angle real -- only valid for 'halftone screen' conversions

conversion method custom pattern/diffusion dither/halftone screen conversion/middle threshold/pattern dither -- (default: diffusion dither)

frequency real -- only valid for 'halftone screen' conversions

pattern name Unicode text -- only valid for 'custom pattern' conversions

resolution real -- output resolution (in pixels per inch)

screen shape halftone cross/halftone diamond/halftone ellipse/halftone line/halftone round/halftone square -- only valid for 'halftone screen' conversions

Class change mode options: used with options on the 'change mode' command

Sub classes:

Bitmap mode options, indexed mode options

Class channel: A channel in a document. Can be either a component channel representing a color of the document color model or an alpha channel

Plural form:

channels

Properties:

best type type class [r/o] -- the best type for the object's value

class type class [r/o] -- the object's class

default type type class [r/o] -- the default type for the object's value

`index` **integer** [r/o] -- the index of this instance of the object
`properties` **record** -- all of this object's properties returned in a single record
`channel` **color** **color value** -- color of the channel (not valid for component channels)
`container` **reference** [r/o] -- the object's container
`histogram` **list of integer** [r/o] -- a histogram of values for the channel
`kind` **component channel/masked area channel/selected area channel/spot color channel** -- type of the channel
`name` **Unicode text** -- the channel's name
`opacity` **real** -- opacity of alpha channels (called solidity for spot channels)
`visible` **boolean**

Class font: An installed font

Plural form:

fonts

Properties:

`best type` **type class** [r/o] -- the best type for the object's value
`class` **type class** [r/o] -- the object's class
`default type` **type class** [r/o] -- the default type for the object's value
`index` **integer** [r/o] -- the index of this instance of the object
`properties` **record** -- all of this object's properties returned in a single record
`family` **Unicode text** [r/o] -- the font's family
`name` **Unicode text** [r/o] -- The font's text face name
`PostScript name` **Unicode text** [r/o] -- the font's PostScript name
`style` **Unicode text** [r/o] -- the font's style name

Class gallery banner options: options for the web photo gallery banner options

Properties:

`contact` **info Unicode text** -- web photo gallery contact info (default:)
`date` **Unicode text** -- web photo gallery date (default:)
`font` **Arial/Courier New/Helvetica/Times New Roman** -- the font setting for the banner text (default: Arial)
`font size` **integer** -- the size of the font for the banner text (1 - 7; default: 3)
`photographer` **Unicode text** -- web photo gallery photographer (default:)
`site name` **Unicode text** -- web photo gallery site name (default: Adobe Web Photo Gallery)

Class gallery color options: options for the web photo gallery colors

Properties:

`active link` **color RGB color** -- active link color
`background` **color RGB color** -- background color
`banner` **color RGB color** -- banner color
`link` **color RGB color** -- link color
`text` **color RGB color** -- text color
`visited link` **color RGB color** -- visited link color

Class gallery images options: options for the web photo gallery images

Properties:

`border` **integer** -- the amount of border pixels you want between your images (0 - 99; default: 0)
`caption` **boolean** -- generate a caption for the images (default: false)
`dimension` **integer** -- resized image dimensions in pixels (default: 350)
`font` **Arial/Courier New/Helvetica/Times New Roman** -- font for the gallery images text (default: Arial)
`font size` **integer** -- font size for the gallery images text (1 - 7; default: 3)
`image quality` **integer** -- the quality setting for the JPEG image (0 - 12; default: 5)
`include copyright` **boolean** -- include the copyright in the text for the gallery images (default: false)
`include credits` **boolean** -- include the credits in the text for the gallery images (default: false)
`include file name` **boolean** -- include the file name in the text for the gallery images (default: true)
`include title` **boolean** -- include the title in the text for the gallery images (default: false)
`numeric links` **boolean** -- add numeric links (default: true)
`resize constraint` **constrain both/constrain height/constrain width** -- how should the image be constrained (default: constrain both)
`resize images` **boolean** -- resize images data (default: true)

Class gallery options: options for the web photo gallery command

Properties:

`banner options gallery banner options` -- options related to banner settings
`custom color options gallery color options` -- options related to custom color settings
`email address Unicode text` -- the email address to show on the web page (default:)
`images options gallery images options` -- options related to images settings
`layout style Unicode text` -- the style to use for laying out the web page (default: Centered Frame 1 - Basic)
`preserve all metadata boolean` -- save all of the metadata in the JPEG files (default: false)
`security options gallery security options` -- options related to security settings
`short extension boolean` -- short web page extension .htm or long web page extension .html (default: true)
`size attributes boolean` -- add width and height attributes for images (default: true)
`sub folders boolean` -- include all files found in sub folders of the input folder (default: true)
`thumbnail options gallery thumbnail options` -- options related to thumbnail settings
`UTF8 encoding boolean` -- web page should use UTF-8 encoding (default: false)

Class gallery security options: options for the web photo gallery security

Properties:

`content gallery caption/gallery copyright/gallery credit/gallery custom text/gallery filename/gallery none/gallery title`
-- web photo gallery security content (default: gallery none)
`custom text Unicode text` -- web photo gallery security custom text (default:)
`font Arial/Courier New/Helvetica/Times New Roman` -- web photo gallery security font (default: Arial)
`font size integer` -- web photo gallery security font size (minimum 1; default: 36)
`opacity integer` -- web page security opacity as a percent (default: 100)
`text color RGB color` -- web page security text color
`text position gallery centered/gallery lower left/gallery lower right/gallery upper left/gallery upper right` -- web photo gallery security text position (default: gallery centered)
`text rotate clock wise 45/clock wise 90/counter clock wise 45/counter clock wise 90/zero` -- web photo gallery security text rotate (default: zero)

Class gallery thumbnail options: options for the web photo gallery thumbnail creation

Properties:

`border integer` -- the amount of border pixels you want around your thumbnail images (0 - 99; default: 0)
`caption boolean` -- with caption (default: false)
`column count integer` -- web photo gallery thumbnail columns (default: 5)
`dimension integer` -- web photo gallery thumbnail dimension in pixels (default: 75)
`font Arial/Courier New/Helvetica/Times New Roman` -- web photo gallery font (default: Arial)
`font size integer` -- the size of the font for the thumbnail images text (1 - 7; default: 3)
`include copyright boolean` -- include copyright for thumbnail (default: false)
`include credits boolean` -- include credits for thumbnail (default: false)
`include file name boolean` -- include file name for thumbnail (default: false)
`include title boolean` -- include title for thumbnail (default: false)
`row count integer` -- web photo gallery thumbnail rows (default: 3)
`size gallery custom/gallery large/gallery medium/gallery small` -- the size of the thumbnail images (default: gallery medium)

Class history state: A history state for the document

Plural form:

`history states`

Properties:

`best type type class [r/o]` -- the best type for the object's value
`class type class [r/o]` -- the object's class
`default type type class [r/o]` -- the default type for the object's value
`index integer [r/o]` -- the index of this instance of the object
`properties record` -- all of this object's properties returned in a single record
`container reference [r/o]` -- the object's container
`name Unicode text [r/o]` -- the history state's name
`snapshot boolean [r/o]` -- is the history state a snapshot?

Class Illustrator paths export options: Settings related to exporting Illustrator paths

Properties:

`path name Unicode text` -- name of path to export. Only valid if you are exporting a named path
`target path all paths/document bounds/named path` -- which path to export (default: document bounds)

Class indexed mode options: Settings related to changing the document mode to Indexed

Elements:

Super classes:

`change mode options`

Properties:

`colors in palette integer` -- number of colors in palette (only settable for some palette types)
`dither diffusion/noise/none/pattern` -- type of dither
`dither amount integer` -- amount of dither. Only valid for diffusion (1 - 100)
`forced colors black and white/none/primaries/web`
`matte background color matte/black matte/foreground color matte/Netscape gray/none/semi gray/white matte`
`palette exact/local adaptive/local perceptual/local selective/Mac OS system/master adaptive/master perceptual/master selective/previous/uniform/web/Windows system` -- Type of palette (default: exact)
`preserve exact colors boolean`
`transparency boolean`

Class info-object: Document information

Properties:

`best type type class [r/o]` -- the best type for the object's value
`class type class [r/o]` -- the object's class
`default type type class [r/o]` -- the default type for the object's value
`properties record` -- all of this object's properties returned in a single record
`author Unicode text`
`author position Unicode text`
`caption Unicode text`
`caption writer Unicode text`
`category Unicode text`
`city Unicode text`
`container reference [r/o]` -- the object's container
`copyright notice Unicode text`
`copyrighted copyrighted work/public domain/unmarked`
`country Unicode text`
`creation date Unicode text`
`credit Unicode text`
`EXIF list of anything [r/o]`
`headline Unicode text`
`instructions Unicode text`
`job name Unicode text`
`keywords list of Unicode text` -- list of keywords
`owner url Unicode text`
`province or state Unicode text`
`source Unicode text`
`supplemental categories list of Unicode text`
`title Unicode text`
`transmission reference Unicode text`
`urgency four/high/low/none/normal/seven/six/three/two`

Class layer: A layer object

Plural form:

`layers`

Sub classes:

`art layer, layer set`

Properties:

`best type type class [r/o]` -- the best type for the object's value
`class type class [r/o]` -- the object's class
`default type type class [r/o]` -- the default type for the object's value

`index integer [r/o]` -- the index of this instance of the object
`properties record` -- all of this object's properties returned in a single record
`all locked boolean`
`blend mode color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pass through/pin light/saturation blend/screen/soft light/vivid light`
`bounds list [r/o]` -- Bounding rectangle of the Layer
`container reference [r/o]` -- the object's container
`linked layers list of layer [r/o]`
`name Unicode text` -- the name of the layer
`opacity real` -- master opacity of layer (0.0 - 100.0)
`visible boolean`

Class layer comp: A layer composition in a document

Plural form:

`layer comps`

Properties:

`best type type class [r/o]` -- the best type for the object's value
`class type class [r/o]` -- the object's class
`default type type class [r/o]` -- the default type for the object's value
`index integer [r/o]` -- the index of this instance of the object
`properties record` -- all of this object's properties returned in a single record
`appearance boolean` -- use layer appearance
`comment anything` -- the description of the layer comp
`container reference [r/o]` -- the object's container
`name Unicode text` -- the name of the layer comp
`position boolean` -- use layer position
`selected boolean [r/o]` -- the layer comp is currently selected
`visibility boolean` -- use layer visibility

Class layer set: Layer set

Plural form:

`layer sets`

Elements:

`art layer` by name, by numeric index, as a range of elements, before/after another element, satisfying a test
`layer` by name, by numeric index, as a range of elements, before/after another element, satisfying a test
`layer set` by name, by numeric index, as a range of elements, before/after another element, satisfying a test

Super classes:

`layer`

Properties:

`best type type class [r/o]` -- (inherited from the "layer" class) the best type for the object's value
`class type class [r/o]` -- (inherited from the "layer" class) the object's class
`default type type class [r/o]` -- (inherited from the "layer" class) the default type for the object's value
`index integer [r/o]` -- (inherited from the "layer" class) the index of this instance of the object
`properties record` -- (inherited from the "layer" class) all of this object's properties returned in a single record
`all locked boolean` -- (inherited from the "layer" class)
`blend mode color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pass through/pin light/saturation blend/screen/soft light/vivid light` -- (inherited from the "layer" class)
`bounds list [r/o]` -- (inherited from the "layer" class) Bounding rectangle of the Layer
`container reference [r/o]` -- (inherited from the "layer" class) the object's container
`linked layers list of layer [r/o]` -- (inherited from the "layer" class)
`name Unicode text` -- (inherited from the "layer" class) the name of the layer
`opacity real` -- (inherited from the "layer" class) master opacity of layer (0.0 - 100.0)
`visible boolean` -- (inherited from the "layer" class)
`enabled channels list of channel` -- channels that are enabled for the layer set. Must be a list of component channels

Class presentation options: options for the PDF presentation command

Properties:

auto advance **boolean** -- auto advance when viewing (default: true)
 downgrade color profile **boolean** -- should the embedded color profile be downgraded to version 2 (default: false)
 embed fonts **boolean** -- embed fonts? Only valid if a text layer is included (default: false)
 encoding **JPEG/ZIP** -- (default: ZIP)
 image interpolation **boolean** -- use image interpolation? (default: false)
 interval **integer** -- time in seconds before auto advancing the view (default: 5)
 JPEG quality **integer** -- quality of produced image. Only valid for JPEG encoded PDF documents (0 - 12; default: 10)
 loop **boolean** -- loop after last page (default: false)
 presentation **boolean** -- true if the file type is presentation false for Multi-Page document (default: false)
 transition **blinds horizontal/blinds vertical/box in/box out/dissolve/glitter down/glitter right/glitter right down/none/random/split horizontal in/split horizontal out/split vertical in/split vertical out/wipe down/wipe left/wipe right/wipe up** -- transition type when switching to the next document (default: none)
 transparency **boolean** -- (default: true)
 vector data **boolean** -- include vector data (default: false)
 view **boolean** -- view the document after saving (default: false)

Class selection-object: The selection of the document

Properties:

best type **type class** [r/o] -- the best type for the object's value
 class **type class** [r/o] -- the object's class
 default type **type class** [r/o] -- the default type for the object's value
 properties **record** -- all of this object's properties returned in a single record
 container **reference** [r/o] -- the object's container

Class settings-object: Preferences for Photoshop

Properties:

best type **type class** [r/o] -- the best type for the object's value
 class **type class** [r/o] -- the object's class
 default type **type class** [r/o] -- the default type for the object's value
 properties **record** -- all of this object's properties returned in a single record
 additional plugin folder **alias**
 append extension **ask/no/yes**
 ask before saving layered TIFF **boolean**
 auto update open documents **boolean**
 beep when done **boolean**
 cache levels **integer**
 color picker **Adobe color picker/Apple color picker/plugin in color picker/Windows color picker**
 column gutter **real** -- gutter of columns (in points)
 column width **real** -- width of columns (in points)
 create first snapshot **boolean** -- automatically make first snapshot when a new document is created?
 display color channels in color **boolean**
 dynamic color sliders **boolean**
 edit log items **concise/detailed/sessiononly** -- options for edit log items
 export clipboard **boolean**
 full size preview **boolean**
 gamut warning opacity **real**
 grid size **large/medium/none/small**
 grid style **dashed line/dotted line/solid line**
 grid subdivisions **integer**
 guide style **dashed line/solid line**
 icon preview **boolean**
 image previews **ask/no/yes**
 interpolation method **bicubic/bicubic sharper/bicubic smoother/bilinear/closest neighbor/none**
 keyboard zoom resizes windows **boolean**
 Mac OS thumbnail **boolean**
 maximize compatibility **always/ask/never** -- maximize compatibility for Photoshop (PSD) files
 maximum RAM use **integer** -- Maximum percentage of available RAM used by Photoshop (5 - 100)
 nonlinear history **boolean** -- allow non-linear history?
 number of history states **integer** -- number of history states to remember (between 1 and 100)

other cursors `precise/standard`
 painting cursors `brush size/precise/standard`
 pixel doubling `boolean`
 point size `postscript size/traditional size` -- size of point/pica
 recent file list length `integer` -- number of items in the recent file list (between 0 and 30)
 ruler units `cm units/inch units/mm units/percent units/pica units/pixel units/point units` -- Note: this is the unit that the scripting system will use when receiving and returning values
 save log items `both/log file/metadata` -- options for saving the history items
 save log items file `alias` -- file to save the history log
 save palette locations `boolean`
 show Asian text options `boolean`
 show English font names `boolean`
 show slice numbers `boolean`
 show tool tips `boolean`
 smart quotes `boolean`
 type units `mm units/pixel units/point units`
 use additional plugin folder `boolean`
 use cache for histograms `boolean`
 use diffusion dither `boolean`
 use history log `boolean` -- Turn on and off the history logging
 use lowercase extension `boolean` -- should the file extension be lowercase
 use Shift key for tool switch `boolean`
 use video alpha `boolean` -- this option requires hardware support
 Windows thumbnail `boolean`

Class text-object: Text item contained in an art layer

Properties:

best type `type class [r/o]` -- the best type for the object's value
 class `type class [r/o]` -- the object's class
 default type `type class [r/o]` -- the default type for the object's value
 properties `record` -- all of this object's properties returned in a single record
 alternate ligatures `boolean` -- use alternate ligatures?
 antialias method `crisp/none/sharp/smoothing/strong`
 auto kerning `manual/metrics/optical` -- options for auto kerning
 auto leading `boolean` -- whether to use a font's built-in leading information
 auto leading amount `real` -- percentage to use for auto leading
 baseline shift `real` -- baseline offset of text (unit value)
 capitalization `all caps/normal/small caps` -- the case of the text
 container `reference [r/o]` -- the object's container
 contents `Unicode text` -- the text in the layer
 desired glyph scaling `real`
 desired letter scaling `real`
 desired word scaling `real`
 faux bold `boolean` -- use faux bold?
 faux italic `boolean` -- use faux italic?
 first line indent `real` -- (unit value)
 font `Unicode text` -- text face of the character
 height `real` -- the height of paragraph text (unit value)
 horizontal scale `integer` -- horizontal scaling of characters (in percent)
 horizontal warp distortion `real` -- percentage from -100 to 100
 hyphen limit `integer` -- maximum number of consecutive hyphens
 hyphenate after first `integer` -- hyphenate after this many letters
 hyphenate before last `integer` -- hyphenate before this many letters
 hyphenate capitalized words `boolean` -- whether to hyphenate capitalized words
 hyphenate words longer than `integer` -- hyphenate words that have more than this number of letters (minimum 0)
 hyphenation `boolean` -- use hyphenation?
 hyphenation zone `real` -- the hyphenation zone (unit value)
 justification `center/center justified/fully justified/left/left justified/right/right justified` -- paragraph justification
 kind `paragraph text/point text` -- the type of the text
 language `Brazilian Portuguese/Canadian French/Danish/Dutch/English UK/English USA/Finnish/French/German/Italian/`

Norwegian/Nynorsk Norwegian/Old German/Portuguese/Spanish/Swedish/Swiss German

leading **real** -- leading (unit value)
left indent **real** -- (unit value)
ligatures **boolean** -- use ligatures?
maximum glyph scaling **real**
maximum letter scaling **real**
maximum word scaling **real**
minimum glyph scaling **real**
minimum letter scaling **real**
minimum word scaling **real**
no break **boolean**
old style **boolean** -- use old style?
position **list** -- position of origin (unit value)
right indent **real** -- (unit value)
Roman hanging punctuation **boolean** -- use Roman Hanging Punctuation?
size **real** -- font size in points
space after **real** -- (unit value)
space before **real** -- (unit value)
strike thru **off/strike box/strike height** -- options for strik thru of the text
stroke color **color value** -- color of text
text composer **Adobe every line/Adobe single line** -- type of text composing engine to use
text direction **horizontal/vertical** -- text orientation
tracking **real** -- controls uniform spacing between multiple characters
underline **left/off/right** -- options for underlining of the text
vertical scale **integer** -- vertical scaling of characters (in percent)
vertical warp distortion **real** -- percentage from -100 to 100
warp bend **real** -- percentage from -100 to 100
warp direction **horizontal/vertical**
warp style **arc/arc lower/arc upper/arch/bulge/fish/fish eye/flag/inflate/none/rise/shell lower/shell upper/squeeze/
twist/wave**
width **real** -- the width of paragraph text (unit value)

Class XMP metadata:

Properties:

best type **type class** [r/o] -- the best type for the object's value
class **type class** [r/o] -- the object's class
default type **type class** [r/o] -- the default type for the object's value
properties **record** -- all of this object's properties returned in a single record
container **reference** [r/o] -- the object's container
raw data **Unicode text** -- raw XML form of file information

Open Formats Suite : *Classes for specifying options when opening document*

Class EPS open options: Settings related to opening a generic EPS document

Elements:

Super classes:

open options

Properties:

constrain proportions **boolean** -- constrain proportions of image
height **real** -- height of image (unit value)
mode **CMYK/grayscale/Lab/RGB** -- the document mode
resolution **real** -- the resolution of the document (in pixels per inch)
use antialias **boolean** -- use antialias?
width **real** -- width of image (unit value)

Class open options: used with options on the open command

Sub classes:

EPS open options, PDF open options, Photo CD open options, raw format open options

Class PDF open options: Settings related to opening a generic PDF document

Elements:

Super classes:

[open options](#)

Properties:

[constrain proportions](#) **boolean** -- constrain proportions of image
[height](#) **real** -- height of image (unit value)
[mode](#) **CMYK/grayscale/Lab/RGB** -- the document mode
[page](#) **integer** -- number of page to open
[resolution](#) **real** -- the resolution of the document (in pixels per inch)
[use antialias](#) **boolean** -- use antialias?
[width](#) **real** -- width of image (unit value)

Class Photo CD open options: Settings related to opening a PhotoCD document

Elements:

Super classes:

[open options](#)

Properties:

[color profile name](#) **Unicode text** -- profile to use when reading the image
[color space](#) **Lab 16/Lab 8/RGB 16/RGB 8** -- colorspace for image
[orientation](#) **landscape/portrait**
[pixel size](#) **extra large/large/maximum/medium/minimum/small** -- dimensions of image
[resolution](#) **real** -- the resolution of the image (in pixels per inch)

Class raw format open options: Settings related to opening a raw format document

Elements:

Super classes:

[open options](#)

Properties:

[bits per channel](#) **integer** -- number of bits for each channel (8 or 16)
[byte order](#) **IBM PC/Mac OS** -- only relevant for images with 16 bits per channel
[header size](#) **integer**
[height](#) **integer** -- height of image (in pixels)
[interleave channels](#) **boolean** -- are the channels in the image interleaved?
[number of channels](#) **integer** -- number of channels in image
[retain header](#) **boolean** -- retain header when saving?
[width](#) **integer** -- width of image (in pixels)

Save Formats Suite : *Classes for specifying options when saving documents*

Class BMP save options: Settings related to saving a BMP document

Elements:

Super classes:

[save options](#)

Properties:

[bits per sample](#) **A1R5G5B5/A4R4G4B4/A8R8G8B8/eight/four/one/R5G6B5/R8G8B8/sixteen/thirty two/twenty four/X1R5G5B5/X4R4G4B4/X8R8G8B8** -- number of bits per sample (default: twenty four)
[flipped row order](#) **boolean**
[RLE compression](#) **boolean** -- should RLE compression be used?
[save alpha channels](#) **boolean** -- save alpha channels
[target operating system](#) **OS2/Windows** -- target OS. Windows or OS/2 (default: Windows)

Class EPS save options: Settings related to saving an EPS document

Elements:

Super classes:

[save options](#)

Properties:

[embed color profile](#) **boolean** -- embed color profile in document

encoding ASCII/binary/high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG -- type of encoding to use for document (default: binary)
halftone screen boolean -- include halftone screen (default: false)
image interpolation boolean -- use image interpolation (default: false)
PostScript color management boolean -- use Postscript color management (default: false)
preview type eight bit Mac OS/eight bit TIFF/JPEG Mac OS/monochrome Mac OS/monochrome TIFF/none -- type of preview (default: monochrome TIFF)
transfer function boolean -- include transfer functions in document (default: false)
transparent whites boolean -- only valid when saving BitMap documents
vector data boolean -- include vector data

Class GIF save options: Settings related to saving a GIF document

Elements:

Super classes:

save options

Properties:

colors in palette integer -- number of colors in palette (only settable for some palette types)
dither diffusion/noise/none/pattern -- type of dither
dither amount integer -- amount of dither. Only valid for diffusion (1 - 100; default: 75)
forced colors black and white/none/primaries/web
interlaced boolean -- should rows be interlaced? (default: false)
matte background color matte/black matte/foreground color matte/Netscape gray/none/semi gray/white matte
palette exact/local adaptive/local perceptual/local selective/Mac OS system/master adaptive/master perceptual/master selective/previous/uniform/web/Windows system -- (default: local selective)
preserve exact colors boolean
transparency boolean

Class JPEG save options: Settings related to saving a JPEG document

Elements:

Super classes:

save options

Properties:

embed color profile boolean -- embed color profile in document
format options optimized/progressive/standard -- (default: standard)
matte background color matte/black matte/foreground color matte/Netscape gray/none/semi gray/white matte
quality integer -- quality of produced image (0 - 12; default: 3)
scans integer -- number of scans. Only valid for progressive type JPEG files (3 - 5)

Class PDF save options: Settings related to saving a pdf document

Elements:

Super classes:

save options

Properties:

downgrade color profile boolean -- should the embedded color profile be downgraded to version 2
embed color profile boolean -- embed color profile in document
embed fonts boolean -- embed fonts? Only valid if a text layer is included
encoding JPEG/ZIP -- (default: ZIP)
image interpolation boolean -- use image interpolation?
JPEG quality integer -- quality of produced image. Only valid for JPEG encoded PDF documents (0 - 12)
save alpha channels boolean -- save alpha channels
save annotations boolean -- save annotations
save layers boolean -- save layers
save spot colors boolean -- save spot colors
transparency boolean
use outlines for text boolean -- use outlines for text? Only valid if vector data is included
vector data boolean -- include vector data

Class Photoshop DCS 1.0 save options: Settings related to saving a Photoshop DCS 1.0 document

Elements:

Super classes:

[save options](#)

Properties:

[DCS color composite/grayscale composite/no composite PostScript](#) -- (default: color composite)

[embed color profile boolean](#) -- embed color profile in document

[encoding ASCII/binary/high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG](#) -- type of encoding to use for document (default: binary)

[halftone screen boolean](#) -- include halftone screen (default: false)

[image interpolation boolean](#) -- use image interpolation (default: false)

[preview type eight bit Mac OS/eight bit TIFF/JPEG Mac OS/monochrome Mac OS/monochrome TIFF/none](#) -- type of preview (default: eight bit Mac OS)

[transfer function boolean](#) -- include transfer functions in document (default: false)

[vector data boolean](#) -- include vector data

Class Photoshop DCS 2.0 save options: Settings related to saving a Photoshop DCS 2.0 document

Elements:

Super classes:

[save options](#)

Properties:

[DCS color composite/grayscale composite/no composite PostScript](#) -- (default: no composite PostScript)

[embed color profile boolean](#) -- embed color profile in document

[encoding ASCII/binary/high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG](#) -- type of encoding to use for document (default: binary)

[halftone screen boolean](#) -- include halftone screen (default: false)

[image interpolation boolean](#) -- use image interpolation (default: false)

[multifile DCS boolean](#) -- (default: false)

[preview type eight bit Mac OS/eight bit TIFF/JPEG Mac OS/monochrome Mac OS/monochrome TIFF/none](#) -- type of preview (default: eight bit Mac OS)

[save spot colors boolean](#) -- save spot colors

[transfer function boolean](#) -- include transfer functions in document (default: false)

[vector data boolean](#) -- include vector data

Class Photoshop save options: Settings related to saving a Photoshop document

Elements:

Super classes:

[save options](#)

Properties:

[embed color profile boolean](#) -- embed color profile in document

[save alpha channels boolean](#) -- save alpha channels

[save annotations boolean](#) -- save annotations

[save layers boolean](#) -- save layers

[save spot colors boolean](#) -- save spot colors

Class PICT file save options: Settings related to saving a PICT document

Elements:

Super classes:

[save options](#)

Properties:

[compression high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG/none](#) -- (default: none)

[embed color profile boolean](#) -- embed color profile in document

[resolution eight/four/sixteen/thirty two/two](#) -- number of bits per pixel

[save alpha channels boolean](#) -- save alpha channels

Class PICT resource save options: Settings related to saving a PICT resource file

Elements:

Super classes:

[save options](#)

Properties:

[compression high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG/none](#) -- (default: none)

`embed color profile` `boolean` -- embed color profile in document
`name` `Unicode text` -- name of PICT resource (default: "")
`resolution` `eight/four/sixteen/thirty two/two` -- number of bits per pixel
`resource id` `integer` -- ID of PICT resource (default: 128)
`save alpha channels` `boolean` -- save alpha channels

Class Pixar save options: Settings related to saving a Pixar document

Elements:

Super classes:

`save options`

Properties:

`save alpha channels` `boolean` -- save alpha channels

Class PNG save options: Settings related to saving a PNG document

Elements:

Super classes:

`save options`

Properties:

`interlaced` `boolean` -- should rows be interlaced? (default: false)

Class raw save options: Settings related to saving a document in raw format

Elements:

Super classes:

`save options`

Properties:

`save alpha channels` `boolean` -- save alpha channels

`save spot colors` `boolean` -- save spot colors

Class save options: used with options on the save command

Sub classes:

`BMP save options`, `EPS save options`, `GIF save options`, `JPEG save options`, `PDF save options`, `Photoshop DCS 1.0 save options`, `Photoshop DCS 2.0 save options`, `Photoshop save options`, `PICT file save options`, `PICT resource save options`, `Pixar save options`, `PNG save options`, `raw save options`, `SGI RGB save options`, `Targa save options`, `TIFF save options`

Class SGI RGB save options: Settings related to saving a document in the SGI RGB format

Elements:

Super classes:

`save options`

Properties:

`save alpha channels` `boolean` -- save alpha channels

`save spot colors` `boolean` -- save spot colors

Class Targa save options: Settings related to saving a Target document

Elements:

Super classes:

`save options`

Properties:

`resolution` `sixteen/thirty two/twenty four` -- number of bits per pixel (default: twenty four)

`RLE compression` `boolean` -- should RLE compression be used? (default: true)

`save alpha channels` `boolean` -- save alpha channels

Class TIFF save options: Settings related to saving a TIFF document

Elements:

Super classes:

`save options`

Properties:

`byte order` `IBM PC/Mac OS` -- Default value is 'Mac OS' when running on MacOS, and 'IBM PC' when running on a PC

`embed color profile` `boolean` -- embed color profile in document

image compression JPEG/LZW/none/ZIP -- compression type (default: none)
JPEG quality integer -- quality of produced image. Only valid for JPEG compressed TIFF documents (0 - 12)
layer compression RLE/ZIP -- should only be used when you are saving layers
save alpha channels boolean -- save alpha channels
save annotations boolean -- save annotations
save image pyramid boolean -- (default: false)
save layers boolean -- save layers
save spot colors boolean -- save spot colors
transparency boolean

Filter Suite : *Scripting commands for applying filters to documents*

filter: apply a filter to one or more art layers

filter art layer -- the art layer object or objects to be operated upon
using anything -- name of options class that the method should be invoked with. Must be a name of a class that inherits from filter options
[with options filter options] -- options for method

Class add noise: apply the add noise filter

Elements:

Super classes:

filter options

Properties:

amount real

distribution Gaussian/uniform

monochromatic boolean

Class blur: apply the blur filter

Elements:

Super classes:

filter options

Properties:

Class blur more: apply the blur more filter

Elements:

Super classes:

filter options

Properties:

Class clouds: apply the clouds filter

Elements:

Super classes:

filter options

Properties:

Class custom filter: apply the custom filter

Elements:

Super classes:

filter options

Properties:

characteristics list of integer -- filter characteristics (array of 25 values - Corresponds to a left to right, top to bottom traversal of array presented in the Ui)

scaling integer

offset integer

Class deinterlace: apply the De-Interlace filter

Elements:

Super classes:

[filter options](#)

Properties:

[eliminate even fields/odd fields](#)

[create new fields by duplication/interpolation](#)

Class despeckle: apply the despeckle filter

Elements:

Super classes:

[filter options](#)

Properties:

Class difference clouds: apply the difference clouds filter

Elements:

Super classes:

[filter options](#)

Properties:

Class diffuse glow: apply the diffuse glow filter

Elements:

Super classes:

[filter options](#)

Properties:

[graininess integer](#) -- (range: 0 - 10)

[glow amount integer](#) -- (range: 0 - 20)

[clear amount integer](#) -- (range: 0 - 20)

Class displace filter: apply the displace filter

Elements:

Super classes:

[filter options](#)

Properties:

[horizontal scale integer](#)

[vertical scale integer](#)

[kind stretch to fit/tile](#)

[undefined areas repeat edge pixels/wrap around](#)

[displacement map definition alias](#)

Class dust and scratches: apply the dust and scratches filter

Elements:

Super classes:

[filter options](#)

Properties:

[radius integer](#) -- in pixels

[threshold integer](#)

Class filter options: options used with the filter method

Sub classes:

[add noise](#), [blur](#), [blur more](#), [clouds](#), [custom filter](#), [deinterlace](#), [despeckle](#), [difference clouds](#), [diffuse glow](#), [displace filter](#), [dust and scratches](#), [Gaussian blur](#), [glass filter](#), [high pass](#), [lens flare](#), [maximum filter](#), [median noise](#), [minimum filter](#), [motion blur](#), [NTSC colors](#), [ocean ripple](#), [offset filter](#), [pinch](#), [polar coordinates](#), [radial blur](#), [ripple](#), [sharpen](#), [sharpen edges](#), [sharpen more](#), [shear](#), [smart blur](#), [spherize](#), [texture fill](#), [twirl](#), [unsharp mask](#), [wave filter](#), [zigzag](#)

Class Gaussian blur: apply the Gaussian blur filter

Elements:

Super classes:

[filter options](#)

Properties:

`radius real` -- in pixels

Class glass filter: apply the glass filter

Elements:

Super classes:

`filter options`

Properties:

`distortion integer` -- (range: 0 - 20)

`smoothness integer` -- (range: 1 - 15)

`scaling integer` -- (range: 50 - 200)

`invert texture boolean` -- (default: false) (default: false)

`texture kind blocks/canvas/frosted/texture document/tiny lens`

`texture definition alias`

Class high pass: apply the high pass filter

Elements:

Super classes:

`filter options`

Properties:

`radius real` -- in pixels

Class lens flare: apply the lens flare filter

Elements:

Super classes:

`filter options`

Properties:

`brightness integer` -- (range: 10 - 300)

`flare center list` -- position (unit value)

`lens type Movie Prime/Prime 105/Prime 35/zoom`

Class maximum filter: apply the maximum filter

Elements:

Super classes:

`filter options`

Properties:

`radius real` -- in pixels

Class median noise: apply the median noise filter

Elements:

Super classes:

`filter options`

Properties:

`radius real` -- in pixels

Class minimum filter: apply the minimum filter

Elements:

Super classes:

`filter options`

Properties:

`radius real` -- in pixels

Class motion blur: apply the motion blur filter

Elements:

Super classes:

`filter options`

Properties:

`angle integer`

`radius real` -- in pixels

Class NTSC colors: apply the NTSC colors filter

Elements:

Super classes:

filter options

Properties:

Class ocean ripple: apply the ocean ripple filter

Elements:

Super classes:

filter options

Properties:

ripple size integer -- (range: 1 - 15)

ripple magnitude integer -- (range: 0 - 20)

Class offset filter: apply the offset filter

Elements:

Super classes:

filter options

Properties:

horizontal offset real -- (unit value)

vertical offset real -- (unit value)

undefined areas repeat edge pixels/set to layer fill/wrap around

Class pinch: apply the pinch filter

Elements:

Super classes:

filter options

Properties:

amount integer -- (range: -100 - 100)

Class polar coordinates: apply the polar coordinates filter

Elements:

Super classes:

filter options

Properties:

kind polar to rectangular/rectangular to polar

Class radial blur: apply the radial blur filter

Elements:

Super classes:

filter options

Properties:

amount integer -- from 0 to 100

blur method spin/zoom

quality best/draft/good

Class ripple: apply the ripple filter

Elements:

Super classes:

filter options

Properties:

amount integer -- (range: -999 - 999)

ripple size large/medium/small

Class sharpen: apply the sharpen filter

Elements:

Super classes:

[filter options](#)

Properties:

Class sharpen edges: apply the sharpen edges filter

Elements:

Super classes:

[filter options](#)

Properties:

Class sharpen more: apply the sharpen more filter

Elements:

Super classes:

[filter options](#)

Properties:

Class shear: apply the shear filter

Elements:

Super classes:

[filter options](#)

Properties:

[curve](#) list of [anything](#) -- specification of shear curve. List of curve points
[undefined areas](#) [repeat edge pixels](#)/[wrap around](#)

Class smart blur: apply the smart blur filter

Elements:

Super classes:

[filter options](#)

Properties:

[radius](#) [real](#) -- radius (range: 0 - 1000)
[threshold](#) [real](#) -- threshold (range: 0 - 1000)
[quality](#) [high/low/medium](#)
[mode](#) [edge only/normal/overlay](#) [edge](#)

Class spherize: apply the spherize filter

Elements:

Super classes:

[filter options](#)

Properties:

[amount](#) [integer](#) -- (range: -100 - 100)
[mode](#) [horizontal/normal/vertical](#)

Class texture fill: apply the texture fill filter

Elements:

Super classes:

[filter options](#)

Properties:

[file path](#) [alias](#) -- texture file. Must be a grayscale Photoshop file

Class twirl: apply the twirl filter

Elements:

Super classes:

[filter options](#)

Properties:

[angle](#) [integer](#) -- (range: -999 - 999)

Class unsharp mask: apply the unsharp mask filter

Elements:

Super classes:

filter options

Properties:

amount **real**

radius **real** -- in pixels

threshold **integer** -- threshold

Class wave filter: apply the wave filter

Elements:

Super classes:

filter options

Properties:

number of generators **integer** -- number of generators

minimum wavelength **integer**

maximum wavelength **integer**

minimum amplitude **integer**

maximum amplitude **integer**

horizontal scale **integer**

vertical scale **integer**

wave type **sine/square/triangular**

undefined areas **repeat edge pixels/wrap around**

random seed **integer**

Class zigzag: apply the zigzag filter

Elements:

Super classes:

filter options

Properties:

amount **integer** -- (range: -100 - 100)

ridges **integer**

style **around center/out from center/pond ripples**

Adjustment Suite : *Scripting commands for applying adjustments to documents*

adjust: apply an adjustment to one or more art layers

adjust **art layer** -- the art layer object or objects to be operated upon

using anything -- name of options class that the method should be invoked with. Must be a name of a class that inherits from adjustment options

[**with options adjustment options**] -- options for method

Class adjustment options: options used with the adjust method

Sub classes:

automatic contrast, automatic levels, brightness and contrast, color balance, curves, desaturate, equalize, inversion, levels adjustment, mix channels, posterize, selective color, threshold adjustment

Class automatic contrast: adjust contrast of the selected channels automatically

Elements:

Super classes:

adjustment options

Properties:

Class automatic levels: adjust levels of the selected channels using auto levels option

Elements:

Super classes:

adjustment options

Properties:

Class brightness and contrast: adjust brightness and contrast

Elements:

Super classes:

adjustment options

Properties:

brightness level integer

contrast level integer

Class color balance:

Elements:

Super classes:

adjustment options

Properties:

shadows list of integer -- list of adjustments for shadows. There must be 3 values in the list

midtone list of integer -- list of adjustments for midtones. There must be 3 values in the list

highlights list of integer -- list of adjustments for highlights. There must be 3 values in the list

preserve luminosity boolean

Class curves: adjust curves of the selected channels

Elements:

Super classes:

adjustment options

Properties:

curve points list of list -- list of curve points (number of points must be between 2 and 11)

Class desaturate:

Elements:

Super classes:

adjustment options

Properties:

Class equalize: equalize the levels

Elements:

Super classes:

adjustment options

Properties:

Class inversion: inverts the currently selected layer or channels

Elements:

Super classes:

adjustment options

Properties:

Class levels adjustment: adjust levels of the selected channels

Elements:

Super classes:

adjustment options

Properties:

input range start integer

input range end integer

input range gamma real

output range start integer

output range end integer

Class mix channels: only valid for RGB or CMYK documents

Elements:

Super classes:

adjustment options

Properties:

output channels list of **anything** -- list of channel specifications. For each component channel that the document has, you must specify a list of adjustment values followed by a 'constant' value
monochrome mixing **boolean** -- use monochrome mixing? If this is true you can only specify one channel value (default: false) (default: false)

Class posterize:

Elements:

Super classes:

adjustment options

Properties:

levels **integer**

Class selective color:

Elements:

Super classes:

adjustment options

Properties:

selection method **absolute/relative**

reds list of **real** -- Array of 4 values: cyan, magenta, yellow, black

yellows list of **real** -- Array of 4 values: cyan, magenta, yellow, black

greens list of **real** -- Array of 4 values: cyan, magenta, yellow, black

cyans list of **real** -- Array of 4 values: cyan, magenta, yellow, black

blues list of **real** -- Array of 4 values: cyan, magenta, yellow, black

magentas list of **real** -- Array of 4 values: cyan, magenta, yellow, black

whites list of **real** -- Array of 4 values: cyan, magenta, yellow, black

neutrals list of **real** -- Array of 4 values: cyan, magenta, yellow, black

blacks list of **real** -- Array of 4 values: cyan, magenta, yellow, black

Class threshold adjustment:

Elements:

Super classes:

adjustment options

Properties:

level **integer**

Color Suite : *Color classes for Adobe Photoshop*

convert color: convert a object from one color model to another

convert color **color value** -- color to convert

to CMYK/grayscale/HSB/Lab/RGB/RGB Hex -- color model to convert to

Result: **color value** -- convert a object from one color model to another

equal colors: are the colors visually equal?

equal colors **color value** -- the cPBaseColor object to be operated upon

with **color value**

Result: **boolean** -- are the colors visually equal?

web safe color: find the closest web safe color for a color

web safe color

for **color value**

Result: **RGB color** -- find the closest web safe color for a color

Class CMYK color: A CMYK color specification

Elements:

Super classes:

color value

Properties:

cyan real -- the cyan color value (between 0.0 and 100.0)
magenta real -- the magenta color value (between 0.0 and 100.0)
yellow real -- the yellow color value (between 0.0 and 100.0)
black real -- the black color value (between 0.0 and 100.0)

Class color value: A color value

Sub classes:

CMYK color, gray color, HSB color, Lab color, no color, RGB color, RGB hex color

Class gray color: A gray color specification

Elements:

Super classes:

color value

Properties:

gray value real -- the gray value (0.0 - 100.0; default: 0.0)

Class HSB color: An HSB color specification

Elements:

Super classes:

color value

Properties:

hue real -- the hue value (between 0.0 and 360.0)

saturation real -- the saturation value (between 0.0 and 100.0)

brightness real -- the brightness value (between 0.0 and 100.0)

Class Lab color: An Lab color specification

Elements:

Super classes:

color value

Properties:

value_L real -- the L-value (between 0.0 and 100.0)

value_a real -- the a-value (between -128.0 and 127.0)

value_b real -- the b-value (between -128.0 and 127.0)

Class no color: represents a missing color

Elements:

Super classes:

color value

Properties:

Class RGB color: An RGB color specification

Elements:

Super classes:

color value

Properties:

red real -- the red color value (0.0 - 255.0; default: 255.0)

green real -- the green color value (0.0 - 255.0; default: 255.0)

blue real -- the blue color value (0.0 - 255.0; default: 255.0)

Class RGB hex color: A hexadecimal specification of an RGB color

Elements:

Super classes:

color value

Properties:

hex value Unicode text -- the hex representation of the color. (Example '10FF4B')

Path Suite : *Classes for working with art path items*

create selection: make a selection from this path

`create selection path item` -- the path item object or objects to be operated upon
[feather amount real] -- the feather amount in pixels
[antialiasing boolean] -- use anti aliasing for the selection
[operation diminished/extended/intersected/replaced] -- the operation mode for the selection

deselect: unselect this path item, no paths items are selected

`deselect path item` -- the path item object or objects to be operated upon

fill path: fill the path with the following information

`fill path path item` -- the path item object or objects to be operated upon
[with contents anything] -- color of the fill for this path
[blend mode behind mode/clear mode/color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pin light/saturation blend/screen/soft light/vivid light] -- blending mode of the fill for this path
[opacity real] -- opacity of the fill for this path
[preserving transparency boolean] -- preserve the transparency of the file for this path
[feather amount real] -- the feather amount in pixels
[antialiasing boolean] -- use all subpaths when doing fill

make clipping path: make this path item the clipping path for this document

`make clipping path path item` -- the path item object or objects to be operated upon
[flatness real] -- flatness in device pixels

select: make this path item the active or selected path item

`select path item` -- the path item object or objects to be operated upon

stroke path: stroke the path with the following information

`stroke path path item` -- the path item object or objects to be operated upon
[tool art history brush tool/background eraser tool/blur tool/brush tool/burn tool/clone stamp tool/color replacement tool/dodge tool/eraser tool/healing brush tool/history brush tool/pattern stamp tool/pencil tool/sharpen tool/smudge tool/sponge tool] -- tool to use when stroking the path
[simulate pressure boolean] -- simulate the pressure when using the tool

Class path item: An artwork path item

Plural form:

`path items`

Elements:

`sub path item` by numeric index, as a range of elements, before/after another element, satisfying a test

Properties:

`best type type class` [r/o] -- the best type for the object's value
`class type class` [r/o] -- the object's class
`default type type class` [r/o] -- the default type for the object's value
`index integer` [r/o] -- the index of this instance of the object
`properties record` -- all of this object's properties returned in a single record
`container reference` [r/o] -- the object's container
`entire path` list of `sub path info` [r/o] -- all the path item's sub paths
`kind clipping/normal/text mask/vector mask/work`
`name Unicode text` -- the name of the path item

Class path point: A point on a path

Plural form:

`path points`

Properties:

`best type type class` [r/o] -- the best type for the object's value
`class type class` [r/o] -- the object's class
`default type type class` [r/o] -- the default type for the object's value

`index integer` [r/o] -- the index of this instance of the object
`properties record` -- all of this object's properties returned in a single record
`anchor list` [r/o] -- the position (coordinates) of the anchor point
`container reference` [r/o] -- the object's container
`kind corner point/smooth point` [r/o] -- the type of point: smooth/corner
`left direction list` [r/o] -- location of the left direction point (in position)
`right direction list` [r/o] -- location of the right direction point (out position)

Class path point info: Path point information (returned by entire path dataClassProperty of path item class)

Properties:

`anchor list` -- the position of the anchor (in coordinates)
`kind corner point/smooth point` -- the point type, smooth/corner
`left direction list` -- location of the left direction point (in position)
`right direction list` -- location of the left direction point (out position)

Class sub path info: Sub path information (returned by entire path dataClassProperty of path item class)

Properties:

`closed boolean` -- is this path closed?
`entire sub path list of path point info` -- all the sub path item's path points
`operation shape add/shape intersect/shape subtract/shape xor` -- sub path operation on other sub paths

Class sub path item: An artwork sub path item

Plural form:

`sub path items`

Elements:

`path point` by numeric index, as a range of elements, before/after another element, satisfying a test

Properties:

`best type type class` [r/o] -- the best type for the object's value
`class type class` [r/o] -- the object's class
`default type type class` [r/o] -- the default type for the object's value
`index integer` [r/o] -- the index of this instance of the object
`properties record` -- all of this object's properties returned in a single record
`closed boolean` [r/o] -- is this path closed?
`container reference` [r/o] -- the object's container
`entire sub path list of path point info` [r/o] -- all the sub path item's path points
`operation shape add/shape intersect/shape subtract/shape xor` [r/o] -- sub path operation on other sub paths

Miscellaneous Standards Suite : *Miscellaneous standard commands and classes*

clear: clear current selection

`clear`

copy: copy current selection to the clipboard

`copy`

copy merged: copy current selection to the clipboard. Include data in all visible layers.

`copy merged`

cut: cut current selection to the clipboard

`cut`

do action: play an action from the Actions Palette

`do action Unicode text` -- the name of the action to play (note that the case of letters in the Action name is important and must match the case of the name in the Actions palette)

`from Unicode text` -- the name of the action set containing the action being played (note that the case of letters in the Action Set name is important and must match the case of the name in the Actions palette)

do javascript: execute a JavaScript

`do javascript anything` -- JavaScript code or file to execute
[with arguments list of anything] -- arguments to pass to the JavaScript routine
[show debugger before running/never/on runtime error] -- when should a debugger be shown? (default: never)
Result: Unicode text -- execute a JavaScript

paste: paste clipboard into the current document

`paste`
[clipping to selection boolean] -- should contents be clipped to the current selection? (default: false)

Events Listing for Adobe Photoshop CS

adjust: apply an adjustment to one or more art layers (from Adjustment Suite)

`adjust art layer` -- the art layer object or objects to be operated upon
using anything -- name of options class that the method should be invoked with. Must be a name of a class that inherits from adjustment options
[with options adjustment options] -- options for method

apply: apply the layer comp to the document (from Photoshop Suite)

`apply layer comp` -- the layer comp object or objects to be operated upon

apply layer style: (from Photoshop Suite)

`apply layer style art layer` -- the art layer object or objects to be operated upon
using Unicode text -- name of the layer style to apply

change mode: change the mode of the document (from Photoshop Suite)

`change mode document` -- the document object or objects to be operated upon
to bitmap/CMYK/grayscale/indexed color/Lab/multichannel/RGB -- name of mode to change to
[with options change mode options] -- options for changing the mode

clear: clear current selection (from Miscellaneous Standards Suite)

`clear`

close: close the document (from Core Suite)

`close document` -- the document object or objects to be operated upon
[saving ask/no/yes] -- specifies whether changes should be saved before closing (default: ask)

contract: contracts the selection (from Photoshop Suite)

`contract selection-object` -- the selection-object object or objects to be operated upon
by real -- distance to contract the selection by (unit value)

convert: convert the document from using one color profile to using another (from Photoshop Suite)

`convert document` -- the document object or objects to be operated upon
to profile Unicode text -- name of color profile to convert to. Either a string specifying a specific color profile or 'Working RGB', 'Working CMYK', 'Working Gray', 'Lab Color' meaning one of the working color spaces or Lab color
intent absolute colorimetric/perceptual/relative colorimetric/saturation intent -- conversion intent
[blackpoint compensation boolean] -- use black point compensation?
[dithering boolean] -- use dither? (default: true)

convert color: convert an object from one color model to another (from Color Suite)

`convert color color value` -- color to convert

to CMYK/grayscale/HSB/Lab/RGB/RGB Hex -- color model to convert to
Result: color value -- convert a object from one color model to another

convert to shape: converts the text item and its containing layer to a fill layer with the text changed to a clipping path (from Photoshop Suite)

convert to shape text-object -- the text-object object or objects to be operated upon

copy: copy current selection to the clipboard (from Miscellaneous Standards Suite)

copy

copy merged: copy current selection to the clipboard. Include data in all visible layers. (from Miscellaneous Standards Suite)

copy merged

count: Return the number of elements of a particular class within an object (from Core Suite)

count reference -- the object whose elements are to be counted

each type class -- the class of the elements to be counted.

Result: integer -- the number of elements

create PDF presentation: create a PDF presentation file (from Photoshop Suite)

create PDF presentation

from files list of alias -- list of input files to include in the output

to file file specification -- location of the output file

[with options presentation options] -- options for the PDF presentation

Result: Unicode text -- create a PDF presentation file

create photo gallery: create a web photo gallery (from Photoshop Suite)

create photo gallery

from folder alias -- folder of files to process

to folder alias -- location for output files

[with options gallery options] -- options for the web photo gallery

Result: Unicode text -- create a web photo gallery

create selection: make a selection from this path (from Path Suite)

create selection path item -- the path item object or objects to be operated upon

[feather amount real] -- the feather amount in pixels

[antialiasing boolean] -- use anti aliasing for the selection

[operation diminished/extended/intersected/replaced] -- the operation mode for the selection

create work path: creates a work path based on the text object (from Photoshop Suite)

create work path text-object -- the text-object object or objects to be operated upon

crop: crop the document (from Photoshop Suite)

crop document -- the document object or objects to be operated upon

bounds list -- area to crop (unit value)

[angle real] -- angle of cropping bounds (default: 0.0)

[width real] -- width of resulting document (unit value)

[height real] -- height of resulting document (unit value)

cut: cut current selection to the clipboard (from Miscellaneous Standards Suite)

cut

delete: Remove an element from an object (from Core Suite)

delete reference -- the element to delete

deselect: unselect this path item, no paths items are selected (from Path Suite)

`deselect path item` -- the path item object or objects to be operated upon

deselect: (from Photoshop Suite)

`deselect document` -- the document object or objects to be operated upon

do action: play an action from the Actions Palette (from Miscellaneous Standards Suite)

`do action Unicode text` -- the name of the action to play (note that the case of letters in the Action name is important and must match the case of the name in the Actions palette)

`from Unicode text` -- the name of the action set containing the action being played (note that the case of letters in the Action Set name is important and must match the case of the name in the Actions palette)

do javascript: execute a JavaScript (from Miscellaneous Standards Suite)

`do javascript anything` -- JavaScript code or file to execute

`[with arguments list of anything]` -- arguments to pass to the JavaScript routine

`[show debugger before running/never/on runtime error]` -- when should a debugger be shown? (default: never)

Result: `Unicode text` -- execute a JavaScript

duplicate: Duplicate one or more object(s) (from Core Suite)

`duplicate reference` -- the object(s) to duplicate

`[to location reference]` -- the new location for the object(s)

`[with properties record]` -- new values for the properties of the duplicated element

Result: `reference` -- to the duplicated object(s)

equal colors: are the colors visually equal? (from Color Suite)

`equal colors color value` -- the cPsBaseColor object to be operated upon

`with color value`

Result: `boolean` -- are the colors visually equal?

exists: Verify if an object exists (from Core Suite)

`exists reference` -- the object in question

Result: `boolean` -- true if it exists, false if not

expand: expand selection (from Photoshop Suite)

`expand selection-object` -- the selection-object object or objects to be operated upon

`by real` -- distance to expand the selection by (unit value)

export: (from Photoshop Suite)

`export document` -- the document object or objects to be operated upon

`in file specification` -- the file to export to

`[as Illustrator paths]` -- the type of export (default: Illustrator paths)

`[with options Illustrator paths export options]` -- options for the export type specified

feather: feather edges of selection (from Photoshop Suite)

`feather selection-object` -- the selection-object object or objects to be operated upon

`by real` -- amount to feather the edge by (unit value)

fill: fills the selection (from Photoshop Suite)

`fill selection-object` -- the selection-object object or objects to be operated upon

`with contents anything` -- a color or a history state

`[blend mode behind mode/clear mode/color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pin light/saturation blend/screen/soft light/vivid light]` -- (default: normal)

`[opacity integer]` -- (default: 100)

`[preserving transparency boolean]`

fill path: fill the path with the following information (from Path Suite)

`fill path path item` -- the path item object or objects to be operated upon

[with contents anything] -- color of the fill for this path
[blend mode behind mode/clear mode/color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pin light/saturation blend/screen/soft light/vivid light] -- blending mode of the fill for this path
[opacity real] -- opacity of the fill for this path
[preserving transparency boolean] -- preserve the transparency of the file for this path
[feather amount real] -- the feather amount in pixels
[antialiasing boolean] -- use all subpaths when doing fill

filter: apply a filter to one or more art layers (from Filter Suite)

filter art layer -- the art layer object or objects to be operated upon
using anything -- name of options class that the method should be invoked with. Must be a name of a class that inherits from filter options
[with options filter options] -- options for method

flatten: flatten all layers in the document (from Photoshop Suite)

flatten document -- the document object or objects to be operated upon

flip canvas: flip the canvas horizontally or vertically (from Photoshop Suite)

flip canvas document -- the document object or objects to be operated upon
direction horizontal/vertical -- which way to flip the canvas

grow: grow selection to include all adjacent pixels falling within the specified tolerance range (from Photoshop Suite)

grow selection-object -- the selection-object object or objects to be operated upon
tolerance integer -- (0 - 255)
antialiasing boolean

import annotations: import annotations into the document (from Photoshop Suite)

import annotations document -- the document object or objects to be operated upon
from alias -- document to import annotations from

invert: invert the selection (from Photoshop Suite)

invert selection-object -- the selection-object object or objects to be operated upon

link: link the layer with another layer (from Photoshop Suite)

link layer -- the layer object or objects to be operated upon
with layer -- layer to link to

load: load the selection from a channel (from Photoshop Suite)

load selection-object -- the selection-object object or objects to be operated upon
from channel -- the channel to load the selection from
[combination type diminished/extended/intersected/replaced] -- how to combine the channel contents with the existing selection (default: replaced)
[inverting boolean] -- select the inverse of the channel contents? (default: false)

make: Make a new element (from Core Suite)

make
new type class -- the class of the new element.
at location reference -- the location at which to insert the element
[with data anything] -- the initial data for the element
[with properties record] -- the initial values for the properties of the element
Result: reference -- to the new object(s)

make clipping path: make this path item the clipping path for this document (from Path Suite)

make clipping path path item -- the path item object or objects to be operated upon
[flatness real] -- flatness in device pixels

make work path: make this selection item the work path for this document (from Photoshop Suite)

make work path selection-object -- the selection-object object or objects to be operated upon
[tolerance real] -- tolerance in pixels

merge: merge an art layer, layer set or a spot channel. Merging a layer returns a reference to the resulting layer. Merging a channel does not return any value (from Photoshop Suite)

merge channel -- the channel object or objects to be operated upon

merge visible layers: flatten all visible layers in the document (from Photoshop Suite)

merge visible layers document -- the document object or objects to be operated upon

move: Move object(s) to a new location (from Core Suite)

move reference -- the object(s) to move
to location reference -- the new location for the object(s)
Result: reference -- to the object(s) after they have been moved

open: open the specified document file(s) (from Core Suite)

open anything -- the file(s) to be opened
[as Acrobat TouchUp Image/Alias PIX/BMP/CompuServe GIF/Electric Image/EPS/EPS PICT preview/EPS TIFF Preview/Filmstrip/JPEG/PCX/PDF/Photo CD/Photoshop DCS 1.0/Photoshop DCS 2.0/Photoshop EPS/Photoshop format/Photoshop PDF/PICT file/PICT resource/Pixar/PNG/Portable Bitmap/raw/Scitex CT/SGI RGB/SoftImage/Targa/TIFF/Wavefront RLA/Wireless Bitmap] -- open document as the specified type
[with options open options] -- options for the file type specified
[showing dialogs always/error dialogs/never] -- should a dialog be displayed when a file is opened

paste: paste clipboard into the current document (from Miscellaneous Standards Suite)

paste
[clipping to selection boolean] -- should contents be clipped to the current selection? (default: false)

print: print the specified object(s) (from Core Suite)

print anything -- the file(s) or document(s) to be printed
[postscript encoding ASCII/binary/JPEG] -- encoding type (default: binary)
[source space document space/proof space] -- color space for source (default: document space)
[print space Unicode text] -- color space for printer. Can be nothing (meaning same as source); 'Working RGB', 'Working CMYK', 'Working Gray', 'Lab Color' (meaning one of the working spaces or Lab color); or a string specifying a specific colorspace (default is same as source)
[intent absolute colorimetric/perceptual/relative colorimetric/saturation intent] -- if the print space is different from the source space, this argument will be used as the color conversion intent (default: relative colorimetric)
[blackpoint compensation boolean] -- if the print space is different from the source space, this argument indicates if the color conversion should use black point compensation (default: true)

purge: purges one or more caches (from Photoshop Suite)

purge all caches/clipboard cache/history caches/undo caches -- what to purge

quit: quit the application (from Core Suite)

quit

rasterize: (from Photoshop Suite)

rasterize art layer -- the art layer object or objects to be operated upon
affecting all linked layers/entire layer/fill content/layer clipping path/shape/text contents -- what to rasterize

recapture: recapture the current layer state(s) for this layer comp (from Photoshop Suite)

recapture layer comp -- the layer comp object or objects to be operated upon

reset from comp: reset the layer comp state to the document state (from Photoshop Suite)

reset from comp layer comp -- the layer comp object or objects to be operated upon

resize canvas: change the size of the canvas (from Photoshop Suite)

resize canvas document -- the document object or objects to be operated upon

[width real] -- desired width of canvas (unit value)

[height real] -- desired height of canvas (unit value)

[anchor position bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right] -- anchor to resize around (default: middle center)

resize image: change the size of the image (from Photoshop Suite)

resize image document -- the document object or objects to be operated upon

[width real] -- desired width of image (unit value)

[height real] -- desired height of image (unit value)

[resolution real] -- (in pixels per inch)

[resample method bicubic/bicubic sharper/bicubic smoother/bilinear/closest neighbor/none] -- what method should be used for resampling pixels (default: bicubic)

reveal all: expand document to show clipped sections (from Photoshop Suite)

reveal all document -- the document object or objects to be operated upon

rotate: (from Photoshop Suite)

rotate layer -- the layer object or objects to be operated upon

angle real

[anchor position bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right] -- point to rotate about (default: middle center)

rotate boundary: rotates the boundary of selection (from Photoshop Suite)

rotate boundary selection-object -- the selection-object object or objects to be operated upon

angle real

[anchor position bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right] -- point to rotate about (default: middle center)

rotate canvas: rotate canvas of document (from Photoshop Suite)

rotate canvas document -- the document object or objects to be operated upon

angle real -- number of degrees to rotate. A positive angle will rotate the canvas clockwise; a negative value will rotate the canvas counter-clockwise

save: save the specified document (from Core Suite)

save document -- the document object or objects to be operated upon

[in file specification] -- the file to save the document in

[as Alias PIX/BMP/CompuServe GIF/Electric Image/JPEG/PCX/Photoshop DCS 1.0/Photoshop DCS 2.0/Photoshop EPS/Photoshop format/Photoshop PDF/PICT file/PICT resource/Pixar/PNG/Portable Bitmap/raw/Scitex CT/SGL RGB/SoftImage/Targa/TIFF/Wavefront RLA/Wireless Bitmap] -- the file type to save the document as

[copying boolean] -- save as copy leaving original open. Unsaved files cannot be saved as copy

[appending lowercase extension/no extension/uppercase extension] -- append an extension to the document

name

[with options save options] -- options for the file type specified

Result: document -- save the specified document

scale: (from Photoshop Suite)

scale layer -- the layer object or objects to be operated upon

[horizontal scale real] -- percentage (default: 100.0)

[vertical scale real] -- percentage (default: 100.0)

[anchor position bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right] -- point to rotate about (default: middle center)

scale boundary: scale the boundary of selection (from Photoshop Suite)

`scale boundary selection-object` -- the selection-object object or objects to be operated upon
[horizontal `scale real`] -- percentage (default: 100.0)
[vertical `scale real`] -- percentage (default: 100.0)
[anchor position `bottom center/bottom left/bottom right/middle center/middle left/middle right/top center/top left/top right`] -- point to scale about (default: middle center)

select: make this path item the active or selected path item (from Path Suite)

`select path item` -- the path item object or objects to be operated upon

select: change the selection (from Photoshop Suite)

`select document` -- the document object or objects to be operated upon
`region list of anything` -- list of corners of the selection (in pixels)
[combination type `diminished/extended/intersected/replaced`] -- how to combine the new selection with the existing selection (default: replaced)
[feather amount `real`] -- feather amount (default: 0.0)
[antialiasing `boolean`] -- whether to use antialiasing (default: true)

select all: select the entire image (from Photoshop Suite)

`select all document` -- the document object or objects to be operated upon

select border: select the border of the selection (from Photoshop Suite)

`select border selection-object` -- the selection-object object or objects to be operated upon
`width real` -- width of border selection (unit value)

similar: grow selection to include pixels throughout the image falling within the tolerance range (from Photoshop Suite)

`similar selection-object` -- the selection-object object or objects to be operated upon
`tolerance integer`
`antialiasing boolean`

smooth: (from Photoshop Suite)

`smooth selection-object` -- the selection-object object or objects to be operated upon
`radius integer` -- sample radius in pixels (0 - 100)

split channels: split channels of the document (from Photoshop Suite)

`split channels document` -- the document object or objects to be operated upon
Result: list of `document` -- split channels of the document

store: save the selection as a channel (from Photoshop Suite)

`store selection-object` -- the selection-object object or objects to be operated upon
`into channel` -- the channel to save the selection to
[combination type `diminished/extended/intersected/replaced`] -- how to add the selection to the existing contents of the channel (default: replaced)

stroke: strokes the selection (from Photoshop Suite)

`stroke selection-object` -- the selection-object object or objects to be operated upon
`using color anything` -- color to stroke selection with
`width integer` -- width of stroke (in pixels)
[location `center/inside/outside`] -- (default: center)
[blend mode `behind mode/clear mode/color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pin light/saturation blend/screen/soft light/vivid light`] -- (default: normal)
[opacity `integer`] -- (default: 100)
[preserving transparency `boolean`]

stroke path: stroke the path with the following information (from Path Suite)

`stroke path path item` -- the path item object or objects to be operated upon

[[tool art history brush tool/background eraser tool/blur tool/brush tool/burn tool/clone stamp tool/color replacement tool/dodge tool/eraser tool/healing brush tool/history brush tool/pattern stamp tool/pencil tool/sharpen tool/smudge tool/sponge tool](#)] -- tool to use when stroking the path
[[simulate pressure boolean](#)] -- simulate the pressure when using the tool

translate: moves the position relative to its current position (from Photoshop Suite)

[translate layer](#) -- the layer object or objects to be operated upon
[[delta x real](#)] -- horizontal transformation (unit value)
[[delta y real](#)] -- vertical transformation (unit value)

translate boundary: moves the boundary of selection relative to its current position (from Photoshop Suite)

[translate boundary selection-object](#) -- the selection-object object or objects to be operated upon
[[delta x real](#)] -- horizontal transformation (unit value)
[[delta y real](#)] -- vertical transformation (unit value)

trap: apply trap to a CMYK document (from Photoshop Suite)

[trap document](#) -- the document object or objects to be operated upon
[width integer](#) -- trap width in pixels

trim: (from Photoshop Suite)

[trim document](#) -- the document object or objects to be operated upon
[[basing trim on bottom right pixel/top left pixel/transparent pixels](#)] -- color or type of pixels to base trim on (default: top left pixel)
[[top trim boolean](#)] -- trim away top of document (default: true)
[[left trim boolean](#)] -- trim away left of document (default: true)
[[bottom trim boolean](#)] -- trim away bottom of document (default: true)
[[right trim boolean](#)] -- trim away right of document (default: true)

unlink: unlink the layer (from Photoshop Suite)

[unlink layer](#) -- the layer object or objects to be operated upon

web safe color: find the closest web safe color for a color (from Color Suite)

[web safe color](#)
[for color value](#)
Result: [RGB color](#) -- find the closest web safe color for a color

Classes Listing for Adobe Photoshop CS

Class add noise: apply the add noise filter

Elements:

Super classes:

[filter options](#)

Properties:

[amount real](#)
[distribution Gaussian/uniform](#)
[monochromatic boolean](#)

Class adjustment options: options used with the adjust method

Sub classes:

[automatic contrast](#), [automatic levels](#), [brightness and contrast](#), [color balance](#), [curves](#), [desaturate](#), [equalize](#), [inversion](#), [levels adjustment](#), [mix channels](#), [posterize](#), [selective color](#), [threshold adjustment](#)

Class application: The Adobe Photoshop application

Elements:

document by name, by numeric index, as a range of elements, before/after another element, satisfying a test
font by name, by numeric index, as a range of elements, before/after another element, satisfying a test

Properties:

best type type class [r/o] -- the best type for the object's value
class type class [r/o] -- the object's class
default type type class [r/o] -- the default type for the object's value
properties record -- all of this object's properties returned in a single record
background color color value
color settings anything -- name of selected color settings' set
current document document -- the foremost document
display dialogs always/error dialogs/never -- controls whether or not Photoshop displays dialogs
foreground color color value
free memory real [r/o] -- the amount of unused memory available to Adobe Photoshop
foremost boolean [r/o] -- is Photoshop the foremost application?
name Unicode text [r/o] -- the application's name
scripting version Unicode text [r/o] -- the version of the Scripting interface
settings settings-object [r/o] -- preference settings
version Unicode text [r/o] -- the version of Adobe Photoshop application

Class art layer: any layer that can contain data

Plural form:

art layers

Elements:

Super classes:

layer

Properties:

best type type class [r/o] -- (inherited from the "layer" class) the best type for the object's value
class type class [r/o] -- (inherited from the "layer" class) the object's class
default type type class [r/o] -- (inherited from the "layer" class) the default type for the object's value
index integer [r/o] -- (inherited from the "layer" class) the index of this instance of the object
properties record -- (inherited from the "layer" class) all of this object's properties returned in a single record
all locked boolean -- (inherited from the "layer" class)
blend mode color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pass through/pin light/saturation blend/screen/soft light/vivid light -- (inherited from the "layer" class)
bounds list [r/o] -- (inherited from the "layer" class) Bounding rectangle of the Layer
container reference [r/o] -- (inherited from the "layer" class) the object's container
linked layers list of layer [r/o] -- (inherited from the "layer" class)
name Unicode text -- (inherited from the "layer" class) the name of the layer
opacity real -- (inherited from the "layer" class) master opacity of layer (0.0 - 100.0)
visible boolean -- (inherited from the "layer" class)
background layer boolean -- is the layer a background layer?
fill opacity real -- the interior opacity of the layer (between 0.0 and 100.0)
grouped boolean -- is the layer grouped with the layer below?. Photoshop CS changed the menu name to Create/

Release Clipping Mask

kind brightness contrast layer/channel mixer layer/color balance layer/curves layer/gradient fill layer/gradient map layer/hue saturation layer/inversion layer/levels layer/normal/pattern fill layer/posterize layer/selective color layer/solid fill layer/text layer/threshold layer -- to create a text layer set this property to 'text layer' on an empty art layer of type 'normal'

pixels locked boolean

position locked boolean

text object text-object [r/o] -- the text item that is associated with the art layer. Only valid for art layers whose 'has text' is true

transparent pixels locked boolean

Class automatic contrast: adjust contrast of the selected channels automatically

Elements:

Super classes:

adjustment options

Properties:

Class automatic levels: adjust levels of the selected channels using auto levels option

Elements:

Super classes:

[adjustment options](#)

Properties:

Class Bitmap mode options: Settings related to changing the document mode to Bitmap

Elements:

Super classes:

[change mode options](#)

Properties:

[angle](#) **real** -- only valid for 'halftone screen' conversions

[conversion method](#) **custom pattern/diffusion dither/halftone screen conversion/middle threshold/pattern dither** -- (

default: diffusion dither)

[frequency](#) **real** -- only valid for 'halftone screen' conversions

[pattern name](#) **Unicode text** -- only valid for 'custom pattern' conversions

[resolution](#) **real** -- output resolution (in pixels per inch)

[screen shape](#) **halftone cross/halftone diamond/halftone ellipse/halftone line/halftone round/halftone square** -- only

valid for 'halftone screen' conversions

Class blur: apply the blur filter

Elements:

Super classes:

[filter options](#)

Properties:

Class blur more: apply the blur more filter

Elements:

Super classes:

[filter options](#)

Properties:

Class BMP save options: Settings related to saving a BMP document

Elements:

Super classes:

[save options](#)

Properties:

[bits per sample](#) **A1R5G5B5/A4R4G4B4/A8R8G8B8/eight/four/one/R5G6B5/R8G8B8/sixteen/thirty two/twenty four/X1R5G5B5/X4R4G4B4/X8R8G8B8** -- number of bits per sample (default: twenty four)

[flipped row order](#) **boolean**

[RLE compression](#) **boolean** -- should RLE compression be used?

[save alpha channels](#) **boolean** -- save alpha channels

[target operating system](#) **OS2/Windows** -- target OS. Windows or OS/2 (default: Windows)

Class brightness and contrast: adjust brightness and contrast

Elements:

Super classes:

[adjustment options](#)

Properties:

[brightness level](#) **integer**

[contrast level](#) **integer**

Class change mode options: used with options on the 'change mode' command

Sub classes:

[Bitmap mode options](#), [indexed mode options](#)

Class channel: A channel in a document. Can be either a component channel representing a color of the

document color model or an alpha channel

Plural form:

channels

Properties:

best type type class [r/o] -- the best type for the object's value
class type class [r/o] -- the object's class
default type type class [r/o] -- the default type for the object's value
index integer [r/o] -- the index of this instance of the object
properties record -- all of this object's properties returned in a single record
channel color color value -- color of the channel (not valid for component channels)
container reference [r/o] -- the object's container
histogram list of integer [r/o] -- a histogram of values for the channel
kind component channel/masked area channel/selected area channel/spot color channel -- type of the channel
name Unicode text -- the channel's name
opacity real -- opacity of alpha channels (called solidity for spot channels)
visible boolean

Class clouds: apply the clouds filter

Elements:

Super classes:

filter options

Properties:

Class CMYK color: A CMYK color specification

Elements:

Super classes:

color value

Properties:

cyan real -- the cyan color value (between 0.0 and 100.0)
magenta real -- the magenta color value (between 0.0 and 100.0)
yellow real -- the yellow color value (between 0.0 and 100.0)
black real -- the black color value (between 0.0 and 100.0)

Class color balance:

Elements:

Super classes:

adjustment options

Properties:

shadows list of integer -- list of adjustments for shadows. There must be 3 values in the list
midtones list of integer -- list of adjustments for midtones. There must be 3 values in the list
highlights list of integer -- list of adjustments for highlights. There must be 3 values in the list
preserve luminosity boolean

Class color value: A color value

Sub classes:

CMYK color, gray color, HSB color, Lab color, no color, RGB color, RGB hex color

Class curves: adjust curves of the selected channels

Elements:

Super classes:

adjustment options

Properties:

curve points list of list -- list of curve points (number of points must be between 2 and 11)

Class custom filter: apply the custom filter

Elements:

Super classes:

filter options

Properties:

`characteristics` list of `integer` -- filter characteristics (array of 25 values - Corresponds to a left to right, top to bottom traversal of array presented in the Ui)
`scaling` `integer`
`offset` `integer`

Class debug option: Debug option class

Plural form:

`debug options`

Properties:

`name` `string` [r/o] -- the option's name

`option value` `anything` -- the data associated with this option

`properties` `record` -- all of this object's properties returned in a single record

Class deinterlace: apply the De-Interlace filter

Elements:

Super classes:

`filter options`

Properties:

`eliminate` `even fields/odd fields`

`create new fields` by `duplication/interpolation`

Class desaturate:

Elements:

Super classes:

`adjustment options`

Properties:

Class despeckle: apply the despeckle filter

Elements:

Super classes:

`filter options`

Properties:

Class difference clouds: apply the difference clouds filter

Elements:

Super classes:

`filter options`

Properties:

Class diffuse glow: apply the diffuse glow filter

Elements:

Super classes:

`filter options`

Properties:

`graininess` `integer` -- (range: 0 - 10)

`glow amount` `integer` -- (range: 0 - 20)

`clear amount` `integer` -- (range: 0 - 20)

Class displace filter: apply the displace filter

Elements:

Super classes:

`filter options`

Properties:

`horizontal scale` `integer`

`vertical scale` `integer`

`kind` `stretch to fit/tile`

`undefined areas` `repeat edge pixels/wrap around`

`displacement map definition` `alias`

Class document: A document

Plural form:

[documents](#)

Elements:

[art layer](#) by name, by numeric index, as a range of elements, before/after another element, satisfying a test
[channel](#) by name, by numeric index, as a range of elements, before/after another element, satisfying a test
[history state](#) by name, by numeric index, as a range of elements, before/after another element, satisfying a test
[layer comp](#) by name, by numeric index, as a range of elements, before/after another element, satisfying a test
[layer](#) by name, by numeric index, as a range of elements, before/after another element, satisfying a test
[layer set](#) by name, by numeric index, as a range of elements, before/after another element, satisfying a test
[path item](#) by name, by numeric index, as a range of elements, before/after another element, satisfying a test

Properties:

[best type type class](#) [r/o] -- the best type for the object's value
[class type class](#) [r/o] -- the object's class
[default type type class](#) [r/o] -- the default type for the object's value
[index integer](#) [r/o] -- the index of this instance of the object
[properties record](#) -- all of this object's properties returned in a single record
[background layer art layer](#) [r/o] -- background layer for the document. Only valid for documents that have a background layer
[bits per channel eight/one/sixteen](#) -- number of bits per channel
[color profile kind custom/none/working](#) -- type of color profile management for document
[color profile name Unicode text](#) -- name of color profile for document. Only valid for documents that have been assigned a color profile
[component channels list of channel](#) [r/o] -- all color component channels for this document
[current channels list of channel](#) -- selected channels for document
[current history brush source history state](#) -- the current history state to use with the history brush for this document
[current history state history state](#) -- the current history state for this document
[current layer layer](#) -- selected layer for document
[file path alias](#) [r/o] -- full path name of document
[height real](#) [r/o] -- height of document (unit value)
[histogram list of integer](#) [r/o] -- a histogram of values for the composite document (only for RGB, CMYK and 'Indexed colors' documents)
[info info-object](#) [r/o] -- document information
[initial fill transparent/use background color/white](#) [r/o] -- initial fill of the document. Only valid when used as an option with the 'make new document' command
[managed boolean](#) [r/o] -- is the document a workgroup document?
[mode bitmap/CMYK/duotone/grayscale/indexed color/Lab/multichannel/RGB](#) [r/o] -- document mode
[modified boolean](#) [r/o] -- has the document been modified since last save?
[name Unicode text](#) [r/o] -- the document's name
[pixel aspect ratio real](#) -- the pixel aspect ration of the document
[quick mask mode boolean](#) -- is the document in the quick mask mode?
[resolution real](#) [r/o] -- the resolution of the document (in pixels per inch)
[selection selection-object](#) [r/o] -- the document's selection
[width real](#) [r/o] -- width of document (unit value)
[XMP metadata XMP metadata](#) [r/o]

Class dust and scratches: apply the dust and scratches filter

Elements:

Super classes:

[filter options](#)

Properties:

[radius integer](#) -- in pixels
[threshold integer](#)

Class EPS open options: Settings related to opening a generic EPS document

Elements:

Super classes:

[open options](#)

Properties:

`constrain proportions` **boolean** -- constrain proportions of image
`height` **real** -- height of image (unit value)
`mode` **CMYK/grayscale/Lab/RGB** -- the document mode
`resolution` **real** -- the resolution of the document (in pixels per inch)
`use antialias` **boolean** -- use antialias?
`width` **real** -- width of image (unit value)

Class EPS save options: Settings related to saving an EPS document

Elements:

Super classes:

`save options`

Properties:

`embed color profile` **boolean** -- embed color profile in document
`encoding` **ASCII/binary/high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG** -- type of encoding to use for document (default: binary)
`halftone screen` **boolean** -- include halftone screen (default: false)
`image interpolation` **boolean** -- use image interpolation (default: false)
`PostScript color management` **boolean** -- use Postscript color management (default: false)
`preview type` **eight bit Mac OS/eight bit TIFF/JPEG Mac OS/monochrome Mac OS/monochrome TIFF/none** -- type of preview (default: monochrome TIFF)
`transfer function` **boolean** -- include transfer functions in document (default: false)
`transparent whites` **boolean** -- only valid when saving BitMap documents
`vector data` **boolean** -- include vector data

Class equalize: equalize the levels

Elements:

Super classes:

`adjustment options`

Properties:

Class filter options: options used with the filter method

Sub classes:

`add noise`, `blur`, `blur more`, `clouds`, `custom filter`, `deinterlace`, `despeckle`, `difference clouds`, `diffuse glow`, `displace filter`, `dust and scratches`, `Gaussian blur`, `glass filter`, `high pass`, `lens flare`, `maximum filter`, `median noise`, `minimum filter`, `motion blur`, `NTSC colors`, `ocean ripple`, `offset filter`, `pinch`, `polar coordinates`, `radial blur`, `ripple`, `sharpen`, `sharpen edges`, `sharpen more`, `shear`, `smart blur`, `spherize`, `texture fill`, `twirl`, `unsharp mask`, `wave filter`, `zigzag`

Class font: An installed font

Plural form:

`fonts`

Properties:

`best type` **type class** [r/o] -- the best type for the object's value
`class` **type class** [r/o] -- the object's class
`default type` **type class** [r/o] -- the default type for the object's value
`index` **integer** [r/o] -- the index of this instance of the object
`properties` **record** -- all of this object's properties returned in a single record
`family` **Unicode text** [r/o] -- the font's family
`name` **Unicode text** [r/o] -- The font's text face name
`PostScript name` **Unicode text** [r/o] -- the font's PostScript name
`style` **Unicode text** [r/o] -- the font's style name

Class gallery banner options: options for the web photo gallery banner options

Properties:

`contact info` **Unicode text** -- web photo gallery contact info (default:)
`date` **Unicode text** -- web photo gallery date (default:)
`font` **Arial/Courier New/Helvetica/Times New Roman** -- the font setting for the banner text (default: Arial)
`font size` **integer** -- the size of the font for the banner text (1 - 7; default: 3)
`photographer` **Unicode text** -- web photo gallery photographer (default:)
`site name` **Unicode text** -- web photo gallery site name (default: Adobe Web Photo Gallery)

Class gallery color options: options for the web photo gallery colors

Properties:

`active link color RGB color` -- active link color
`background color RGB color` -- background color
`banner color RGB color` -- banner color
`link color RGB color` -- link color
`text color RGB color` -- text color
`visited link color RGB color` -- visited link color

Class gallery images options: options for the web photo gallery images

Properties:

`border integer` -- the amount of border pixels you want between your images (0 - 99; default: 0)
`caption boolean` -- generate a caption for the images (default: false)
`dimension integer` -- resized image dimensions in pixels (default: 350)
`font Arial/Courier New/Helvetica/Times New Roman` -- font for the gallery images text (default: Arial)
`font size integer` -- font size for the gallery images text (1 - 7; default: 3)
`image quality integer` -- the quality setting for the JPEG image (0 - 12; default: 5)
`include copyright boolean` -- include the copyright in the text for the gallery images (default: false)
`include credits boolean` -- include the credits in the text for the gallery images (default: false)
`include file name boolean` -- include the file name in the text for the gallery images (default: true)
`include title boolean` -- include the title in the text for the gallery images (default: false)
`numeric links boolean` -- add numeric links (default: true)
`resize constraint constrain both/constrain height/constrain width` -- how should the image be constrained (default: constrain both)
`resize images boolean` -- resize images data (default: true)

Class gallery options: options for the web photo gallery command

Properties:

`banner options gallery banner options` -- options related to banner settings
`custom color options gallery color options` -- options related to custom color settings
`email address Unicode text` -- the email address to show on the web page (default:)
`images options gallery images options` -- options related to images settings
`layout style Unicode text` -- the style to use for laying out the web page (default: Centered Frame 1 - Basic)
`preserve all metadata boolean` -- save all of the metadata in the JPEG files (default: false)
`security options gallery security options` -- options related to security settings
`short extension boolean` -- short web page extension .htm or long web page extension .html (default: true)
`size attributes boolean` -- add width and height attributes for images (default: true)
`sub folders boolean` -- include all files found in sub folders of the input folder (default: true)
`thumbnail options gallery thumbnail options` -- options related to thumbnail settings
`UTF8 encoding boolean` -- web page should use UTF-8 encoding (default: false)

Class gallery security options: options for the web photo gallery security

Properties:

`content gallery caption/gallery copyright/gallery credit/gallery custom text/gallery filename/gallery none/gallery title`
-- web photo gallery security content (default: gallery none)
`custom text Unicode text` -- web photo gallery security custom text (default:)
`font Arial/Courier New/Helvetica/Times New Roman` -- web photo gallery security font (default: Arial)
`font size integer` -- web photo gallery security font size (minimum 1; default: 36)
`opacity integer` -- web page security opacity as a percent (default: 100)
`text color RGB color` -- web page security text color
`text position gallery centered/gallery lower left/gallery lower right/gallery upper left/gallery upper right` -- web photo gallery security text position (default: gallery centered)
`text rotate clock wise 45/clock wise 90/counter clock wise 45/counter clock wise 90/zero` -- web photo gallery security text rotate (default: zero)

Class gallery thumbnail options: options for the web photo gallery thumbnail creation

Properties:

`border integer` -- the amount of border pixels you want around your thumbnail images (0 - 99; default: 0)

`caption` **boolean** -- with caption (default: false)
`column count` **integer** -- web photo gallery thumbnail columns (default: 5)
`dimension` **integer** -- web photo gallery thumbnail dimension in pixels (default: 75)
`font` **Arial/Courier New/Helvetica/Times New Roman** -- web photo gallery font (default: Arial)
`font size` **integer** -- the size of the font for the thumbnail images text (1 - 7; default: 3)
`include copyright` **boolean** -- include copyright for thumbnail (default: false)
`include credits` **boolean** -- include credits for thumbnail (default: false)
`include file name` **boolean** -- include file name for thumbnail (default: false)
`include title` **boolean** -- include title for thumbnail (default: false)
`row count` **integer** -- web photo gallery thumbnail rows (default: 3)
`size gallery` **custom/gallery large/gallery medium/gallery small** -- the size of the thumbnail images (default: gallery medium)

Class Gaussian blur: apply the Gaussian blur filter

Elements:

Super classes:

`filter options`

Properties:

`radius` **real** -- in pixels

Class GIF save options: Settings related to saving a GIF document

Elements:

Super classes:

`save options`

Properties:

`colors in palette` **integer** -- number of colors in palette (only settable for some palette types)
`dither` **diffusion/noise/none/pattern** -- type of dither
`dither amount` **integer** -- amount of dither. Only valid for diffusion (1 - 100; default: 75)
`forced colors` **black and white/none/primaries/web**
`interlaced` **boolean** -- should rows be interlaced? (default: false)
`matte background color` **matte/black matte/foreground color matte/Netscape gray/none/semi gray/white matte**
`palette` **exact/local adaptive/local perceptual/local selective/Mac OS system/master adaptive/master perceptual/master selective/previous/uniform/web/Windows system** -- (default: local selective)
`preserve exact colors` **boolean**
`transparency` **boolean**

Class glass filter: apply the glass filter

Elements:

Super classes:

`filter options`

Properties:

`distortion` **integer** -- (range: 0 - 20)
`smoothness` **integer** -- (range: 1 - 15)
`scaling` **integer** -- (range: 50 - 200)
`invert texture` **boolean** -- (default: false) (default: false)
`texture kind` **blocks/canvas/frosted/texture document/tiny lens**
`texture definition` **alias**

Class gray color: A gray color specification

Elements:

Super classes:

`color value`

Properties:

`gray value` **real** -- the gray value (0.0 - 100.0; default: 0.0)

Class high pass: apply the high pass filter

Elements:

Super classes:

`filter options`

Properties:

`radius` `real` -- in pixels

Class history state: A history state for the document

Plural form:

`history states`

Properties:

`best type` `type class` [r/o] -- the best type for the object's value

`class` `type class` [r/o] -- the object's class

`default type` `type class` [r/o] -- the default type for the object's value

`index` `integer` [r/o] -- the index of this instance of the object

`properties` `record` -- all of this object's properties returned in a single record

`container` `reference` [r/o] -- the object's container

`name` `Unicode text` [r/o] -- the history state's name

`snapshot` `boolean` [r/o] -- is the history state a snapshot?

Class HSB color: An HSB color specification

Elements:

Super classes:

`color value`

Properties:

`hue` `real` -- the hue value (between 0.0 and 360.0)

`saturation` `real` -- the saturation value (between 0.0 and 100.0)

`brightness` `real` -- the brightness value (between 0.0 and 100.0)

Class Illustrator paths export options: Settings related to exporting Illustrator paths

Properties:

`path name` `Unicode text` -- name of path to export. Only valid if you are exporting a named path

`target path` `all paths/document bounds/named path` -- which path to export (default: document bounds)

Class indexed mode options: Settings related to changing the document mode to Indexed

Elements:

Super classes:

`change mode options`

Properties:

`colors in palette` `integer` -- number of colors in palette (only settable for some palette types)

`dither` `diffusion/noise/none/pattern` -- type of dither

`dither amount` `integer` -- amount of dither. Only valid for diffusion (1 - 100)

`forced colors` `black and white/none/primaries/web`

`matte background color` `matte/black matte/foreground color matte/Netscape gray/none/semi gray/white matte`

`palette` `exact/local adaptive/local perceptual/local selective/Mac OS system/master adaptive/master perceptual/`

`master selective/previous/uniform/web/Windows system` -- Type of palette (default: exact)

`preserve exact colors` `boolean`

`transparency` `boolean`

Class info-object: Document information

Properties:

`best type` `type class` [r/o] -- the best type for the object's value

`class` `type class` [r/o] -- the object's class

`default type` `type class` [r/o] -- the default type for the object's value

`properties` `record` -- all of this object's properties returned in a single record

`author` `Unicode text`

`author position` `Unicode text`

`caption` `Unicode text`

`caption writer` `Unicode text`

`category` `Unicode text`

`city` `Unicode text`

`container` `reference` [r/o] -- the object's container

`copyright notice` `Unicode text`

copyrighted copyrighted work/public domain/unmarked
country Unicode text
creation date Unicode text
credit Unicode text
EXIF list of anything [r/o]
headline Unicode text
instructions Unicode text
job name Unicode text
keywords list of Unicode text -- list of keywords
owner url Unicode text
province or state Unicode text
source Unicode text
supplemental categories list of Unicode text
title Unicode text
transmission reference Unicode text
urgency four/high/low/none/normal/seven/six/three/two

Class inversion: inverts the currently selected layer or channels

Elements:

Super classes:

adjustment options

Properties:

Class JPEG save options: Settings related to saving a JPEG document

Elements:

Super classes:

save options

Properties:

embed color profile boolean -- embed color profile in document

format options optimized/progressive/standard -- (default: standard)

matte background color matte/black matte/foreground color matte/Netscape gray/none/semi gray/white matte

quality integer -- quality of produced image (0 - 12; default: 3)

scans integer -- number of scans. Only valid for progressive type JPEG files (3 - 5)

Class Lab color: An Lab color specification

Elements:

Super classes:

color value

Properties:

value_L real -- the L-value (between 0.0 and 100.0)

value_a real -- the a-value (between -128.0 and 127.0)

value_b real -- the b-value (between -128.0 and 127.0)

Class layer: A layer object

Plural form:

layers

Sub classes:

art layer, layer set

Properties:

best type type class [r/o] -- the best type for the object's value

class type class [r/o] -- the object's class

default type type class [r/o] -- the default type for the object's value

index integer [r/o] -- the index of this instance of the object

properties record -- all of this object's properties returned in a single record

all locked boolean

blend mode color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/

linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pass through/pin light/saturation blend/screen/soft light/vivid light

bounds list [r/o] -- Bounding rectangle of the Layer

container **reference** [r/o] -- the object's container
linked layers list of **layer** [r/o]
name **Unicode text** -- the name of the layer
opacity **real** -- master opacity of layer (0.0 - 100.0)
visible **boolean**

Class layer comp: A layer composition in a document

Plural form:

layer comps

Properties:

best type type class [r/o] -- the best type for the object's value
class type class [r/o] -- the object's class
default type type class [r/o] -- the default type for the object's value
index integer [r/o] -- the index of this instance of the object
properties record -- all of this object's properties returned in a single record
appearance boolean -- use layer appearance
comment anything -- the description of the layer comp
container reference [r/o] -- the object's container
name Unicode text -- the name of the layer comp
position boolean -- use layer position
selected boolean [r/o] -- the layer comp is currently selected
visibility boolean -- use layer visibility

Class layer set: Layer set

Plural form:

layer sets

Elements:

art layer by name, by numeric index, as a range of elements, before/after another element, satisfying a test
layer by name, by numeric index, as a range of elements, before/after another element, satisfying a test
layer set by name, by numeric index, as a range of elements, before/after another element, satisfying a test

Super classes:

layer

Properties:

best type type class [r/o] -- (inherited from the "layer" class) the best type for the object's value
class type class [r/o] -- (inherited from the "layer" class) the object's class
default type type class [r/o] -- (inherited from the "layer" class) the default type for the object's value
index integer [r/o] -- (inherited from the "layer" class) the index of this instance of the object
properties record -- (inherited from the "layer" class) all of this object's properties returned in a single record
all locked boolean -- (inherited from the "layer" class)
blend mode color blend/color burn/color dodge/darken/difference/dissolve/exclusion/hard light/hue blend/lighten/linear burn/linear dodge/linear light/luminosity/multiply/normal/overlay/pass through/pin light/saturation blend/screen/soft light/vivid light -- (inherited from the "layer" class)
bounds list [r/o] -- (inherited from the "layer" class) Bounding rectangle of the Layer
container reference [r/o] -- (inherited from the "layer" class) the object's container
linked layers list of layer [r/o] -- (inherited from the "layer" class)
name Unicode text -- (inherited from the "layer" class) the name of the layer
opacity real -- (inherited from the "layer" class) master opacity of layer (0.0 - 100.0)
visible boolean -- (inherited from the "layer" class)
enabled channels list of channel -- channels that are enabled for the layer set. Must be a list of component channels

Class lens flare: apply the lens flare filter

Elements:

Super classes:

filter options

Properties:

brightness integer -- (range: 10 - 300)
flare center list -- position (unit value)
lens type Movie Prime/Prime 105/Prime 35/zoom

Class levels adjustment: adjust levels of the selected channels

Elements:

Super classes:

adjustment options

Properties:

input range start integer

input range end integer

input range gamma real

output range start integer

output range end integer

Class maximum filter: apply the maximum filter

Elements:

Super classes:

filter options

Properties:

radius real -- in pixels

Class median noise: apply the median noise filter

Elements:

Super classes:

filter options

Properties:

radius real -- in pixels

Class minimum filter: apply the minimum filter

Elements:

Super classes:

filter options

Properties:

radius real -- in pixels

Class mix channels: only valid for RGB or CMYK documents

Elements:

Super classes:

adjustment options

Properties:

output channels list of anything -- list of channel specifications. For each component channel that the document has, you must specify a list of adjustment values followed by a 'constant' value

monochrome mixing boolean -- use monochrome mixing? If this is true you can only specify one channel value (default: false) (default: false)

Class motion blur: apply the motion blur filter

Elements:

Super classes:

filter options

Properties:

angle integer

radius real -- in pixels

Class no color: represents a missing color

Elements:

Super classes:

color value

Properties:

Class NTSC colors: apply the NTSC colors filter

Elements:

Super classes:
filter options
Properties:

Class ocean ripple: apply the ocean ripple filter

Elements:
Super classes:
filter options
Properties:
ripple size integer -- (range: 1 - 15)
ripple magnitude integer -- (range: 0 - 20)

Class offset filter: apply the offset filter

Elements:
Super classes:
filter options
Properties:
horizontal offset real -- (unit value)
vertical offset real -- (unit value)
undefined areas repeat edge pixels/set to layer fill/wrap around

Class open options: used with options on the open command

Sub classes:
EPS open options, PDF open options, Photo CD open options, raw format open options

Class path item: An artwork path item

Plural form:
path items
Elements:
sub path item by numeric index, as a range of elements, before/after another element, satisfying a test
Properties:
best type type class [r/o] -- the best type for the object's value
class type class [r/o] -- the object's class
default type type class [r/o] -- the default type for the object's value
index integer [r/o] -- the index of this instance of the object
properties record -- all of this object's properties returned in a single record
container reference [r/o] -- the object's container
entire path list of sub path info [r/o] -- all the path item's sub paths
kind clipping/normal/text mask/vector mask/work
name Unicode text -- the name of the path item

Class path point: A point on a path

Plural form:
path points
Properties:
best type type class [r/o] -- the best type for the object's value
class type class [r/o] -- the object's class
default type type class [r/o] -- the default type for the object's value
index integer [r/o] -- the index of this instance of the object
properties record -- all of this object's properties returned in a single record
anchor list [r/o] -- the position (coordinates) of the anchor point
container reference [r/o] -- the object's container
kind corner point/smooth point [r/o] -- the type of point: smooth/corner
left direction list [r/o] -- location of the left direction point (in position)
right direction list [r/o] -- location of the right direction point (out position)

Class path point info: Path point information (returned by entire path dataClassProperty of path item class)

Properties:

`anchor list` -- the position of the anchor (in coordinates)
`kind corner point/smooth point` -- the point type, smooth/corner
`left direction list` -- location of the left direction point (in position)
`right direction list` -- location of the left direction point (out position)

Class PDF open options: Settings related to opening a generic PDF document

Elements:

Super classes:

`open options`

Properties:

`constrain proportions boolean` -- constrain proportions of image
`height real` -- height of image (unit value)
`mode CMYK/grayscale/Lab/RGB` -- the document mode
`page integer` -- number of page to open
`resolution real` -- the resolution of the document (in pixels per inch)
`use antialias boolean` -- use antialias?
`width real` -- width of image (unit value)

Class PDF save options: Settings related to saving a pdf document

Elements:

Super classes:

`save options`

Properties:

`downgrade color profile boolean` -- should the embedded color profile be downgraded to version 2
`embed color profile boolean` -- embed color profile in document
`embed fonts boolean` -- embed fonts? Only valid if a text layer is included
`encoding JPEG/ZIP` -- (default: ZIP)
`image interpolation boolean` -- use image interpolation?
`JPEG quality integer` -- quality of produced image. Only valid for JPEG encoded PDF documents (0 - 12)
`save alpha channels boolean` -- save alpha channels
`save annotations boolean` -- save annotations
`save layers boolean` -- save layers
`save spot colors boolean` -- save spot colors
`transparency boolean`
`use outlines for text boolean` -- use outlines for text? Only valid if vector data is included
`vector data boolean` -- include vector data

Class Photo CD open options: Settings related to opening a PhotoCD document

Elements:

Super classes:

`open options`

Properties:

`color profile name Unicode text` -- profile to use when reading the image
`color space Lab 16/Lab 8/RGB 16/RGB 8` -- colorspace for image
`orientation landscape/portrait`
`pixel size extra large/large/maximum/medium/minimum/small` -- dimensions of image
`resolution real` -- the resolution of the image (in pixels per inch)

Class Photoshop DCS 1.0 save options: Settings related to saving a Photoshop DCS 1.0 document

Elements:

Super classes:

`save options`

Properties:

`DCS color composite/grayscale composite/no composite PostScript` -- (default: color composite)
`embed color profile boolean` -- embed color profile in document
`encoding ASCII/binary/high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG` -- type of encoding to use for document (default: binary)
`halftone screen boolean` -- include halftone screen (default: false)
`image interpolation boolean` -- use image interpolation (default: false)

`preview type` `eight bit Mac OS/eight bit TIFF/JPEG Mac OS/monochrome Mac OS/monochrome TIFF/none` -- type of preview (default: eight bit Mac OS)
`transfer function` `boolean` -- include transfer functions in document (default: false)
`vector data` `boolean` -- include vector data

Class Photoshop DCS 2.0 save options: Settings related to saving a Photoshop DCS 2.0 document

Elements:

Super classes:

`save options`

Properties:

`DCS color composite/grayscale composite/no composite PostScript` -- (default: no composite PostScript)
`embed color profile` `boolean` -- embed color profile in document
`encoding` `ASCII/binary/high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG` -- type of encoding to use for document (default: binary)
`halftone screen` `boolean` -- include halftone screen (default: false)
`image interpolation` `boolean` -- use image interpolation (default: false)
`multifile DCS` `boolean` -- (default: false)
`preview type` `eight bit Mac OS/eight bit TIFF/JPEG Mac OS/monochrome Mac OS/monochrome TIFF/none` -- type of preview (default: eight bit Mac OS)
`save spot colors` `boolean` -- save spot colors
`transfer function` `boolean` -- include transfer functions in document (default: false)
`vector data` `boolean` -- include vector data

Class Photoshop save options: Settings related to saving a Photoshop document

Elements:

Super classes:

`save options`

Properties:

`embed color profile` `boolean` -- embed color profile in document
`save alpha channels` `boolean` -- save alpha channels
`save annotations` `boolean` -- save annotations
`save layers` `boolean` -- save layers
`save spot colors` `boolean` -- save spot colors

Class PICT file save options: Settings related to saving a PICT document

Elements:

Super classes:

`save options`

Properties:

`compression` `high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG/none` -- (default: none)
`embed color profile` `boolean` -- embed color profile in document
`resolution` `eight/four/sixteen/thirty two/two` -- number of bits per pixel
`save alpha channels` `boolean` -- save alpha channels

Class PICT resource save options: Settings related to saving a PICT resource file

Elements:

Super classes:

`save options`

Properties:

`compression` `high quality JPEG/low quality JPEG/maximum quality JPEG/medium quality JPEG/none` -- (default: none)
`embed color profile` `boolean` -- embed color profile in document
`name` `Unicode text` -- name of PICT resource (default: "")
`resolution` `eight/four/sixteen/thirty two/two` -- number of bits per pixel
`resource id` `integer` -- ID of PICT resource (default: 128)
`save alpha channels` `boolean` -- save alpha channels

Class pinch: apply the pinch filter

Elements:

Super classes:

[filter options](#)

Properties:

[amount](#) [integer](#) -- (range: -100 - 100)

Class Pixar save options: Settings related to saving a Pixar document

Elements:

Super classes:

[save options](#)

Properties:

[save alpha channels](#) [boolean](#) -- save alpha channels

Class PNG save options: Settings related to saving a PNG document

Elements:

Super classes:

[save options](#)

Properties:

[interlaced](#) [boolean](#) -- should rows be interlaced? (default: false)

Class polar coordinates: apply the polar coordinates filter

Elements:

Super classes:

[filter options](#)

Properties:

[kind](#) [polar to rectangular/rectangular to polar](#)

Class posterize:

Elements:

Super classes:

[adjustment options](#)

Properties:

[levels](#) [integer](#)

Class presentation options: options for the PDF presentation command

Properties:

[auto advance](#) [boolean](#) -- auto advance when viewing (default: true)

[downgrade color profile](#) [boolean](#) -- should the embedded color profile be downgraded to version 2 (default: false)

[embed fonts](#) [boolean](#) -- embed fonts? Only valid if a text layer is included (default: false)

[encoding](#) [JPEG/ZIP](#) -- (default: ZIP)

[image interpolation](#) [boolean](#) -- use image interpolation? (default: false)

[interval](#) [integer](#) -- time in seconds before auto advancing the view (default: 5)

[JPEG quality](#) [integer](#) -- quality of produced image. Only valid for JPEG encoded PDF documents (0 - 12; default: 10)

[loop](#) [boolean](#) -- loop after last page (default: false)

[presentation](#) [boolean](#) -- true if the file type is presentation false for Multi-Page document (default: false)

[transition](#) [blinds horizontal/blinds vertical/box in/box out/dissolve/glitter down/glitter right/glitter right down/none/](#)

[random/split horizontal in/split horizontal out/split vertical in/split vertical out/wipe down/wipe left/wipe right/wipe up](#) -- transition type when switching to the next document (default: none)

[transparency](#) [boolean](#) -- (default: true)

[vector data](#) [boolean](#) -- include vector data (default: false)

[view](#) [boolean](#) -- view the document after saving (default: false)

Class radial blur: apply the radial blur filter

Elements:

Super classes:

[filter options](#)

Properties:

[amount](#) [integer](#) -- from 0 to 100

[blur method](#) [spin/zoom](#)

[quality](#) [best/draft/good](#)

Class raw format open options: Settings related to opening a raw format document

Elements:

Super classes:

[open options](#)

Properties:

[bits per channel](#) **integer** -- number of bits for each channel (8 or 16)

[byte order](#) **IBM PC/Mac OS** -- only relevant for images with 16 bits per channel

[header size](#) **integer**

[height](#) **integer** -- height of image (in pixels)

[interleave channels](#) **boolean** -- are the channels in the image interleaved?

[number of channels](#) **integer** -- number of channels in image

[retain header](#) **boolean** -- retain header when saving?

[width](#) **integer** -- width of image (in pixels)

Class raw save options: Settings related to saving a document in raw format

Elements:

Super classes:

[save options](#)

Properties:

[save alpha channels](#) **boolean** -- save alpha channels

[save spot colors](#) **boolean** -- save spot colors

Class RGB color: An RGB color specification

Elements:

Super classes:

[color value](#)

Properties:

[red](#) **real** -- the red color value (0.0 - 255.0; default: 255.0)

[green](#) **real** -- the green color value (0.0 - 255.0; default: 255.0)

[blue](#) **real** -- the blue color value (0.0 - 255.0; default: 255.0)

Class RGB hex color: A hexadecimal specification of an RGB color

Elements:

Super classes:

[color value](#)

Properties:

[hex value](#) **Unicode text** -- the hex representation of the color. (Example '10FF4B')

Class ripple: apply the ripple filter

Elements:

Super classes:

[filter options](#)

Properties:

[amount](#) **integer** -- (range: -999 - 999)

[ripple size](#) **large/medium/small**

Class save options: used with options on the save command

Sub classes:

[BMP save options](#), [EPS save options](#), [GIF save options](#), [JPEG save options](#), [PDF save options](#), [Photoshop DCS 1.0 save options](#), [Photoshop DCS 2.0 save options](#), [Photoshop save options](#), [PICT file save options](#), [PICT resource save options](#), [Pixar save options](#), [PNG save options](#), [raw save options](#), [SGI RGB save options](#), [Targa save options](#), [TIFF save options](#)

Class selection-object: The selection of the document

Properties:

[best type](#) **type class** [r/o] -- the best type for the object's value

[class](#) **type class** [r/o] -- the object's class

[default type](#) **type class** [r/o] -- the default type for the object's value

[properties](#) **record** -- all of this object's properties returned in a single record

container **reference** [r/o] -- the object's container

Class selective color:

Elements:

Super classes:

adjustment options

Properties:

selection method **absolute/relative**

reds list of **real** -- Array of 4 values: cyan, magenta, yellow, black

yellows list of **real** -- Array of 4 values: cyan, magenta, yellow, black

greens list of **real** -- Array of 4 values: cyan, magenta, yellow, black

cyans list of **real** -- Array of 4 values: cyan, magenta, yellow, black

blues list of **real** -- Array of 4 values: cyan, magenta, yellow, black

magentas list of **real** -- Array of 4 values: cyan, magenta, yellow, black

whites list of **real** -- Array of 4 values: cyan, magenta, yellow, black

neutrals list of **real** -- Array of 4 values: cyan, magenta, yellow, black

blacks list of **real** -- Array of 4 values: cyan, magenta, yellow, black

Class settings-object: Preferences for Photoshop

Properties:

best type type class [r/o] -- the best type for the object's value

class type class [r/o] -- the object's class

default type type class [r/o] -- the default type for the object's value

properties record -- all of this object's properties returned in a single record

additional plugin folder alias

append extension ask/no/yes

ask before saving layered TIFF boolean

auto update open documents boolean

beep when done boolean

cache levels integer

color picker Adobe color picker/Apple color picker/plugin in color picker/Windows color picker

column gutter real -- gutter of columns (in points)

column width real -- width of columns (in points)

create first snapshot boolean -- automatically make first snapshot when a new document is created?

display color channels in color boolean

dynamic color sliders boolean

edit log items concise/detailed/sessiononly -- options for edit log items

export clipboard boolean

full size preview boolean

gamut warning opacity real

grid size large/medium/none/small

grid style dashed line/dotted line/solid line

grid subdivisions integer

guide style dashed line/solid line

icon preview boolean

image previews ask/no/yes

interpolation method bicubic/bicubic sharper/bicubic smoother/bilinear/closest neighbor/none

keyboard zoom resizes windows boolean

Mac OS thumbnail boolean

maximize compatibility always/ask/never -- maximize compatibility for Photoshop (PSD) files

maximum RAM use integer -- Maximum percentage of available RAM used by Photoshop (5 - 100)

nonlinear history boolean -- allow non-linear history?

number of history states integer -- number of history states to remember (between 1 and 100)

other cursors precise/standard

painting cursors brush size/precise/standard

pixel doubling boolean

point size postscript size/traditional size -- size of point/pica

recent file list length integer -- number of items in the recent file list (between 0 and 30)

ruler units cm units/inch units/mm units/percent units/pica units/pixel units/point units -- Note: this is the unit that the

scripting system will use when receiving and returning values

save log items **both/log file/metadata** -- options for saving the history items
save log items file **alias** -- file to save the history log
save palette locations **boolean**
show Asian text options **boolean**
show English font names **boolean**
show slice numbers **boolean**
show tool tips **boolean**
smart quotes **boolean**
type units **mm units/pixel units/point units**
use additional plugin folder **boolean**
use cache for histograms **boolean**
use diffusion dither **boolean**
use history log **boolean** -- Turn on and off the history logging
use lowercase extension **boolean** -- should the file extension be lowercase
use Shift key for tool switch **boolean**
use video alpha **boolean** -- this option requires hardware support
Windows thumbnail **boolean**

Class SGI RGB save options: Settings related to saving a document in the SGI RGB format

Elements:

Super classes:

save options

Properties:

save alpha channels **boolean** -- save alpha channels

save spot colors **boolean** -- save spot colors

Class sharpen: apply the sharpen filter

Elements:

Super classes:

filter options

Properties:

Class sharpen edges: apply the sharpen edges filter

Elements:

Super classes:

filter options

Properties:

Class sharpen more: apply the sharpen more filter

Elements:

Super classes:

filter options

Properties:

Class shear: apply the shear filter

Elements:

Super classes:

filter options

Properties:

curve list of **anything** -- specification of shear curve. List of curve points

undefined areas **repeat edge pixels/wrap around**

Class smart blur: apply the smart blur filter

Elements:

Super classes:

filter options

Properties:

radius **real** -- radius (range: 0 - 1000)
threshold **real** -- threshold (range: 0 - 1000)
quality **high/low/medium**
mode **edge only/normal/overlay edge**

Class spherize: apply the spherize filter

Elements:

Super classes:

filter options

Properties:

amount integer -- (range: -100 - 100)
mode horizontal/normal/vertical

Class sub path info: Sub path information (returned by entire path dataClassProperty of path item class)

Properties:

closed boolean -- is this path closed?
entire sub path list of **path point info** -- all the sub path item's path points
operation shape add/shape intersect/shape subtract/shape xor -- sub path operation on other sub paths

Class sub path item: An artwork sub path item

Plural form:

sub path items

Elements:

path point by numeric index, as a range of elements, before/after another element, satisfying a test

Properties:

best type type class [r/o] -- the best type for the object's value
class type class [r/o] -- the object's class
default type type class [r/o] -- the default type for the object's value
index integer [r/o] -- the index of this instance of the object
properties record -- all of this object's properties returned in a single record
closed boolean [r/o] -- is this path closed?
container reference [r/o] -- the object's container
entire sub path list of **path point info** [r/o] -- all the sub path item's path points
operation shape add/shape intersect/shape subtract/shape xor [r/o] -- sub path operation on other sub paths

Class Targa save options: Settings related to saving a Target document

Elements:

Super classes:

save options

Properties:

resolution sixteen/thirty two/twenty four -- number of bits per pixel (default: twenty four)
RLE compression boolean -- should RLE compression be used? (default: true)
save alpha channels boolean -- save alpha channels

Class text-object: Text item contained in an art layer

Properties:

best type type class [r/o] -- the best type for the object's value
class type class [r/o] -- the object's class
default type type class [r/o] -- the default type for the object's value
properties record -- all of this object's properties returned in a single record
alternate ligatures boolean -- use alternate ligatures?
antialias method crisp/none/sharp/smoothing/strong
auto kerning manual/metrics/optical -- options for auto kerning
auto leading boolean -- whether to use a font's built-in leading information
auto leading amount real -- percentage to use for auto leading
baseline shift real -- baseline offset of text (unit value)
capitalization all caps/normal/small caps -- the case of the text
container reference [r/o] -- the object's container
contents Unicode text -- the text in the layer

desired glyph scaling **real**
 desired letter scaling **real**
 desired word scaling **real**
 faux bold **boolean** -- use faux bold?
 faux italic **boolean** -- use faux italic?
 first line indent **real** -- (unit value)
 font **Unicode text** -- text face of the character
 height **real** -- the height of paragraph text (unit value)
 horizontal scale **integer** -- horizontal scaling of characters (in percent)
 horizontal warp distortion **real** -- percentage from -100 to 100
 hyphen limit **integer** -- maximum number of consecutive hyphens
 hyphenate after first **integer** -- hyphenate after this many letters
 hyphenate before last **integer** -- hyphenate before this many letters
 hyphenate capitalized words **boolean** -- wheter to hyphenate capitalized words
 hyphenate words longer than **integer** -- hyphenate words that have more than this number of letters (minimum 0)
 hyphenation **boolean** -- use hyphenation?
 hyphenation zone **real** -- the hyphenation zone (unit value)
 justification **center/center justified/fully justified/left/left justified/right/right justified** -- paragraph justification
 kind **paragraph text/point text** -- the type of the text
 language **Brazilian Portuguese/Canadian French/Danish/Dutch/English UK/English USA/Finnish/French/German/Italian/Norwegian/Nynorsk Norwegian/Old German/Portuguese/Spanish/Swedish/Swiss German**
 leading **real** -- leading (unit value)
 left indent **real** -- (unit value)
 ligatures **boolean** -- use ligatures?
 maximum glyph scaling **real**
 maximum letter scaling **real**
 maximum word scaling **real**
 minimum glyph scaling **real**
 minimum letter scaling **real**
 minimum word scaling **real**
 no break **boolean**
 old style **boolean** -- use old style?
 position **list** -- position of origin (unit value)
 right indent **real** -- (unit value)
 Roman hanging punctuation **boolean** -- use Roman Hanging Punctuation?
 size **real** -- font size in points
 space after **real** -- (unit value)
 space before **real** -- (unit value)
 strike thru **off/strike box/strike height** -- options for strik thru of the text
 stroke color **color value** -- color of text
 text composer **Adobe every line/Adobe single line** -- type of text composing engine to use
 text direction **horizontal/vertical** -- text orientation
 tracking **real** -- controls uniform spacing between multiple characters
 underline **left/off/right** -- options for underlining of the text
 vertical scale **integer** -- vertical scaling of characters (in percent)
 vertical warp distortion **real** -- percentage from -100 to 100
 warp bend **real** -- percentage from -100 to 100
 warp direction **horizontal/vertical**
 warp style **arc/arc lower/arc upper/arch/bulge/fish/fish eye/flag/inflate/none/rise/shell lower/shell upper/squeeze/twist/wave**
 width **real** -- the width of paragraph text (unit value)

Class texture fill: apply the texture fill filter

Elements:

Super classes:

filter options

Properties:

file path alias -- texture file. Must be a grayscale Photoshop file

Class threshold adjustment:

Elements:

Super classes:

adjustment options

Properties:

level integer

Class TIFF save options: Settings related to saving a TIFF document

Elements:

Super classes:

save options

Properties:

byte order IBM PC/Mac OS -- Default value is 'Mac OS' when running on MacOS, and 'IBM PC' when running on a PC

embed color profile boolean -- embed color profile in document

image compression JPEG/LZW/none/ZIP -- compression type (default: none)

JPEG quality integer -- quality of produced image. Only valid for JPEG compressed TIFF documents (0 - 12)

layer compression RLE/ZIP -- should only be used when you are saving layers

save alpha channels boolean -- save alpha channels

save annotations boolean -- save annotations

save image pyramid boolean -- (default: false)

save layers boolean -- save layers

save spot colors boolean -- save spot colors

transparency boolean

Class twirl: apply the twirl filter

Elements:

Super classes:

filter options

Properties:

angle integer -- (range: -999 - 999)

Class unsharp mask: apply the unsharp mask filter

Elements:

Super classes:

filter options

Properties:

amount real

radius real -- in pixels

threshold integer -- threshold

Class wave filter: apply the wave filter

Elements:

Super classes:

filter options

Properties:

number of generators integer -- number of generators

minimum wavelength integer

maximum wavelength integer

minimum amplitude integer

maximum amplitude integer

horizontal scale integer

vertical scale integer

wave type sine/square/triangular

undefined areas repeat edge pixels/wrap around

random seed integer

Class XMP metadata:

Properties:

`best type type class [r/o]` -- the best type for the object's value
`class type class [r/o]` -- the object's class
`default type type class [r/o]` -- the default type for the object's value
`properties record` -- all of this object's properties returned in a single record
`container reference [r/o]` -- the object's container
`raw data Unicode text` -- raw XML form of file information

Class zigzag: apply the zigzag filter

Elements:

Super classes:

`filter options`

Properties:

`amount integer` -- (range: -100 - 100)

`ridges integer`

`style around center/out from center/pond ripples`