

Layer Class

[Github Link](#)

```
namespace lc::ui::widgets
```

Add Layer

Description

Add a new layer. Color can be added as individual rgb values or through color object.

- Layer Shared Pointer - *Layer*
- Layer Name - *string*
 - returns *Layer*
- Layer Name - *string* , Line width - *double*
 - returns *Layer*
- Layer Name - *string* , Red - *int* , Green - *int*, Blue - *int*
 - returns *Layer*
- Layer Name - *string* , Color - *lc::Color*
 - returns *Layer*
- Layer Name - *string* , Line width - *double* , Red - *int* , Green - *int*, Blue - *int*
 - returns *Layer*
- Layer Name - *string* , Line width - *double* , Color - *lc::Color*
 - returns *Layer*

Examples

- ```
local layers = mainWindow.layers()
```
- ```
lay:addLayer(layer1)
```
- ```
lay:addLayer("Layer1")
```
- ```
lay:addLayer("Layer1", 2)
```
- ```
lay:addLayer("Layer1", 255, 255, 255)
```
- ```
lay:addLayer("Layer1", lc.Color(1,1,1))
```

- `lay:addLayer("Layer1", 2, 255, 255, 255)`
- `lay:addLayer("Layer1", 2, lc.Color(1,1,1))`

Remove Layer

Description

Remove layer by passing in the layer on or by passing in the the layer object.

- Layer Name - *string*
- Layer Shared Pointer - *Layer*

Examples

- `layers:removeLayer("Layer1")`
- `layers:removeLayer(layer1)`

Find Layer

Description

Find layer by label.

- Layer Label - *string*
 - returns *Layer*

Examples

- `local layer1 = layers:layerByName("Layer1")`

Rename Layer

Description

Rename the given layer to a new layer name.

- Old Layer Name - *string* , New Layer Name - *string*
- Layer - *layer* , New Layer Name - *string*

Examples

- `layers.renameLayer("OldLayer", "NewLayer")`
 - `layers.renameLayer(oldLayer, "NewLayer")`
-

Replace Layer

Description

Replace the given layer with the the new layer passed as the second argument.

- Old Layer Name - *string* , New Layer - *Layer*
- Old Layer - *layer* , New Layer - *Layer*

Examples

- `layers.replaceLayer("OldLayer", newLayer)`
 - `layers.replaceLayer(oldLayer, newLayer)`
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https://dokuwiki.librecad.org/doku.php/dev:v3:gui_api:layer:layer?rev=1594125938

Last update: **2020/07/07 12:45**

