

# Commonly-Used Objects in the Adobe Photoshop DOM

Application	
activeDocument	<i>Document</i>
arguments[]	<i>Array</i>
backgroundColor	<i>SolidColor</i>
colorSettings	<i>Object</i>
displayDialogs	<i>{DialogModes}</i>
documents[]	<i>Array</i>
foregroundColor	<i>SolidColor</i>
freeMemory	<i>Number</i>
name	<i>String</i>
parent	<i>Object</i>
path	<i>File</i>
preferences	<i>Preferences</i>
scriptingVersion	<i>String</i>
serialNumber	<i>String</i>
typename	<i>String</i>
version	<i>String</i>
alert(...)	
beep()	
charIDToTypeID(...)	<i>Number</i>
confirm(...)	<i>Boolean</i>
doAction(...)	
executeAction(...)	<i>ActionDescriptor</i>
executeActionGet(...)	<i>ActionDescriptor</i>
open(...)	<i>Document</i>
purge(...)	
stringIDToTypeID(...)	<i>Number</i>
toString()	<i>String</i>
TypeIDToCharID(...)	<i>String</i>
TypeIDToStringID(...)	<i>String</i>

SolidColor	
<i>cmyk</i>	<i>CMYKColor</i>
<i>gray</i>	<i>GrayColor</i>
<i>hsb</i>	<i>HSBColor</i>
<i>lab</i>	<i>LabColor</i>
<i>model</i>	<i>{ColorModel}</i>
<i>nearestWebColor</i>	<i>RGBColor</i>
<i>rgb</i>	<i>RGBColor</i>
<i>typename</i>	<i>String</i>
<i>isEqual(...)</i>	<i>Boolean</i>
<i>toString()</i>	<i>String</i>

RGBColor	
<i>red</i>	<i>Number</i>
<i>green</i>	<i>Number</i>
<i>blue</i>	<i>Number</i>
<i>hexValue</i>	<i>String</i>
<i>typename</i>	<i>String</i>
<i>toString()</i>	<i>String</i>

GIFSaveOptions	
colors	<i>Number</i>
dither	<i>{Dither}</i>
ditherAmount	<i>Number</i>
forced	<i>{ForcedColors}</i>
interlaced	<i>Boolean</i>
matte	<i>{MatteType}</i>
palette	<i>{Palette}</i>
preserveExactColors	<i>Boolean</i>
transparency	<i>Boolean</i>
typename	<i>String</i>
toString()	<i>String</i>

JPEGSaveOptions	
embedColorProfile	<i>Boolean</i>
formatOptions	<i>{FormatOptions}</i>
matte	<i>{MatteType}</i>
quality	<i>Number</i>
scans	<i>Number</i>
typename	<i>String</i>
toString()	<i>String</i>

PNGSaveOptions	
interlaced	<i>Boolean</i>
typename	<i>String</i>
toString()	<i>String</i>

Document	
activeChannels[]	<i>Array</i>
activeHistoryBrushSource	<i>HistoryState</i>
activeHistoryState	<i>HistoryState</i>
activeLayer	<i>ArtLayer</i>
artLayers[]	<i>Array</i>
backgroundLayer	<i>ArtLayer</i>
bitsPerChannel	<i>{BitsPerChannelType}</i>
channels[]	<i>Array</i>
colorProfileName	<i>String</i>
colorProfileType	<i>{ColorProfile}</i>
componentChannels[]	<i>Array</i>
fullName	<i>File? String?</i>
height	<i>Number</i>
histogram[]	<i>Array</i>
historyStates	<i>HistoryStates</i>
info	<i>DocumentInfo</i>
layerSets[]	<i>Array</i>
layers[]	<i>Array</i>
managed	<i>Boolean</i>
mode	<i>{DocumentMode}</i>
modified	<i>Boolean</i>
name	<i>String</i>
parent	<i>Object</i>
path	<i>File? String?</i>
quickMaskMode	<i>Boolean</i>
resolution	<i>Number</i>
saved	<i>Boolean</i>
selection	<i>Selection</i>
typename	<i>String</i>
width	<i>Number</i>
changeMode(...)	
close(...)	
convertProfile(...)	
crop(...)	
duplicate()	<i>Document</i>
exportDocument(...)	
flatten()	
flipCanvas(...)	
importAnnotations(...)	
mergeVisibleLayers()	
paste(...)	
print(...)	
rasterizeAllLayers()	
resizeCanvas(...)	
resizeImage(...)	
revealAll()	
rotateCanvas(...)	
save()	
saveAs(...)	
splitChannels()	<i>Array</i>
toString()	<i>String</i>
trap(...)	
trim(...)	

Selection	
parent	<i>Object</i>
typename	<i>String</i>
clear()	
contract(...)	
copy(...)	
cut()	
deselect()	
expand(...)	
feather(...)	
fill(...)	
grow(...)	
invert()	
load(...)	
resize(...)	
resizeBoundary(...)	
rotate(...)	
rotateBoundary(...)	
select(...)	
selectAll()	
selectBorder(...)	
similar(...)	
smooth(...)	
store(...)	
stroke(...)	
toString()	<i>String</i>
translate(...)	
translateBoundary(...)	

ArtLayer	
allLocked	<i>Boolean</i>
blendMode	<i>{BlendMode}</i>
fillOpacity	<i>Number</i>
grouped	<i>Boolean</i>
isBackgroundLayer	<i>Boolean</i>
kind	<i>{LayerKind}</i>
linkedLayers[]	<i>Array</i>
name	<i>String</i>
opacity	<i>Number</i>
parent	<i>Object</i>
pixelsLocked	<i>Boolean</i>
positionLocked	<i>Boolean</i>
textItem	<i>TextItem</i>
transparentPixelsLocked	<i>Boolean</i>
typeName	<i>String</i>
visible	<i>Boolean</i>
adjustBrightnessContrast(...)	
adjustColorBalance(...)	
adjustCurves(...)	
adjustLevels(...)	
applyAddNoise(...)	
applyBlur()	
applyBlurMore()	
applyClouds()	
applyCustomFilter(...)	
applyDeInterlace(...)	
applyDespeckle()	
applyDifferenceClouds()	
applyDiffuseGlow(...)	
applyDisplace(...)	
applyDustAndScratches(...)	
applyGaussianBlur(...)	
applyGlassEffect(...)	
applyHighPass(...)	
applyLensFlare(...)	
applyMaximum(...)	
applyMedianNoise(...)	
applyMinimum(...)	
applyMotionBlur(...)	
applyNTSC()	
applyOceanRipple(...)	
applyOffset(...)	
applyPinch(...)	
applyPolarCoordinates(...)	
applyRadialBlur(...)	
applyRipple(...)	
applySharpen(...)	
applySharpenEdges(...)	
applySharpenMore(...)	
applyShear(...)	
applySmartBlur(...)	
applySpherize(...)	
applyStyle(...)	
applyTextureFill(...)	
applyTwirl(...)	
applyUnsharpMask(...)	
applyWave(...)	
applyZigZag(...)	
autoContrast()	
autoLevels()	
clear()	
copy(...)	
cut()	
desaturate()	
duplicate()	<i>ArtLayer</i>
equalize()	
invert()	
link(...)	
merge()	<i>ArtLayer</i>
mixChannels(...)	
moveAfter(...)	
moveBefore(...)	
moveToBeginning(...)	
moveToEnd(...)	
posterize(...)	
rasterize(...)	
remove()	
resize(...)	
rotate(...)	
selectiveColor(...)	
threshold(...)	
toString()	<i>String</i>
translate(...)	
unlink()	

TextItem	
alternateLigatures	<i>Boolean</i>
antiAliasMethod	<i>{AntiAlias}</i>
autoKerning	<i>Boolean</i>
autoLeadingAmount	<i>Number</i>
baselineShift	<i>Number</i>
capitalization	<i>{Case}</i>
color	<i>SolidColor</i>
contents	<i>String</i>
desiredGlyphScaling	<i>Number</i>
desiredLetterScaling	<i>Number</i>
desiredWordScaling	<i>Number</i>
direction	<i>{Direction}</i>
fauxBold	<i>Boolean</i>
fauxItalic	<i>Boolean</i>
firstLineIndent	<i>Number</i>
font	<i>String</i>
hangingPunctuation	<i>Boolean</i>
height	<i>Number</i>
horizontalScale	<i>Number</i>
hyphenLimit	<i>Number</i>
hyphenateAfterFirst	<i>Number</i>
hyphenateBeforeLast	<i>Number</i>
hyphenateCapitalWords	<i>Boolean</i>
hyphenateWordsLongerThan	<i>Number</i>
hyphenation	<i>Boolean</i>
hyphenationZone	<i>Number</i>
justification	<i>{Justification}</i>
kind	<i>{TextType}</i>
language	<i>{Language}</i>
leading	<i>Number</i>
leftIndent	<i>Number</i>
ligatures	<i>Boolean</i>
maximumGlyphScaling	<i>Number</i>
maximumLetterScaling	<i>Number</i>
maximumWordScaling	<i>Number</i>
minimumGlyphScaling	<i>Number</i>
minimumLetterScaling	<i>Number</i>
minimumWordScaling	<i>Number</i>
noBreak	<i>Boolean</i>
oldStyle	<i>Boolean</i>
parent	<i>Object</i>
position[]	<i>Array</i>
rightIndent	<i>Number</i>
size	<i>Number</i>
spaceAfter	<i>Number</i>
spaceBefore	<i>Number</i>
strikeThru	<i>Boolean</i>
textComposer	<i>{TextComposer}</i>
tracking	<i>Number</i>
typename	<i>String</i>
underline	<i>Boolean</i>
useAutoLeading	<i>Boolean</i>
verticalScale	<i>Number</i>
warpBend	<i>Number</i>
warpDirection	<i>{Direction}</i>
warpHorizontalDistortion	<i>Number</i>
warpStyle	<i>{WarpStyle}</i>
warpVerticalDistortion	<i>Number</i>
width	<i>Number</i>
convertToShape()	
createPath()	
toString()	<i>String</i>

Channel	
color	<i>SolidColor</i>
histogram[]	<i>Array</i>
kind	<i>{ChannelType}</i>
name	<i>String</i>
opacity	<i>Number</i>
parent	<i>Object</i>
typename	<i>String</i>
visible	<i>Boolean</i>
duplicate()	<i>Channel</i>
merge()	
remove()	
toString()	<i>String</i>