

The Photoshop objects (the JavaScript type library for Adobe® Photoshop® CC) are presented alphabetically and in tabular format in this chapter. Sample code for several object model classes is given to help illustrate the syntax as well as usage of the object class.

Object descriptions

Object properties and methods are described in separate tables for each object. The following sections describe the conventions used in these descriptions.

Properties notation

The Properties table for an object lists the following:

- The properties defined in each object.
- The value type for each property.

When the value type is a constant or another object, the value is a hypertext link to the listing for that constant or object.

- The property's input status: read-only or read-write.
- A description that explains what the property does.

Property	Value type	What it is
<code>displayDialogs</code>	DialogModes	Read-write. The dialog mode for the application, which controls what types of dialogs should be displayed when running scripts.

For constants, like [DialogModes](#) in the sample, click the link to go to the table that shows allowed values. Constants are represented by objects, and allowed values are properties of those objects. Specify a constant value in the form *ConstantName.VALUE*. For example:

```
app.displayDialogs = DialogModes.ERROR;
```

Methods notation

The Methods table for an object lists the following:

- The method name.
- The parameters list.
- The parameter value types, on lines corresponding to each parameter.
- Return value type
- A description of what the method does, and further descriptions of parameters, if needed.