

There is no current documentation, but here is my own attempt to document the syntax of the Uci.SetLayerVisibility method from the source code:

```
Uci.SetLayerVisibility( <UCI_Name>, <Page_Name>,  
<Layer_Name>, <Visibility>, <Transition_Type> )
```

UCI_Name – the overall name of the UCI under the User Control Interfaces

Page_Name – the name of the UCI Page where this visibility change will occur (does not force a UCI user to that page)

Layer_Name – the name of the named layer which will be adjusted

Visibility – Boolean which determines whether the layer is visible or not:

True – layer moves to the layer to the position set in the design

False – layer moves off the visible UCI area or fades, depending upon the Transition Type

Transition_Type:

none

‘Visibility=true’ – layer appears instantly with no movement or fade

‘Visibility=false’ – layer disappears instantly with no movement or fade

fade – Fades in over 1 second

left – Moves into position from the left over 1 second

right – Moves into position from the right over 1 second

bottom – Moves into position from the bottom over 1 second

top – Moves into position from the top over 1 second

Notes:

Since you can adjust any layer, there is nothing special to create a base layer. To create a bottom layer, just put it below all the others and don’t change its visibility.

The fade/move in/out time is not adjustable. If two layers are different distances from the side they are moving to or away from, they will travel at different speeds.

Lua Code

```
function viewTop()  -- Show the Top Controls
    Uci.SetLayerVisibility("LayerTest", "Page 1", "Top", true, "" )
    Uci.SetLayerVisibility("LayerTest", "Page 1", "Base", false, "" )
end

function viewBase()  -- Show the Base Controls
    Uci.SetLayerVisibility("LayerTest", "Page 1", "Base", true, "bottom" )
    Uci.SetLayerVisibility("LayerTest", "Page 1", "Top", false, "top" )
end

-- EventHandlers
Controls.Layer[1].EventHandler = viewTop
Controls.Layer[2].EventHandler = viewBase
```