

# LOCKING AND UNLOCKING LAYERS AND SUBLAYERS

To avoid accidentally moving, deleting or editing an object or group of objects, you can **lock layers and sublayers**. Not only is it not possible to change objects on a locked layer, you cannot

even select a layer or sublayer that is locked. Like hiding layers, this is useful when you want to work with certain objects but not inadvertently change others.

## Try This Yourself:

Continue using the previous file with this exercise...

- 1 On the artboard, click on the green background object  
*The background consists of a gradient filled square, the same size as the artboard. Notice that a selection border is not displayed around this object as the Background layer is locked and cannot be selected...*

- 2 In the **Layers** panel, click on the lock icon for the **Background** layer until the icon disappears  
*This will unlock the layer...*

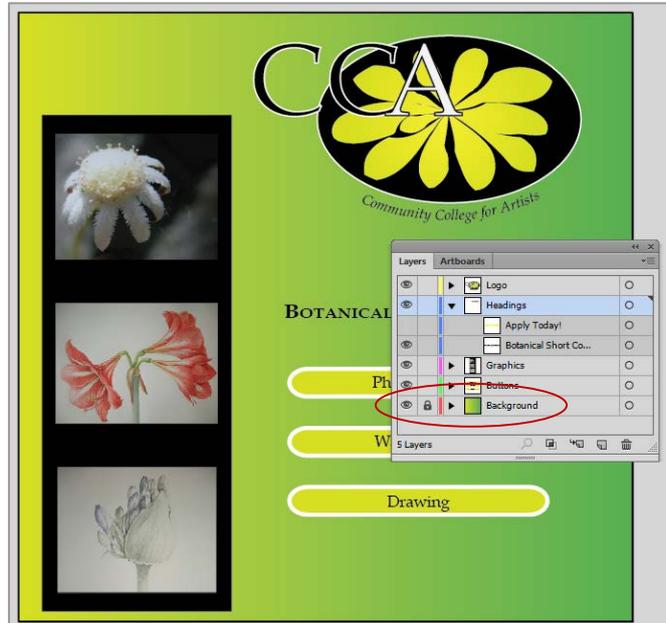
- 3 Repeat step 1 to select the background object  
*This time, a (red) selection border appears around the square on the Background layer. Let's remove the stroke...*

- 4 In the **Tools** panel, select the **Stroke** box then click on **None** – click on the canvas to see the result  
*The thin outline you see now is the edge of the rectangle...*

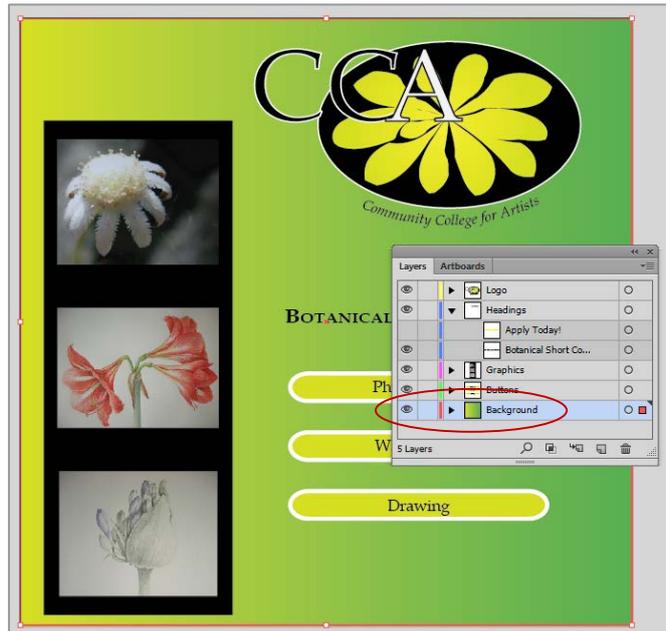
- 5 In the **Layers** panel, click on the second (**Lock**) column for **Background** until the lock icon appears  
*The layer is locked again*

The layer is locked again

1



3



## For Your Reference...

To **lock** and **unlock layers and sublayers**:

1. In the **Layers** panel, click on the **Lock** column for the layer or sublayer to lock/unlock it – the option toggles on and off with each click

## Handy to Know...



- You cannot add an object to a locked layer. So, for instance, if the **Buttons** layer was locked in the above example and you wanted to add another button to the artboard, you would first have to unlock the **Buttons** layer and then ensure it was selected in the **Layers** panel before drawing the button.