

Example

## Get a cuelist cue's legend

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<b>description:</b>	Get Specific Cue Legend In A Cuelist
<b>remarks:</b>	How can I get second or third cue's legend in the cuelist?? I am trying to make a macro which show currently running cue's legend to the cuelist legend. For understanding. There is a cuelist which has "Colour" legend. It has 4 cues and each cue have "Red", "Green", "Blue" and "White" legend. What I want is when I fire the cuelist, cuelist legend change "Colour" to "Red". Then "Red" to "Green"... like this.

[get](#), [cuelist](#), [cue](#), [legend](#)

### functions

- [ConnectedPlayback.Connect](#)
- [Handles.GetHandle](#)
- [Handles.SetSourceHandleFromHandle](#)
- [Playbacks.FillCueLegend](#)
- [Math.Cast.ToSingle](#)
- [Handles.SetLegend](#)
- [Handles.ClearSelection](#)

### affected properties

- [CueLists.LiveCueNumber](#)
- [Handles.PendingLegend](#)

## Code

```
<step
pause="0.01">ConnectedPlayback.Connect(Handles.GetHandle("PlaybackWindow",0,
76))</step>
<step
pause="0.01">Handles.SetSourceHandleFromHandle(Handles.GetHandle("PlaybackWi
ndow",0,76))</step>
<step pause="0.01">Playbacks.FillCueLegend(
    Handles.GetHandle("PlaybackWindow",0,76),
    Math.Cast.ToSingle(CueLists.LiveCueNumber),
    "Handles.PendingLegend"
)</step>
<step pause="0.01">Handles.SetLegend()</step>
<step pause="0.01">Handles.ClearSelection()</step>
```

## Explanation

- `ConnectedPlayback.Connect` connects to a specific playback
- `Handles.SetSourceHandleFromHandle` selects this playback to set its legend
- `Playbacks.FillCueLegend` gets a specific cue's legend and feeds this into the property 'PendingLegend' to set it in the next step
- `Handles.SetLegend` sets the cue's legend to the current cue's legend

If you didn't put cue legend of the cue, it will show default cue name.

You could use `"CueLists.LiveCueNumber + 1"`, if you want to see next cue.

This is only a code snippet and not operational within itself. Listed here for documentation

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<https://avosupport.de/wiki/> - **AVOSUPPORT**

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