

Example

Set a playback's legend

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description:	Set a playback's legend
remarks:	

[[playback](#), [legend](#)]

functions

- [Handles.SetSourceHandleFromHandle](#)
- [ActionScript.SetProperty](#)
- [Handles.SetLegend](#)
- [Handles.ClearSelection](#)

properties

- [Handles.SourceHandle](#) (*Implicitly used.*)
- [Handles.PendingLegend](#)

Code

[setPlaybackLegend.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">
  <macro name="" id="">
    <description></description>
    <sequence>
<step>Handles.SetSourceHandleFromHandle("chaseHandleUN=10555")</step>
      <step>ActionScript.SetProperty("Handles.PendingLegend",
"Test")</step>
      <step>Handles.SetLegend()</step>
      <step>Handles.ClearSelection()</step>
    </sequence>
  </macro>
</avolites.macros>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

This is an example of how to set a playback's legend. (There is another example for [setting a playback cue's legend](#)).

- `Handles.SetSourceHandleFromHandle("chaseHandleUN=10555")` selects a specific handle to set its legend.
- `ActionScript.SetProperty("Handles.PendingLegend", "Test")` sets the general property 'Handles.PendingLegend' to a specific string
- `Handles.SetLegend()` applies this legend to the previously selected playback
- `Handles.ClearSelection()` unselects the playback handle.

How to use it

1. edit to meet your needs (or set a chaser to userNumber 10555) and [make this macro available](#)
2. call this macro to set this playback's legend. Most likely you will use this for other purposes.

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