

Function

# ActionScript.SetProperty

```
Void ActionScript.SetProperty(String id, Object value)
```

<b>API</b>	<a href="http://api.avolites.com/10.1/ActionScript.SetProperty.html">http://api.avolites.com/10.1/ActionScript.SetProperty.html</a>
<b>description</b>	Sets an action script property to an object.
<b>Namespaces</b>	ActionScript
<b>parameter</b>	id ( <a href="#">String</a> ) : The id of the property. value ( <a href="#">Object</a> ) : The value to set.
<b>return value</b>	(Void)

## Example in

[Chase - Halve speed](#):

```
<step>ActionScript.SetProperty("Handles.SourceHandle",  
Playbacks.Editor.SelectedPlayback)</step>
```

## Also used in

- [Chase - Change a chaser's overlap](#)
- [Chase - Change a chaser's XFade](#)
- [ColourChaseChanger \(V2\)](#)
- [Create Dummy Palettes](#)
- [Create a mixed colour palette \(Snippet\)](#)
- [Chase - Double speed](#)
- [Dummy speed as condition](#)
- [System - Enable External Display \(PC-Suite only\)](#)
- [Chase - Halve speed](#)
- [Change Playback Timings Grid](#)
- [Move \(Copy\) Handle](#)
- [Store cues with current page names as legends](#)
- [Programmer - Park/Restore/Swop](#)
- [Playback - Record and set userNumber](#)
- [Playback - Record to fixed location](#)
- [Search ShowLibrary](#)
- [Chase - Set chase speed](#)
- [Fan - Parts](#)
- [Release - Set Master Release Time](#)
- [Playback - Set all playback cues' fade-in time](#)
- [Playback - Set playback cue's fade-in time](#)
- [Playback - Set fade-in time](#)
- [Playback - Set fade-in time - modular](#)
- [Playback - Set fade mode](#)
- [Playback - Set fade-out time](#)

- [Legend - Set a playback's legend](#)
- [Playback - Set release time](#)
- [Palette - Store](#)
- [Pages - Toggle to page 1 and back](#)
- [Function list](#)
- [Windows.SetWindowProperty](#)
- [Object](#)

## Remarks

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