Function

Handles.SetLockState

```
Void Handles.SetLockState(LockStates state)
```

API	http://api.avolites.com/11.0/Handles.SetLockState.html
description	Set the lock state of a handle
namespace	Handles
parameter	state (Enum) : “Unlocked”, “TransparentLocked” or “FullyLocked”
return value	Void
affects	Handles.SourceHandle

Example in

Playback - Set lock state

```
  <step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
  <step>ActionScript.SetProperty.Enum("Handles.SourceHandle.LockState",
"FullyLocked")</step>
  <step>Handles.SetLockState(Handles.SourceHandle.LockState)</step>
```

Puts a lock on handle #1 of the current playbacks page.

Please note that the function expects an enum passed. See Playback - Set lock state for examples how to do this.

Also used in

- Playback - Set lock state
- Function list

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Permanent link:
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