

**Function**

# Handles.SetSourceHandleFromHandle

```
Void Handles.SetSourceHandleFromHandle(Handle handle)
```

<b>API</b>	<a href="http://api.avolites.com/10.1/Handles.SetSourceHandleFromHandle.html">http://api.avolites.com/10.1/Handles.SetSourceHandleFromHandle.html</a>
<b>description</b>	Sets the source handle to be a supplied handle
<b>namespace</b>	Handles
<b>parameter</b>	handle ( <a href="#">handle</a> ) : the handle which is meant to be the source handle
<b>return value</b>	<a href="#">Void</a>
<b>affects</b>	Handles.SourceHandle

**Example in**

Timecode - Toggle On/Off for particular playback:

```
<step>Handles.SetSourceHandleFromHandle(null)</step>
```

This makes the Handles.SourceHandle property void (see [Null](#) for an explanation of null).

**Also used in**

- Chase - Change a chaser's XFade
- Copy Icon (snippet only)
- Macro - Copy Macro by MacroID
- Create Workspaces
- Cuelist - Set Option FireFirstCue
- Delete Group X
- Delete Playback
- Dummy speed as condition
- Legend - Get a cuelist cue's legend
- Change Playback Timings Grid
- Move (Copy) Handle
- Store cues with current page names as legends
- PaletteChaseChanger (V3)
- Timecode - Toggle On/Off for particular playback
- Chase - Set chase speed
- Set a Handle's Halo
- Legend - Set a playback's legend
- Function list
- Handles.SetSourceHandle

**Remarks**

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

Permanent link:  
<https://avosupport.de/wiki/macros/function/handles.setsourcehandlefromhandle?rev=1517137795>

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