

Function

Handles.SetSourceHandleFromHandle

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

API	http://api.avolites.com/10.1/Handles.SetSourceHandleFromHandle.html
description	Sets the source handle to be a supplied handle
namespace	Handles
parameter	handle (Handle) : the handle which is meant to be the source handle
return value	Void
affects	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 Dummy Palettes](#)
- [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

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Last update: **2018/06/19 15:31**

