

Function

# Handles.SetSourceHandleRange

```
Void Handles.SetSourceHandleRange(String group, List<int> indexList)
```

<b>API</b>	<a href="http://api.avolites.com/11.0/Handles.SetSourceHandleRange.html">http://api.avolites.com/11.0/Handles.SetSourceHandleRange.html</a>
<b>description</b>	Set the source handle to a specific range of handles
<b>namespace</b>	Handles
<b>parameter</b>	group ( <a href="#">String</a> ) : group of handles indexList ( <a href="#">List&lt;int&gt;</a> ) : list of handles in specified group
<b>return value</b>	Void
<b>affects</b>	<a href="#">Handles.SourceHandle</a> , <a href="#">Handles.ContextHandles</a>

See [Identifiers](#) for available groups of handles.

## Example in

[Create Workspaces](#):

```
<step pause="0.001">Handles.SetSourceHandleRange("Workspaces", {0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11})</step>
```

Sets source handle to be workspace handles 1-12 (the 12 visible workspace buttons in Titan).

Another application would be to select the first handle, then set the flag "[Handles.ThroughModifier](#)", and finally select the last handle

1. SetSourceHandleRange(handle group, index of first handle)
2. ActionScript.SetProperty.SetFlag("Handles.ThroughModifier", "Once")
3. SetSourceHandleRange(handle group, index of first handle)

See <http://forum.avolites.com/viewtopic.php?f=20&t=5788>:

```
Handles.SetSourceHandleRange("PlaybackWindow", {0})  
ActionScript.SetProperty.SetFlag("Handles.ThroughModifier", "Once")  
Handles.SetSourceHandleRange("PlaybackWindow", {60})
```

## Also used in

- [Create Workspaces](#)
- [Cuelist - Set Option FireFirstCue](#)
- [Playback Groups - Create and Add](#)
- [Function list](#)
- [Handles.ContextHandles](#)
- [Handles.ThroughModifier](#)

## Remarks

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

Permanent link:  
<https://www.avosupport.de/wiki/macros/function/handles.setsourcehandlerange>

Last update: **2021/06/13 10:51**

