Function

Patch.Repatch.RepatchSelectedFixtures

```
Void Patch.Repatch.RepatchSelectedFixtures(Boolean forcePark)
```

API	https://api.avolites.com/18.0/api/Patch.Repatch.RepatchSelectedFixtures.html
description	Repatch the selected fixtures.
namespace	Patch
parameter	forcePark (Boolean) : whether to park conflicting fixtures
return value	Void

During the discussion re. Patch - Repatch Selected Fixtures Gregory explained:

> The **RepatchSelectedFixtures** function processes fixtures in the selection order, if you use groups to select the fixtures this should be something to be aware of. Partially because of this I also set the **Patch.Repatch.BunchUp** property to **BunchUp** since with the group I was trying (201: All MegaPointe in a copy of the demo show) it failed as it was attempting to repatch to a negative DMX address. I assume this was because higher DMX addresses appeared in the selection before lower ones however I didn't look into it in detail. In principle **RetainLayout** would be fine to use but you do need to ensure that the specified DMX address and selection order are valid for what you are trying to do.

Example in

Patch - Repatch Selected Fixtures:

```
<step>Patch.Repatch.RepatchSelectedFixtures(true)</step>
```

Also used in

- Patch - Repatch Selected Fixtures

Remarks