

Function

Patch.Repatch.UnParkSelectedFixtures

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

API	https://api.avolites.com/15.0/api/Patch.Repatch.UnParkSelectedFixtures.html
description	UnParks the selected fixtures.
namespace	Patch.Repatch
parameter	forcePark (Boolean) : if set to true force the park of colliding fixtures.
return value	Void

Example in

[Patch - Park fixtures 1 thru 100000](#):

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

Also used in

- [Patch - Park fixtures 1 thru 100000](#)

Remarks

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

Permanent link:
<https://www.avosupport.de/wiki/macros/function/patch.repatch.unparkselectedfixtures>

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