

Function

Playbacks.Editor.SelectLiveCue

```
Void Playbacks.Editor.SelectLiveCue()
```

API	https://api.avolites.com/15.0/api/Playbacks.Editor.SelectLiveCue.html
description	Selects the live cue on the current playback.
namespace	Playbacks.Editor
parameter	none (operates on 'the current' playback)
return value	Void

Example in

[Playback - Set fade-in time - modular](#):

```
<step>
{
  Handles.SetSourceHandle("PlaybackWindow", 0);
  if (Playbacks.IsCueHandle(Handles.SourceHandle) == true)
  {
    ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle);
    Playbacks.Editor.SelectLiveCue();
    ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime",
Wiki.Macros.SetFadeIn.Time);
  }
  Handles.ClearSelection();
}
</step>
```

Gregory Haynes:

When I was testing this I swapped out `EnsurePlaybackCueSelected` for `SelectLiveCue`, `EnsurePlaybackCueSelected` calls `SelectLiveCue` if there is no current cue selection but does nothing if there is.

Also used in

- [Playback - Set fade-in time - modular](#)

Remarks

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

Permanent link:
<https://www.avosupport.de/wiki/macros/function/playbacks.editor.selectlivecue>

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