

Function

Playbacks.FirePlaybackAtLevel

```
Void Playbacks.FirePlaybackAtLevel(Handle handle, LevelAdjust level, Boolean alwaysRefire)
```

API	http://api.avolites.com/10.1/Playbacks.FirePlaybackAtLevel.html
description	Fires a playback with the specified level. This function forces the playback to a level, doesn't do any level matching and always loads it if it's not loaded. If refire is set then it kills it before firing.
namespace	Playbacks
parameter	handle (Handle) : The handle to be fired.
	level (Leveladjust) : The level to set the playback to.
	alwaysRefire (Boolean) : if set, the playback will be killed before firing.
return value	Void

Example in

[Playback - Fire/Release Playbacks from Usernumber](#)

```
<step>Playbacks.FirePlaybackAtLevel(userNumber:83, level:1, true)</step>
```

Fires playback no. 83 at 100%. If already fired, kills it before firing.

Also used in

- [Playback - Fire and Flash playbacks together](#)
- [Fire Random Chase Step](#)
- [Fire/Release and highlight/ClearHighlight handles](#)
- [Playback - Fire/Release Playbacks from Usernumber](#)
- [Function list](#)

Remarks

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