

Function

Programmer.Editor.ClearAll

Void Programmer.Editor.ClearAll()

API	http://api.avolites.com/11.0/Programmer.Editor.ClearAll.html
description	Clears the programmer of all fixtures and attributes
namespace	Programmer.Editor
parameter	<p>none</p> <p>from Titan v15 this function requires two parameters:</p> <p>Boolean presets</p> <p>Boolean allProgrammers</p> <p>A valid function call would now be <code>Programmer.Editor.ClearAll(false, false)</code></p>
return value	Void

Example in

[Create a mixed colour palette \(Snippet\)](#):

```
<step>Programmer.Editor.ClearAll()</step>
```

Also used in

- [Create Dummy Palettes](#)
- [Create a mixed colour palette \(Snippet\)](#)
- [Inhibit selected fixtures](#)
- [Inhibit selected fixtures dimmer](#)
- [Patch - Park fixtures 1 thru 100000](#)
- [Patch - Repatch Selected Fixtures](#)
- [Shapes - Reverse All Shapes](#)

Remarks

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

Permanent link: <https://avosupport.de/wiki/macros/function/programmer.editor.clearall>

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