

Function

# Programmer.Editor.Fixtures.Patch.InvertFixtureControls

```
Void Programmer.Editor.Fixtures.Patch.InvertFixtureControls(IEnumerable<IHandles> handles, String controlName, Boolean invert)
```

<b>API</b>	<a href="http://api.avolites.com/11.0/Programmer.Editor.Fixtures.Patch.InvertFixtureControls.html">http://api.avolites.com/11.0/Programmer.Editor.Fixtures.Patch.InvertFixtureControls.html</a>
<b>description</b>	Inverts fixture control on selected fixtures.
<b>namespace</b>	<a href="#">Programmer.Editor.Fixtures.Patch</a>
<b>parameter</b>	<code>handles</code> ( <a href="#">IEnumerable</a> ) : The menu property which holds the selected handles. <code>controlName</code> ( <a href="#">String</a> ) : Name of the control to be inverted/uninverted. <code>invert</code> ( <a href="#">Boolean</a> ) : Sets whether to invert or uninvert the control.
<b>return value</b>	<a href="#">Void</a>

## Example in

[Patch - Invert Pan for selected fixtures:](#)

```
<step>Programmer.Editor.Fixtures.Patch.InvertFixtureControls(Windows.PatchView.Handles, "Pan", True)</step>
```

## Also used in

- [Patch - Invert Pan for selected fixtures](#)
- [Function list](#)

## Remarks

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

Permanent link:  
<https://avosupport.de/wiki/macros/function/programmer.editor.fixtures.patch.invertfixturecontrols>

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