

Function

Programmer.Editor.Fixtures.SetControlProgrammer

```
Void Programmer.Editor.Fixtures.SetControlProgrammer(Int32 controlId, Boolean programmer)
```

| | |
|---------------------|---|
| API | http://api.avolites.com/11.0/Programmer.Editor.Fixtures.SetControlProgrammer.html |
| description | Sets a control's programmer state for the selected fixtures. |
| namespace | Programmer.Editor.Fixtures |
| parameter | controlId (Int32) : The control id. programmer (Boolean) : if set to true put the control in the programmer (at its present value), if false remove the control from the programmer. |
| return value | Void |

Example in

[Off/On Attribute \(snippets\)](#):

```
Programmer.Editor.Fixtures.SetControlProgrammer(Programmer.Editor.Fixtures.GetControlIdFromName("Shutter"), true)
```

To remove the Off flag you can call SetControlProgrammer, if the programmer parameter is set to true it will leave/put the value in the programmer (and remove the Off flag if there is one), if it is set to false the attribute will be cleared.

Also used in

- [Off/On Attribute \(snippets\)](#)

Remarks

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

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

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