

Function

# Programmer.Editor.Fixtures.SetControlValueById

```
Void Programmer.Editor.Fixtures.SetControlValueById
(
    Int32 controlId, Int32 functionId, Single value, Boolean programmer,
    Boolean createRestorePoint
)
```

<b>API</b>	<a href="http://api.avolites.com/10.1/Programmer.Editor.Fixtures.SetControlValueById.html">http://api.avolites.com/10.1/Programmer.Editor.Fixtures.SetControlValueById.html</a>
<b>description</b>	Sets the attribute current value of all currently selected fixtures.
<b>namespace</b>	<a href="#">Programmer.Editor.Fixtures</a>
<b>parameter</b>	controlId ( <a href="#">Int32</a> ) : id of the attribute to set
	functionId ( <a href="#">Int32</a> ) : id of the attribute function to set
	value ( <a href="#">Single</a> ) : the value to set the attribute to
	programmer ( <a href="#">Boolean</a> ) : if set to true puts the attribute into the programmer.
	createRestorePoint ( <a href="#">Boolean</a> ) : should a restore point be created
<b>return value</b>	<a href="#">Void</a>

tbd. elaborate on control ID and function ID

for the moment:

- controlIDs are listed by Olie here: <http://forum.avolites.com/viewtopic.php?f=21&t=5189>
- functionIDs most likely refer to the ID which is set in the personality

## Example in

*This is an untested example.*

```
<step>Programmer.Editor.Fixtures.SetControlValueById(16, 1, 0.5, true, true)</step>
```

This should set the currently selected fixtures to 50% dimmer level, put this in the programmer and create a restore point:

- 16 refers to 0x10 which is the hex FixtureControlId of the [attribute ID](#) for the dimmer
- 1 is the - assumed - function ID for the [attribute function](#) 'Dimmer'
- 0.5 is 50%
- true (the first) puts this into the programmer
- true (the second) creates a restore point

## Also used in

- [Function list](#)
- [Recorded vs. coded macros](#)

## Remarks

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

Permanent link: <https://avosupport.de/wiki/macros/function/programmer.editor.fixtures.setcontrolvaluebyid?rev=1511711676>

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