Function

# Programmer.Editor.Fixtures.SetControlValueById

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

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

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

- Create Dummy Palettes
- 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=1511711902**

Last update: **2017/11/26 15:58**