

Function

Programmer.Editor.Selection.GetSelectedHandles

```
Void Programmer.Editor.Selection.GetSelectedHandles(String menuProperty)
```

API	http://api.avolites.com/10.1/Programmer.Editor.Selection.GetSelectedHandles.html
description	Gets the selected handles and assigns them to the specified menu property. This is the pattern filtered selection of handles.
namespace	Programmer.Editor.Selection
parameter	menuProperty (String) : The menu property which will be assigned the selected handles.
return value	Void
remarks	From the example below you can see that the selection will be stored as IEnumerable .

Example in

[Patch - Freeze selected fixtures:](#)

```
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView.Handles")</step>
```

Also used in

- [Patch - Freeze selected fixtures](#)
- [Inhibit selected fixtures](#)
- [Patch - Invert Pan for selected fixtures](#)
- [Patch - Park fixtures 1 thru 100000](#)
- [Patch - Park selected fixtures](#)
- [Function list](#)

Remarks

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

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

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