

Function

# Triggers.SetPendingTargetHardware

```
Void Triggers.SetPendingTargetHardware(  
    String keyClass, MenuEventTypes eventType, String keyGroup, Int32  
    keyIndex, String keyName  
)
```

<b>API</b>	<a href="http://api.avolites.com/11.0/Triggers.SetPendingTargetHardware.html">http://api.avolites.com/11.0/Triggers.SetPendingTargetHardware.html</a>
<b>description</b>	Sets the pending trigger target to a hardware target.
<b>namespace</b>	Triggers
<b>parameter</b>	keyClass ( <a href="#">String</a> ) : name of the physical button or group of button
	eventType( <a href="#">MenuEventTypes</a> ) : the type of event
	keyGroup ( <a href="#">String</a> ) : the virtual area on the console that the button maps to
	keyIndex ( <a href="#">Int32</a> ) : the index of the key in the group
	keyName ( <a href="#">String</a> ) : the name of the button
<b>return value</b>	<a href="#">Void</a>

**Example in**

[adminitrigger](#):

```
<step>Triggers.SetPendingTargetHardware(  
    "PresetFader",  
    Math.ToEnum(  
        "",  
        "Avolites.Menus.MenuEventTypes",  
        "OnValueChanged"),  
    "Presets",  
    0,  
    "")  
</step>  
  
<!-- Or -->  
  
<step>Triggers.SetPendingTargetHardware("PlaybackSelect", OnButtonDown,  
"Playbacks", 1, "")</step>
```

For some more examples see <http://forum.avolites.com/viewtopic.php?f=20&t=5726>

**Also used in**

- [Trigger - Add MIDI trigger](#)

## Remarks

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

Permanent link:  
<https://avosupport.de/wiki/macros/function/triggers.setpendingtargethardware?rev=1536593892>

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