

Namespace

Programmer.Editor.Fixtures

Namespaces are not listed nor explained in the online API documentation. Hence, the description is merely guessed.

Sub-Namespace to [Programmer.Editor](#), with more fixture-related functions and properties.

Items in this namespace:

Properties

- [Programmer.Editor.Fixtures.AlignAddAllToProgrammer](#)
- [Programmer.Editor.Fixtures.AlignCopyPaletteReferences](#)
- [Programmer.Editor.Fixtures.AlignMode](#)
- [Programmer.Editor.Fixtures.ClearAlignMask](#)
- [Programmer.Editor.Fixtures.WheelsControlAttribute](#)

Functions

- [Programmer.Editor.Fixtures.Align](#)
- [Programmer.Editor.Fixtures.ClearFlash](#)
- [Programmer.Editor.Fixtures.FlashOn](#)
- [Programmer.Editor.Fixtures.FlashOut](#)
- [Programmer.Editor.Fixtures.GetControlIdFromName](#)
- [Programmer.Editor.Fixtures.OnOffAttributeSelected](#)
- [Programmer.Editor.Fixtures.OnOffFixtureControls](#)
- [Programmer.Editor.Fixtures.SetContextAttributeFromId](#)
- [Programmer.Editor.Fixtures.SetControlOff](#)
- [Programmer.Editor.Fixtures.SetControlProgrammer](#)
- [Programmer.Editor.Fixtures.SetControlValueById](#)
- [Programmer.Editor.Fixtures.SetSelectedControlsOff](#)
- [Programmer.Editor.Fixtures.SetSelectedControlsOn](#)

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Last update: **2017/12/17 12:28**

