

Titan Property

Chases.ConnectedHandle

API	http://api.avolites.com/10.1/Chases.ConnectedHandle.html
description	Gets or sets the connected chase handle.
Namespaces	Chases
type	Handle

example

```
ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",  
Chases.ConnectedHandle)
```

This selects the currently connected chaser for editing by passing `Chases.ConnectedHandle`.

used in

- [Chase - Change a chaser's overlap](#)
- [Properties list](#)

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