

Titan Property

Handles.PendingLegend

API	http://api.avolites.com/11.0/Handles.PendingLegend.html
description	The legend to be applied to the next legended item.
Namespaces	Handles
type	Object

It is assumed that this can take both a string like in the example below, as like as an object for a pircure legend (which is most likely referenced by an ID again...).

example

```
<step>ActionScript.SetProperty("Handles.PendingLegend", "Test")</step>
```

used in

- [Chase - Change a chaser's XFade](#)
- [Dummy speed as condition](#)
- [Legend - Get a cuelist cue's legend](#)
- [Programmer - Park/Restore/Swop](#)
- [Chase - Set chase speed](#)
- [Legend - Set a playback's legend](#)
- [Handles.SetLegend](#)

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

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