

Titan Property

Patch.Repatch.BunchUp

API	./.
description	how to deal with gaps between fixture addresses
Namespaces	Patch
type	Enum
values	Retain layout, Bunch up, Bunch up with offset

During discussing [Patch - Repatch Selected Fixtures](#) Gregory explained

The **RepatchSelectedFixtures** function processes fixtures in the selection order, if you use groups to select the fixtures this should be something to be aware of. Partially because of this I also set the **Patch.Repatch.BunchUp** property to **BunchUp** since with the group I was trying (201: All MegaPointe in a copy of the demo show) it failed as it was attempting to repatch to a negative DMX address. I assume this was because higher DMX addresses appeared in the selection before lower ones however I didn't look into it in detail. In principle **RetainLayout** would be fine to use but you do need to ensure that the specified DMX address and selection order are valid for what you are trying to do.

example

```
<step>ActionScript.SetProperty.Enum("Patch.Repatch.BunchUp",  
"BunchUp")</step>
```

(Explanation)

used in

- [Patch - Repatch Selected Fixtures](#)

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