

Titan Property

Playbacks.PlaybackEdit.Handle

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|--------------------|--|
| API | http://api.avolites.com/11.0/Playbacks.PlaybackEdit.Handle.html |
| description | Gets or sets the handle of the chase/cuelist currently being edited. This handle will be set when you enter the chase/cuelist edit menu. You may only edit one chase/cuelist at a time. This handle is used to indicate what chase/cuelist to perform edit actions on. The handle is set to null when no handle is being edited. |
| Namespaces | Playbacks.PlaybackEdit |
| type | Handle |

While the API gives the example to set this property with `ActionScript.SetProperty(...)` there is a designated function to set this, see [Playbacks.Select.EditHandle](#)

example

```
<step>Playbacks.Select.EditHandle("Location=Playbacks,1,0")</step>  
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.Handle,1)</step>
```

Here, `Playbacks.PlaybackEdit.Handle` is used to refer to the handle which has previously been specified with `Playbacks.Select.EditHandle(...)`.

used in

- [Cuelist - Record Cuelist and insert a cue \(Snippet\)](#)

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

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