

Titan Object

# AcwColour

This is nowhere explained and hence solely assumed. See explanation in [Set a Handle's Halo](#). A converter to set a value to this format has only been added in Titan v11.2.

This is supposed to work:

```
ActionScript.SetProperty("Handles.PendingHalo", colour:"#ffff0000")
```

The prefix for this cast will be "colour" and value can either be a hexadecimal string or an integer value (not hexadecimal).

## Also used in

- [Set a Handle's Halo](#)

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