

# Void

```
Into the great wide open  
Under them skies of blue  
Out in the great wide open  
A rebel without a clue...  
(Tom Petty and the Heartbreakers)
```

Void is something like the no-type: it says 'there is, or will be, absolutely no data'. This is used as return value for functions which don't return anything. See [The Syntax of Functions](#):

“...functions which do not return anything [of] the type of the return value is void. **When putting such functions to use in a step, simply omit the 'void' keyword. In turn, functions WITH a return value are usually used exactly BECAUSE of this value, and used accordingly.**”

## Also used in

- [The Syntax of Functions](#)
- [ActionScript.SetProperty](#)
- [ActionScript.SetProperty.Boolean](#)
- [ActionScript.SetProperty.Double](#)
- [ActionScript.SetProperty.Enum](#)
- [ActionScript.SetProperty.Float](#)
- [ActionScript.SetProperty.Integer](#)
- [ActionScript.SetProperty.SetFlag](#)
- [ActionScript.SetProperty.String](#)
- [AlignSelection.SelectFixture](#)
- [Attribute.Mask.IncludeAll](#)
- [Attribute.Mask.SetMask](#)
- [Command.RunCommand](#)
- [ConnectedPlayback.Connect](#)
- [CueLists.GoBack](#)
- [CueLists.Play](#)
- [CueLists.SetNextCue](#)
- [Dmx.EnableDmxModule](#)
- [Editor.Shapes.Reverse](#)
- [Editor.Shapes.SelectAllShapes](#)
- [Editor.Shapes.SetCurrentShapesDirection](#)
- [UserMacros.Export](#)
- [Group.CheckIfGroupExists](#)
- [Group.FlashFader](#)
- [Group.QuickCreateGroup](#)
- [Group.RecallGroup](#)
- [Group.RecallGroupNumeric](#)
- [Group.ReplaceGroupOnHandle](#)
- [Group.ResetAllMasters](#)
- [Group.SetGroupFaderLevel](#)
- [Group.StoreGroup](#)

- [Handles.ClearHandleOptionsFilter](#)
- [Handles.ClearHighlight](#)
- [Handles.ClearSelection](#)
- [Handles.ConfirmDelete](#)
- [Handles.CopyDestination](#)
- [Handles.FilterHandleOptions](#)
- [Handles.HighlightHandle](#)
- [Handles.Macros.ChangePage](#)
- [Handles.Macros.NextPage](#)
- [Handles.Macros.PreviousPage](#)
- [Handles.MobileWingAExecutor.ChangePage](#)
- [Handles.MobileWingAPlaybacks.ChangePage](#)
- [Handles.MobileWingAPlaybacks.NextPage](#)
- [Handles.MobileWingAPlaybacks.PreviousPage](#)
- [Handles.Playbacks.ChangePage](#)
- [Handles.Playbacks.NextPage](#)
- [Handles.Playbacks.PreviousPage](#)
- [Handles.PlaybackWindow.ChangePage](#)
- [Handles.RemoveHalo](#)
- [Handles.SapphireWingABottom.ChangePage](#)
- [Handles.SapphireWingATop.ChangePage](#)
- [Handles.SapphireWingBBottom.ChangePage](#)
- [Handles.SapphireWingBTop.ChangePage](#)
- [Handles.SetGroupPage](#)
- [Handles.SetGroupPageName](#)
- [Handles.SetIcon](#)
- [Handles.SetLegend](#)
- [Handles.SetLockState](#)
- [Handles.SetPendingHaloToSystemColour](#)
- [Handles.SetSourceHandle](#)
- [Handles.SetSourceHandleFromHandle](#)
- [Handles.SetSourceHandleRange](#)
- [Handles.SetSourceHandleRangeFromHandles](#)
- [Handles.SetUserNumber](#)
- [Handles.StaticPlaybacks.ChangePage](#)
- [Handles.Workspaces.ChangePage](#)
- [Icons.StoreIcon](#)
- [Include.SelectPlayback](#)
- [Include.SelectPlaybackHandle](#)
- [Masters.ClearFlash](#)
- [Masters.DeadBlackOut](#)
- [Masters.DoubleOrHalfSpeedMultiplier](#)
- [Masters.NudgeDown](#)
- [Masters.NudgeUp](#)
- [Masters.ResetAllMasters](#)
- [Masters.ResetSpeedMultiplier](#)
- [Masters.SetMaster](#)
- [Masters.SetSpeed](#)
- [Masters.TapTempo](#)
- [Math.Min](#)
- [Menu.ErrorReport](#)

- Menu.InjectInput
- Menu.PushOrReloadMenu
- Menu.Stack.PushOrReloadMenu
- Palette.ApplyPalette
- Palette.ApplyQuickPalette
- Palette.MergeCurrentPalette
- Palette.QuickMergePalette
- Palette.StoreCurrentPaletteReplace
- Panel.Midi.Send
- PanelManager.SetScreenState
- Patch.Repatch.ParkSelectedFixtures
- Patch.Repatch.RepatchSelectedFixtures
- Patch.Repatch.SelectDimmerAddress
- Patch.Repatch.SetDmxAddressesFromSelectedFixture
- Patch.Repatch.UnParkSelectedFixtures
- Patch.SetCurrentDmxAssignment
- PioneerDJ.SetBPMTriggersEnabled
- PlaybackGroups.AddPlaybacksToGroup
- PlaybackGroups.CreatePlaybackGroupWithPlaybacks
- PlaybackGroups.SetCurrentPlaybackGroupFromUserNumber
- Playbacks.ClearFlashPlayback
- Playbacks.CueList.CreateCueList
- Playbacks.Editor.CueSelection.SelectAll
- Playbacks.Editor.CueSelection.SelectCueByNumber
- Playbacks.Editor.EnsurePlaybackCueSelected
- Playbacks.Editor.Macros.SetTargetHandle
- Playbacks.Editor.SelectLiveCue
- Playbacks.FillCueLegend
- Playbacks.FirePlaybackAtLevel
- Playbacks.FlashPlayback
- Playbacks.MergePlaybackCue
- Playbacks.PlaybackEdit.Exit
- Playbacks.ReleaseAllPlaybacksByPriority
- Playbacks.ReleasePlayback
- Playbacks.Select.EditHandle
- Playbacks.SetCueLegend
- Playbacks.StoreCue
- Playbacks.Timecode.ToggleEnabled.Handle
- Playbacks.ToggleBlindPlayback
- Profiles.AssignHandleProfile
- Programmer.Editor.Clear
- Programmer.Editor.ClearAll
- Programmer.Editor.Fixtures.Align
- Programmer.Editor.Fixtures.ClearFlash
- Programmer.Editor.Fixtures.Fan.SelectCurve
- Programmer.Editor.Fixtures.FlashOn
- Programmer.Editor.Fixtures.FlashOut
- Programmer.Editor.Fixtures.OnOffAttributeSelected
- Programmer.Editor.Fixtures.OnOffFixtureControls
- Programmer.Editor.Fixtures.Patch.FreezeFixtures
- Programmer.Editor.Fixtures.Patch.InvertFixtureControls

- [Programmer.Editor.Fixtures.SetContextAttributeFromId](#)
- [Programmer.Editor.Fixtures.SetControlOff](#)
- [Programmer.Editor.Fixtures.SetControlProgrammer](#)
- [Programmer.Editor.Fixtures.SetControlValueById](#)
- [Programmer.Editor.Fixtures.SetSelectedControlsOff](#)
- [Programmer.Editor.Fixtures.SetSelectedControlsOn](#)
- [Programmer.Editor.Selection.GetSelectedHandles](#)
- [Programmer.RefireProgrammer](#)
- [Programmer.SetBlindMode](#)
- [Selection.Context.Global.ClearPatternSelect](#)
- [Selection.Context.Programmer.SelectFixture](#)
- [SetCurrentMacroFromUserNumber](#)
- [SetList.FireTrack](#)
- [SetList.NextTrack](#)
- [SetList.PreviousTrack](#)
- [System.LockConsole](#)
- [Timecode.Context.Pause](#)
- [Timecode.Context.Play](#)
- [Timecode.SetEnabled](#)
- [Timecode.TimecodeOne.Pause](#)
- [Timecode.TimecodeOne.Play](#)
- [Timecode.TimecodeOne.Reset](#)
- [Timecode.TimecodeOne.SetSource](#)
- [Timecode.TimecodeOne.SetStartTime](#)
- [Timelines.ImportMarkersFromString](#)
- [Titan.Shutdown](#)
- [Triggers.ToggleMappingEnabledByHandle\(\)](#)
- [Triggers.AddMidiTrigger](#)
- [Triggers.SelectMappingByName](#)
- [Triggers.SetPendingTargetAction](#)
- [Triggers.SetPendingTargetHandle](#)
- [Triggers.SetPendingTargetHardware](#)
- [Triggers.ToggleMappingEnable](#)
- [UserMacros.RecallMacroById](#)
- [Visualiser.Capture.UpdatePosition](#)
- [Windows.Scrolling.Vertical.Scroll](#)
- [Windows.SetWindowProperty.Height](#)
- [Windows.SetWindowProperty.Width](#)
- [Windows.SetWindowProperty.X](#)
- [Windows.SetWindowProperty.Y](#)
- [Workspace.Record](#)
- [EventProperagation](#)
- [Null](#)
- [Types](#)

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