

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.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.ResetSpeedMultiplier](#)
- [Masters.SetMaster](#)
- [Masters.SetSpeed](#)
- [Masters.TapTempo](#)
- [Math.Min](#)
- [Menu.ErrorReport](#)
- [Menu.InjectInput](#)
- [Menu.PushOrReloadMenu](#)

- Menu.Stack.PushOrReloadMenu
- Palette.ApplyPalette
- Palette.MergeCurrentPalette
- Palette.QuickMergePalette
- Palette.StoreCurrentPaletteReplace
- Panel.Midi.Send
- PanelManager.SetScreenState
- Patch.Repatch.ParkSelectedFixtures
- Patch.Repatch.SetDmxAddressesFromSelectedFixture
- Patch.Repatch.UnParkSelectedFixtures
- 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.Fan.SelectCurve
- 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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