Hello,

The short answer is that no it should not make any difference if you use `DeleteCurrentPalette` from the `Palette` namespace or deleting from the `Handles` namespace. They both end up using the same underlying function that both removes the handle and tells Titan to delete the underlying item in the engine.

When you use many of the functions in `Handles` what normally happens is that this gets forwarded to the class responsible for the type of handle involved, in this case `Palette`. It is then up to that class how it will process that or even if the operation will be allowed to continue. That class will send the command to update/delete the handle (back to `Handles` via internal functions) and to call Titan with any updates to the underlying item in the show.

It is possible to call the `SetProperty` function:
http://localhost:4430/titan/script/2/ActionScript/SetProperty?id=Palette.CurrentPaletteHandle&value_handle=Location:Colours,2,2
The confusing part is that using `_location` works differently depending on the type of the parameter the function accepts. WebAPI has special handling if the function takes a `Handle` however since `SetProperty` takes any kind of `object`, this part is skipped. Although there is a `location` cast in the underlying menu system, which would get used for `SetProperty`, this doesn't actually support converting from a string which is actually done by the `handle` cast.

I would suggest trying to guide people towards
http://localhost:4430/titan/script/2/Handles/Delete however due to handle list/`IEnumerable` being split on commas which are also used to delineate the location string this is not possible. I think we have discussed this before although I can't remember when.

I experimented with http://localhost:4430/titan/set/Palette/CurrentPaletteHandle however I don't think there is a way to define a `Handle` or `PaletteHandle` even if you do include POST data. When using http://localhost:4430/titan/get/Palette/CurrentPaletteHandle it will convert handles to `AcwHandleExtended` which can be serialised to JSON but it doesn't do the reverse when setting a property and it is not possible to serialise `PaletteHandle`.

There are some issues related to there not being the correct number of handles in the panel UI software and the underlying items in the engine but generally it can be assumed that there is a 1:1 relationship and deleting one will delete the other. When a handle is Released rather than Deleted it should continue to exist but in the Unassigned group instead of a normal handle group. The issues I mentioned are something that I have tried to improve in the past with pretty limited or close to no success so I'll save you from the rant about it.

Hope this helps.
Gregory

--
Gregory Haynes
Senior Developer
Avolites Limited

From: Sebastian Beutel
Sent: 14 April 2024 10:41
To: Gregory Haynes
Subject: WebAPI, difference between deleting an item and deleting its handle

Hi Gregory,

me again...

The full saga is in the forum at http://forum.avolites.com/viewtopic.php?f=21&t=7174

Essentially the guy was asking how he could set the "current palette" property in order to then e.g. use DeleteCurrentPalette().

I suggested to do this per handle, like this:

http://localhost:4430/titan/script/2/Handles/SetSourceFromUserNumber?handlePath=Handle.Palette&userNumber=20
http://localhost:4430/titan/script/2/Handles/ConfirmDelete

http://localhost:4430/titan/script/2/Handles/SetSourceHandleFromHandle?handle_location=Colours_1_5
http://localhost:4430/titan/script/2/Handles/ConfirmDelete

However the question is, is there a significant functional difference between DeleteCurrentPalette() and deleting the palette handle?

And, is there a way to set the "current palette" like this guy asked for in the first place?

As always, THANKS in advance 😊

Sebastian