

ActionScript.SetProperty.Enum

```
Void ActionScript.SetProperty.Enum(String id, String value)
```

API	http://api.avolites.com/10.1/ActionScript.SetProperty.Enum.html
description	Sets an action script enum property to the enum value parsed from the string.
Namespaces	ActionScript.SetProperty
parameter	id (String) : The id of the property.
	value (String) : A string representation of the enum value.
return value	(Void)

Example in

[setplaybackfademode:](#)

```
<step  
pause="0">ActionScript.SetProperty.Enum("Playbacks.Editor.Times.CueMode",  
"Model")</step>
```

Also used in

- [Programmer - Align Fixtures](#)
- [Capture - Rendering Settings](#)
- [Macro - Copy Macro by MacroId](#)
- [PaletteChaseChanger \(V3\)](#)
- [Programmer - Park/Restore/Swop](#)
- [Programmer - Direction](#)
- [Patch - Repatch Selected Fixtures](#)
- [Fan - Grouping](#)
- [Set Playback Priority](#)
- [Playback - Set fade mode](#)
- [Playback - Set lock state](#)
- [Playback - Set Paging to Never Hold](#)
- [Release - Set Priority](#)
- [Release - Set Priority and Release](#)
- [Set Wheel Mode](#)
- [Timecode - Set starttime to livetime and toggle source](#)
- [Timecode - Winamp Tracks](#)
- [Function list](#)

Remarks

Last
update:
2017/10/29 16:34 macros:function:actionscript.setproperty.enum <https://www.avosupport.de/wiki/macros/function/actionscript.setproperty.enum?rev=1509294871>

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