

Function

# Handles.SetLockState

Void Handles.SetLockState(LockStates state)

<b>API</b>	<a href="http://api.avolites.com/11.0/Handles.SetLockState.html">http://api.avolites.com/11.0/Handles.SetLockState.html</a>
<b>description</b>	Set the lock state of a handle
<b>namespace</b>	Handles
<b>parameter</b>	state ( LockStates ) : "Unlocked", "TransparentLocked" or "FullyLocked"
<b>return value</b>	Void
<b>affects</b>	Handles.SourceHandle

### Example in

[Playback - Set lock state](#)

```
<step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
<step>ActionScript.SetProperty.Enum("Handles.SourceHandle.LockState",
"FullyLocked")</step>
<step>Handles.SetLockState(Handles.SourceHandle.LockState)</step>
```

Puts a lock on handle #1 of the current playbacks page.

Please note that the function expects an enum passed. See [Playback - Set lock state](#) for examples how to do this.

### Also used in

- [Playback - Set lock state](#)
- [Function list](#)

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