

Function

# Playbacks.FirePlaybackAtLevel

```
Void Playbacks.FirePlaybackAtLevel(Handle handle, LevelAdjust level, Boolean alwaysRefire)
```

<b>API</b>	<a href="http://api.avolites.com/10.1/Playbacks.FirePlaybackAtLevel.html">http://api.avolites.com/10.1/Playbacks.FirePlaybackAtLevel.html</a>
<b>description</b>	Fires a playback with the specified level. This function forces the playback to a level, doesn't do any level matching and always loads it if it's not loaded. If refire is set then it kills it before firing.
<b>namespace</b>	<a href="#">Playbacks</a>
<b>parameter</b>	handle ( <a href="#">Handle</a> ) : The handle to be fired.
	level ( <a href="#">Leveladjust</a> ) : The level to set the playback to.
	alwaysRefire ( <a href="#">Boolean</a> ) : if set, the playback will be killed before firing.
<b>return value</b>	<a href="#">Void</a>

## Example in

[Playback - Fire/Release Playbacks from Usernumber](#)

```
<step>Playbacks.FirePlaybackAtLevel(userNumber:83, level:1, true)</step>
```

Fires playback no. 83 at 100%. If already fired, kills it before firing.

## Also used in

- [Playback - Fire and Flash playbacks together](#)
- [Fire Random Chase Step](#)
- [Fire/Release and highlight/ClearHighlight handles](#)
- [Playback - Fire/Release Playbacks from Usernumber](#)
- [Function list](#)

## Remarks

From:  
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:  
<https://www.avosupport.de/wiki/macros/function/playbacks.fireplaybackatlevel>

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