

Function

# Programmer.Editor.ClearAll

Void Programmer.Editor.ClearAll()

<b>API</b>	<a href="http://api.avolites.com/11.0/Programmer.Editor.ClearAll.html">http://api.avolites.com/11.0/Programmer.Editor.ClearAll.html</a>
<b>description</b>	Clears the programmer of all fixtures and attributes
<b>namespace</b>	<a href="#">Programmer.Editor</a>
<b>parameter</b>	none
	<b>from Titan v15 this function requires two parameters:</b> <a href="#">Boolean</a> presets <a href="#">Boolean</a> allProgrammers A valid function call would now be <code>Programmer.Editor.ClearAll(false, false)</code>
<b>return value</b>	<a href="#">Void</a>

## Example in

Create a mixed colour palette (Snippet):

```
<step>Programmer.Editor.ClearAll()</step>
```

## Also used in

- [Create Dummy Palettes](#)
- [Create a mixed colour palette \(Snippet\)](#)
- [Inhibit selected fixtures](#)
- [Inhibit selected fixtures dimmer](#)
- [Patch - Park fixtures 1 thru 100000](#)
- [Patch - Repatch Selected Fixtures](#)
- [Shapes - Reverse All Shapes](#)

## Remarks

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

Permanent link:  
<https://www.avosupport.de/wiki/macros/function/programmer.editor.clearall>

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