

Function

# Programmer.Editor.Fixtures.SetControlProgrammer

```
Void Programmer.Editor.Fixtures.SetControlProgrammer(Int32 controlId, Boolean programmer)
```

|                     |   |
|---------------------|---|
| <b>API</b>          | <a href="http://api.avolites.com/11.0/Programmer.Editor.Fixtures.SetControlProgrammer.html">http://api.avolites.com/11.0/Programmer.Editor.Fixtures.SetControlProgrammer.html</a>   |
| <b>description</b>  | Sets a control's programmer state for the selected fixtures.  |
| <b>namespace</b>    | <a href="#">Programmer.Editor.Fixtures</a>  |
| <b>parameter</b>    | controlId ( <a href="#">Int32</a> ) : The control id.<br>programmer ( <a href="#">Boolean</a> ) : if set to true put the control in the programmer (at its present value), if false remove the control from the programmer. |
| <b>return value</b> | <a href="#">Void</a>  |

## Example in

[Off/On Attribute \(snippets\)](#):

```
Programmer.Editor.Fixtures.SetControlProgrammer(Programmer.Editor.Fixtures.GetControlIdFromName("Shutter"), true)
```

To remove the Off flag you can call SetControlProgrammer, if the programmer parameter is set to true it will leave/put the value in the programmer (and remove the Off flag if there is one), if it is set to false the attribute will be cleared.

## Also used in

- [Off/On Attribute \(snippets\)](#)

## Remarks

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

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

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