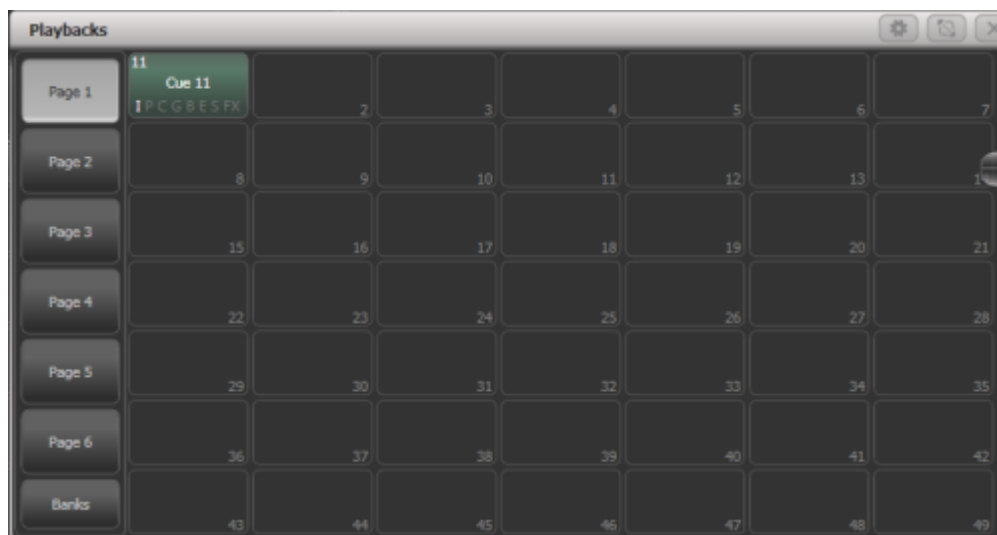Types/Object/Handle/Location

PlaybackWindow

The Playbacks workspace window. You can put anything here which can also go on other playbacks: cues, cuelists, chasers, macros, masters, groups. However you cannot put fixtures here which you can on fader playbacks. But (exception from exception) the playbacks window can also hold pixelmapper layermaster.

From:

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