

Titan Property

# Handles.PendingLegend

<b>API</b>	<a href="http://api.avolites.com/11.0/Handles.PendingLegend.html">http://api.avolites.com/11.0/Handles.PendingLegend.html</a>
<b>description</b>	The legend to be applied to the next legended item.
<b>Namespaces</b>	<a href="#">Handles</a>
<b>type</b>	<a href="#">Object</a>

**It is assumed** that this can take both a string like in the example below, as like as an object for a pircure legend (which is most likely referenced by an ID again...).

### example

```
<step>ActionScript.SetProperty("Handles.PendingLegend", "Test")</step>
```

### used in

- [Chase - Change a chaser's XFade](#)
- [Dummy speed as condition](#)
- [Legend - Get a cuelist cue's legend](#)
- [Programmer - Park/Restore/Swop](#)
- [Chase - Set chase speed](#)
- [Legend - Set a playback's legend](#)
- [Handles.SetLegend](#)

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

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<https://www.avosupport.de/wiki/macros/property/handles.pendinglegend>

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