Titan Property

Palette.CurrentPaletteHandle

API	http://api.avolites.com/10.1/Palette.CurrentPaletteHandle.html
description	ASSUMPTION: that's the handle of the palette which is marked as 'current'
Namespaces	Palette
type	Handle

example

```
  <step>ActionScript.SetProperty("Palette.CurrentPaletteHandle",
"Location=Colours,2,2")</step>
```

This points the property 'CurrentpaletteHandle' to the 2nd palette on page 2 in the Colours workspace window.

In order to use a palette by its usernumber you need to write

```
  <step>ActionScript.SetProperty("Palette.CurrentPaletteHandle",
handle:"paletteHandleUN=110")</step>
```

> The reason for this syntax is: the function ActionScript.SetProperty has no idea which type of property it has to set, let alone which type of handle (you can have the same usernumber in palettes, playbacks, macros etc.). Thus in this case there is this notation which also defines the type of handle - here: paletteHandleUN - a palette handle defined by its usernumber.

http://forum.avolites.com/viewtopic.php?f=20&t=6196

used in

- ColourChaseChanger (V2)
- Create a mixed colour palette (Snippet)
- PaletteChaseChanger (V3)
- Palette - Store
- Palette.StoreCurrentPaletteReplace
- Properties list

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

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https://www.avosupport.de/wiki/macros/property/palette.currentpalettehandle

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