Titan Property

# Windows.PatchView.Handles

| API | ./. |
|---|---|
| description | system property which holds the selected fixtures in patchview. Note that this is different from selecting fixtures in the editor for normal programming tasks. Selecting fixtures in patchview is done for parking, freezing, deleting fixtures etc. |
| **Namespaces** | Windows.Patchview |
| type | IEnumerable |

**example**

```
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView.Handles")</step>
```

This gets the 'normally' selected fixtures and selects them in patch view for further use (e.g. to freeze/unfreeze).

**used in**

- Patch - Freeze selected fixtures
- Patch - Invert Pan for selected fixtures
- Patch - Park fixtures 1 thru 100000
- Patch - Park selected fixtures
- Patch - Repatch Selected Fixtures
- Handles.SetSourceHandleRangeFromHandles
- Properties list