



## ListReference Keyword

To enter the ListReference keyword in the command line, use one of the options:

- Press **MA** + **List**
- Type **ListReference**
- Type the shortcut **Listr**

## Description

ListReference is used to display references and/or dependencies in your show file.

Examples of references between objects, only to mention a few:

- Layout to group, to macro, or to fixture
- Preset to cue, to preset (embedded preset)

These references and/or dependencies depend on the use of the object in the show file.

## Syntax

**ListReference [Object] ["Object\_Name" or Object\_Number]**

### Example

- To list the references and dependencies of group 1, type:



User name[Fixture]> ListReference Group 1

The info pop-up opens listing references and/or dependencies:

The info pop-up window has a title bar "Info: Group 1 'All Spots'" and a close button (X). It contains three tabs: "Referenced by (1)", "Depends on (1)", and "Note (0)". The "Referenced by (1)" tab is active, showing a table with two columns: "Type" and "No". One row shows "Element" and "5". The "Depends on (1)" tab shows a single entry: "Layout 1 'Stage'.Group 1 'All Spots'".

| Type    | No |
|---------|----|
| Element | 5  |

| Name                                 |
|--------------------------------------|
| Layout 1 'Stage'.Group 1 'All Spots' |

*Current references, dependencies, or notes*

