

Example

## Add/Remove Autoloads

<b>by:</b>	Sebastian Beutel, August 2024
<b>published:</b>	here
<b>description:</b>	add/remove autoloads to/from a cuelist cue.
<b>remarks:</b>	idea Sebastiaan Groen, <a href="https://www.facebook.com/groups/1811437589141428/posts/3826930897592077/">https://www.facebook.com/groups/1811437589141428/posts/3826930897592077/</a> : "is it possible to add and remove an autoload from a cuelist via a macro?"

[cuelist](#), [autoload](#), [add](#), [remove](#)

### functions

- [UserMacros.RecallMacroById](#)
- [Playbacks.Editor.CueSelection.SelectCueByNumber](#)
- [Playbacks.Editor.AutoLoad.Add](#)
- [Playbacks.Editor.CueSelection.Clear](#)
- [Handles.IsClaimed](#)
- [Playbacks.Editor.AutoLoad.Remove](#)

### control structures

- [step condition](#)

File with macros for cues UN 1001~1005 here:

[setautoloads.xml](#)

## Code

[filename.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <macro id="Wiki.Macros.AutoLoad.Add.CL10C10.1001" name="Add AL
CL10C10 1001">
    <description>Adds autoload for cue UN 1001 to cuelist UN 10 cue
10.</description>
    <sequence>
<step>UserMacros.RecallMacroById("Wiki.Macros.AutoLoad.RemoveAutoloads.
CL10C10")</step>
<step>Playbacks.Editor.CueSelection.SelectCueByNumber("cueListHandleUN=
10", 10)</step>
    <step>Playbacks.Editor.AutoLoad.Add("cueHandleUN=1001")</step>
    <step>Playbacks.Editor.CueSelection.Clear()</step>
    </sequence>
```

```
</macro>

<!-- add more macros here for more autoloads -->

<macro id="Wiki.Macros.AutoLoad.RemoveAutoloads.CL10C10" name="Remove
Autoloads from CL 10 C10">
  <sequence>
<step>Playbacks.Editor.CueSelection.SelectCueByNumber("cueListHandleUN=
10", 10)</step>
  <step
condition="Handles.IsClaimed('cueHandleUN=1001')">Playbacks.Editor.Auto
load.Remove("cueHandleUN=1001")</step>
  <step
condition="Handles.IsClaimed('cueHandleUN=1002')">Playbacks.Editor.Auto
load.Remove("cueHandleUN=1002")</step>
  <step
condition="Handles.IsClaimed('cueHandleUN=1003')">Playbacks.Editor.Auto
load.Remove("cueHandleUN=1003")</step>
  <step
condition="Handles.IsClaimed('cueHandleUN=1004')">Playbacks.Editor.Auto
load.Remove("cueHandleUN=1004")</step>
  <step
condition="Handles.IsClaimed('cueHandleUN=1005')">Playbacks.Editor.Auto
load.Remove("cueHandleUN=1005")</step>
  <step>Playbacks.Editor.CueSelection.Clear()</step>
  </sequence>
</macro>

</avolites.macros>
```

## Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

- before setting a new autoload existing autoloads are removed by calling the 'remove' macro with `UserMacros.RecallMacroById("Wiki.Macros.AutoLoad.RemoveAutoloads.CL10C10")`
- then the cue list cue where the autoload is going to be added to is called with `Playbacks.Editor.CueSelection.SelectCueByNumber("cueListHandleUN=10", 10)`
- now the autoload is set with `Playbacks.Editor.AutoLoad.Add("cueHandleUN=1001")`
- finally `Playbacks.Editor.CueSelection.Clear()` unselects the cue list cue
- the remove macro works likewise. However, in order to prevent it from breaking if an autoload is set to a nonexistent handle, `Handle.IsClaimed` is used as step condition

## How to use it

1. [make this macro available](#)
2. as most macros this relies on defining with which handles it should work with. The example given sets the autoload target by user number 1001 in cue list user number 10, cue 10. Hence, either make sure to use the correct user numbers, or change the macro as you need.

From:

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

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<https://www.avosupport.de/wiki/macros/example/addautoloads>

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