

Example

# Programmer - Align Fixtures

<b>by:</b>	Kim Wida, June 2018
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<b>description:</b>	Align Fixtures with spread
<b>remarks:</b>	somewhat uncomplete as the alignMask is missing

[align](#), [fixture](#), [mask](#)

## functions

- [ActionScript.SetProperty.Boolean](#)
- [ActionScript.SetProperty.Enum](#)
- [Selection.Context.Programmer.SelectFixture](#)
- [Palette.ApplyPalette](#)
- [Group.RecallGroupNumeric](#)
- [AlignSelection.SelectFixture](#)
- [Programmer.Editor.Fixtures.Align](#)

## affected properties

- [Programmer.Editor.Fixtures.ClearAlignMask](#)
- [Programmer.Editor.Fixtures.AlignMode](#)
- [Programmer.Editor.Fixtures.AlignAddAllToProgrammer](#)
- [Programmer.Editor.Fixtures.AlignCopyPaletteReferences](#)

## Code

[align\\_example.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Test_Align">
    <name>Test Align</name>
    <sequence>

      <step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.Editor.Fixtures.ClearAlignMask", false)</step>
      <step
pause="0.01">ActionScript.SetProperty.Enum("Programmer.Editor.Fixtures.AlignMode", "Interpolate")</step>
      <step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.Editor.Fixtures.AlignAddAllToProgrammer", false)</step>
```

```

    <step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.Editor.Fixtures.AlignCopyPaletteReferences", false)</step>

    <step
pause="0.01">Selection.Context.Programmer.SelectFixture(handle:"Location=Fixtures,1,1")</step>
    <step
pause="0.01">Palette.ApplyPalette(handle:"Location=Colours,1,14", false)</step>

    <step
pause="0.01">Selection.Context.Programmer.SelectFixture(handle:"Location=Fixtures,1,8")</step>
    <step
pause="0.01">Palette.ApplyPalette(handle:"Location=Colours,1,15", false)</step>

    <step pause="0.01">Group.RecallGroupNumeric(5)</step>

    <step
pause="0.01">AlignSelection.SelectFixture(handle:"Location=Fixtures,1,1")</step>
    <step
pause="0.01">AlignSelection.SelectFixture(handle:"Location=Fixtures,1,8")</step>

    <step pause="0.01">Programmer.Editor.Fixtures.Align()</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](#)

The macro works pretty similar to how align is called in real life:

- a few parameters are set
  - `Programmer.Editor.Fixtures.ClearAlignMask` is the Auto Reset Mask menu item
  - `Programmer.Editor.Fixtures.AlignMode` sets whether the values should be repeated or spread
  - `Programmer.Editor.Fixtures.AlignAddAllToProgrammer` lets the aligned values not go into the programmer
  - `Programmer.Editor.Fixtures.AlignCopyPaletteReferences` is the Palette References Lost/Maintained menu button
- some fixtures are set to some palettes (fixture 1 to palette 14, fixture 8 to palette 15)

- the fixtures which shall be aligned are called by their group (group 5)
- the align command is called

As mentioned in the forum, currently the AlignMask cannot be set:

It works. But I don't know how to set align mask.

```
<step  
pause="0.01">ActionScript.SetProperty.SetFlag("Attribute.Mask.Align.Value"  
, "C")</step>  
<step  
pause="0.01">ActionScript.SetProperty.String("Attribute.Mask.Align.Value",  
"C")</step>  
<step  
pause="0.01">ActionScript.SetProperty("Attribute.Mask.Align.Value", "C")</s  
tep>
```

They don't work.

## How to use it

1. [make this macro available](#)

From:

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

Permanent link:

<https://avosupport.de/wiki/macros/example/alignfixtures>

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