

Example

Attribute Wheels And Palette Windows

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description:	Changes the attribute wheels and opens the corresponding palette window
remarks:	

adb.attributewheelsandpalettes.xml

[palette](#), [window](#), [wheel](#), [attribute](#)

The code below is an example for one attribute type (Position). The file contains macros for all attribute types.

functions

- [Windows.SetWindowProperty.X](#)
- [Windows.SetWindowProperty.Y](#)
- [Windows.SetWindowProperty.Width](#)
- [Windows.SetWindowProperty.Height](#)
- [Windows.Scrolling.Vertical.Scroll](#)

affected properties

- [Windows.windowId.ButtonSize](#)
- [Windows.windowId.TextSize](#)
- [Windows.windowId.FixedColumns](#)
- [Windows.windowId.FixedRows](#)
- [Windows.windowId.Pages](#)
- [Windows.windowId.CurrentPage](#)

Code

attributewheelsandbuttons.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="adb.Macros.POS" name="Position">
    <sequence>
<step>Menu.InjectInput("OnSelect","AttributeGroup","NoGroup",2)</step>
      <step pause="0.001">
        <menuLink id="Windows.Positions" stack="mainWindowStack"
behaviour="PushOrRaise" maximised="True" regionId="secondary" />
      </step>
    </sequence>
  </macro>
</avolites.macros>
```

```
<step>Windows.SetWindowProperty.X("Windows.Positions", 0)</step>
<step>Windows.SetWindowProperty.Y("Windows.Positions", 1)</step>
<step>Windows.SetWindowProperty.Width("Windows.Positions",
2)</step>
<step>Windows.SetWindowProperty.Height("Windows.Positions",
1)</step>
<step>ActionScript.SetProperty.Enum("Windows.Positions.ButtonSize",
"Fixed")</step>
<step>ActionScript.SetProperty.Enum("Windows.Positions.TextSize",
"Global")</step>
<step>ActionScript.SetProperty.Integer("Windows.Positions.FixedColumns"
, 12)</step>
<step>ActionScript.SetProperty.Integer("Windows.Positions.FixedRows",
5)</step>
<step>ActionScript.SetProperty.Boolean("Windows.Positions.Pages",
true)</step>
<step>ActionScript.SetProperty.Integer("Windows.Positions.CurrentPage",
0)</step>
<step>Windows.Scrolling.Vertical.Scroll(-100000)</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](#)

Set Times

- `Menu.InjectInput("OnSelect", "AttributeGroup", "NoGroup", 2)` selects the attribute on the wheels (1=Intensity, 2=Position, 4=Colour, 8=Gobo, 16=Beam, 32=Effects, 64=Special, 128=Shapes)
- `<menuLink id="Windows.Positions" stack="mainWindowStack" behaviour="PushOrRaise" maximised="True" regionId="secondary" />` opens the positions palette window
- `Windows.SetWindowProperty` is used to define position and size of the palette window
- `ActionScript.SetProperty.x()` is used to set other window properties

How to use it

- [make this macro available](#)

From:
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Permanent link:
<https://avosupport.de/wiki/macros/example/attributewheelsandpalettes?rev=1542159282>

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