Example

Trigger - Toggle Audio Triggers On/Off

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description:	Toggle Audio Triggers On/Off
remarks:	based on Timecode - Enable/Disable
	idea: https://www.facebook.com/groups/AvolitesTitanOne/permalink/1221271414675655/

audio, trigger, toggle

functions

- ActionScript.SetProperty.Boolean

affected properties

- Audio.AudioTriggersEnabled

Code

AudioTriggersMacro.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Avolites.Macros.Audiotrigger.Enable" name="Enable
Audiotrigger">
    <description>Enable Audio Trigger.</description>
    <sequence>
<step>ActionScript.SetProperty.Boolean("Audio.AudioTriggersEnabled",
true)</step>
    </sequence>
  </macro>
  <macro id="Avolites.Macros.Audiotrigger.Disable" name="Disable
Audiotrigger">
    <description>Disable Audio Trigger.</description>
    <sequence>
<step>ActionScript.SetProperty.Boolean("Audio.AudioTriggersEnabled",
false)</step>
    </sequence>
  </macro>
  <macro id="Avolites.Macros.Audiotrigger.Toggle" name="Toggle
Audiotrigger">
    <description>Toggle Audio Trigger.</description>
    <active binding="Audio.AudioTriggersEnabled" />
```

```
    <sequence>
<step>ActionScript.SetProperty.Boolean("Audio.AudioTriggersEnabled",
 !Audio.AudioTriggersEnabled)</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](#)

This sets the property `AudioTriggersEnabled` to true or false, thus enabling/disabling the audio triggers.

How to use it

- [make this macro available](#)
- copy the macros to buttons and use them to enable/disable Audio Triggers

From:
https://www.avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
https://www.avosupport.de/wiki/macros/example/audiotriggersonoff

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