

Example

Capture - Atmosphere/Haze

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description:	change Capture haze settings via macro
remarks:	

Remarks

- I like to use the macro for low haze settings in a startup cuelist as it helps PCs with less powerful graphics cards to open capture

[capture](#), [atmosphere](#), [haze](#), [settings](#)

functions

- [ActionScript.SetProperty](#)

affected properties

- [Visualiser.Capture.Atmosphere](#)

Code

[captureatmosphere.xml](#)

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

  <!-- Atmosphere, Alex del Bondio - April 2019 -->
  <macro id="adb.Macros.Capture.hazefull" name="Capture Haze full">
    <active binding="{propertyLink
id='Visualiser.Capture.Atmosphere' converter='Math.EqualityConverter'
converterParameter='1'}"/>
    <sequence>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.Atmosphere",
1)</step>
    </sequence>
  </macro>
  <macro id="adb.Macros.Capture.hazemed" name="Capture Haze med">
    <active binding="{propertyLink
id='Visualiser.Capture.Atmosphere' converter='Math.EqualityConverter'
converterParameter='0.6'}"/>
    <sequence>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.Atmosphere",
```

```
0.6) </step>
      </sequence>
    </macro>
    <macro id="adb.Macros.Capture.hazelow" name="Capture Haze low">
      <active binding="{propertyLink
id='Visualiser.Capture.Atmosphere' converter='Math.EqualityConverter'
converterParameter='0.1'}"/>
      <sequence>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.Atmosphere",
0.1)</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](#)

- `Visualiser.Capture.Atmosphere` sets the Smoke Density

How to use it

- [make this macro available](#)

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

Permanent link:
<https://avosupport.de/wiki/macros/example/captureatmosphere?rev=1556470538>

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