

Example

# Capture - Rendering Settings

<b>by:</b>	Alex del Bondio, April 2019
<b>published:</b>	here
<b>description:</b>	change Capture render settings via macro
<b>remarks:</b>	

Remarks

- These macros combine several capture properties to achieve sensible settings
- ambient lighting and haze settings are controlled via separate macros
- I like to use the macro for low render settings in a startup cuelist as it helps PCs with less powerful graphics cards to open capture

[capture](#), [render](#), [rendering](#), [atmosphere](#), [spill](#), [bloom](#), [settings](#)

## functions

- [ActionScript.SetProperty.Boolean](#)
- [ActionScript.SetProperty.Float](#)
- [ActionScript.SetProperty.Enum](#)

## affected properties

- [Visualiser.Capture.AutomaticQuality](#)
- [Visualiser.Capture.BloomAmount](#)
- [Visualiser.Capture.AtmosphereContrast](#)
- [Visualiser.Capture.AtmosphereSpeed](#)
- [Visualiser.Capture.SpillLighting](#)
- [Visualiser.Capture.CaptureRenderingSettings](#)

## Code

[capturerendersettings.xml](#)

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

  <!-- CaptureRenderingSettings, Alex del Bondio - April 2019 -->
  <macro id="adb.Macros.Capture.qualhigh" name="Capture High Quality">
    <active binding="{propertyLink
id='Visualiser.Capture.CaptureRenderingSettings'
  converter='Math.EnumAsStringEqualityConverter'
  converterParameter='High'}"/>
    <sequence>
```

```

<step>ActionScript.SetProperty.Boolean("Visualiser.Capture.AutomaticQuality", false)</step>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.BloomAmount", 0)</step>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.AtmosphereContrast", 0.6)</step>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.AtmosphereSpeed", 0.3)</step>
<step>ActionScript.SetProperty.Boolean("Visualiser.Capture.SpillLighting", true)</step>
<step>ActionScript.SetProperty.Enum("Visualiser.Capture.CaptureRenderingSettings", "High")</step>
  </sequence>
</macro>

  <macro id="adb.Macros.Capture.qualmed" name="Capture Medium Quality">
    <active binding="{propertyLinkId='Visualiser.Capture.CaptureRenderingSettings' converter='Math.EnumAsStringEqualityConverter' converterParameter='Medium'}"/>
    <sequence>
<step>ActionScript.SetProperty.Boolean("Visualiser.Capture.AutomaticQuality", false)</step>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.BloomAmount", 0)</step>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.AtmosphereContrast", 0.3)</step>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.AtmosphereSpeed", 0.1)</step>
<step>ActionScript.SetProperty.Boolean("Visualiser.Capture.SpillLighting", false)</step>
<step>ActionScript.SetProperty.Enum("Visualiser.Capture.CaptureRenderingSettings", "Medium")</step>
    </sequence>
  </macro>

  <macro id="adb.Macros.Capture.qualow" name="Capture Low Quality">
    <active binding="{propertyLinkId='Visualiser.Capture.CaptureRenderingSettings' converter='Math.EnumAsStringEqualityConverter' converterParameter='Low'}"/>
    <sequence>
<step>ActionScript.SetProperty.Boolean("Visualiser.Capture.AutomaticQuality", false)</step>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.BloomAmount", 0)</step>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.AtmosphereContrast", 0)</step>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.AtmosphereSpeed", 0)</step>
<step>ActionScript.SetProperty.Boolean("Visualiser.Capture.SpillLighting

```

```
g", false)</step>
<step>ActionScript.SetProperty.Enum("Visualiser.Capture.CaptureRenderin
gSettings", "Low")</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.AutomaticQuality", false turns auto-quality off
- Visualiser.Capture.BloomAmount sets the Bloom Amount
- Visualiser.Capture.AtmosphereContrast sets Smoke Variation
- Visualiser.Capture.AtmosphereSpeed sets Smoke Speed
- Visualiser.Capture.SpillLighting turns Spill Lighting on or off
- Visualiser.Capture.CaptureRenderingSettings sets the actual Rendering Settings Detail

## How to use it

- [make this macro available](#)

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

Permanent link:  
<https://avosupport.de/wiki/macros/example/capturerendersettings>

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