

Example

Capture - Rendering Settings

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| by: | Alex del Bondio, April 2019 |
| published: | here |
| description: | change Capture render settings via macro |
| remarks: | |

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="{
    propertyLink id='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="{
    propertyLink id='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.AtmosphereCont
```

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rast", 0)</step>  
<step>ActionScript.SetProperty.Float("Visualiser.Capture.AtmosphereSpee  
d", 0)</step>  
<step>ActionScript.SetProperty.Boolean("Visualiser.Capture.SpillLightin  
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.CaptureAutomaticQuality", 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?rev=1557048265>

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