

Example

# Change a chaser's X-Fade

<b>by:</b>	Gregory Haynes, Ricster, Apr. 2017
<b>published:</b>	<a href="http://forum.avolites.com/viewtopic.php?f=20&amp;t=5150">http://forum.avolites.com/viewtopic.php?f=20&amp;t=5150</a>
<b>description:</b>	snippets to change a chaser's x-fade
<b>remarks:</b>	not a working macro but interesting discussion and insights on some properties, tpyes, and type casting

[Chase](#), [X-fade](#), [handle](#)

## functions

- [ActionScript.SetProperty](#)
- [ActionScript.SetProperty.Float](#)
- [Math.Cast.ToSingle](#)

## affected properties

- [Playbacks.Editor.SelectedPlayback](#)
- [Chases.ConnectedHandle](#)
- [Playbacks.Editor.Times.ChaseFixtureOverlap](#)

## Code

```
<macro id="UserMacro.SetChaseOverlap50" name="Set Chase Overlap 50%">
  <description>Set fixture overlap of connected chase to 50%.</description>
  <sequence>
    <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Chases.ConnectedHandle)</step>
    <step>ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseFixtureOve
rlap", 0.5)</step>
  </sequence>
</macro>
```

```
<!-- Ricster's reply: -->
<step>ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOverlap",
Math.Cast.ToSingle(1))</step>

<!--
  Might also work.
  Or even
-->

<step>ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseFixtureOve
rlap", 1)</step>
```

```
<!-- And as of 10.1 I think you can do -->
```

```
<step>ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOverlap",  
float:1)</step>
```

## Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

- `ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", Chases.ConnectedHandle)` makes the currently connected handle active in the editor
- `ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseFixtureOverlap", 0.5)` sets the property "Playbacks.Editor.Times.ChaseFixtureOverlap" to 0.5 which is 50%

Another example was published by kimwida: <http://forum.avolites.com/viewtopic.php?f=20&t=5579>

## How to use it

1. [make this macro available](#)
2. once a chase is active and connected, fire this macro to set the chaser to 50% crossfade

From:

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<https://avosupport.de/wiki/macros/example/changechaseroverlap?rev=1535390094>

Last update: **2018/08/27 17:14**

