Example

Change a chaser's overlap

by:	Gregory Haynes, Ricster, Apr. 2017
published:	http://forum.avolites.com/viewtopic.php?f=20&t=5150
description:	snippets to change a chaser's overlap
remarks:	not a working macro but interesting discussion and insights on some properties, types, 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 where the chasers are referred by their usernumber and a legend is set to reflect the current overlap value:

```
  <step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"chaseHandleUN=19159")</step>
  <step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOv
erlap", 0.2)</step>
  <step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"chaseHandleUN=19160")</step>
  <step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOv
erlap", 0.2)</step>
  <step
pause="0.01">Handles.SetSourceHandleFromHandle("chaseHandleUN=1293")</step>
  <step pause="0.01">ActionScript.SetProperty("Handles.PendingLegend",
"Overlap 20%")</step>
  <step pause="0.01">Handles.SetLegend()</step>
  <step pause="0.01">Handles.ClearSelection()</step>
```

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

Permanent link:
https://avosupport.de/wiki/macros/example/changechaseroverlap?rev=1535390541

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