

Example

Change a chaser's XFade

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| by: | Kim Wida, February 2018 |
| published: | http://forum.avolites.com/viewtopic.php?f=20&t=5579 |
| description: | snippet to show how the chaser XFade can be set and displayed on another legend |
| remarks: | |

[chase](#), [xfade](#), [legend](#)

functions

- [ActionScript.SetProperty](#)
- [Handles.SetSourceHandleFromHandle](#)
- [Handles.SetLegend](#)
- [Handles.ClearSelection](#)

affected properties

- [Playbacks.Editor.SelectedPlayback](#)
- [Playbacks.Editor.Times.ChaseXFade](#)
- [Handles.PendingLegend](#)

Code

```
<step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"chaseHandleUN=19159")</step>
<step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.Times.ChaseXFade",
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.ChaseXFade",
0.2)</step>
<step
pause="0.01">Handles.SetSourceHandleFromHandle("chaseHandleUN=1296")</step>
<step pause="0.01">ActionScript.SetProperty("Handles.PendingLegend", "X-
Fade 20%")</step>
<step pause="0.01">Handles.SetLegend()</step>
<step pause="0.01">Handles.ClearSelection()</step>
```

Explanation

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

- chase playbacks are selected based on their [userNumber](#)
- the value for the XFade setting is set
- the same value is set as another chaser's legend

How to use it

Snippet only - copy and edit as you want, or download the example file at <http://forum.avolites.com/viewtopic.php?f=20&t=5579>.

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Last update: **2018/08/27 17:36**

