

Example

## ColourChaseChanger (old style)

<b>by:</b>	Jonas Nijs, Aug. 2016
<b>published:</b>	<a href="http://forum.avolites.com/viewtopic.php?f=20&amp;t=4823">http://forum.avolites.com/viewtopic.php?f=20&amp;t=4823</a>
<b>description:</b>	changes the colours of a color chase to any color you want
<b>remarks:</b>	This is an old, recorded, macro, and reproduced here for reference. Also see the author's remarks on how to use it ( <a href="#">below the code</a> ) <a href="#">In the original post</a> there is also a short manual linked which you might find helpful.

[change](#), [chase](#), [blind](#), [colour](#), [recorded](#)

### functions

- [Menu.Stack.PushOrReloadMenu](#)
- [Menu.InjectInput](#)

## Code

[ColorChaseChanger.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <!-- V1.0 by Nijs Jonas 31/08/2016 -->
  <macro id="UserMacro.colchasechanger">
    <name>Color chase changer</name>
    <sequence>
      <step pause="0.001">Menu.Stack.PushOrReloadMenu("Primary",
"Expert.Root.Program")</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","Blind.0","NoGroup",0)</s
tep>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","Blind.0","NoGroup",0)</ste
p>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","Group.0","NoGroup",0)</s
tep>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","Group.0","NoGroup",0)</ste
p>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","NumericKeys.1","NoGroup"
,1)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","NumericKeys.1","NoGroup",1
)</step>
```

```
<step
pause="0.001">Menu.InjectInput("OnButtonDown","NumericKeys","",0)</step>
>
  <step
pause="0.001">Menu.InjectInput("OnButtonUp","NumericKeys","",0)</step>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","NumericKeys","",0)</step>
  >
    <step
pause="0.001">Menu.InjectInput("OnButtonUp","NumericKeys","",0)</step>
    <step
pause="0.001">Menu.InjectInput("OnButtonDown","KeypadEnter.0","NoGroup",0)</step>
    <step
pause="0.001">Menu.InjectInput("OnButtonUp","KeypadEnter.0","NoGroup",0)</step>
    <step
pause="0.001">Menu.InjectInput("OnButtonDown","View.0","NoGroup",0)</step>
    <step
pause="0.001">Menu.InjectInput("OnButtonUp","View.0","NoGroup",0)</step>
    >
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","AttributeGroup.4","NoGroup",4)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","AttributeGroup.4","NoGroup",4)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","ColoursTouch","Colours",34)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","ColoursTouch","Colours",34)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","SelectPage","Colours",1)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","SelectPage","Colours",1)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","Record.0","NoGroup",0)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","Record.0","NoGroup",0)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","ColoursTouch","Colours",0)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","ColoursTouch","Colours",0)
```

```
</step>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","Softkey.1","NoGroup",1)<
/step>
  <step
pause="0.001">Menu.InjectInput("OnButtonUp","Softkey.1","NoGroup",1)</s
tep>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","SelectPage","Colours",0)
</step>
  <step
pause="0.001">Menu.InjectInput("OnButtonUp","SelectPage","Colours",0)</
step>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","ColoursTouch","Colours",
35)</step>
  <step
pause="0.001">Menu.InjectInput("OnButtonUp","ColoursTouch","Colours",35
)</step>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","SelectPage","Colours",1)
</step>
  <step
pause="0.001">Menu.InjectInput("OnButtonUp","SelectPage","Colours",1)</
step>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","Record.0","NoGroup",0)</
step>
  <step
pause="0.001">Menu.InjectInput("OnButtonUp","Record.0","NoGroup",0)</st
ep>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","ColoursTouch","Colours",
1)</step>
  <step
pause="0.001">Menu.InjectInput("OnButtonUp","ColoursTouch","Colours",1)
</step>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","Softkey.1","NoGroup",1)<
/step>
  <step
pause="0.001">Menu.InjectInput("OnButtonUp","Softkey.1","NoGroup",1)</s
tep>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","SelectPage","Colours",0)
</step>
  <step
pause="0.001">Menu.InjectInput("OnButtonUp","SelectPage","Colours",0)</
step>
  <step
pause="0.001">Menu.InjectInput("OnButtonDown","Clear.0","NoGroup",0)</s
```

```

tep>
    <step
pause="0.001">Menu.InjectInput("OnButtonUp","Clear.0","NoGroup",0)</ste
p>
    <step
pause="0.001">Menu.InjectInput("OnButtonDown","Blind.0","NoGroup",0)</s
tep>
    <step
pause="0.001">Menu.InjectInput("OnButtonUp","Blind.0","NoGroup",0)</ste
p>
    </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](#)

As this is a recorded macro, instead of explaining the function, we translate the button presses (see [Console and simulator](#) for an explanation of how this is written here), and explain their results:

```

<Blind> // enter blind mode
<Group> <1> <0> <0> <Enter> // group 100
<View> [C](colours) // opens/activates colour palette window
[Colour Palette Button 35] // set selected fixture group to colour 34
[Colour Page 2] // change page in colour palette window
<Record>
  [Colour Button 1]
  [Replace] // this replaces the colour palette
[Colour Page 1] // change page in colour palette window
[Colour Palette Button 36] // set selected fixture group to colour 35
[Colour Page 2] // change page in colour palette window
<Record>
  [Colour Button 2]
  [Replace] // this replaces the colour palette
[Colour Page 1] // change page in colour palette window
<Clear> // clear programmer
<Blind> // exit blind mode

```

Effectively we enter blind mode, replace the palettes which are used for some chasers with other colours (which are taken from other colour palettes), and exit blind mode again.

## How to use it

1. [make this macro available](#)

2. make a color chase that uses color pallets
3. place those color pallets on the color pallets windows page 2 positions 1 and 2
4. create a group for all the fixtures used in that color chase and give that group usernumber 100
5. when you want to change the colors, place the 2 new colors you want on the color pallets page 1 positions 35 and 36 (will be the two bottom right ones when you go full screen and supper size.
6. run the macro and have fun.

In the [original post](#) there is also a short manual linked which you might find helpful.

*That's a perfect example for both: what you can achieve with macros, and where the limits are. In that case, the use of variables would be really helpful. E.g. if I could pass target and source palette numbers as argument, I could easily re-use this macro many times. Another possible error: this macro assumes that the colours window opens on the correct page, which might not be the case. [S. Beutel]*

From:

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