

ColourChaseChanger (old style)

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

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

tbd

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 ID 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.

tbd

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Permanent link:
<https://avosupport.de/wiki/macros/example/changecolorchaseold?rev=1509294946>

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