

# 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.

## 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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