Example

ColourChaseChanger (V2)

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description:	changes the colours of a color chase to any color you want
remarks:	This is an updated version to the old one, this time using system syntax so it goes faster and whitout your screen flickering.

[, change, chase, blind, colour,]

Code

ColorChaseChanger.xml

```xml
<?xml version="1.0" encoding="UTF-8"?>
<avolites.macros>
<!-- V2.0 by Nijs Jonas 7/12/2017 -->
<macro id="UserMacro.colchasechanger2">
<name>Color chase changer</name>
<sequence>
<step pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive", true)</step>
<step pause="0.01">Programmer.SetBlindMode(false, 0)</step>
<step pause="0.01">Group.RecallGroupNumeric(100)</step>
<step pause="0.01">Palette.ApplyPalette("Location=Colours,1,16", false)</step>
<step pause="0.01">ActionScript.SetProperty("Palette.CurrentPaletteHandle", handle:"Location=Colours,2,1")</step>
<step pause="0.01">Palette.StoreCurrentPaletteReplace()</step>
<step pause="0.01">Programmer.Editor.Clear(Attribute.Mask.Clear.Value, Programmer.Editor.Fixtures.Clear.Presets, false, Expert.ClearMenu.FadeTime)</step>
<step pause="0.01">Group.RecallGroupNumeric(100)</step>
<step pause="0.01">Palette.ApplyPalette("Location=Colours,1,17", false)</step>
<step pause="0.01">ActionScript.SetProperty("Palette.CurrentPaletteHandle", handle:"Location=Colours,2,2")</step>
<step pause="0.01">Palette.StoreCurrentPaletteReplace()</step>
<step pause="0.01">Programmer.Editor.Clear(Attribute.Mask.Clear.Value, Programmer.Editor.Fixtures.Clear.Presets, false, Expert.ClearMenu.FadeTime)</step>
<step pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive", false)</step>
```

```
<step pause="0.01">Programmer.SetBlindMode(false, 0)</step>
</sequence>
</macro>
</avolites.macros>
```

Explanation

a brief explanation of the syntax used. For all the other XML details please refer to Formats and syntax

```
  <step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive",
true)</step> //first step for going into blind mode
  <step pause="0.01">Programmer.SetBlindMode(false, 0)</step> //second step,
after this step the desk goes into blind mode
  <step pause="0.01">Group.RecallGroupNumeric(100)</step> //selects group
100
  <step pause="0.01">Palette.ApplyPalette("Location=Colours,1,16",
false)</step> //selects the colour palette on the first page on the 16th
slot
<step pause="0.01">ActionScript.SetProperty("Palette.CurrentPaletteHandle",
handle:"Location=Colours,2,1")</step> //sets the colour palette on the
second page on the 1th slot into the desks memory
<step pause="0.01">Palette.StoreCurrentPaletteReplace()</step> //replace the
palette in the desks memory with whats in the programmer
<step pause="0.01">Programmer.Editor.Clear(Attribute.Mask.Clear.Value,
Programmer.Editor.Fixtures.Clear.Presets, false,
Expert.ClearMenu.FadeTime)</step> //clear the desk
<step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive",
false)</step> //first step of going out of blind mode
<step pause="0.01">Programmer.SetBlindMode(false, 0)</step> //second step of
going out of blind mode
```

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.

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