

Example

ColourChaseChanger (V2)

by:	Jonas Nijs, Dec. 2017
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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.
	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.

[, change, chase, blind, colour,]

functions

- [ActionScript.SetProperty.Boolean](#)
- [Programmer.SetBlindMode](#)
- [Group.RecallGroupNumeric](#)
- [Palette.ApplyPalette](#)
- [ActionScript.SetProperty](#)
- [Palette.StoreCurrentPaletteReplace](#)
- [Programmer.Editor.Clear](#)

properties

- [Programmer.BlindActive](#)
- [Palette.CurrentPaletteHandle](#)
- [Attribute.Mask.Clear.Value](#)
- [Programmer.Editor.Fixtures.Clear.Presets](#)
- [Expert.ClearMenu.FadeTime](#)

Code

[ColorChaseChanger_v2.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
```

- ActionScript.SetProperty.Boolean("Programmer.BlindActive", true) and Programmer.SetBlindMode(false, 0) toggle to blind mode, see [Blind Mode On/Off](#)
- Group.RecallGroupNumeric(100) recalls a specific group of fixtures - here group no. 100
- Palette.ApplyPalette("Location=Colours,1,16", false) selects the colour palette on the first page of the Colours workspace window, 16th slot

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.

From:
<https://avosupport.de/wiki/> - AVOSUPPORT

Permanent link:
https://avosupport.de/wiki/macros/example/colourchasechanger_v2?rev=1513459983

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