

Example

# Copy Macro by Macrold

<b>by:</b>	Gregory Haynes, August 2018
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<b>description:</b>	copy a macro, identifying it by its macrold.
<b>remarks:</b>	Best used together with setup/initialize macros, e.g. <a href="#">Create Workspaces</a>

Original idea/request by Alex del Bondio, see <http://forum.avolites.com/viewtopic.php?f=20&t=5780>.

The main problem when attempting to copy items from the show library is that imported items don't have a dedicated handle - the items from an imported show are displayed dynamically. Hence a way needs to be found how to address an item by other means - in the case of macros: their Id.

[copy](#), [import](#), [macro](#), [id](#), [macrold](#)

## functions

- [Playbacks.Editor.Macros.SetTargetHandle](#)
- [ActionScript.SetProperty.Enum](#)
- [Handles.SetSourceHandleFromHandle](#)
- [Handles.CopyDestination](#)

## affected properties

- [Handles.OperationMode](#)
- [Playbacks.Editor.Macros.Target.Handle](#)

## Code

[copyMacroById.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Avolites.Macros.CopyMacroById" name="Copy Macro Snap to
  Fixtures #1">
    <description></description>
    <sequence>
<step>Playbacks.Editor.Macros.SetTargetHandle("Avolites.Macros.SnapForw
ard")</step>
      <step>ActionScript.SetProperty.Enum("Handles.OperationMode",
"move")</step>
<step>Handles.SetSourceHandleFromHandle(Playbacks.Editor.Macros.Target.
Handle)</step>
      <step>Handles.CopyDestination("Fixtures", 0)</step>
    </sequence>
  </macro>
</avolites.macros>
```

```
</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](#)

tbd

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