Example

Copy Macro by MacroId

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published:	./.
description:	copy a macro, identifying it by its macroId.
remarks:	Best used together with setup/initialize macros, e.g. Create Workspaces

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, macroid

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>
```

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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Last update: **2018/09/09 08:49**