

Example

Create Dummy Palettes

by:	Sebastian Beutel
published:	August 2023
description:	idea: Discord , @TEMO patch a dummy fixture, create colour palettes, remove dummy fixture This is a really huge macro which documents a lot of programming techniques, e.g. patching a fixture, setting values in the programmer, creating palettes, storing cues and cuelists
remarks:	start a new show and fire this macro. It will create global colour palettes for you.

[setup](#), [start](#), [dummy](#), [palette](#), [patch](#), [fixture](#), [macro](#)

This was the plan:

What needs to be done :

- Unpack Macro needs to create the Dummy palettes 1 through 10, 11 through 20
- Unpack Macro needs to create the Bump Palletes 101 & 102
- Unpack Macro needs to create Playbacks(11 thro 20, 21 thro 30, 31 thro 40 & Cuelists (101 thro 110) for the Macros
- Unpack Macro needs to Link Macros to Cues in Playlist

- Unpack Macro needs to record the Playback Groups for the Bump Selection
- Unpack Macro needs to create a Layout View and move the Selection Cue Lists to the Colour picker
- Layout at position X & Y
- Unpack Macro needs to add the Colour Selection Button Macros to the layout view

The macro shown here does the first half of the tasks.

functions

- [ActionScript.SetProperty](#)
- [PatchFixturesToVacantHandles](#)
- [Handles.SetSourceHandleFromHandle](#)
- [ActionScript.SetProperty.Enum](#)
- [Handles.CopyDestination](#)
- [Handles.ClearSelection](#)
- [Programmer.Editor.Selection.SelectFixture](#)
- [Programmer.Editor.Fixtures.SetControlValueByld](#)
- [Palette.QuickCreatePalette](#)
- [Handles.CreateHandleReference](#)
- [Programmer.Editor.ClearAll](#)
- [Palette.ApplyPalette](#)
- [Playbacks.StoreCue](#)
- [Handles.SetSourceHandle](#)
- [Handles.SetUserNumber](#)
- [Handles.ClearSelection](#)

- [Playbacks.CueList.CreateCueList](#)
- [Playbacks.Select.EditHandle](#)
- [Playbacks.AppendOrInsertPlaybackStep](#)
- [Playbacks.Editor.CueSelection.SelectCueByNumber](#)
- [Playbacks.Editor.Macros.AddLinkFromId](#)
- [Playbacks.PlaybackEdit.Exit](#)
- [ActionScript.SetProperty.Boolean](#)
- [Handles.ConfirmRelease](#)

affected properties

- [Patch.CurrentUserNumber](#)
- [Playbacks.PlaybackEdit.Handle](#)

control structures

- [menuLink](#)

Full file here:

[createdummypalettes.xml](#)

Code

[createDummyPalettesShort.xml](#)

```
1. <?xml version="1.0" encoding="utf-8"?>
2. <avolites.macros>
3.
4.   <!-- at first some dummy macros, to check the linking in the
      cuelists -->
5.
6.   <macro id="Wiki.Macros.Dummy.001" name="Dummy Macro 001">
7.     <description>Dummy Macro 001</description>
8.     <sequence>
9.     </sequence>
10.  </macro>
11.
12.   <!-- more dummy macros... -->
13.
14.   <macro id="Wiki.Macros.Dummy.010" name="Dummy Macro 010">
15.     <description>Dummy Macro 010</description>
16.     <sequence>
17.     </sequence>
18.   </macro>
19.
20.   <!-- the heavy lifting -->
```

```
21.
22.   <macro id="Wiki.Macros.Palette.CreateDummy.001" name="Create
    Dummy Palettes v.001">
23.
24.     <sequence>
25.
26.       <!-- patch an RGB fixture -->
27.
28.       <step>ActionScript.SetProperty("Patch.CurrentUserNumber",
    userNumber:999)</step>
29.       <step>Fixtures.PatchFixturesToVacantHandles("Fixtures",
    "Expolite", "TourLED 42 CM MKII", "ARC.1, 3 DMX", 1, 3, "")</step>
30.       <step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</st
    ep>
31.       <step>ActionScript.SetProperty.Enum("Handles.OperationMode",
    "move")</step>
32.       <step>Handles.CopyDestination("Fixtures", 99)</step>
33.       <step>Handles.ClearSelection()</step>
34.
35.       <!-- select fixture -->
36.
37.       <step
    pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
    ureHandleUN=999")</step>
38.
39.       <!-- set some colour values and quick-create palettes -->
40.
41.       <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
    1.0, true, true)</step>
42.       <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
    0.6, true, true)</step>
43.       <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
    0.2, true, true)</step>
44.       <step
    pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
    ce("Colours", 0, 0), "C", userNumber:101, "", 0)</step>
45.
46.       <!-- create some more palettes... -->
47.
48.       <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
    0.3, true, true)</step>
49.       <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
    0.6, true, true)</step>
50.       <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
    1.0, true, true)</step>
51.       <step
    pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
    ce("Colours", 0, 4), "C", userNumber:105, "", 0)</step>
52.
53.       <!-- clear programmer -->
```

```
54.
55.     <step>Programmer.Editor.ClearAll(false, false)</step>
56.
57.     <!-- create abstract palettes -->
58.
59.     <step
60.     pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
61.     ureHandleUN=999")</step>
62.     <step
63.     pause="0.1">Palette.ApplyPalette("Location=Colours,0,0",
64.     false)</step>
65.     <step
66.     pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
67.     ce("Colours", 0, 15), "C", userNumber:201, "Foreground", 0)</step>
68.     <step
69.     pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
70.     ce("Colours", 0, 16), "C", userNumber:202, "Background", 0)</step>
71.     <step pause="0.1">Programmer.Editor.ClearAll(false,
72.     false)</step>
73.
74.     <!-- create Playbacks (11~20, 21~30, 31~40) & Cuelists
75.     (101~110) -->
76.
77.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 211,
78.     true)</step>
79.     <step>Handles.SetSourceHandle("PlaybackWindow", 211)</step>
80.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
81.     userNumber:11)</step>
82.     <step>Handles.SetUserNumber()</step>
83.     <step>Handles.ClearSelection()</step>
84.
85.     <!-- create some more cue playbacks here... -->
86.
87.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 240,
88.     true)</step>
89.     <step>Handles.SetSourceHandle("PlaybackWindow", 240)</step>
90.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
91.     userNumber:40)</step>
92.     <step>Handles.SetUserNumber()</step>
93.     <step>Handles.ClearSelection()</step>
94.
95.     <!-- Cuelists -->
96.
97.     <step
98.     pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
99.     101)</step>
100.     <step>Handles.SetSourceHandle("PlaybackWindow", 101)</step>
101.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
102.     userNumber:101)</step>
103.     <step>Handles.SetUserNumber()</step>
```

```
87.     <step>Handles.ClearSelection()</step>
88.
89.     <step>Playbacks.Select.EditHandle("cueListHandleUN=101")</step>
90.
91.     <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
    Handle,1)</step>
92.
93.     <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
    aybackEdit.Handle, 1)</step>
94.
95.     <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.001
    ")</step>
96.
97.     <step>Playbacks.PlaybackEdit.Exit()</step>
98.
99.     <!-- create some more cueLists here... -->
100.
101.     <step
    pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
    110)</step>
102.
103.     <step>Handles.SetSourceHandle("PlaybackWindow", 110)</step>
104.
105.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:110)</step>
106.
107.     <step>Handles.SetUserNumber()</step>
108.
109.     <step>Handles.ClearSelection()</step>
110.
111.     <step>Playbacks.Select.EditHandle("cueListHandleUN=110")</step>
112.
113.     <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
    Handle,1)</step>
114.
115.     <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
    aybackEdit.Handle, 1)</step>
116.
117.     <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.010
    ")</step>
118.
119.     <step>Playbacks.PlaybackEdit.Exit()</step>
120.
121.     <!-- unassign dummy fixture -->
122.
123.     <step
    pause="0.2">ActionScript.SetProperty.Boolean("Handles.AllowDeleteF
    ixtures", true)</step>
124.
125.     <step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</st
    ep>
126.
127.     <step>Handles.ConfirmRelease()</step> <!-- in order to
    delete use Handles.ConfirmDelete() -->
128.
129.     <step>ActionScript.SetProperty.Boolean("Handles.AllowDeleteFixture
    s", false)</step>
130.
```

```
114.      <!-- open Colours and Playbacks workspace windows -->
115.
116.      <step><menuLink id="Windows.Playbacks"
117.      stack="mainWindowStack" behaviour="PushOrRaise" /></step>
118.      <step><menuLink id="Windows.Colours" stack="mainWindowStack"
119.      behaviour="PushOrRaise" /></step>
120.
121. </sequence>
122. </macro>
123. </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

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

Permanent link:
<https://www.avosupport.de/wiki/macros/example/createdummpalettes>

Last update: **2025/12/12 14:49**

