

Example

Create Dummy Palettes

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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](#)

functions

- [someusedfunction](#)
- [anotherusedfunction](#)
- [someusedfunction](#)
- [anotherusedfunction](#)

affected properties

- [someproperty](#)
- [anotherusedproperty](#)

control structures

- [step condition](#)

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.    <macro id="Wiki.Macros.Dummy.002" name="Dummy Macro 002">
13.        <description>Dummy Macro 002</description>
14.        <sequence>
15.        </sequence>
16.    </macro>
17.
18.    <macro id="Wiki.Macros.Dummy.003" name="Dummy Macro 003">
19.        <description>Dummy Macro 003</description>
20.        <sequence>
21.        </sequence>
22.    </macro>
23.
24.    <macro id="Wiki.Macros.Dummy.004" name="Dummy Macro 004">
25.        <description>Dummy Macro 004</description>
26.        <sequence>
27.        </sequence>
28.    </macro>
29.
30.    <macro id="Wiki.Macros.Dummy.005" name="Dummy Macro 005">
31.        <description>Dummy Macro 005</description>
32.        <sequence>
33.        </sequence>
34.    </macro>
35.
36.    <macro id="Wiki.Macros.Dummy.006" name="Dummy Macro 006">
37.        <description>Dummy Macro 006</description>
38.        <sequence>
39.        </sequence>
40.    </macro>
41.
42.    <macro id="Wiki.Macros.Dummy.007" name="Dummy Macro 007">
43.        <description>Dummy Macro 007</description>
44.        <sequence>
45.        </sequence>
46.    </macro>
47.
48.    <macro id="Wiki.Macros.Dummy.008" name="Dummy Macro 008">
49.        <description>Dummy Macro 008</description>
50.        <sequence>
51.        </sequence>
52.    </macro>
53.
54.    <macro id="Wiki.Macros.Dummy.009" name="Dummy Macro 009">
55.        <description>Dummy Macro 009</description>
56.        <sequence>
57.        </sequence>
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58.     </macro>
59.
60.     <macro id="Wiki.Macros.Dummy.010" name="Dummy Macro 010">
61.         <description>Dummy Macro 010</description>
62.         <sequence>
63.             </sequence>
64.     </macro>
65.
66.     <!-- the heavy lifting -->
67.
68.     <macro id="Wiki.Macros.Palette.CreateDummy.001" name="Create
69. Dummy Palettes v.001">
70.         <sequence>
71.             <!-- patch an RGB fixture -->
72.
73.             <step>ActionScript.SetProperty("Patch.CurrentUserNumber",
74. userNumber:999)</step>
75.             <step>Fixtures.PatchFixturesToVacantHandles("Fixtures",
76. "Expolite", "TourLED 42 CM MKII", "ARC.1, 3 DMX", 1, 3, "")</step>
77.             <step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</st
78. ep>
79.             <step>ActionScript.SetProperty.Enum("Handles.OperationMode",
80. "move")</step>
81.             <step>Handles.CopyDestination("Fixtures", 99)</step>
82.             <step>Handles.ClearSelection()</step>
83.             <!-- select fixture -->
84.
85.             <step
86. pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
87. ureHandleUN=999")</step>
88.             <!-- set some colour values and quick-create palettes -->
89.
90.             <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
91. 1.0, true, true)</step>
92.             <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
93. 0.6, true, true)</step>
94.             <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
95. 0.2, true, true)</step>
96.             <step
97. pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
98. ce("Colours", 0, 0), "C", userNumber:101, "", 0)</step>
99.             <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
100. 0.5, true, true)</step>
101.             <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
102. 1.0, true, true)</step>
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94.      <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
0.5, true, true)</step>
95.      <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 1), "C", userNumber:102, "", 0)</step>
96.
97.      <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.0, true, true)</step>
98.      <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.3, true, true)</step>
99.      <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
1.0, true, true)</step>
100.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 2), "C", userNumber:103, "", 0)</step>
101.
102.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.2, true, true)</step>
103.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.9, true, true)</step>
104.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
0.4, true, true)</step>
105.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 3), "C", userNumber:104, "", 0)</step>
106.
107.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
0.3, true, true)</step>
108.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
0.6, true, true)</step>
109.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
1.0, true, true)</step>
110.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 4), "C", userNumber:105, "", 0)</step>
111.
112.     <!-- clear programmer -->
113.
114.     <step>Programmer.Editor.ClearAll(false, false)</step>
115.
116.     <!-- create abstract palettes -->
117.
118.     <step
pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
ureHandleUN=999")</step>
119.     <step
pause="0.1">Palette.ApplyPalette("Location=Colours,0,0",
false)</step>
120.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
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ce("Colours", 0, 15), "C", userNumber:201, "Foreground", 0)</step>
121.     <step
pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
ce("Colours", 0, 16), "C", userNumber:202, "Background", 0)</step>
122.     <step pause="0.1">Programmer.Editor.ClearAll(false,
false)</step>
123.
124.     <!-- create Playbacks (11~20, 21~30, 31~40) & Cuelists
(101~110) -->
125.
126.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 211,
true)</step>
127.     <step>Handles.SetSourceHandle("PlaybackWindow", 211)</step>
128.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:11)</step>
129.     <step>Handles.SetUserNumber()</step>
130.     <step>Handles.ClearSelection()</step>
131.
132.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 212,
true)</step>
133.     <step>Handles.SetSourceHandle("PlaybackWindow", 212)</step>
134.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:12)</step>
135.     <step>Handles.SetUserNumber()</step>
136.     <step>Handles.ClearSelection()</step>
137.
138.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 213,
true)</step>
139.     <step>Handles.SetSourceHandle("PlaybackWindow", 213)</step>
140.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:13)</step>
141.     <step>Handles.SetUserNumber()</step>
142.     <step>Handles.ClearSelection()</step>
143.
144.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 214,
true)</step>
145.     <step>Handles.SetSourceHandle("PlaybackWindow", 214)</step>
146.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:14)</step>
147.     <step>Handles.SetUserNumber()</step>
148.     <step>Handles.ClearSelection()</step>
149.
150.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 215,
true)</step>
151.     <step>Handles.SetSourceHandle("PlaybackWindow", 215)</step>
152.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:15)</step>
153.     <step>Handles.SetUserNumber()</step>
154.     <step>Handles.ClearSelection()</step>
155.
156.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 216,
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true)</step>
157.     <step>Handles.SetSourceHandle("PlaybackWindow", 216)</step>
158.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:16)</step>
159.     <step>Handles.SetUserNumber()</step>
160.     <step>Handles.ClearSelection()</step>
161.
162.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 217,
true)</step>
163.     <step>Handles.SetSourceHandle("PlaybackWindow", 217)</step>
164.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:17)</step>
165.     <step>Handles.SetUserNumber()</step>
166.     <step>Handles.ClearSelection()</step>
167.
168.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 218,
true)</step>
169.     <step>Handles.SetSourceHandle("PlaybackWindow", 218)</step>
170.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:18)</step>
171.     <step>Handles.SetUserNumber()</step>
172.     <step>Handles.ClearSelection()</step>
173.
174.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 219,
true)</step>
175.     <step>Handles.SetSourceHandle("PlaybackWindow", 219)</step>
176.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:19)</step>
177.     <step>Handles.SetUserNumber()</step>
178.     <step>Handles.ClearSelection()</step>
179.
180.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 220,
true)</step>
181.     <step>Handles.SetSourceHandle("PlaybackWindow", 220)</step>
182.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:20)</step>
183.     <step>Handles.SetUserNumber()</step>
184.     <step>Handles.ClearSelection()</step>
185.
186.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 221,
true)</step>
187.     <step>Handles.SetSourceHandle("PlaybackWindow", 221)</step>
188.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:21)</step>
189.     <step>Handles.SetUserNumber()</step>
190.     <step>Handles.ClearSelection()</step>
191.
192.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 222,
true)</step>
193.     <step>Handles.SetSourceHandle("PlaybackWindow", 222)</step>
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194.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:22)</step>
195.     <step>Handles.SetUserNumber()</step>
196.     <step>Handles.ClearSelection()</step>
197.
198.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 223,
      true)</step>
199.     <step>Handles.SetSourceHandle("PlaybackWindow", 223)</step>
200.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:23)</step>
201.     <step>Handles.SetUserNumber()</step>
202.     <step>Handles.ClearSelection()</step>
203.
204.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 224,
      true)</step>
205.     <step>Handles.SetSourceHandle("PlaybackWindow", 224)</step>
206.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:24)</step>
207.     <step>Handles.SetUserNumber()</step>
208.     <step>Handles.ClearSelection()</step>
209.
210.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 225,
      true)</step>
211.     <step>Handles.SetSourceHandle("PlaybackWindow", 225)</step>
212.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:25)</step>
213.     <step>Handles.SetUserNumber()</step>
214.     <step>Handles.ClearSelection()</step>
215.
216.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 226,
      true)</step>
217.     <step>Handles.SetSourceHandle("PlaybackWindow", 226)</step>
218.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:26)</step>
219.     <step>Handles.SetUserNumber()</step>
220.     <step>Handles.ClearSelection()</step>
221.
222.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 227,
      true)</step>
223.     <step>Handles.SetSourceHandle("PlaybackWindow", 227)</step>
224.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:27)</step>
225.     <step>Handles.SetUserNumber()</step>
226.     <step>Handles.ClearSelection()</step>
227.
228.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 228,
      true)</step>
229.     <step>Handles.SetSourceHandle("PlaybackWindow", 228)</step>
230.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:28)</step>
231.     <step>Handles.SetUserNumber()</step>
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232.      <step>Handles.ClearSelection()</step>
233.
234.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 229,
true)</step>
235.      <step>Handles.SetSourceHandle("PlaybackWindow", 229)</step>
236.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:29)</step>
237.      <step>Handles.SetUserNumber()</step>
238.      <step>Handles.ClearSelection()</step>
239.
240.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 230,
true)</step>
241.      <step>Handles.SetSourceHandle("PlaybackWindow", 230)</step>
242.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:30)</step>
243.      <step>Handles.SetUserNumber()</step>
244.      <step>Handles.ClearSelection()</step>
245.
246.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 231,
true)</step>
247.      <step>Handles.SetSourceHandle("PlaybackWindow", 231)</step>
248.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:31)</step>
249.      <step>Handles.SetUserNumber()</step>
250.      <step>Handles.ClearSelection()</step>
251.
252.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 232,
true)</step>
253.      <step>Handles.SetSourceHandle("PlaybackWindow", 232)</step>
254.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:32)</step>
255.      <step>Handles.SetUserNumber()</step>
256.      <step>Handles.ClearSelection()</step>
257.
258.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 233,
true)</step>
259.      <step>Handles.SetSourceHandle("PlaybackWindow", 233)</step>
260.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:33)</step>
261.      <step>Handles.SetUserNumber()</step>
262.      <step>Handles.ClearSelection()</step>
263.
264.      <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 234,
true)</step>
265.      <step>Handles.SetSourceHandle("PlaybackWindow", 234)</step>
266.      <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:34)</step>
267.      <step>Handles.SetUserNumber()</step>
268.      <step>Handles.ClearSelection()</step>
269.
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270.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 235,
      true)</step>
271.     <step>Handles.SetSourceHandle("PlaybackWindow", 235)</step>
272.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:35)</step>
273.     <step>Handles.SetUserNumber()</step>
274.     <step>Handles.ClearSelection()</step>
275.
276.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 236,
      true)</step>
277.     <step>Handles.SetSourceHandle("PlaybackWindow", 236)</step>
278.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:36)</step>
279.     <step>Handles.SetUserNumber()</step>
280.     <step>Handles.ClearSelection()</step>
281.
282.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 237,
      true)</step>
283.     <step>Handles.SetSourceHandle("PlaybackWindow", 237)</step>
284.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:37)</step>
285.     <step>Handles.SetUserNumber()</step>
286.     <step>Handles.ClearSelection()</step>
287.
288.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 238,
      true)</step>
289.     <step>Handles.SetSourceHandle("PlaybackWindow", 238)</step>
290.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:38)</step>
291.     <step>Handles.SetUserNumber()</step>
292.     <step>Handles.ClearSelection()</step>
293.
294.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 239,
      true)</step>
295.     <step>Handles.SetSourceHandle("PlaybackWindow", 239)</step>
296.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:39)</step>
297.     <step>Handles.SetUserNumber()</step>
298.     <step>Handles.ClearSelection()</step>
299.
300.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 240,
      true)</step>
301.     <step>Handles.SetSourceHandle("PlaybackWindow", 240)</step>
302.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:40)</step>
303.     <step>Handles.SetUserNumber()</step>
304.     <step>Handles.ClearSelection()</step>
305.
306.     <!-- Cuelists -->
307.     <!--
      <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback"
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, Playbacks.PlaybackEdit.Handle)</step> -->
308.
309.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
101)</step>
310.     <step>Handles.SetSourceHandle("PlaybackWindow", 101)</step>
311.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:101)</step>
312.     <step>Handles.SetUserNumber()</step>
313.     <step>Handles.ClearSelection()</step>
314.
<step>Playbacks.Select.EditHandle("cueListHandleUN=101")</step>
315.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
316.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
317.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.001
")</step>
318.     <step>Playbacks.PlaybackEdit.Exit()</step>
319.
320.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
102)</step>
321.     <step>Handles.SetSourceHandle("PlaybackWindow", 102)</step>
322.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:102)</step>
323.     <step>Handles.SetUserNumber()</step>
324.     <step>Handles.ClearSelection()</step>
325.
<step>Playbacks.Select.EditHandle("cueListHandleUN=102")</step>
326.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
327.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
328.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.002
")</step>
329.     <step>Playbacks.PlaybackEdit.Exit()</step>
330.
331.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
103)</step>
332.     <step>Handles.SetSourceHandle("PlaybackWindow", 103)</step>
333.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:103)</step>
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334.     <step>Handles.SetUserNumber()</step>
335.     <step>Handles.ClearSelection()</step>
336.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=103")</step>
337.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
338.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
339.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.003
")</step>
340.     <step>Playbacks.PlaybackEdit.Exit()</step>
341.
342.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
104)</step>
343.     <step>Handles.SetSourceHandle("PlaybackWindow", 104)</step>
344.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:104)</step>
345.     <step>Handles.SetUserNumber()</step>
346.     <step>Handles.ClearSelection()</step>
347.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=104")</step>
348.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
349.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
350.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.004
")</step>
351.     <step>Playbacks.PlaybackEdit.Exit()</step>
352.
353.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
105)</step>
354.     <step>Handles.SetSourceHandle("PlaybackWindow", 105)</step>
355.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:105)</step>
356.     <step>Handles.SetUserNumber()</step>
357.     <step>Handles.ClearSelection()</step>
358.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=105")</step>
359.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
360.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
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aybackEdit.Handle, 1)</step>
361.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.005
    ")</step>
362.
    <step>Playbacks.PlaybackEdit.Exit()</step>
363.
364.
    <step
    pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
    106)</step>
365.
    <step>Handles.SetSourceHandle("PlaybackWindow", 106)</step>
366.
    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:106)</step>
367.
    <step>Handles.SetUserNumber()</step>
368.
    <step>Handles.ClearSelection()</step>
369.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=106")</step>
370.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
    Handle,1)</step>
371.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
    aybackEdit.Handle, 1)</step>
372.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.006
    ")</step>
373.
    <step>Playbacks.PlaybackEdit.Exit()</step>
374.
375.
    <step
    pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
    107)</step>
376.
    <step>Handles.SetSourceHandle("PlaybackWindow", 107)</step>
377.
    <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
    userNumber:107)</step>
378.
    <step>Handles.SetUserNumber()</step>
379.
    <step>Handles.ClearSelection()</step>
380.
    <step>Playbacks.Select.EditHandle("cueListHandleUN=107")</step>
381.
    <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
    Handle,1)</step>
382.
    <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
    aybackEdit.Handle, 1)</step>
383.
    <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.007
    ")</step>
384.
    <step>Playbacks.PlaybackEdit.Exit()</step>
385.
386.
    <step
    pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
```

```
108)</step>
387.     <step>Handles.SetSourceHandle("PlaybackWindow", 108)</step>
388.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:108)</step>
389.     <step>Handles.SetUserNumber()</step>
390.     <step>Handles.ClearSelection()</step>
391.
<step>Playbacks.Select.EditHandle("cueListHandleUN=108")</step>
392.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
393.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
394.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.008
")</step>
395.     <step>Playbacks.PlaybackEdit.Exit()</step>
396.
397.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
109)</step>
398.     <step>Handles.SetSourceHandle("PlaybackWindow", 109)</step>
399.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:109)</step>
400.     <step>Handles.SetUserNumber()</step>
401.     <step>Handles.ClearSelection()</step>
402.
<step>Playbacks.Select.EditHandle("cueListHandleUN=109")</step>
403.
<step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
Handle,1)</step>
404.
<step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
aybackEdit.Handle, 1)</step>
405.
<step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.009
")</step>
406.     <step>Playbacks.PlaybackEdit.Exit()</step>
407.
408.     <step
pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
110)</step>
409.     <step>Handles.SetSourceHandle("PlaybackWindow", 110)</step>
410.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
userNumber:110)</step>
411.     <step>Handles.SetUserNumber()</step>
412.     <step>Handles.ClearSelection()</step>
413.
<step>Playbacks.Select.EditHandle("cueListHandleUN=110")</step>
414.
```

```
415. <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.  
    Handle,1)</step>  
416. <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl  
    aybackEdit.Handle, 1)</step>  
417. <step>Playbacks.PlaybackEdit.Exit()</step>  
418. <!-- unassign dummy fixture -->  
419. <!-- unassign dummy fixture -->  
420. <!-- unassign dummy fixture -->  
421. <step  
    pause="0.2">ActionScript.SetProperty.Boolean("Handles.AllowDeleteF  
    ixtures", true)</step>  
422. <step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</st  
    ep>  
423. <step>Handles.ConfirmRelease()</step> <!-- in order to  
    delete use Handles.ConfirmDelete() -->  
424. <step>ActionScript.SetProperty.Boolean("Handles.AllowDeleteFixture  
    s", false)</step>  
425. <step><menuLink id="Windows.Playbacks"  
    stack="mainWindowStack" behaviour="PushOrRaise" /></step>  
427. <step><menuLink id="Windows.Colours" stack="mainWindowStack"  
    behaviour="PushOrRaise" /></step>  
428. <!-- unassign dummy fixture -->  
429. <!-- unassign dummy fixture -->  
430. </sequence>  
431. </macro>  
432. </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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