

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](#)

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

- [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.  <!-- 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
38.     pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
39.     ureHandleUN=999")</step>
40.
41.     <!-- set some colour values and quick-create palettes -->
42.
43.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
44.     1.0, true, true)</step>
45.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
46.     0.6, true, true)</step>
47.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
48.     0.2, true, true)</step>
49.     <step
50.     pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
51.     ce("Colours", 0, 0), "C", userNumber:101, "", 0)</step>
52.
53.     <!-- create some more palettes... -->
54.
55.     <step>Programmer.Editor.Fixtures.SetControlValueById(240, 1,
56.     0.3, true, true)</step>
57.     <step>Programmer.Editor.Fixtures.SetControlValueById(256, 1,
58.     0.6, true, true)</step>
59.     <step>Programmer.Editor.Fixtures.SetControlValueById(272, 1,
60.     1.0, true, true)</step>
61.     <step
62.     pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
63.     ce("Colours", 0, 4), "C", userNumber:105, "", 0)</step>
64.
65.     <!-- clear programmer -->
66.
67.     <step>Programmer.Editor.ClearAll(false, false)</step>
68.
69.     <!-- create abstract palettes -->
70.
71.     <step
72.     pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
73.     ureHandleUN=999")</step>
74.     <step
75.     pause="0.1">Palette.ApplyPalette("Location=Colours,0,0",
76.     false)</step>
77.     <step
78.     pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
79.     ce("Colours", 0, 15), "C", userNumber:201, "Foreground", 0)</step>
80.     <step
81.     pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
82.     ce("Colours", 0, 16), "C", userNumber:202, "Background", 0)</step>
83.     <step pause="0.1">Programmer.Editor.ClearAll(false,
84.     false)</step>
```

```
64.
65.     <!-- create Playbacks (11~20, 21~30, 31~40) & Cuelists
        (101~110) -->
66.
67.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 211,
        true)</step>
68.     <step>Handles.SetSourceHandle("PlaybackWindow", 211)</step>
69.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:11)</step>
70.     <step>Handles.SetUserNumber()</step>
71.     <step>Handles.ClearSelection()</step>
72.
73.     <!-- create some more cue playbacks here... -->
74.
75.     <step pause="0.1">Playbacks.StoreCue("PlaybackWindow", 240,
        true)</step>
76.     <step>Handles.SetSourceHandle("PlaybackWindow", 240)</step>
77.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:40)</step>
78.     <step>Handles.SetUserNumber()</step>
79.     <step>Handles.ClearSelection()</step>
80.
81.     <!-- Cuelists -->
82.
83.     <step
        pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
        101)</step>
84.     <step>Handles.SetSourceHandle("PlaybackWindow", 101)</step>
85.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
        userNumber:101)</step>
86.     <step>Handles.SetUserNumber()</step>
87.     <step>Handles.ClearSelection()</step>
88.
        <step>Playbacks.Select.EditHandle("cueListHandleUN=101")</step>
89.
        <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
        Handle,1)</step>
90.
        <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
        aybackEdit.Handle, 1)</step>
91.
        <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.001
        ")</step>
92.     <step>Playbacks.PlaybackEdit.Exit()</step>
93.
94.
95.     <step
        pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
        110)</step>
96.     <step>Handles.SetSourceHandle("PlaybackWindow", 110)</step>
```

```
97.     <step>ActionScript.SetProperty("Handles.CurrentUserNumber",
      userNumber:110)</step>
98.     <step>Handles.SetUserNumber()</step>
99.     <step>Handles.ClearSelection()</step>
100.
      <step>Playbacks.Select.EditHandle("cueListHandleUN=110")</step>
101.
      <step>Playbacks.AppendOrInsertPlaybackStep(Playbacks.PlaybackEdit.
      Handle,1)</step>
102.
      <step>Playbacks.Editor.CueSelection.SelectCueByNumber(Playbacks.Pl
      aybackEdit.Handle, 1)</step>
103.
      <step>Playbacks.Editor.Macros.AddLinkFromId("Wiki.Macros.Dummy.010
      ")</step>
104.     <step>Playbacks.PlaybackEdit.Exit()</step>
105.
106.     <!-- unassign dummy fixture -->
107.
108.     <step
      pause="0.2">ActionScript.SetProperty.Boolean("Handles.AllowDeleteF
      ixtures", true)</step>
109.
      <step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</st
      ep>
110.     <step>Handles.ConfirmRelease()</step> <!-- in order to
      delete use Handles.ConfirmDelete() -->
111.
      <step>ActionScript.SetProperty.Boolean("Handles.AllowDeleteFixture
      s", false)</step>
112.
113.     <step><menuLink id="Windows.Playbacks"
      stack="mainWindowStack" behaviour="PushOrRaise" /></step>
114.     <step><menuLink id="Windows.Colours" stack="mainWindowStack"
      behaviour="PushOrRaise" /></step>
115.
116.
117.     </sequence>
118. </macro>
119. </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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