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

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <!-- at first some dummy macros, to check the linking in the cuelists -->

  <macro id="Wiki.Macros.Dummy.001" name="Dummy Macro 001">
    <description>Dummy Macro 001</description>
    <sequence>
    </sequence>
  </macro>

  <!-- more dummy macros... -->

  <macro id="Wiki.Macros.Dummy.010" name="Dummy Macro 010">
    <description>Dummy Macro 010</description>
    <sequence>
    </sequence>
  </macro>

  <!-- the heavy lifting -->

  <macro id="Wiki.Macros.Palette.CreateDummy.001" name="Create Dummy Palettes v.001">

    <sequence>

      <!-- patch an RGB fixture -->

      <step>ActionScript.SetProperty("Patch.CurrentUserNumber", userNumber:999)</step>
      <step>Fixtures.PatchFixturesToVacantHandles("Fixtures", "Expolite", "TourLED 42 CM MKII", "ARC.1, 3 DMX", 1, 3, "")</step>

<step>Handles.SetSourceHandleFromHandle("fixtureHandleUN=999")</step>
      <step>ActionScript.SetProperty.Enum("Handles.OperationMode", "move")</step>
      <step>Handles.CopyDestination("Fixtures", 99)</step>
      <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
    pause="0.1">Programmer.Editor.Selection.SelectFixture(handle:"fixt
    ureHandleUN=999")</step>
60.       <step
    pause="0.1">Palette.ApplyPalette("Location=Colours,0,0",
    false)</step>
61.       <step
    pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
    ce("Colours", 0, 15), "C", userNumber:201, "Foreground", 0)</step>
62.       <step
    pause="0.1">Palette.QuickCreatePalette(Handles.CreateHandleReferen
    ce("Colours", 0, 16), "C", userNumber:202, "Background", 0)</step>
63.       <step pause="0.1">Programmer.Editor.ClearAll(false,
    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.         <!-- create some more cuelists here... -->
95.
96.       <step
    pause="0.1">Playbacks.CueList.CreateCueList("PlaybackWindow",
    110)</step>
```

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

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