

Example

Cuelist - Set Option FireFirstCue

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description:	Set some Cuelists' option to Fire First Cue on/off
remarks:	with kind support by Gregory Haynes

[cuelist](#), [set](#), [option](#), [range](#), [fire](#), [first](#)

This example shows how to select playbacks, how to set their options, and how to reference macros in other macros.

functions

- [Handles.FilterHandleOptions](#)
- [ActionScript.SetProperty.Boolean](#)
- [Handles.ClearSelection](#)
- [Handles.ClearHandleOptionsFilter](#)
- [Handles.SetSourceHandleFromHandle](#)
- [UserMacros.RecallMacroById](#)
- [Handles.SetSourceHandleRange](#)

affected properties

- [HandleOptions.CueLists.FireFirstCue](#)

control structures

- [Step Pause](#)

Tests showed that these macros require a `step_pause` to function properly.

Code

[SetCuelistOptionFFQ.xml](#)

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

<!-- Macros to set a cuelists options to fire first cue -->
<!-- Sebastian Beutel, June 2021 -->
<!-- xxx macros are used within the macros further down -->

<macro id="Wiki.Macros.Cuelists.SetOption.FFQ.0n" name="xxx Set PB
```

```
option to FFQ On">
  <sequence>
    <step pause="0.05">Handles.FilterHandleOptions()</step>
    <step
pause="0.05">ActionScript.SetProperty.Boolean("HandleOptions.CueLists.FireFirstCue",true)</step>
    <step pause="0.05">Handles.ClearSelection()</step>
    <step pause="0.05">Handles.ClearHandleOptionsFilter()</step>
  </sequence>
</macro>

<macro id="Wiki.Macros.CueLists.SetOption.FFQ.Off" name="xxx Set PB option to FFQ Off">
  <sequence>
    <step pause="0.05">Handles.FilterHandleOptions()</step>
    <step
pause="0.05">ActionScript.SetProperty.Boolean("HandleOptions.CueLists.FireFirstCue",false)</step>
    <step pause="0.05">Handles.ClearSelection()</step>
    <step pause="0.05">Handles.ClearHandleOptionsFilter()</step>
  </sequence>
</macro>

<!-- these macros reference the xxx macros above -->

<macro id="Wiki.Macros.CueLists.SetOption.FFQ1.On" name="Set CL 101 to FFQ On">
  <sequence>
    <step
pause="0.05">Handles.SetSourceHandleFromHandle("playbackHandleUN=101")</step>
    <step
pause="0.05">UserMacros.RecallMacroById("Wiki.Macros.CueLists.SetOption.FFQ.On")</step>
  </sequence>
</macro>

<macro id="Wiki.Macros.CueLists.SetOption.FFQ1.Off" name="Set CL 101 to FFQ Off">
  <sequence>
    <step
pause="0.05">Handles.SetSourceHandleFromHandle("playbackHandleUN=101")</step>
    <step
pause="0.05">UserMacros.RecallMacroById("Wiki.Macros.CueLists.SetOption.FFQ.Off")</step>
  </sequence>
</macro>

<!-- setting the option for a range works only if the first in the range needs to be changed -->
```

```
<!-- that's why here it is set the other way before the range is set as
intended -->

<macro id="Wiki.Macros.Cuelists.SetOption.FFQ1thro4.0n" name="Set PB
1 thro 4 to FFQ 0n">
  <sequence>
    <step pause="0.05">Handles.SetSourceHandle("Playbacks", 0)</step>
    <step
pause="0.05">UserMacros.RecallMacroById("Wiki.Macros.Cuelists.SetOption
.FFQ.0ff")</step>
    <step pause="0.05">Handles.SetSourceHandleRange("Playbacks", {0,
1, 2, 3})</step>
    <step
pause="0.05">UserMacros.RecallMacroById("Wiki.Macros.Cuelists.SetOption
.FFQ.0n")</step>
  </sequence>
</macro>

<macro id="Wiki.Macros.Cuelists.SetOption.FFQ1thro4.0ff" name="Set PB
1 thro 4 to FFQ 0ff">
  <sequence>
    <step pause="0.05">Handles.SetSourceHandle("Playbacks", 0)</step>
    <step
pause="0.05">UserMacros.RecallMacroById("Wiki.Macros.Cuelists.SetOption
.FFQ.0n")</step>
    <step pause="0.05">Handles.SetSourceHandleRange("Playbacks", {0,
1, 2, 3})</step>
    <step
pause="0.05">UserMacros.RecallMacroById("Wiki.Macros.Cuelists.SetOption
.FFQ.0ff")</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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