

# Double chase speed

<b>by:</b>	Gregory Haynes, Feb 2016
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<b>description:</b>	double current chase's BPM rate
<b>remarks:</b>	The problem with this code is that it requires the chase to be set as the selected playback in the editor (used for the Edit Times menu). This means that the Playback View which could be showing a cue list switches to show the chase instead, to get around this I have stored the previous selected playback and restore that afterwards but this does cause the display to flicker.

## functions

- [ActionScript.SetProperty](#)
- [ActionScript.SetProperty.Float](#)
- [Math.Min](#)
- [SimpleMath](#)

## affected properties

- [Handles.SourceHandle](#)
- [Playbacks.Editor.SelectedPlayback](#)
- [Playbacks.Editor.Times.ChaseSpeed](#)

control structures

- [step condition](#)

## Code

[doublechasespeed.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">
  <macro name="Chase Speed Double"
id="Avolites.Macros.ChaseSpeedDouble">
    <description>Double the speed of the currently connected
chase.</description>
    <sequence>
      <step>ActionScript.SetProperty("Handles.SourceHandle",
Playbacks.Editor.SelectedPlayback)</step>
      <step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Chases.ConnectedHandle)</step>
      <step>Math.Min("Playbacks.Editor.Times.ChaseSpeed",
Playbacks.Editor.Times.ChaseSpeed * 2, 3600.0)</step>
      <step condition="Math.IsEqual(Playbacks.Editor.Times.ChaseSpeed,
```

```
0.0)">ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseSpeed", 1.0)</step>  
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", Handles.SourceHandle)</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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