

Example

# Dummy speed as condition

<b>by:</b>	Kim Wida, February 2018
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<b>description:</b>	example of how to use a dummy playback speed as step condition <a href="#">dummy</a> , <a href="#">step</a> , <a href="#">condition</a> , <a href="#">toggle</a>

## functions

- [ActionScript.SetProperty](#)
- [Handles.SetSourceHandleFromHandle](#)
- [Math.IsEqual](#)
- [Profiles.AssignHandleProfile](#)
- [Handles.SetLegend](#)
- [Handles.ClearSelection](#)

## affected properties

- [Playbacks.Editor.SelectedPlayback](#)
- [Playbacks.Editor.Times.PlaybackSpeed](#)
- [Handles.PendingLegend](#)

## control structures

- conditional steps, see [Control Structures](#)

## Code

```
<step
pause="0.01">ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
handle:"chaseHandleUN=1049") </step>
<step
pause="0.01">Handles.SetSourceHandleFromHandle("chaseHandleUN=1049") </step>
<step> { if ( Math.IsEqual(Playbacks.Editor.Times.PlaybackSpeed, 60.0) )
    { Profiles.AssignHandleProfile(handle:"chaseHandleUN=19162",493461);
}
    else
    { Profiles.AssignHandleProfile(handle:"chaseHandleUN=19162",493448);
}
} </step>
<step> { if(Math.IsEqual(Playbacks.Editor.Times.PlaybackSpeed, 60.0) )
    { ActionScript.SetProperty("Handles.PendingLegend", "Instant"); }
    else
    { ActionScript.SetProperty("Handles.PendingLegend", "Latch"); }
}
```

```
    } </step>  
<step> { if(Math.IsEqual(Playbacks.Editor.Times.PlaybackSpeed, 60.0) )  
        { ActionScript.SetProperty("Playbacks.Editor.Times.PlaybackSpeed",  
30.0); }  
        else  
        { ActionScript.SetProperty("Playbacks.Editor.Times.PlaybackSpeed",  
60.0); }  
    } </step>  
<step pause="0.01">Handles.SetLegend()</step>  
<step pause="0.01">Handles.ClearSelection()</step>
```

## Explanation

- The chase with usernumber 1049 is used as dummy, its speed is used as contions for the next steps
- if the speed is 60 BPM then another chase's profile is set to a certain profile, else it is set to another profile
- if the speed is 60 BPM then the dummy's legend is set to 'Instant', else it is set to 'Latch'
- if the speed is 60 BPM then the speed is set to 30 BPM, else it is set to 60 BPM (the classic toggle)

This is not operational within itself but a good example for some special syntax.

From:  
<https://avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:  
<https://avosupport.de/wiki/macros/example/dummyspeedascondition>

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