

Example

System - Enable External Display (PC-Suite only)

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description:	Enable the external display
remarks:	works only for PC suite, not for consoles

[enable](#), [external](#), [display](#)

functions

- [ActionScript.SetProperty](#)
- [PanelManager.SetScreenState](#)

affected properties

- [System.ExternalDisplay.Enabled](#)

Code

[enableexternal.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <!-- enable the external display -->
  <macro id="Macros.enableExternalDisplay" name="Enable External
Display">
  <sequence>
    <step>ActionScript.SetProperty("System.ExternalDisplay.Enabled",
true)</step>
    <step>PanelManager.SetScreenState("externalDisplay", 0,
System.ExternalDisplay.Enabled)</step>
  </sequence>
</macro>
  <!-- disable the external display -->
  <macro id="Macros.disableExternalDisplay" name="Disable External
Display">
  <sequence>
    <step>ActionScript.SetProperty("System.ExternalDisplay.Enabled",
false)</step>
    <step>PanelManager.SetScreenState("externalDisplay", 0,
System.ExternalDisplay.Enabled)</step>
  </sequence>
</macro>
</avolites.macros>
```

```
</macro>  
</avolites.macros>
```

The second line is also required on Titan Mobile and TitanOne to either open or close the additional application window; it should not be used on consoles as they don't work the same way and so may cause unexpected results.

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

- `ActionScript.SetProperty("System.ExternalDisplay.Enabled", true)` sets the system property
- `PanelManager.SetScreenState("externalDisplay", 0, System.ExternalDisplay.Enabled)` actually enables the display/window

How to use it

1. [make this macro available](#)

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