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>
```

> 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

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

Permanent link:
**https://avosupport.de/wiki/macros/example/enableexternaldisplay**

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