

Example

# Enable External Display (PC-Suite only)

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<b>description:</b>	Enable the external display
<b>remarks:</b>	works only for PC suite, not for consoles

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

## functions

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

## affected properties

- [System.ExternalDisplay.Enabled](#)
- [externalDisplay](#)

## Code

[enableexternal.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <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>
</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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<https://avosupport.de/wiki/> - **AVOSUPPORT**

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