

Example

Palettes - Fire Quick Palettes and Show Active

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description:	fire some quick palettes and show active state
remarks:	

[quick](#), [palette](#), [active](#)

functions

- [someusedfunction](#)
- [anotherusedfunction](#)
- [someusedfunction](#)
- [anotherusedfunction](#)

affected properties

- [someproperty](#)
- [anotherusedproperty](#)

control structures

- [step condition](#)

Code

File with macros for some more palettes in two segments here:

`firequickpalettes.xml`

`FireQuickPalettes_example.xml`

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <macro id="Wiki.Macros.Palettes.FireQuickPaletteInit" name="Init
  Palette Vars">
    <description>Initializes variables for other macros.</description>
    <variables>
      <integer id="PaletteRange100" value="100"/>
      <integer id="PaletteRange110" value="110"/>
    </variables>
  </macro>
</avolites.macros>
```

```
</macro>

<macro id="Wiki.Macros.Palettes.FireQuickPalette101" name="Fire
QuickPalette 101">
  <description>Fires QuickPalette 101 and shows as
active.</description>
  <active binding="{propertyLink
id='Wiki.Macros.Palettes.FireQuickPaletteInit.PaletteRange100'
converter='Math.EqualityConverter' converterParameter='101'}"/>
  <sequence>
<step>ActionScript.SetProperty.Integer("Wiki.Macros.Palettes.FireQuickP
aletteInit.PaletteRange100", 101)</step>
  <step>Palette.ApplyQuickPalette(userNumber: 101, true)</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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