

Example

Fire Random Chase Step

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description:	flash and unflash a chase with a random cue
remarks:	idea: https://www.facebook.com/groups/Avolites/posts/2723013697830847/ fire, chase, random, flash

functions

- [Playbacks.FirePlaybackAtLevel](#)
- [Chases.Play](#)

control structures

- [control_structures.start_end](#)
- [control_structures.pause](#)

Code

[randomchase.xml](#)

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

<!--
  Macro to fire a random chase cue
  idea:
  https://www.facebook.com/groups/Avolites/posts/2723013697830847/
  January 2022, Sebastian Beutel
-->

<!--
  prerequisites:
  - program a chase
  - in Options/Playback, set Cue Links to Disabled and Play Order to
  Random
  - in Options/Times, set XFade to 0%
  - Set Legend, set the chase's user number to 900
  - this macro needs to be moved onto a handle. Copying it breaks it.
-->

<avolites.macros>

  <macro id="Wiki.Macros.FlashRandomChase900" name="Flash Chase 900
```

```
with random cue">
  <start>
    <step>Playbacks.FirePlaybackAtLevel(userNumber:900, level:1,
true)</step>
    <step pause="0.01">Chases.Play(userNumber:900)</step>
  </start>
  <end>
    <step>Playbacks.FirePlaybackAtLevel(userNumber:900, level:0,
true)</step>
  </end>
</macro>

</avolites.macros>
```

Explanation

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

- the <start> sequence is performed when the macro button is pressed
 - Playbacks.FirePlaybackAtLevel() flashes the chase
 - Chases.Play(userNumber:900) advances the chase. This works only if the chase is active, thus a pause is required
- the <end> sequence is performed when the macro button is released
 - * Playbacks.FirePlaybackAtLevel() flashes the chase with level 0, effectively disabling it

How to use it

- program a chase
- in Options/Playback, set Cue Links to Disabled and Play Order to Random
- in Options/Times, set XFade to 0%
- Set Legend, set the chase's user number to 900
- [make this macro available](#)
- this macro needs to be **moved** onto a handle. Copying it breaks it.

From:
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Permanent link:
<https://avosupport.de/wiki/macros/example/firerandom?rev=1673602412>

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