Example

Fire Random Chase Step

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published:	here
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 breakes 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 breakes it.

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Last update: **2023/01/13 09:33**