Example

Flash Fixtures In/Out

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description:	bring selected fixtures to full/0%
remarks:	see explanation below re. caveats of the start/end syntax

There are two potentia lissues with the start/end-syntax used in this macro:

- this functionality is not supported in the Show Library, thus the macro needs to be moved/copied to another handle
- copying such macros breaks the functionality in versions before v16, hence the macro needs to be **moved** in this case

Fixtures, Flash

functions

- Programmer.Editor.Fixtures.FlashOn
- Programmer.Editor.Fixtures.FlashOut
- Programmer.Editor.Fixtures.ClearFlash

control structures

- start end

Code

FlashFixtures.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>
  <macro id="Avolites.Macros.FlashOn" name="Flash On">
    <description>Flashes all selected fixtures.</description>
    <start>
      <step>Programmer.Editor.Fixtures.FlashOn()</step>
    </start>
    <end>
      <step>Programmer.Editor.Fixtures.ClearFlash()</step>
    </end>
  </macro>

  <macro id="Avolites.Macros.FlashOut" name="Flash Out">
    <description>Zeros the intensity of the selected
fixtures.</description>
```

```
    <start>
      <step>Programmer.Editor.Fixtures.FlashOut()</step>
    </start>
    <end>
      <step>Programmer.Editor.Fixtures.ClearFlash()</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

- <start>/<end> is used here to make sure this works only as long as the macro is being fired.
- `Programmer.Editor.Fixtures.FlashOn()` brings the selected fixtures to 100%
- `Programmer.Editor.Fixtures.FlashOut()` brings the selected fixtures to 0%
- `Programmer.Editor.Fixtures.ClearFlas()` clears the flash state of the fixtures and brings them back to their previous level.

How to use it

1. make this macro available
2. select some fixtures and fire this macro in order to flash them full/out, without putting the value in the programmer

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