Example

Flash Playback-Groups

by:	Sebastian Beutel, July 2020
published:	here
description:	flashes a playback and some playback groups
remarks:	idea/request: Andreas Buhr, c/f show Tripod Trigger

flash, playback, group

functions

- Playbacks.FlashPlayback
- Group.FlashFader
- Playbacks.ClearFlashPlayback

specials

- start_end

Code

flash_pb_groups.xml

```
<?xml version="1.0" encoding="utf-8"?>
<!--
    flashes (and unflashes) a playback and some group masters
    Sebastian Beutel, July 2020
    idea/request: Andreas Buhr, c/f show Tripod Trigger
-->

<avolites.macros>
  <macro id="Wiki.Macros.FireFlash" name="Fire Pb 5 and Groupmasters">
    <description>Flashes PB 5. flashes groups 17, 18, 19,
20</description>
    <start>
      <step>Playbacks.FlashPlayback("cueHandleUN=5")</step>
      <step>Group.FlashFader(userNumber:17, true)</step>
      <step>Group.FlashFader(userNumber:18, true)</step>
      <step>Group.FlashFader(userNumber:19, true)</step>
      <step>Group.FlashFader(userNumber:20, true)</step>
    </start>
    <end>
      <step>Playbacks.ClearFlashPlayback("cueHandleUN=5")</step>
      <step>Group.FlashFader(userNumber:17, false)</step>
      <step>Group.FlashFader(userNumber:18, false)</step>
```

```
      <step>Group.FlashFader(userNumber:19, false)</step>
      <step>Group.FlashFader(userNumber:20, false)</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 real interesting thing here is the double action per macro button:

- the `<start>` section is performed when the button is pressed
  - `Playbacks.FlashPlayback()` flashes a particular playback (here identified by its user number)
  - `Group.FlashFader(…,true)` flashes a particular playback group's fader (also identified by its user number)
- the <end> section is performed when the button is relesed (let go)
  - `Playbacks.ClearFlashPlayback()` unflashes a particular previously flashed playback (here identified by its user number)
  - `Group.FlashFader(…,false)` unflashes a particular playback group's fader (also identified by its user number)

How to use it

1. make this macro available

This was created for a particular show which was triggered remotely, and thus required these flash/unflash actions.

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