

Example

# Flash Playback-Groups

<b>by:</b>	Sebastian Beutel, July 2020
<b>published:</b>	here
<b>description:</b>	flashes a playback and some playback groups
<b>remarks:</b>	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 released (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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