

Example

# Playback - Flash **\*\*timed\*\*** playbacks together

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<b>description:</b>	Flashes/unflashes some playbacks together. Useful to use with individual flash-out times.
<b>remarks:</b>	see <a href="https://www.facebook.com/groups/Avolites/posts/3147774632021416">https://www.facebook.com/groups/Avolites/posts/3147774632021416</a>

[combine](#), [playbacks](#), [flash](#), [timed](#), [release](#)

## functions

- [Playbacks.FlashTimedPlayback](#)
- [Playbacks.ClearFlashTimedPlayback](#)

## control structures

- [start/end notation](#)

## Code

[flashTimedPlaybacks.xml](#)

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

<!--
  from https://www.facebook.com/groups/Avolites/posts/3147774632021416/

  How to fimed-flash some playbacks simultaneously
  (idea is to have a fixture with multiple sections which flash in
  simultaneously but
  flash out with different times)
-->

<macro id="Wiki.Macros.Playbacks.FlashTimed.101" name="Flash Timed
Playbacks 101-105">
  <start>
    <step>Playbacks.FlashTimedPlayback("cueHandleUN=101")</step>
    <step>Playbacks.FlashTimedPlayback("cueHandleUN=102")</step>
    <step>Playbacks.FlashTimedPlayback("cueHandleUN=103")</step>
    <step>Playbacks.FlashTimedPlayback("cueHandleUN=104")</step>
    <step>Playbacks.FlashTimedPlayback("cueHandleUN=105")</step>
```

```
</start>
<end>
  <step>Playbacks.ClearFlashTimedPlayback("cueHandleUN=101")</step>
  <step>Playbacks.ClearFlashTimedPlayback("cueHandleUN=102")</step>
  <step>Playbacks.ClearFlashTimedPlayback("cueHandleUN=103")</step>
  <step>Playbacks.ClearFlashTimedPlayback("cueHandleUN=104")</step>
  <step>Playbacks.ClearFlashTimedPlayback("cueHandleUN=105")</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](#)

This macro, when fired, flashes playbacks with usernumbers 101 - 105 with their fade- and delay time (timed flash). When the macro button is let go the playbacks are timed-flashed out. This is rather useful for multiple fixtures (or zones) with multiple flash times.

## How to use it

1. [make this macro available](#) - in this example move the macros to one of the executor buttons
2. create your flash playbacks to your liking (i.e. the playbacks for the fixtures which you want to flash, with their individual levels and times)
3. give the playback which you want to flash together usernumbers from 101-105
4. now, when you fire this macro, the playbacks are times-flashed-in and timed-flashed-out together, taking individual fade times into account

From:

<https://avosupport.de/wiki/> - **AVOSUPPORT**

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<https://avosupport.de/wiki/macros/example/flashtimedplaybacks>

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