Example

Freeze selected fixtures

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description:	Freezes/Unfreezes the selected fixtures
remarks:	silently shows the use of IEnumerable

[freeze, unfreeze, selected, fixture]

functions

- Programmer.Editor.Selection.GetSelectedHandles
- Programmer.Editor.Fixtures.Patch.FreezeFixtures

affected properties

- Windows.PatchView.Handles

Code

FreezeSelectedFixtures.xml

```
<?xml version="1.0" encoding="utf-8" ?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">

  <macro id="Avolites.Macros.FreezeSelectedFixtures" name="Freeze
Selected Fixtures">
    <description>Freezes the currently selected fixtures.</description>
    <sequence>
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView
.Handles")</step>
<step>Programmer.Editor.Fixtures.Patch.FreezeFixtures(Windows.PatchView
.Handles, True)</step>
    </sequence>
  </macro>

  <macro id="Avolites.Macros.UnfreezeSelectedFixtures" name="Unfreeze
Selected Fixtures">
    <description>Unfreezes the currently selected
fixtures.</description>
    <sequence>
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView
.Handles")</step>
<step>Programmer.Editor.Fixtures.Patch.FreezeFixtures(Windows.PatchView
```

```
.Handles, False)</step>
    </sequence>
  </macro>

</avolites.macros>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to Formats and syntax

Each macro gets the currently selected fixtures and puts these handles in the menu property “Windows.PatchView.Handles”.

All fixtures in this property are then frozen resp. unfrozen.

How to use it

- make this macro available
- selecting some fixtures and firing one of the macros freezes/unfreezes the selected fixtures

From:
https://avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
https://avosupport.de/wiki/macros/example/freezeselectedfixtures?rev=1514539846

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