

Example

# Masters - Group Masters

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<b>description:</b>	Groupmaster control for Groups in the Fixtures and Playbacks workspace

Useful for groups which you don't change that often, which you don't give a real fader and rather use some buttons for just up/down.

[group](#), [master](#), [groupmaster](#), [preset](#), [level](#)

## functions

- [Group.SetGroupFaderLevel](#)

## affected properties

- [Global.PageSwitchAccuracy](#)

There is a file available which has these macros already prepared for groups on preset buttons 1~10:

`adb_groupmaster.xml`

## Code

These are exemplary for handle 1 in the fixtures and playbacks workspace

Set to full

```
<step>Group.SetGroupFaderLevel("Presets", 0, level:1,  
Global.PageSwitchAccuracy)</step>
```

Set to 50%

```
<step>Group.SetGroupFaderLevel("Presets", 0, level:0.5,  
Global.PageSwitchAccuracy)</step>
```

Add 10%

```
<step>Group.SetGroupFaderLevel("Presets", 0, levelDelta:0.1,  
Global.PageSwitchAccuracy)</step>
```

Subtract 10%

```
<step>Group.SetGroupFaderLevel("Presets", 0, levelDelta:-0.1,  
Global.PageSwitchAccuracy)</step>
```

## Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

`Group.SetGroupFaderLevel` does exactly that: sets a group master to a designated - absolute or relative - level. For more details see [Group.SetGroupFaderLevel](#).

## How to use it

1. [make this macro available](#)
2. create some groups, and copy them to buttons 1~10 in the Fixtures and Playbacks window (this is another window than the Fixtures window! You get it via [Open Workspace Window] [Fixtures and Playbacks]).
3. now, with the macros mapped to buttons, you can control the 'virtual group faders'

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