Example

Masters - Group Masters

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description:	Groupmaster control for Groups in the Fixtures and Playbacks workspace

Useful for groups which you don't change that often, which you dont 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 examplary 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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