Example

Masters - Group Masters (snippet)

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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

groupmaster.xml

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

<!--> Examples for handle 1 in the Fixtures and Playbacks workspace <-
->
    <macro id="user.macros.GroupMaster1FF" name="Group Master 1 @FF">
        <sequence>
            <step>Group.SetGroupFaderLevel("Presets", 0, level:1,
Global.PageSwitchAccuracy)</step>
        </sequence>
    </macro>
    <macro id="user.macros.GroupMaster1-50" name="Group Master 1 @50%">
        <sequence>
            <step>Group.SetGroupFaderLevel("Presets", 0, level:0.5,
Global.PageSwitchAccuracy)</step>
        </sequence>
    </macro>
    <macro id="user.macros.GroupMaster1zero" name="Group Master 1 @0">
```

```
        <sequence>
            <step>Group.SetGroupFaderLevel("Presets", 0, level:0,
Global.PageSwitchAccuracy)</step>
        </sequence>
    </macro>
    <macro id="user.macros.GroupMaster1plus" name="Group Master 1
+10%">
        <sequence>
            <step>Group.SetGroupFaderLevel("Presets", 0,
levelDelta:0.1, Global.PageSwitchAccuracy)</step>
        </sequence>
    </macro>
    <macro id="user.macros.GroupMaster1minus" name="Group Master 1
-10%">
        <sequence>
            <step>Group.SetGroupFaderLevel("Presets", 0,
levelDelta:-0.1, Global.PageSwitchAccuracy)</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

`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'

From:
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