# Halve chase speed

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| published: | http://forum.avolites.com/viewtopic.php?f=20&t=3744#p15848 |
| description: | halves currently chase's BPM rate |
| remarks: | The problem with this code is that it requires the chase to be set as the selected playback in the editor (used for the Edit Times menu). This means that the Playback View which could be showing a cue list switches to show the chase instead, to get around this I have stored the previous selected playback and restore that afterwards but this does cause the display to flicker. |

## functions

- ActionScript.SetProperty
- ActionScript.SetProperty.Float
- SimpleMath

## affected properties

- Handles.SourceHandle
- Playbacks.Editor.SelectedPlayback
- Playbacks.Editor.Times.ChaseSpeed

## control structures

- step condition

## Code

halvechasespeed.xml

```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 name="Chase Speed Half" id="Avolites.Macros.ChaseSpeedHalf">
    <description>Halves the speed of the currently connected
chase.</description>
    <sequence>
      <step>ActionScript.SetProperty("Handles.SourceHandle",
Playbacks.Editor.SelectedPlayback)</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Chases.ConnectedHandle)</step>
<step>ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseSpeed
", Playbacks.Editor.Times.ChaseSpeed / 2)</step>
      <step
condition="Math.IsLessThan(Playbacks.Editor.Times.ChaseSpeed,
```

```
1.0)">ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseSpeed
", 0.0)</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle)</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

tbd

## How to use it

1. make this macro available

tbd