

Example

## Inhibit selected fixtures

<b>by:</b>	Sebastian Beutel
<b>published:</b>	here, October 2022
<b>description:</b>	inhibits selected fixtures: sets them @0% and freezes
<b>remarks:</b>	idea by John Richardson, see <a href="https://www.facebook.com/groups/Avolites/posts/2641102656021952/">https://www.facebook.com/groups/Avolites/posts/2641102656021952/</a>

See [Inhibit selected fixtures dimmer](#) - that freezes only the fixtures' dimer while here we freeze the entire fixtures.

[inhibit](#), [set](#), [dimmer](#), [selected](#), [freeze](#), [clear](#)

The inhibit is just a quick way of dousing a lamp or lamps and then reinstating them without affecting anything in the programmer or within any cues. So I may be running an effect on some lamps and I just need to kill it for a second and then turn it back on without messing about with the programmer or cues.

The 'without messing with the programmer' part isn't possible: you need to select the fixtures which you want to inhibit before calling the macro - and selecting fixtures brings them into the programmer. There is no way to avoid this.

### functions

- [Programmer.Editor.Fixtures.IncrementDimmer](#)
- [Programmer.Editor.Selection.GetSelectedHandles](#)
- [Fixtures.Patch.FreezeFixtures](#)
- [Programmer.Editor.ClearAll](#)

## Code

[InhibitSelectedFixtures.xml](#)

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

<!-- Macros to mimic an inhibit function: fixtures are set to 0% and
then frozen -->
<!-- idea by John Richardson -->
<!-- Sebastian Beutel, October 2022 -->
<!-- https://www.facebook.com/groups/Avolites/posts/2641102656021952/ -
->

<avolites.macros>

  <macro id="Wiki.Macros.InhibitSelectedFixtures" name="Inhibit
```

```
Selected Fixtures">
  <description>Inhibit On.</description>
  <sequence>
    <step>Programmer.Editor.Fixtures.IncrementDimmer(-10000, 1.0,
true)</step>
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView
.Handle s")</step>
<step>Programmer.Editor.Fixtures.Patch.FreezeFixtures(Windows.PatchView
.Handle s, True)</step>
    <step>Programmer.Editor.ClearAll(false, false)</step>
  </sequence>
</macro>

<macro id="Avolites.Macros.UninhibitSelectedFixtures" name="Uninhibit
Selected Fixtures">
  <description>Inhibit Off</description>
  <sequence>
<step>Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView
.Handle s")</step>
<step>Programmer.Editor.Fixtures.Patch.FreezeFixtures(Windows.PatchView
.Handle s, False)</step>
    <step>Programmer.Editor.ClearAll(false, 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](#)

The first macro `Inhibit Selected Fixtures` sets the currently selected fixtures' dimmer at 0% and freezes them:

- `Programmer.Editor.Fixtures.IncrementDimmer` sets the dimmer at 0
- `Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView.Handle s")` puts the current selection into a property
- `Programmer.Editor.Fixtures.Patch.FreezeFixtures(Windows.PatchView.Handle s, True)` freezes the fixtures which are in this property
- `Programmer.Editor.ClearAll(false, false)` clears the programmer

The second macro `Uninhibit Selected Fixtures` unfreezes the currently selected fixtures:

- `Programmer.Editor.Selection.GetSelectedHandles("Windows.PatchView.Handle s")` puts the current selection into a property
- `Programmer.Editor.Fixtures.Patch.FreezeFixtures(Windows.PatchView.Handle`

- s, False) unfreezes the fixtures which are in this property
- `Programmer.Editor.ClearAll(false, false)` clears the programmer

## How to use it

1. [make this macro available](#)
2. in order to inhibit fixtures select them and fire the first macro
3. in order to uninhibit fixtures select them and fire the second macro

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Last update: **2022/10/20 07:10**

