Example

Change Playback Timings Grid

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description:	Change fade and release times or overlap for a playback grid
remarks:	

adb_livetiming_12x12.xml

Remarks

- These macros can be used to toggle fade/release times or overlap for basically a full playback page in one go.
- This set of macros is set up for a 12×12 grid in playbacks window but can be adjusted by deleting the corresponding lines from the macro (which admittedly is a bit tedious though due to the length of the macro and that you cannot 'group' playbacks for some commands)
- Only the originally imported macros will work, meaning you can move but not really copy them (they get a new id when copied thus referencing wrong)
- the macros will be highlighted by a halo according which macro last changed time or overlap
- there is an macro called `adb import Live Timing` that will import all macros to pg11 of the macro workspace
- the software might need to be restarted for the halo part to work

playback, fade-in, release, time, overlap, halo

functions

- Playbacks.Editor.Macros.SetTargetHandle
- Handles.SetSourceHandleFromHandle
- Handles.SetSourceHandle
- Playbacks.IsCueHandle
- Playbacks.Editor.EnsurePlaybackCueSelected
- Handles.RemoveHalo
- Handles.SetPendingHaloToSystemColour
- ActionScript.SetProperty
- Handles.ClearSelection

affected properties

- Playbacks.Editor.Macros.Target.Handle
- Playbacks.Editor.SelectedPlayback
- Playbacks.Editor.Times.PlaybackReleaseTime
- Playbacks.Editor.Times.CueFadeInTime
- Playbacks.Editor.Times.CueFixtureOverlap

Code

SetCueFadeInTime.xml

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

<!-- live time macros example -->
  <macro id="adb.Macros.livetime1" name="Live Time 1s">
    <sequence>
      <!-- Remove Halos -->
<step>Playbacks.Editor.Macros.SetTargetHandle("adb.Macros.livetime0")</step>
<step>Handles.SetSourceHandleFromHandle(Playbacks.Editor.Macros.Target.Handle)</step>
      <step>Handles.RemoveHalo()</step>
<step>Playbacks.Editor.Macros.SetTargetHandle("adb.Macros.livetime1")</step>
<step>Handles.SetSourceHandleFromHandle(Playbacks.Editor.Macros.Target.Handle)</step>
      <step>Handles.RemoveHalo()</step>

      <!-- repeat for macros as needed -->

      <!-- Set Times -->
      <!-- Handles.SetSourceHandleRange(group, indexList) -->
      <step>Handles.ClearSelection()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", null)</step>

      <step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
      <step condition="Playbacks.IsCueHandle(Handles.SourceHandle)">
        ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", Handles.SourceHandle)</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.PlaybackReleaseTime", time:1)</step>
      <step>Playbacks.Editor.EnsurePlaybackCueSelected()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime", time:1)</step>

      <step>Handles.SetSourceHandle("PlaybackWindow", 1)</step>
      <step condition="Playbacks.IsCueHandle(Handles.SourceHandle)">
        ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", Handles.SourceHandle)</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.PlaybackReleaseTime", time:1)</step>
      <step>Playbacks.Editor.EnsurePlaybackCueSelected()</step>
<step>ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime", time:1)</step>
```

```xml
        <!-- repeat for playbacks as needed -->

        <step>Handles.ClearSelection()</step>
        <!-- Set Halo -->
<step>Playbacks.Editor.Macros.SetTargetHandle("adb.Macros.livetime1")</step>
<step>Handles.SetSourceHandleFromHandle(Playbacks.Editor.Macros.Target.Handle)</step>
        <step>Handles.SetPendingHaloToSystemColour("Yellow")</step>
        <step>Handles.ClearSelection()</step>
      </sequence>
    </macro>

<!-- overlap macros -->
    <macro id="adb.Macros.liveOverlap50" name="Live Overlap 50">
      <sequence>
        <!-- Set Overlap -->
        <step>Handles.ClearSelection()</step>

        <step>Handles.SetSourceHandle("PlaybackWindow", 0)</step>
        <step condition="Playbacks.IsCueHandle(Handles.SourceHandle)">
          ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",
Handles.SourceHandle)</step>
        <step>Playbacks.Editor.EnsurePlaybackCueSelected()</step>
<step>ActionScript.SetProperty.Float("Playbacks.Editor.Times.CueFixtureOverlap", 0.5)</step>

        <!-- repeat for playbacks as needed -->
        <step>Handles.ClearSelection()</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](#)

Set Times

- <step condition="Playbacks.IsCueHandle(Handles.SourceHandle)">ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback", Handles.SourceHandle)</step> makes sure only playbacks get selected (no macros, groups, etc which could stop the macro halfway)
- ActionScript.SetProperty("Playbacks.Editor.Times.PlaybackReleaseTime", time:1) sets a release time of 1s

- `Playbacks.Editor.EnsurePlaybackCueSelected()` Ensures a playback cue to apply the fadetime to is selected
- `ActionScript.SetProperty("Playbacks.Editor.Times.CueFadeInTime", time:1)` sets a fade time of 1s

Remove Halo

- `Playbacks.Editor.Macros.SetTargetHandle("adb.Macros.livetime0")` selects a particular macro based on its [macroid](). Copied macros seem to become a new macro id.
- `Handles.SetSourceHandleFromHandle(Playbacks.Editor.Macros.Target.Handle)` selects the actual handle the macro is on

Set Halo

- `Handles.SetPendingHaloToSystemColour("Yellow")` sets a yellow halo on the macros just fired

Overlap

- `ActionScript.SetProperty.Float("Playbacks.Editor.Times.CueFixtureOverlap", 0.5)` sets an overlap of 50%

Import

- `adb import Live Timing` is a macro that imports the whole set of macros onto page 11 in the macros workspace

How to use it

- [make this macro available]()

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