

Example

# Release - Master Release Time

<b>by:</b>	Alex del Bondio
<b>published:</b>	January 2019
<b>description:</b>	set master release time
<b>remarks:</b>	

adb\_master\_release\_time.xml

[master](#), [release](#), [time](#)

This selection of macros lets you change the master release time. These macros have [Active Binding](#) set so they will highlight and give visual feedback.

The code below is a snippet of the whole file which contains macros for various release times (the same times you will find for palette fade).

## affected properties

- [Playbacks.MasterReleaseTime](#)

## Code

[releasetime.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 id="adb.Macros.Releasetime4" name="adb Master Release Time
5s">
    <active binding="{propertyLink id='Playbacks.MasterReleaseTime'
converter='Playbacks.Editor.Times.TimeEqualityConverter'
converterParameter='5'}"/>
    <sequence>
      <step>ActionScript.SetProperty("Playbacks.MasterReleaseTime",
time:5)</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](#)

- `Playbacks.MasterReleaseTime` is the property that defines the master release time and needs to be set via `ActionScript.SetProperty`
- `active binding` is used to highlight a macro when the corresponding property (`propertyLink id`) matches the `converterParameter`. A good starting point to understand active binding is either this wiki or this post in the Avo forum <http://forum.avolites.com/viewtopic.php?f=20&t=5962>

## How to use it

- [make this macro available](#)

From:

<https://avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:

<https://avosupport.de/wiki/macros/example/masterreleasetime?rev=1557057701>

Last update: **2019/05/05 12:01**

