Example

Off/On Attribute in Palette

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description:	macro to turn an attribute group off resp. on in a palette
remarks:	Idea/request by PascalvE

off, on, attribute, group, palette

This macro assumes that group 999 and palette 999 exist. Group 999 is used as temporary store for the selected fixtures. The macro turns colour values in palette 999 off resp. on.

functions

- Group.ReplaceGroupOnHandle
- ActionScript.SetProperty.Boolean
- Programmer.SetBlindMode
- Group.RecallGroup
- Menu.Stack.PushOrReloadMenu
- Menu.InjectInput
- Palette.QuickMergePalette
- Programmer.Editor.Clear

affected properties

- Programmer.BlindActive

Code

offOnAttributeInPalette.xml

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

  <macro id="adb.Macros.colourvaluesoffblind" name="adb set colour
values off in blind">
    <sequence>
      <step>Group.ReplaceGroupOnHandle(userNumber: 999)</step>
      <step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive",
true)</step>
      <step pause="0.01">Programmer.SetBlindMode(false, 0)</step>

      <step>Group.RecallGroup(userNumber: 999)</step>
      <step pause="0.001">Menu.Stack.PushOrReloadMenu("Primary",
```

```
"Expert.Root.Program")</step>
      <step
pause="0.001">Menu.InjectInput("OnSelect","AttributeGroup","NoGroup",4)
</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","Off","",0)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","Off","",0)</step>
      <step
pause="0.001">Menu.InjectInput("OnSelect","Softkey","NoGroup",2)</step>
      <step pause="0.001">Palette.QuickMergePalette(userNumber:
999)</step>
      <step>Programmer.Editor.Clear(All, true, false, 0)</step>

      <step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive",
false)</step>
      <step pause="0.01">Programmer.SetBlindMode(false, 0)</step>
    </sequence>
  </macro>

  <macro id="adb.Macros.colourvaluesonblind" name="adb set colour
values on in blind">
    <sequence>
      <step>Group.ReplaceGroupOnHandle(userNumber: 999)</step>
      <step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive",
true)</step>
      <step pause="0.01">Programmer.SetBlindMode(false, 0)</step>

      <step>Group.RecallGroup(userNumber: 999)</step>
      <step pause="0.001">Menu.Stack.PushOrReloadMenu("Primary",
"Expert.Root.Program")</step>
      <step
pause="0.001">Menu.InjectInput("OnSelect","AttributeGroup","NoGroup",4)
</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","Off","",0)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","Off","",0)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonDown","Off","",0)</step>
      <step
pause="0.001">Menu.InjectInput("OnButtonUp","Off","",0)</step>
      <step
pause="0.001">Menu.InjectInput("OnSelect","Softkey","NoGroup",2)</step>
      <step pause="0.001">Palette.QuickMergePalette(userNumber:
999)</step>
      <step>Programmer.Editor.Clear(All, true, false, 0)</step>
```

```
      <step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive",
false)</step>
      <step pause="0.01">Programmer.SetBlindMode(false, 0)</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

This macro assumes that group 999 and palette 999 exist. Group 999 is used as temporary store for the selected fixtures. The macro turns colour values in palette 999 off resp. on.

- `Group.ReplaceGroupOnHandle` puts the currently selected fixtures into a group as temporary store
- then, blind mode is entered - see Blind Mode On/Off
- `Group.RecallGroup` recalls the previously selected fixtures from the temp. store
- the next commands are taken from a recorded macro:
  - `Menu.Stack.PushOrReloadMenu` makes sure we are in the root menu
  - `Menu.InjectInput` are the recorded key presses:
    - `[C]` (colour)
    - `<Off>` (in the second macro <Off> is pressed twice which makes it toggle to On)
    - `[Attribute Off]`
- `Palette.QuickMergePalette` merges the off/on value into the palette
- `Programmer.Editor.Clear` clears the programmre
- finally the blind mode is being exited from

How to use it

- make this macro available
- make sure group 999 and palette 999 exist and suit your needs or adapt the macro
- fire the macro to turn colour off resp. on in this palette

From:
https://avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
https://avosupport.de/wiki/macros/example/offonattributeinpalette?rev=1552148778

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