

Example

PaletteChaseChanger (V3)

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published:	http://forum.avolites.com/viewtopic.php?f=20&t=5578
description:	two macros: one changes two palettes in blind mode, the other shifts a number of palettes in pairs.
remarks:	slightly corrected by Sebastian Beutel

This is related to ColourChaseChanger (V2).

[palette](#), [chase](#), [blind](#)

functions

- [ActionScript SetProperty Boolean](#)
- [Programmer SetBlindMode](#)
- [Attribute Mask IncludeAll](#)
- [Group RecallGroupNumeric](#)
- [Palette ApplyPalette](#)
- [Palette StoreCurrentPaletteReplace](#)
- [Programmer Editor Clear](#)
- [Handles SetSourceHandleFromHandle](#)
- [Palette StoreCurrentPaletteReplace](#)
- [ActionScript SetProperty Enum](#)
- [Handles CopyDestination](#)
- [Handles ClearSelection](#)

affected properties

- [Programmer BlindActive](#)
- [Palette CurrentPaletteHandle](#)
- [Handles SourceHandle \(*implicitly used*\)](#)
- [Handles OperationMode](#)

Code

palettechasechanger_v3.xml

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

<!--
  Note the different numbering:
  - "Location=Positions,1,68" is 1-based. 'Positions,1,68' refers to the
-->
```

68th item on page 1 of the Positions window

- ("Positions", 0, 69) [0-based] refers to to item 70 on page 1 of the Positions window

- ("Positions", 89) [0-based] refers to item in slot 90 of the current page of the Positions window

-->

```
<macro id="UpTwoColorChange" name="Up Two Change">
<!-- This replaces palette 1,71 with 1,69 and 1,72 with 1,70. -->
<sequence>
    <step>ActionScript SetProperty Boolean("Programmer.BlindActive", true)</step> <!-- go blind -->
        <step>Programmer SetBlindMode(false, 0)</step>
        <step>Attribute Mask IncludeAll("Palette")</step> <!-- ??? -->
        <step>Group RecallGroupNumeric(17)</step> <!-- recall group #17 -->
        <step>Palette ApplyPalette("Location=Positions,1,69", false)</step>
<!-- set to palette Pos 1,69 -->
    <step>ActionScript SetProperty("Palette.CurrentPaletteHandle", handle:"Location=Positions,1,71")</step>
        <step>Palette StoreCurrentPaletteReplace()</step> <!-- store as palette 1,71 -->
            <step>Programmer Editor Clear(Attribute.Mask.Clear.Value, Programmer.Editor.Fixtures.Clear.Presets,
                false, Expert.ClearMenu.FadeTime)</step> <!-- clear -->
            <step>Group RecallGroupNumeric(17)</step> <!-- recall group #17 -->
            <step>Palette ApplyPalette("Location=Positions,1,70", false)</step>
<!-- set to palette Pos 1,70 -->
    <step>ActionScript SetProperty("Palette.CurrentPaletteHandle", handle:"Location=Positions,1,72")</step>
        <step>Palette StoreCurrentPaletteReplace()</step> <!-- store as palette 1,72 -->
            <step>Programmer Editor Clear(Attribute.Mask.Clear.Value, Programmer.Editor.Fixtures.Clear.Presets,
                false, Expert.ClearMenu.FadeTime)</step> <!-- clear -->
            <step>ActionScript SetProperty Boolean("Programmer.BlindActive", false)</step> <!-- exit blind -->
            <step>Programmer SetBlindMode(false, 0)</step>
        </sequence>
    </macro>

    <macro id="UpChaseMove" name="Up Chase Move">
        <!-- This shifts palettes 1,61~70 in pairs. -->
        <sequence>
<step>Handles SetSourceHandleFromHandle(Handles.GetHandle("Positions",0,69))
</step>
        <step>ActionScript SetProperty Enum("Handles.OperationMode", "move")</step>
            <step>Handles CopyDestination("Positions", 89)</step>
            <step>Handles ClearSelection()</step>
```

```

<step>Handles.SetSourceHandleFromHandle(Handles.GetHandle("Positions", 0, 68))
</step>
<step>ActionScript SetProperty.Enum("Handles.OperationMode",
"move")</step>
<step>Handles.CopyDestination("Positions", 88)</step>
<step>Handles.ClearSelection()</step>

<!-- add more pairs to shift palettes here, see full file -->
</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 multiple steps are briefly explained inline. It is best understood with the applications hints below:

- a chaser should be created which toggles fixture group #17 between palettes #71 und #72
- various palettes should be stored as palettes #60~69, with the even numbers being something like 'foreground' and the odd numbers something like 'background'
- the macro Up Chase Move cycles through these palettes in pairs, in a way that palette #68 always contains a 'foreground' palette and #69 is always the corresponding 'background' palette. You may apply this macro multiple times. The functions used to move a palette are similar to [moving a chase handle](#).
- finally the macro Up Two Change toggles to blind, copies the contents from palette #68 to #71 and #69 to #72, and exits blind mode. This can be looked at in [ColourChaseChanger \(V2\)](#).

⇒ Jonas Nijs's ColourChaseChanger(v2) macro is very useful. But it's a little uncomfortable to use in busking show, because it needs some steps to copy palettes. So I made a macro which circulates 8 palettes with one button. If you want to circulate 10 or more, you can edit it.

Note the different numbering:

1. "Location=Positions,1,68" is 1-based. 'Positions,1,68' refers to the 68th item on page 1 of the Positions window
2. ("Positions",0,69) [0-based] refers to item 70 on page 1 of the Positions window
3. ("Positions", 89) [0-based] refers to item in slot 90 of the current page of the Positions window

How to use it

1. [make this macro available](#)
2. Using fixture group #17, create a chaser which oscillates between position palette 1,71 and 1,72.
3. Fire UpChaseMove (possibly a few times) so select another pair of palettes.
4. Fire UpTwoColorChange to make these palettes used in the chase.

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