

Example

# PaletteChaseChanger (V3)

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<b>description:</b>	two macros: one changes two palettes in blind mode, the other shifts a number of palettes in pairs.
<b>remarks:</b>	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>
  </sequence>
</macro>
```

```

<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 very useful. But it's a little uncomfortable to use in busking show, because it needs some step to copy palettes. So I made a macro which circulate 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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