Example

paletteChaseChanger (V3)

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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

[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 *(implicitely used)*
- Handles.OperationMode

Code

palettechasechanger_v3.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="UpTwoColorChange" name="Up Two Change">
  <!-- This swops palette 1,71 with 1,68 and 1,72 with 1,69. -->
    <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,0,68", false)</step>
<!-- set to palette Pos 0,68 -->
      <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,0,69", false)</step>
<!-- set to palette Pos 0,69 -->
      <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 1,60~69 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

tbd

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.

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

Permanent link:
https://avosupport.de/wiki/macros/example/palettechasechanger_v3?rev=1529942833

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