

Example

Palette - Master Fade Time

by:	in factory macros
description:	sets palette master fade time
remarks:	listed here as example for active binding

[palette](#), [fadetime](#), [busking](#)

functions

- [ActionScript.SetProperty.Float](#)

affected properties

- [Palette.MasterFadeTime](#)

specials

- [Active Binding](#)

Code

This is part of the factory macros. [Palette Master Overlap](#) and [Palette Master Fade Times](#) macros have been extracted and put in this file:

macro_overlap.xml

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

  <macro id="Avolites.Macros.PaletteFadeHalf">
    <name>Palette Fade 0.5s</name>
    <description>Set master palettes fade to 0.5s.</description>
    <active binding="{propertyLink id='Palette.MasterFadeTime'
      converter='Playbacks.Editor.Times.TimeEqualityConverter'
      converterParameter='0.5'}" />
    <sequence>
      <step
pause="0">ActionScript.SetProperty.Float("Palette.MasterFadeTime",0.5)</step
>
    </sequence>
  </macro>

</avolites.macros>
```

Explanation

This macro sets the property `Palette.MasterFadeTime` to 0.5s. To do so manually you'd press `<Palette> [Master Time =]` and enter a value.

How to use it

[make this macro available](#)

It might be useful for busking to put some of the related macros, e.g. `Fade 0s/0.5s/1s/2s/5s` on adjacent handles. Due to active binding they show which fade time is currently active.

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Permanent link:
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Last update: **2019/05/05 12:05**

