

Example

# Set Palette Master Fade Time

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

## 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 xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">
  <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",2)</step>
    </sequence>
  </macro>
</avolites.macros>
```

## Explanation

This macro sets the property `Palette.MasterFadeTime` to 2s. 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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