Example

# Set Palette Master Overlap

| **by:** | in factory macros |
|---|---|
| **description:** | sets palette master overlap |
| **remarks:** | listed here as example for active binding |

## functions

- ActionScript.SetProperty.Float

## affected properties

- Palette.MasterOverlap

## 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
<?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.PaletteOverlap50">
    <name>Palette Overlap 50%</name>
    <description>Set master palettes fade to 50%.</description>
    <active binding="{propertyLink id='Palette.MasterOverlap'
converter='Math.EqualityConverter' converterParameter='0.5'}" />
    <sequence>
      <step
pause="0">ActionScript.SetProperty.Float("Palette.MasterOverlap",0.5)</step>
    </sequence>
  </macro>
</avolites.macros>
```

## Explanation

This macro sets the property `Palette.MasterOverlap` to 0.5. To do so manually you'd press `<Palette>` `[Master Overlap = ]` 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. Overlap 100%/50%/0% on adjacent handles. Due to active binding they show which value overlap is currently set to.

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