

Example

Set Palette Master Overlap

by:	in factory macros
description:	sets palette master overlap
remarks:	listed here as example for active binding [, palette, master, overlap, busking,]

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 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.

From:

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<https://avosupport.de/wiki/macros/example/palettemasteroverlap?rev=1511888746>

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